



TACTICAL ESPIONAGE OPERATIONS

METAL GEAR SOLID[®]

PEACE WALKER

Operations Manual



KONAMI



TACTICAL ESPIONAGE OPERATIONS
METAL GEAR SOLID
PEACE WALKER

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Getting Started

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT METAL GEAR SOLID: PEACEWALKER disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **X** button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

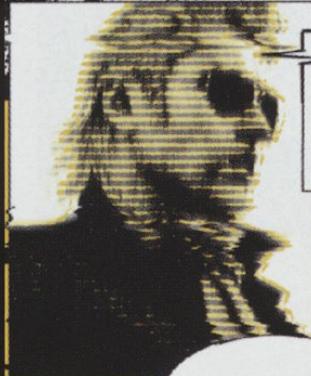
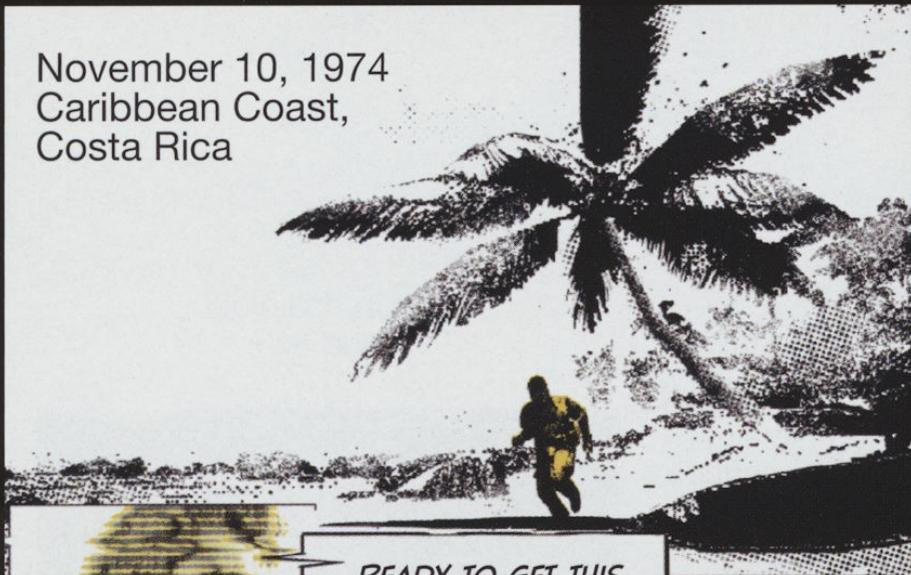
NOTICE: Do not eject a UMD® while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

November 10, 1974
Caribbean Coast,
Costa Rica



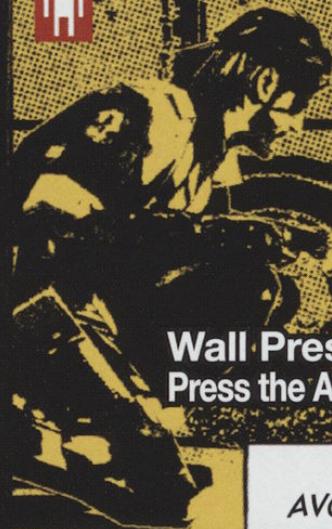
READY TO GET THIS
SHOW STARTED,
SNAKE?

YEAH.

Camo Index
10%



Camo Index
80%



Wall Press:
Press the Action Button near a wall

AVOID COMBAT AND DON'T LET
THOSE MERCS SEE YOU.

THIS IS A *SNEAKING*
MISSION.



Title Menu

Press the **START** button at the title menu to get started!



Title Menu
(scroll up/down)

- NEW GAME** → Start the main game.
- LOAD GAME** → Continue a previous game from saved data.
- DELETE** → Delete data.
- EXTRAS** → Go to the Extras menu.

* You must connect to the PlayStation®Network to access some of the content in this game. An external peripheral and/or wireless Internet connection is required to access the network. For details, please refer to the instruction manual for your PSP® or network peripheral.

DATA INSTALL → Install data on a Memory Stick PRO Duo™.

* Installation is required to play in-game radio dialogue voices. For PSP® 1000/2000/3000 models, a Memory Stick PRO Duo™ with at least 330MB of free space is required.

