TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 2
SONS OF LIBERTY

INSTRUCTION MANUAL

MATURE
M
CONTENT RATED BY
ESRB

EmuMovies

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

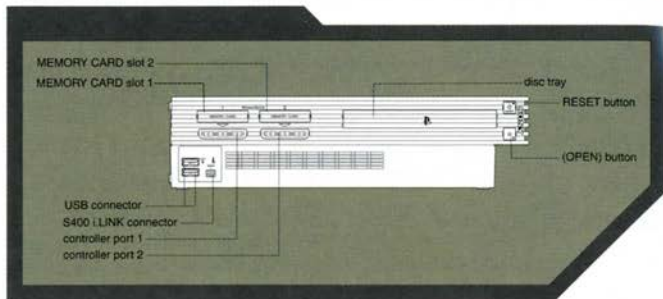## HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

Thank you for purchasing Konami's "Metal Gear Solid® 2 Sons of Liberty™". For best results, we recommend that you read through this manual prior to playing the game. Keep this manual in a safe place. This game is a work of fiction. Any resemblance to actual persons, groups, organizations, or national bodies is purely coincidental.

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
(OPEN) button
USB connector
S400 i.LINK connector
controller port 1
controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the "Metal Gear Solid®2: Sons of Liberty™" disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals as appropriate. Follow on-screen instructions and refer to this manual for information on using this software.

NEW GAME: Start a new game from the beginning.

LOAD GAME: Continue a previously saved game.

OPTIONS: Adjust various game settings.

SPECIAL: Enter the Special Menu.

NOTE: Certain menus may not be available the first time the game is played.
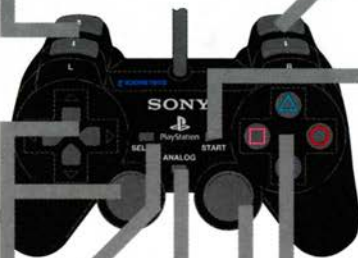
STARTING THE GAME

CONTROLS: DUALSHOCK™2 ANALOG CONTROLLER

L1 BUTTON: Lock-on button. Lock onto an enemy soldier with the currently equipped weapon. Aim and walk or run.
L2 BUTTON: Equip Item button
NORMAL VIEW: Select and equip/remove items
CORNER/FIRST PERSON VIEW: Peek left

R1 BUTTON: First Person View button
Enter First Person View mode
Zoom during polygon demos
R2 BUTTON: Equip Weapon button
NORMAL VIEW: Select and equip/remove weapons
CORNER/FIRST PERSON VIEW: Peek right

START BUTTON:
TANKER CHAPTER: Button controls
PLANT CHAPTER: Pause and display the map

◻ BUTTON: Weapon button
Use weapon, Throw/Choke (when no weapon is equipped)

✕ BUTTON: Crawl button/Cancel button
Switch between crouching/crawling and standing

△ BUTTON: Action button
Turn handles, climb onto platforms, hang down from railings, etc.

○ BUTTON: Punch button/Confirmation button/Enter button
Punch, knock when flattened against a wall

ANALOG MODE BUTTON

SELECT BUTTON:
Enter Codec mode

RIGHT ANALOG STICK/R3 VIEW MODE:
CORNER VIEW MODE: Change the camera angle

DIRECTIONAL BUTTONS/LEFT ANALOG STICK/L3 VIEW MODE:
NORMAL VIEW MODE: Movement
FIRST PERSON VIEW MODE: Camera movement

{STEALTH GAME}
Infiltrate and avoid detection

{STEAL}

v.
stole stolen
to perform an action in a silent, secretive manner.

vi.
to proceed secretively, to sneak
to move silently.

n.
stealth
the act of moving silently and secretly.

"Metal Gear Solid® 2 Sons of Liberty™" is a tactical espionage action game.

The player must single-handedly infiltrate a facility under enemy control and carry out a covert operation.

If an enemy soldier spots the player, the soldier will call his comrades and attack. Since the player doesn't stand much of a chance when vastly outnumbered in battle, unnecessary conflict should be avoided whenever possible.

• "Metal Gear Solid® 2 Sons of Liberty™" will be referred to as "Metal Gear Solid 2" in this manual hereinafter.

"THE OUTER HEAVEN UPRISING" FROM "METAL GEAR" (RELEASED 1987)
FOXHOUND agent Solid Snake infiltrates Outer Heaven, a fortress-nation deep in the heart of South Africa, and destroys their prototype weapon Metal Gear, a walking tank with nuclear capability. In the process, he discovers that the leader of Outer Heaven is none other than Big Boss, the supreme commander of FOXHOUND, and puts an end to his former comrade's twisted schemes.

"THE ZANZIBAR LAND DISTURBANCE" FROM "METAL GEAR 2: SOLID SNAKE" (RELEASED 1990)
After surviving the Outer Heaven incident, Big Boss escapes to Zanzibar Land and sets up an independent military regime with the hope of creating a world of strife, the only kind of world a born soldier can truly enjoy. At the request of FOXHOUND, Solid Snake infiltrates Zanzibar Land and again destroys Metal Gear, which had been transferred to Zanzibar Land following the collapse of Outer Heaven. He triumphs once again in a final, decisive battle with Big Boss and ensures the downfall of Zanzibar Land.

"THE SHADOW MOSES ISLAND INCIDENT" FROM "METAL GEAR SOLID" (RELEASED 1998)
On Shadow Moses, a remote island off the coast of Alaska, FOXHOUND leads an armed uprising and seizes the new Metal Gear REX in the single biggest act of terrorism in history. At the request of the government, Col. Roy Campbell, the former commander of FOXHOUND, summons Solid Snake out of retirement and sends him to infiltrate Shadow Moses Island in one last solo covert operation.
Snake must penetrate deep into the heart of a nuclear weapons facility. Aiding him in his mission are Dr. Hal Emmerich, a.k.a. Otacon, a former Metal Gear developer; Meryl, Col. Campbell's niece; and a team of the top specialists in each field, who communicate with Snake via the Codec. In the middle of his battle against the members of FOXHOUND, Snake encounters a cyborg ninja, who thirsts only for battle. This mysterious figure's true identity turns out to be Grey Fox, Snake's former FOXHOUND comrade who defected to the enemy and fought against Snake in Zanzibar Land. After destroying Metal Gear REX, Snake confronts the head of the terrorist group, Liquid Snake. Each of the Snakes, Liquid and Solid, carries the genes of the 20th century's greatest soldier, Big Boss. With the support of the cyborg ninja, Solid Snake fights a decisive battle with Liquid. After a long and protracted struggle, Snake finally defeats Liquid and leaves the legacy of Shadow Moses behind him.