Game Screen

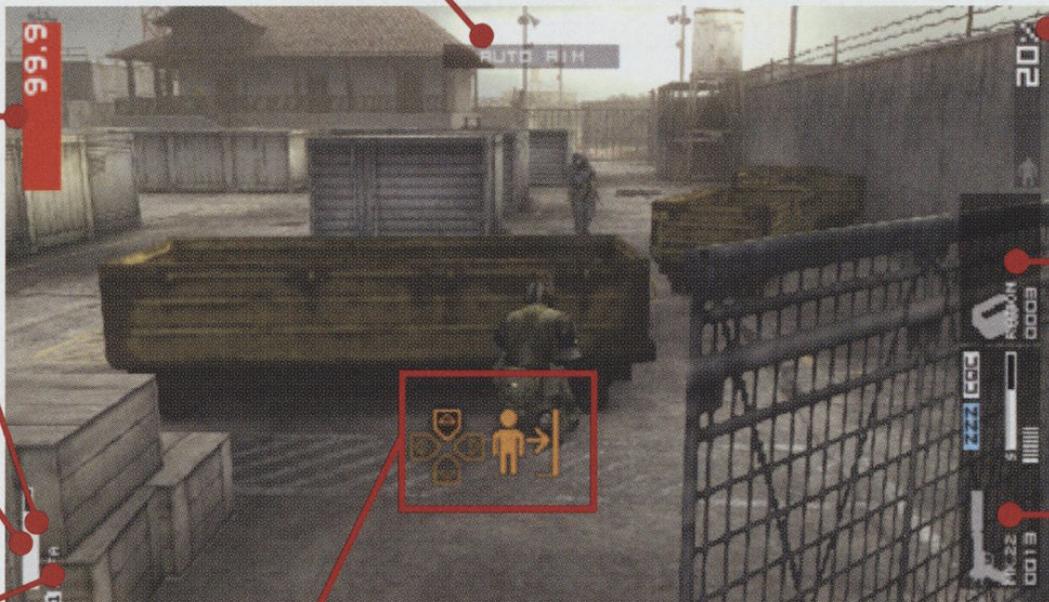
AUTO AIM On

Enemy Status
(see p.9)

PSYCHE Gauge
(right)

LIFE Gauge
(left)
(see p.10)

Player Name



Camo Index
(see p.08)

Item in Use
(see p.10)

Weapon in Use
(see p.11)

Action Icon

* Shows actions available at that moment.

Controls (Shooter Type) Action Type and Hunter Type controls also available!

Directional buttons

Up: Action Button
Performs actions suited to the situation (Action Icon)

Right: Weapon Select Button
Hold down and press the □ or ○ button to change weapons

Left: Item Select Button
Hold down and press the □ or ○ button to change items

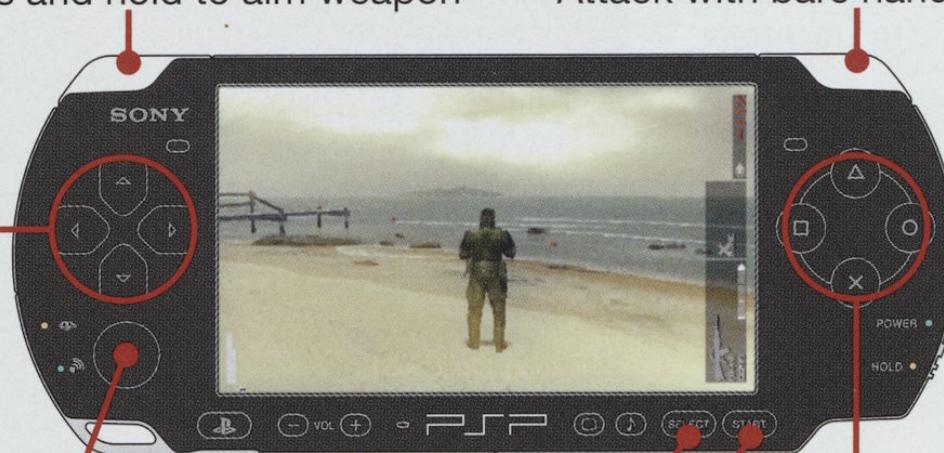
Down: Crouch Button
Press and hold to lie down
* Cannot move while lying down

L button: Aim Button

Press and hold to aim weapon

R button: Attack Button

Attack with bare hands



SELECT button: Varies
(based on control scheme)

START button: Menu Button

Analog Stick: Move
Run / walk quietly

△○×□ buttons: Camera
Shift camera perspective

Controls (Shooter Type - Aiming)