PLAYER CHARACTERS

"Metal Gear Solid® 2 Sons of Liberty™" is composed of two chapters: the "Tanker Chapter" and the "Plant Chapter."

TANKER CHAPTER

Following the incident on Shadow Moses Island, Metal Gear's top-secret technology was leaked into the black market through the machinations of Revolver Ocelot. As a result, countless variations of Metal Gear have sprung up in every corner of the globe, making the weapon an increasingly common sight in the armed forces of nuclear powers. In the midst of all this, Solid Snake, now a member of the anti-Metal Gear group "Philanthropy," has learned that a new prototype Metal Gear has been developed by the U.S. Marines and is being transported in secret to an unknown destination. To find out more about this prototype, Snake must infiltrate the transport as it makes its way down the Hudson River disguised as a tanker. However, just as Snake is about to begin his mission, the tanker is seized by a mysterious armed group.

PLANT CHAPTER

The "Big Shell," a huge offshore cleanup facility constructed off New York's coast that serves as a symbol of environmental preservation, has been occupied by a radical group calling themselves the "Sons of Liberty." The President, who was on a tour to inspect the facility at the time, has been taken hostage, and the Sons of Liberty have demanded a large sum of money from the government in return for his release. If this demand is not met, they have threatened to detonate a series of bombs placed around the Big Shell, releasing huge amounts of chemical toxins into the sea and unleashing a massive environmental disaster. Faced with an unprecedented state of crisis, the government has called on the newly reformed FOXHOUND to handle the situation. FOXHOUND's chosen agent, Raiden, must single-handedly infiltrate the "Big Shell" and carry out a covert operation...

SOLID SNAKE

The legendary hero who has thrice saved the world from the menace of Metal Gear in the past, Solid Snake is an infiltration expert who always completes his mission no matter how difficult the odds. Originally a member of FOXHOUND, now a member of the NGO "Philanthropy," an anti-Metal Gear group.

RAIDEN

A member of the special forces unit FOXHOUND, Raiden has no experience in real-life combat situations, but his skills as a soldier have been honed to the highest levels through VR simulation training. The infiltration of the Big Shell is his first actual mission.

RECOMMENDED DIFFICULTY LEVEL

After selecting a NEW GAME, different difficulty levels will be displayed.

VERY EASY For beginning action gamers.

EASY For those who have never played "Metal Gear Solid."

NORMAL Average difficulty, for veterans of "Metal Gear Solid."

HARD For those who have already completed the game and are looking for a greater challenge.

EXTREME Extreme difficulty, for die-hard gamers.

On HARD and EXTREME difficulty, there is an extra "GAME OVER IF DISCOVERED" option available. When this is selected, the game will end if the player is spotted by enemy soldiers or surveillance cameras.

*All difficulty levels will become available after viewing the game's ending once.

1. LIFE GAUGE: If the Life Gauge drops to zero, the game ends. When there is little life remaining, the gauge will turn orange and blood will start to flow.
2. RADAR
3. WEAPON EQUIPPED: This is not displayed if nothing is equipped.
4. ITEM EQUIPPED: This is not displayed if nothing is equipped.

BOSS BATTLES

1. BOSS' LIFE GAUGE: Decreases as the boss receives damage.

2. BOSS' STUN GAUGE: Decreases as the boss is hit by tranquilizer darts and punching attacks.

*When either the Life Gauge or the Stun Gauge reaches zero, the boss battle is over.

GRIP GAUGE

Displayed during Hanging mode. When the gauge reaches zero, the player will fall.
Performing certain special actions can raise the Grip Gauge's level, increasing the maximum value of the gauge.

O2 (OXYGEN) GAUGE

When underwater, shows the amount of oxygen remaining. When the O2 Gauge reaches zero, the Life Gauge begins to decrease.
Pressing the Action button will decrease the rate at which the O2 Gauge diminishes.

PARTNER LIFE GAUGE

The partner's Life Gauge is displayed when the player has a partner working with them. If a partner's life gauge drops to zero, the game ends.

NORMAL MODE

CENTRAL DOT: Player character (Snake/Raiden).

GREEN CONE: The player character's field of vision in First Person View.

DOTS AND CONES REPRESENTING ENEMY UNITS AND THEIR FIELD OF VISION:
Enemy soldiers/cameras/gun cameras/CYPHERs/gun CYPHERs

NORMAL: Blue

SUSPICIOUS: Yellow

CAUTION MODE, AND AFTER DISCOVERING PLAYER CHARACTER: Red

WHILE UNDERWATER

BLUE AREAS: Breathing points.
Indicates points in the flooded areas where the player can come up for air.

WHEN SENSOR IS EQUIPPED

YELLOW AREAS: indicates that a bomb has been placed in that vicinity. Unless the area map is downloaded by accessing a Node, only these yellow areas will be displayed.

• The size of the yellow area displayed depends on the level of game difficulty.

WHEN THE MINE DETECTOR IS EQUIPPED

YELLOW DOTS AND CONES: Yellow dots indicate the positions of mines. Entering the cone-shaped area while in a standing position will cause the mine to explode.

ALERT MODE

. ALERT
RADAR : NO USE

The radar cannot be displayed.
Occurs when the player is discovered by an enemy soldier, camera, or CYPHER. You will enter Evasion Mode when the gauge is down to zero.

EVASION MODE

. EVASION
RADAR : NO USE

The radar cannot be displayed.
Occurs during a Clearing or when the enemy is searching for Snake. You will enter Caution Mode when the gauge is down to zero.

CAUTION MODE

. CAUTION

Occurs when enemy soldiers are more vigilant than usual in their patrols. You will enter Normal Mode when the gauge is down to zero.

RADAR : NORMAL

WHEN THE SIGNAL IS JAMMED

. JAMMING
RADAR : NO USE

The radar cannot be used if the signal is being jammed. Also, any equipment containing electronic components, such as surveillance cameras and remote control missiles, will not function properly. Furthermore, enemy soldiers will not be able to use the radio to call for backup.

METAL GEAR SOLID 2
INSTRUCTION MANGA

CODE NAME : SOLID SNAKE

Sorry to keep you waiting.