Directional buttons

Up: Reload Button
Reload weapon

Right: Camera Switch Button
Move camera to right
* Increase scope zoom

Left: Camera Switch Button
Move camera to left
* Decrease scope zoom

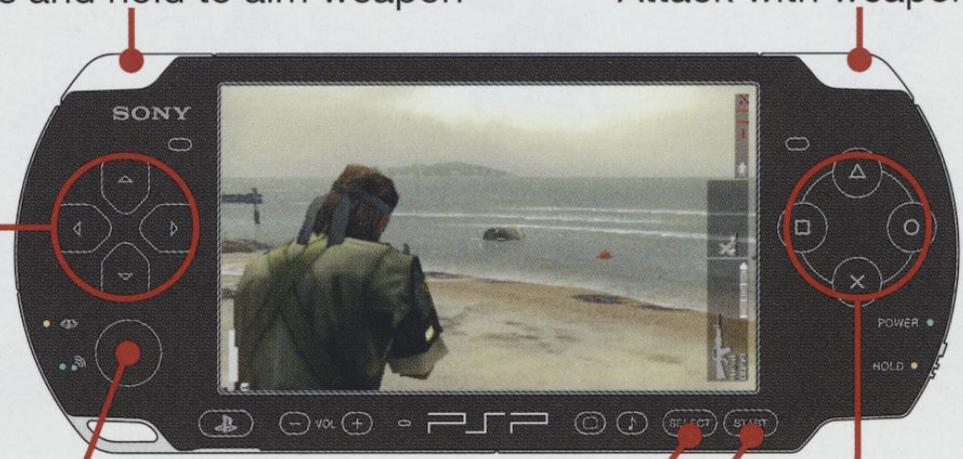
Down: Crouch Button

L button: Aim Button

Press and hold to aim weapon

R button: Attack Button

Attack with weapon



SELECT button: Varies
(based on control scheme)

START button: Menu Button

Analog Stick: Move
Run / walk quietly

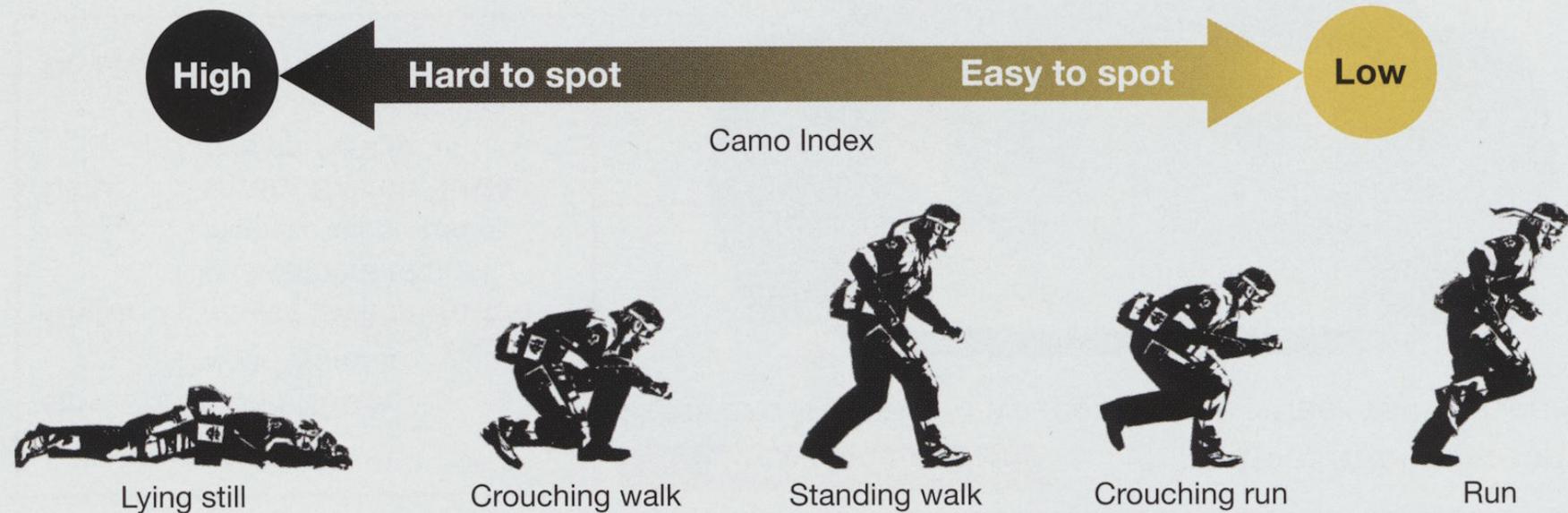
△○×□ buttons: Camera
Shift camera perspective

Sneaking

Stealth : Feel the thrill!

Move cautiously to avoid detection!

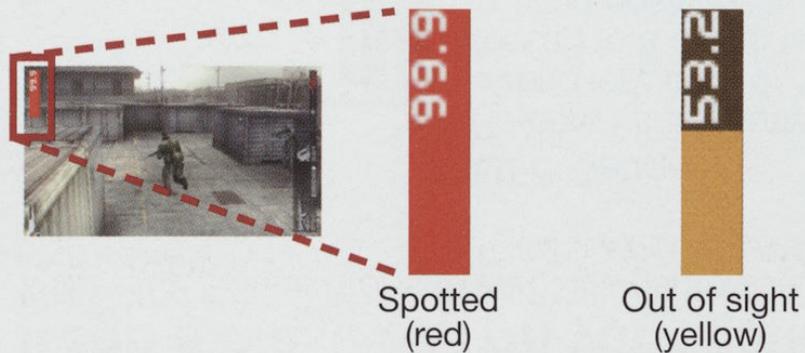
The Camo Index in the upper right corner tells you how easy you are to spot. Move the analog stick just a little to walk slowly.