Everything going okay?

No problems so far.
I'm heading in.

All right, then.
Let's go over the basics one more time.

The radar displays not only the surrounding terrain and the locations of enemy soldiers, but also the enemy's field of vision.

So, if the enemy's facing that way, you sneak around this way. Or something like that.

1. Clunk, 2. Bang, 3. ZZap!, 4. Tap

Face a wall and press and hold the left analog stick to flatten against the wall.

Depending on the location, the camera angle may shift when flattened against a wall, making it easier to view the surrounding area. This is called "Corner View".

It is also possible to move around while flattened against a wall.

Press the L2/R2 button near a corner to "peek" around that corner.

5. Click

The radar is an essential survival tool, but you can't rely on it to save you every time.

Yeah, I know. It's one of the first things I learned.

machine wa
gentle sett

Press the R1 button to switch to First Person View.

While in First Person View, press the L2 or R2 button to take one step left/right.

DIAZEPAM   BANDAGE

CIGS

SP SENSOR

CAMERA

RATION

C BOX

5

チャ

To equip weapons or other items, press the L2/R2 button to open up the Equip Window, then make your selection.

I can use weapons in First Person View, right?

Affirmative.

It's the best way to get a good bead on a target.

When using the M9 (tranquilizer gun) to put the enemy to sleep, it's a good idea to make the shot in First Person View.

Johnny?

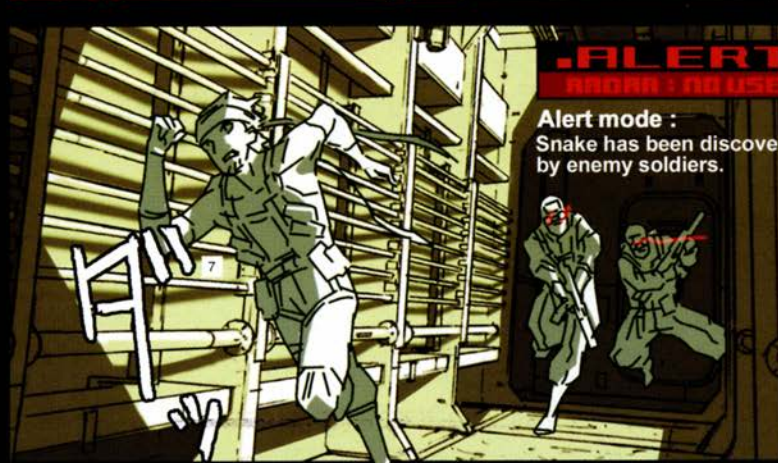If I can manage to hit them in the head or around the heart, they should go down in one shot.

Who're you?!

Damn, they found me!

That soldier is going to call for backup on the radio! Snake, get out of there, quick!

.ALERT
RADAR : HOUSE

Alert mode :
Snake has been discovered by enemy soldiers.

6. Fsst, 7. Dash!

An enemy soldier peeks into the duct, but Snake moves out of the way and avoids being seen.

Return to your positions, but keep a sharp eye out for intruders.

.EVASION
RADAR : NO USE

.CAUTION
RADAR : NO USE

Snake, just keep hiding there until the gauge at the bottom of the radar reaches zero and the enemy soldiers give up looking for you.

The sneaking mission has just begun.
Be careful Snake...

8. Bang Bang Bang!, 9. Whomp, 10. Tap Tap Tap, 11. hmm, 12. shsh

TO BE CONTINUED..

Each enemy soldier has a fixed visual and hearing range, and follows a set patrol route. Try to avoid detection while moving around.

MOVE (WALK/RUN):
Move around by pressing the left analog stick in the desired direction. Move the stick a little to walk, and move fully to run.
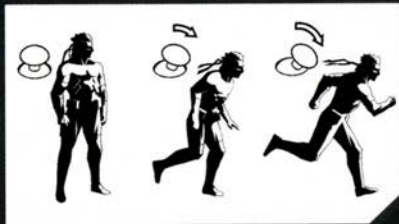
DIVING SOMERSAULT (SNAKE)/ROLLING (RAIDEN):
Press the Crawl (✕) button while running to execute a diving somersault (Raiden will execute a roll). This move can also knock down any enemy soldiers in its path.

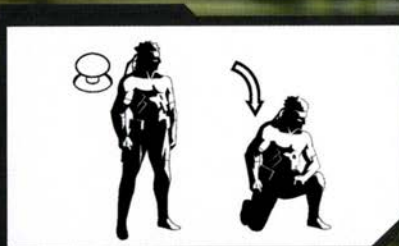### DIVING SOMERSAULT
Useful for getting from one shadow to another.

ROLLING:
Useful for squeezing through small openings. Can also be used to put out the flames when on fire.

CRAWLING/CROUCHING:
Press the Crawl (✕) button to switch to a crouching position. Useful for hiding behind waist-high objects.

While crouching, pressing the left analog stick in any direction will cause the character to crawl. Crawling allows the character to hide in narrow spaces under tables and other low-lying objects. Pressing the Crawl (✕) button while in a crouching or crawling position will switch back to a standing position.

HANGING
In certain places, pressing the Action (△) button while facing a railing will cause the character to drop down and hang from the railing. Press the left analog stick left and right to move along the railing. But be careful — if the Grip Gauge reaches zero, the character will lose his grip and fall.

WHILE HANGING
Press the Action (△) button to climb back over the railing. Press the Crawl (✕) button to let go and drop. The L2/R2 buttons can also be used to move left and right along a railing.
Press the L2 and R2 buttons simultaneously to do pull-ups.
(A fall from a high place will cause the character to receive damage. Falling in some places will result in instant death.)

WHILE HANGING/CLIMBING TO A HIGHER LEVEL:
Objects that are roughly waist-high can be climbed by pressing the Action (△) button.

Press the Action (△) button to perform various actions such as opening doors and pulling switches. If something looks useable, try pushing the △ button and see what happens.

Direct confrontation with enemy soldiers should be avoided whenever possible. However, there are times when it's impossible to escape a fight.

HATCH:
Face a hatch and press the Action (△) button to grip the handle. Hold the Action button down to turn the handle and open the hatch/door. Pressing the Action button rapidly while turning the handle will open the hatch/door more quickly.