The enemy's after you! Now what?!

When the enemy spots Snake, they'll call for backup and attack in numbers. You'll need to either defeat them or get out of their sight.

- Upper left corner of screen



Preventing reinforcements

You can stop reinforcements from coming by taking out the enemy before they can call for backup.

Keep a close eye on your gauges!

If the LIFE Gauge drops to zero, it's game over!



LIFE Gauge

Restore LIFE by using a recovery item or by resting in a crouching or lying position.

PSYCHE Gauge

Affects LIFE recovery speed, shot accuracy, and other physical capabilities.

Selecting Items

Left button + □ or ○ button

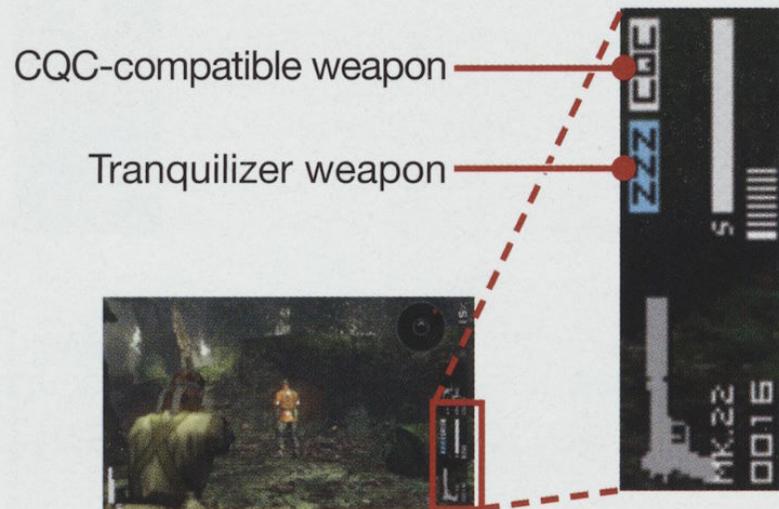


Rations

When you have a ration equipped, your LIFE will automatically recover when it drops to zero.

Shoot the enemy without being noticed!

Aim with the **L** button and shoot with the **R** button.



Selecting Weapons

Right button + **□** or **○** button

Quick Change

Adjusting the weapon or item **SELECT SETTINGS** from the **OPTIONS** tab in the menu window will let you to quickly equip/unequip or cycle between 2 or 3 weapons/items with a simple tap of the weapon or item select buttons.

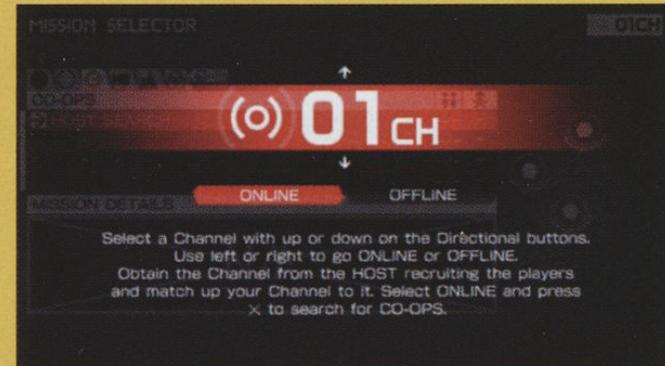
Host a game and bring your friends on board!

Choose HOST on the Mission Select screen and you can invite other players to join your game.

HOST SEARCH

Choose HOST SEARCH from the CO-OPS tab to join a mission that's accepting players.

* Must be receiving ad-hoc connection signal



Match the channel with that of the HOST

Become one with your teammates with CO-OP In!

Touch the ring around a character to go CO-OP In with that character, allowing you to share the same LIFE Gauge, items, and weapons.



LIFE Gauge during CO-OP In

CPR

Tap the Action Button repeatedly

In CO-OPS, when your LIFE Gauge drops to zero, your teammate can revive you by performing CPR.



Fulton Recovery

Recruiting : Build an army!

Yesterday's enemy is today's ally!

Use Fulton recovery to pick up new recruits!

Recover enemies and prisoners and you can put them to work at Mother Base (see p.15).



Neutralized

Neutralize enemies without killing them before using Fulton recovery.



Near death



Unconscious



Asleep

Mother Base

Mother Base : Make it grow!

Use recovered soldiers to develop weapons and items!

The more soldiers you have, the more weapons, items, and ammo you can produce.