ELEVATORS:

HATCHLOCKERS / BATHROOM DOORS:
Stand in front of a locker or bathroom door and press the Action (△) button to open the door. It is possible to hide inside by entering it and closing the door. Press the Action (△) button once again to open the door and exit the locker.

1. Face the panel next to the elevator door and press the Action (△) button to call the elevator. The elevator may take a while to arrive.

2. Standing in front of the control panel inside the elevator will cause the floor buttons to appear.

3. Select the desired floor using the left analog stick and press the ⊙ button to activate the elevator.

CLIMBING/DESCENDING LADDERS

TANKER CHAPTER:
Stand in front of or on top of a ladder and press the Action (△) button to grip the ladder. Then use the left analog stick to go up or down. After reaching a secure foothold, press the Action (△) button again to let go of the ladder.

PLANT CHAPTER:
Stand in front of or on top of a ladder and press the Action (△) button to climb or descend.

ACCESSING NODES:
Stand in front of a Node and press the Action (△) button to access the Node.
 Nodes can only be accessed in Normal and Caution modes.

ATTACKING WITH A WEAPON:
After equipping a weapon, press the Weapon (▣) button to use that weapon. When using gun-type weapons, press the L1 button to lock on to a target.

CHOKING:
With no weapon equipped, sneak up behind an enemy soldier and press the Weapon (▣) button with the left analog stick in a neutral position to grab the soldier's neck.

•It is possible to move around while gripping an enemy soldier by the neck (holding down the Weapon (▣) button)

HAND-TO-HAND COMBAT:
Press the Punch (⊙) button to throw a punch. Repeatedly pressing the Punch (⊙) button will unleash a barrage of punches that will send enemy soldiers flying. After receiving enough damage from hand-to-hand attacks, enemy soldiers will lose consciousness. Punching with a weapon equipped gives the enemy more damage.

ATTACKING IN FIRST PERSON VIEW:
It is also possible to attack using weapons or fists in First Person View (while holding down the R1 button). There are certain targets that can only be hit by attacking while in First Person View. It is also easier to aim for an enemy soldier's vital points in First Person View.

•While gripping an enemy soldier by the neck, repeatedly press the Weapon (▣) button to break the soldier's neck.

•While gripping an enemy soldier by the neck, if the soldier tries to escape, quickly press the Weapon (▣) button to tighten the grip.

THROWING:

With no weapon equipped. hold down the left analog stick and press the Weapon (■) button to throw an enemy.

DRAGGING:

With no weapon equipped, stand near a fallen enemy soldier and press the Weapon (■) button to pick up the soldier's body. By continuing to hold down the Weapon (■) button and moving around, the body can be dragged to a different location. This is useful for hiding bodies so that they will not be discovered by the enemy.

SURFACE CONTROLS
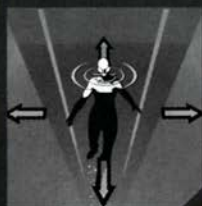
LEFT ANALOG STICK:	Move around
● BUTTON:	Dive

UNDERWATER CONTROLS
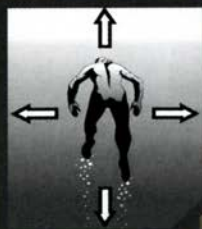
● BUTTON:	Swim. Press repeatedly to swim faster. Hold down to swim slowly
✕ BUTTON:	Quick stop (press near the bottom to stand)
RIGHT ANALOG STICK:	Quick turn
△ BUTTON:	Hold breath (decreases speed at which O2 Gauge diminishes)

When the Blade is Equipped

SWINGING THE BLADE:

Press the right analog stick up/down to slash up/down, and press left/right to swing the blade horizontally.

ROTATING CUT:

Rotate the right analog stick in a full circle motion to execute a rotating cut.

THRUST:

Press and hold the right analog stick to execute a thrust.

GUARD:

Press the L1 button to defend using the blade.

BLUNT STRIKE:

Press the Weapon (■) button once before swinging the blade to reverse the blade and execute a Blunt Strike. Attacking with a Blunt Strike will knock an enemy soldier out rather than kill him. Press the Weapon (■) button again when the cutting edge is in reverse position to bring it back to the normal position.

WALKING WITH EMMA:

Press the Action (△) button near Emma to hold her hand and walk with her.

You cannot use weapons when holding her hand.

Underwater controls are the same. Emma's O2 Gauge will appear. Keep an eye on it and catch a breath of air when necessary. Emma crouches if you let go of her hand. When crouching, her life recovers gradually.

TAKING PICTURES: TANKER CHAPTER

OBJECTIVE

Take 4 pictures of Metal Gear RAY and send them using the workstation.
- 1 shot each from the right hand side, left hand side, and front of Metal Gear RAY (3 separate shots)
- 1 shot of the "MARINES" insignia located somewhere on Metal Gear RAY

USING THE CAMERA:
When the camera is equipped, the screen will switch to the camera's viewfinder. Press the ⊚ button to zoom in and the ⊗ button to zoom out. Press the Weapon (▣) button to snap a picture.

Any pictures taken will be displayed at the bottom of the screen in miniaturized format (up to 6 can be saved at once.) Select where you want to save pictures with the R1/L1 buttons.

SENDING THE DATA:
Stand in front of the workstation at the end of the hangar and press the Action (△) button to switch to the Data Transmission screen.

Stored picture data can be erased while accessing the workstation.

BOMB DISARMAMENT EVENT: PLANT CHAPTER

OBJECTIVE

Sweep the perimeter of the Big Shell and freeze the bombs planted on each strut.

FINDING THE BOMBS:
When Sensor A is equipped, areas in which a bomb has been planted will be displayed in yellow. Search for the bombs placed in each of these areas using the First Person View.

DISARMING THE BOMBS:
Freeze each bomb by spraying it with the coolant spray. When the coolant spray is equipped as a weapon, the screen changes to First Person View. Face a bomb and press the Weapon (▣) button to release the spray. When the lamp on the detonator stops blinking, the bomb has been completely frozen.
- The character may not move around while the coolant spray is equipped.

NODES

In the Plant Chapter, terminals called "Nodes" are located in various locations throughout the interior of the floating "Big Shell" plant. By accessing one of these Nodes, various game options can be changed. The options that can be changed at a Node are the same as those in the "OPTIONS" menu.

NOTE: When a new area is first visited, the map for that area can be downloaded by accessing a Node. In difficulty levels NORMAL and higher, until the map for a new area has been downloaded, the radar cannot be used.

The name entry screen will appear the first time a Node is accessed in a game.

"Metal Gear Solid® 2" features four different types of camera positions, making for a truly gripping tactical espionage experience. Using each camera view's individual features to full advantage is essential to completing the mission.

NORMAL VIEW:
The default camera angle shows an overhead view.

CORNER VIEW:
For hiding and scoping out the area. Flattening against certain corners and walls by holding the left analog stick down will cause the camera's position to change.

• In certain places, the L2/R2 buttons can be used to peek left/right. • The camera angle can be changed using the right analog stick.

FIRST PERSON VIEW:
For making precise shots on a target or viewing areas outside the radar's scope. Pressing and holding the R1 button will shift the camera to the player's perspective. The player's field of vision is represented on the radar by a green cone. Press the left analog stick while in First Person View to change the camera angle.

• Press the L2/R2 buttons to take one step left/right. • Press both the L2 and R2 buttons at the same time to stretch up.

INTRUSION VIEW:
For squeezing into narrow spaces.

Crawling into certain narrow spaces will cause the camera to shift to the player's perspective.
First Person View can also be accessed from Intrusion View by pressing the R1 button. (You cannot move when in First Person View.)
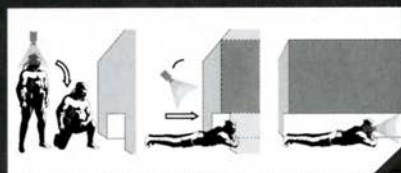
NORMAL MODE
This is the default state, when the player has not been discovered by enemy soldiers or surveillance cameras.
• The radar can be used in this mode.

While in Normal mode, enemy soldiers will follow a set patrol route. When the player is spotted by an enemy soldier or surveillance camera, the game enters Alert mode.

CAUTION MODE
In Caution mode, enemy soldiers will be more vigilant than usual in their patrols. In certain cases, extra soldiers may be added to the patrols as well.
Avoid detection by the enemy soldiers until the counter at the bottom of the radar reaches zero to return to Normal mode.

CAUTION
RADAR : NORM

EVASION MODE
In this mode, enemy soldiers will search the vicinity after losing sight of the player.
• The radar cannot be used in this mode.

When The Clearing is complete, or after searching for a certain period of time, the enemy soldiers will switch to Caution mode.

EVASION
RADAR : NO USE

ALERT MODE
The state in which the player has been discovered by enemy soldiers or surveillance cameras is called "Alert mode." In Alert mode, enemy soldiers call for backup and attack.
• The radar cannot be used in this mode.

You can get out of Alert mode only by eluding the enemy soldiers or defeating a certain number of them. After escaping from the enemy's field of vision, the gauge at the bottom of the radar will begin to decrease. When it reaches zero, the game switches to Evasion mode.

ALERT
RADAR : NO USE

NORMAL MODE

UNCONSCIOUS	SLEEPING

While in Normal mode, enemy soldiers will follow a set patrol route. While on patrol, enemy soldiers will use their eyes and ears to check for anything unusual on their patrol route. Some soldiers might stand guard in a single spot, while others might fall asleep on duty.

When a soldier in normal mode hears a noise or spots something suspicious, such as footprints or bloodstains, he will leave his patrol route and search the surrounding area. If he finds nothing out of the ordinary in the area, the soldier will return to his patrol route.
Creating noises to distract enemy soldiers is an essential technique to master.

EVASION MODE

When the player eludes the enemy soldiers by hiding under a table or in a locker, the enemy soldiers may perform a "Clearing." This means that the soldiers will conduct a sweep of the area and "clean out" any spots where they suspect the player may be hiding.

During the game, press the SELECT button to enter Codec mode. Use the Codec to converse with various support characters. These characters can help by providing valuable information and hints about puzzles and difficult situations that arise during the mission.

1. ADJUSTING THE FREQUENCY:
Adjust the frequency by pressing left and right on the left analog stick.

2. BEGINNING TRANSMISSION:
Press the ◎ button to begin transmitting. If the frequency is incorrect, the message "No Response" will be displayed. Even if the selected frequency is correct, the person on the other end may not respond.

3. CHOOSING A RECIPIENT FROM THE MENU:
Press down on the left analog stick to display a memory window containing a list of all known Codec contacts. Choose a recipient with the left analog stick and press the ◎ button to begin transmission.

4. EXITING CODEC MODE:
End all communications and press the SELECT button to exit Codec mode.

SAVING THE GAME:
Save the game by contacting Otacon (during the Tanker Chapter) or Rose (during the Plant Chapter.)

RECEIVING CALLS:
When receiving a call from someone, a green CALL sign will be displayed. Press the SELECT button while the CALL sign is being displayed to answer the call and begin communication. CALLs always contain crucial information. Be sure to answer them.
When you get a red CALL sign, you will be forced to receive the call and enter the Codec screen.

CALL SIGN FREQUENCY TABLE

TANKER CHAPTER

PERSONNEL	FREQUENCY	INFORMATION TYPE
Otacon	141.12	You can obtain explanations of controls and hints to proceed through the stages.
Otacon (save channel)	140.96	You can save the game.

PLANT CHAPTER

PERSONNEL	FREQUENCY	INFORMATION TYPE
Colonel	140.85	You can obtain explanations of mission objectives and controls, as well as hints to proceed through the stages. You can save the game.
Rose	140.96	

PICKING UP ITEMS

Items are acquired by collecting Item Boxes. The contents of an Item Box can be inspected in First Person View mode. There are limits to how many of each type of item can be carried at once. When the limit for a particular type of item has been reached, additional items of that type may not be picked up. Attempting to do so will cause the message "FULL" to appear onscreen. Also, attempting to pick up ammunition for a weapon not currently in possession will cause the message "GET (weapon name) FIRST" to appear onscreen.

QUICK CHANGE:

Press the L2 or R2 button once quickly to execute a Quick Change, swapping the currently equipped item (L2)/weapon (R2) without having to open the Equip Window. There are two different types of Quick Change, as shown below:

UNEQUIP:

Switch between currently/most recently equipped weapon/item and having nothing equipped.

PREVIOUS:

Switch between currently equipped weapon/item and previously equipped weapon/item.

● When selecting PREVIOUS, please first equip two or more different weapons or items to switch between before attempting to Quick Change. ● Quick Change type can be changed either at a Node or by selecting "OPTIONS" from the title menu, then "QUICK CHANGE."

EQUIPPING

EQUIP BUTTON:

ITEM   L2 button

WEAPONS   R2 button

Press and hold either of the Equip buttons to display the Equip Window. Use the left analog stick to select an item or weapon and release the Equip button to equip it. To remove equipment, select the "NO ITEM" icon.
The number displayed under an icon represents how many of that item are currently possessed.

For gun-type weapons, the number of shots remaining in the current magazine and the total remaining ammunition are displayed.

● The arrangement of icons in the Item Window can be switched to a one-line style similar to the original "Metal Gear Solid" by selecting "ITEM" from the "OPTIONS" screen.

Weapons available in the Tanker Chapter / Weapons available in the Plant Chapter.
Blue icons are non-killing / wounding weapons.

M9: Uses anesthetic bullets capable of knocking out an enemy. Press the Weapon (□) button to ready the gun and release to fire. Equipped with suppressor and laser sight.

USP: Handgun. Press the Weapon (□) button to ready the gun and release to fire. Equipped with laser sight.

SOCOM: Handgun. Press the Weapon (□) button to ready the gun and release to fire. Equipped with laser sight. Gunshots can be muffled if a suppressor is found.

COOLANT SPRAY: Used to disarm bombs. Game will cut to First Person View when equipped. Aim with the left analog stick. Press the Weapon (□) button to release the spray. The strength of the spray varies depending on how hard the Weapon (□) button is initially pressed.

STINGER MISSILE: Portable SAM missile launcher. Game will cut to First Person View when equipped. Aim with the left analog stick. Press the Weapon (□) button to fire. Keep the target centered in the sight until the missile locks-on.

CHAFF GRENADE: Electronic jamming hand grenade. Renders electronic devices useless for a fixed period of time. Press the Weapon (□) button to ready, and release to throw. The distance of the throw varies depending on how hard the Weapon (□) button is initially pressed. The grenade explodes 5 seconds after it is readied.

HAND GRENADE: Hand-thrown anti-personnel fragmentation grenade. Press the Weapon (□) button to ready, and release to throw. The distance of the throw varies depending on how hard the Weapon (□) button is initially pressed. The grenade explodes 5 seconds after it is readied.

STUN GRENADE: "Flash-bang" hand grenade. Renders enemies unconscious for a fixed period of time. Press the Weapon (□) button to ready, and release to throw. The distance of the throw varies depending on how hard the Weapon (□) button is initially pressed. The grenade explodes 5 seconds after it is readied.

MAGAZINE: Empty firearm magazine. Press the Weapon (□) button to ready, and release to throw. The distance of the throw varies depending on how hard the Weapon (□) button is initially pressed. The noise can distract the enemy.

BOOK: Press the Weapon (□) button to put the magazine down. Can be used to divert enemy attention.

CLAYMORE: Directional land mine. Press the Weapon (□) button to set the mine. Will detonate if the player or an enemy enters its displayed range.

M4: Assault carbine. Press the Weapon (□) button to aim and press hard to shoot. Hold down the button for full auto shooting.

AKS-74U: Assault rifle. Press the Weapon (□) button to aim and press hard to shoot. Hold down the button for full auto shooting. Gunshots can be muffled if a suppressor is equipped.

C4: Plastic explosive. Press the Weapon (□) button to set the charge and press the Punch (○) button to detonate.

DIRECTIONAL MICROPHONE: Extremely sensitive microphone that can be aimed. Game will cut to First Person View when equipped, and sounds coming from the targeted direction can be detected.

PSG1: Sniper rifle. When readied, the view will switch to the rifle's targeting screen. Press the (○) button to zoom in and the (✕) button to zoom out. Press the Weapon (□) button to fire. Your hand shakes less from a crawling position. The use of pentazemin stops shaking for some time.

RGB6: Grenade launcher. Press the Weapon (□) button to aim, and release to fire. The grenade will travel in an arc-shaped path towards the target.

REMOTE CONTROL MISSILE (NIKITA): Radio-guided missile. Press the Weapon (□) button to aim and release to fire. The camera view will change to the missile's perspective when aiming. After the missile has been fired, use the left analog stick to guide it to its target. The missile cannot be controlled if the signal is being jammed.
The missile can be controlled within limited distances only when used outside.

Some items may not be used under certain conditions. In this case, the words "NO USE" will be displayed on top of the item's icon.

RATION: Standard-issue army ration. When used in the menu by pressing the (○) button, will restore the player's Life by a fixed amount. When equipped, will automatically be used to recover Life when the Life Gauge reaches zero.

BANDAGE: Adhesive pad used to stop the flow of blood. Press the (○) button in the menu to use it. Stops the flow of blood from open wounds.

CARD LV: Opens doors of equal or lower security level when equipped. The security level of a door can be checked in First Person View.

CARDBOARD BOX: Equip the cardboard box to wear it as a hat. It is also possible to move around while wearing the cardboard box. There are several different types.

BINOCULARS: Binoculars with adjustable magnification. Used for long-distance reconnaissance. Press the (○) button to zoom in and the (✕) button to zoom out.

THERMAL GOGGLES: Night vision equipment. Used to maintain visual capability in dark areas by reading and displaying thermal differential patterns.

ANTI-PERSONNEL SENSOR: Sensor that detects living objects nearby. When equipped, will vibrate whenever an enemy soldier draws near. All other types of vibration are turned off while the sensor is equipped.

SUPPRESSOR: Equip a weapon that matches the suppressor (which is to be equipped first) in order to attach the suppressor to the weapon.
The suppressor will not be effective unless attached to the weapon.

If the player character's (or partner's) Life Gauge drops to zero, the game ends. There are also certain traps in the game that instantly end the player's mission. After the game ends, the Continue screen appears.

CONTINUE
Continue the game from the last automatic Continue Point.

EXIT
Return to the title screen.

CONTINUE POINTS
"Continue Points" occur at crucial turning points in the progress of the game. These points include moving from one area to another, just prior to fighting bosses, and just before and after major events.

SAVE
Saving the game is accomplished by communicating with certain characters over the Codec. The game's progress will be saved up to the last Continue Point.

TANKER CHAPTER		PLANT CHAPTER	
CONTACT PERSON	FREQUENCY	CONTACT PERSON	FREQUENCY
Otacon	140.96	Rose	140.96

• Memory card (8MB) (for PlayStation®2) is required in order to save game data.
• At least 80KB of free space must be available to save game data.

LOAD
Select "LOAD GAME" at the title screen to bring up the Data Selection screen, then select a data file to continue the game from the last saved Continue Point.

Adjust various game settings.

VIBRATION
Turn controller vibration on/off.

RADAR
Select the radar type.
TYPE 1: For novices. Displayed in Intrusion Mode.
TYPE 2: Default radar. Not displayed in Intrusion Mode.
(just as in the previous game)
OFF: No radar.

BLOOD
Turn blood effects on/off.

SOUND
Switch between stereo/monaural sound.

This game features select demo scenes in Dolby Digital 5.1. In " Dolby Digital 5.1 channel" mode, the audio from the AV MULTI OUT of the PlayStation®2 is disabled. When " Dolby Digital 5.1 channel " mode is activated, sound will only come from the DIGITAL OUT (OPTICAL) of the PlayStation®2. The DIGITAL OUT (OPTICAL) of the PlayStation®2 should be connected to the DIGITAL INPUT (OPTICAL) of a receiver with Dolby Digital decoding. This game uses both Dolby Digital and PCM audio. Some receivers will switch between both audio formats automatically, and others will not. Please refer to your receiver's instruction manual to determine if it is necessary to activate an "auto-detect" feature.

PREVIOUS STORY
Select this option to view a summary of the story of the previous game, "Metal Gear Solid" for the PlayStation.
As you read a summary, more appear.

PHOTO ALBUM
If there is photo data stored on the memory card, select this option to view the photos, change the names attached, and adjust the color scheme (RGB values).

1. PHOTO TITLE
2. PAGE NUMBER
Switch pages using the L1/R1 buttons or left/right of the directional button.
3. THUMBNAIL VERSION OF PHOTO
⊙ BUTTON: EDIT MODE

CAPTION
Turn captions on/off.

OWN VIEW
Change the control style used in First Person View mode.
NORMAL: Pressing the right analog stick up and down will move the camera in the same direction.
REVERSE: Pressing the right analog stick up and down will move the camera in the opposite direction.

ITEM WINDOW
Change the Item Window's display type.
GROUP: Items of the same class will be lined up.
LINEAR: All items will be lined up.

QUICK CHANGE
Change the type of Quick Change used for items and weapons.

SCREEN ADJUSTMENT
Adjust the screen's position.

BRIGHTNESS ADJUSTMENT
Adjust the television's brightness setting to fit the game's color scheme.
The COLOR ADJUSTMENT option cannot be used if the television set does not have a brightness control.

| TITLE | Change photo title |
| COLOR | Color adjustment mode |

DOG TAG LIST

Select this option to view a list of all the dog tags (ID badges) collected so far from enemy soldiers during the game.

WHAT ARE DOG TAGS?

"Dog tags" are ID badges worn by soldiers so that they can be identified if killed on the battlefield. Information such as name and blood type is engraved on the tags.

ACQUIRING DOG TAGS

Enemy soldiers can be "held up" by sneaking up behind and sticking a gun in their back.
In First Person View, searching an enemy soldier's head or waist from the front while his hands are up will reveal a dog tag Item Box.

*Enemy soldiers who are carrying dog tags will show a telltale flash of light around their necks when held up. Equip the Thermal Goggles to determine whether a soldier is carrying dog tags.

HOLDING UP SOLDIERS	DOG TAG

WHEN DOG TAGS ARE POSSESSED

When one or more dog tags are in possession, a dog tags icon will be included in the Equipment icons.

DOG TAG ICON: Total number of dog tags currently possessed.

The number of dog tags collected so far is recorded in saved game data. As more dog tags are collected, bonus elements will be added to the game.

NOTE: Whether or not a certain enemy soldier is carrying dog tags is determined by the games' difficulty setting. To collect all the dog tags in the game, all difficulty settings must be completed.

NOTE: The names engraved on the dog tags are the names of the game's staff as well as the winners of the "Name Recruitment Contest" held on Konami Computer Entertainment Japan's web site from March to June 2001. There are also other, rarer dog tags to be found...

After completing the game, a "CLEAR CODE" will appear on screen. This "CLEAR CODE" includes various game information such as overall play time, number of shots fired, and number of times the player was discovered by the enemy. This information can be reviewed by visiting Konami Computer Entertainment Japan's web site and entering the "CLEAR CODE." Konami Computer Entertainment Japan also plans to hold an event on its web site using "CLEAR CODES." Please visit the Konami Computer Entertainment Japan homepage for more details: www.konamijpn.com

USING THE DIGITAL CAMERA

The digital camera is a special kind of equipment.

When the digital camera is equipped, the screen will switch to the camera's viewfinder. Press the ⊙ button to zoom in and the ✕ button to zoom out. Press the ▢ button to snap a picture.

Photo data taken with the digital camera can be saved on a memory card (8MB) (for PlayStation 2). (Required space: 35kb)

Picture data taken with the digital camera can be viewed by choosing "SPECIAL" at the title menu, then "Photo Album" (see the "SPECIAL" section).

ADVANCED TECHNIQUES

HOLD UPS: With a gun equipped, sneak up behind an enemy soldier's back and press the Weapon (▢) button lightly to stick the gun in the enemy's back and perform a hold-up. The soldier will be unable to attack while his hands are raised, but he will take advantage of any opening to turn the tables.

SHAKEDOWN: With no weapon equipped, stand next to an unconscious or sleeping enemy soldier and press the Weapon (▢) button to pick the body up. Release the button to drop it. Doing this repeatedly will sometimes cause the soldier to drop an Item Box.

TACTICAL RELOAD: Pausing to reload a weapon in the middle of a battle leaves one defenseless against enemy attack. Avoid running out of ammunition during a firefight by pressing the L2 button twice quickly to replace the magazine before it runs out of ammo.

STRAFING: Equip a handgun or assault rifle-type weapon and hold the L1 button down to run and shoot at the same time.

JUMP-OUT SHOTS: While in Corner View, equip a gun and press the Weapon (■) button to jump out firing. Use this technique to quickly launch a surprise attack from a hiding place.
Grenade-type weapons can be thrown while peeking around the corner.

WHEN SOMEONE CALLS, BE SURE TO ANSWER
When receiving a CALL from someone, the CALL sign will appear onscreen. Press the SELECT button while the CALL sign is being displayed to answer the CALL and begin communication. CALLs can provide useful information such as explanations of game controls, gameplay hints, and details about the mission. When the Call sign is red, you will automatically receive the call. Even if the Call sign is green, always be sure to answer.

AVOID BATTLES WHENEVER POSSIBLE
In a battle situation, enemy soldiers will call for backup and attack in full force. Even if the player somehow manages to survive a battle against overwhelming odds, the damage incurred will probably be severe. Be as stealthy as possible to avoid being discovered by the enemy.

- Make good use of the radar as well as Corner View and First Person View modes to sneak behind the enemy's back and escape detection.

Whenever possible, find a place to hide and let patrolling enemy soldiers go past.

BLOOD LOSS
When your Life Gauge is low, it becomes orange. You will not stop bleeding and your life will keep on diminishing.
To stop blood loss, use the item "Bandage" or crouch or assume crawl position for a while.

USE WHATEVER ITEMS YOU CAN FIND
The only way to acquire the weapons and equipment necessary to complete the mission is to pick them up along the way. Items are often hidden in lockers and under tables. If something looks suspicious, take a closer look.

- Some hidden items can only be discovered in Corner View/First Person View modes.

USE THE TRANQUILIZER GUN TO PUT ENEMIES TO SLEEP WITHOUT A FIGHT
The Tranquilizer Gun, found during the course of the game, can put enemy soldiers to sleep. Use the Tranquilizer Gun to put enemy soldiers out of commission without having to fight.

UNCONSCIOUS **TRANQUILIZED**

The timer displayed above a sleeping soldier's head indicates the remaining time until the soldier wakes up. The timer decreases over time, and when it reaches zero, the soldier regains consciousness.

- On VERY EASY difficulty, the player begins the game equipped with an M9 rifle modified for tranquilizer rounds. (Plant Chapter)
- By using tranquilizer rounds, it is possible to complete the game without killing a single person, including boss enemies.

METAL GEAR SOLID 2: SONS OF LIBERTY

OPENING WALKTHROUGH: TANKER CHAPTER

TANKER CHAPTER (USING NORMAL DIFFICULTY SETTING)

INITIAL OBJECTIVE

The objective of the Tanker Chapter is to obtain photographic evidence of the new, top-secret Metal Gear model. Your first task is to sneak into the inner part of the tanker to discover its purpose and its final destination.
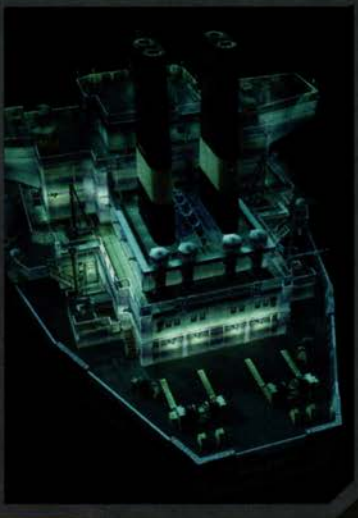
1. USE THE M9 (TRANQUILIZER GUN) TO PUT THE ENEMY SOLDIER TO SLEEP

First, put the enemy soldier guarding the deck of the tanker to sleep. The time needed for a tranquilizer dart to take effect depends on where it strikes the target. Hitting an enemy soldier in the head or in the region of the heart will instantly put him to sleep. To achieve this level of precision, press and hold the R1 button to make your shot in First Person View.

2. EXAMINE THE RADAR

The radar displays not only the locations of enemy soldiers, but also their respective fields of vision. Use the radar to avoid entering the enemy's field of vision. You can even sneak right up behind an enemy soldier's back as long as you stay out of the soldier's field of vision.

3. PICK UP THE ITEM BOX

Keep the Ration equipped: Pick up the Item Box lying on the deck to obtain a Ration. Rations are very useful items. When equipped, they automatically restore health when the Life Gauge drops to zero. Beginners should keep the Ration equipped as their default item, just in case.

4. MASTER THE USE OF CORNER VIEW

Flattening against the wall will cause the camera to switch to Corner View, allowing you to peek around corners and observe the movements of enemy soldiers outside of radar range. While in Corner View, use the right analog stick to change the camera angle and press the L2/R2 buttons to take one step left/right. Use these techniques to scope out the surrounding area without being seen.

5. IF THE ENEMY FINDS YOU

If enemy soldiers discover you, they will radio for backup and attack. Avoid direct confrontation as much as possible and find a safe place to hide from the enemy. If an enemy's attack draws blood, use a bandage to stop the bleeding immediately or you will leave a telltale trail of blood behind you.

6. SHAKE DOWN THE BODIES OF SLEEPING ENEMY SOLDIERS

With no weapon equipped, stand next to a sleeping enemy soldier and press the Weapon (□) button to pick the body up. Release the button to drop it. Doing this repeatedly will sometimes cause the soldier to drop an Item Box.

7. OPEN THE HATCH AND PROCEED INSIDE THE TANKER

Stand in front of the hatch and press the Action (△) button to grip the handle. Continue to hold the button down to turn the handle and open the hatch. This is not the only entrance to the inside. Look for other entrance(s) yourself.

OTACON

Real name: Hal Emmerich. Formerly the leader of the Metal Gear REX development project, but since the Shadow Moses incident, he has joined with Snake to form "Philanthropy," an organization dedicated to destroying Metal Gear in all its forms.

EMMA EMMERICH (NICKNAME "E.E.")

Genius in the field of computers.

OLGA GURLUKOVICH

Sergei's daughter. Shows great potential as a soldier, and has been raised in Sergei's army as one of its soldiers since she was a small child.

REVOLVER OCELOT

A former member of FOXHOUND. Lost his right arm in a clash with Snake during the Shadow Moses incident. A gun fanatic who prefers revolvers, he is also known as an expert in torture.

OPENING WALKTHROUGH: PLANT CHAPTER

PLANT CHAPTER (USING NORMAL DIFFICULTY SETTING)

INITIAL OBJECTIVE
In the Plant Chapter, Raiden's mission is to rescue the President and disarm the enemy. Your first task is to rescue the President.

1 BECOME FAMILIAR WITH THE CONTROLS
There are no enemy soldiers stationed at the Insertion Point, where the mission starts. Use this place to get used to the various game controls. Move around the room and talk to the Colonel in different locations, such as in the water or in front of the locker, to receive instructions on how to perform various actions.

2 SQUEEZE INTO TIGHT SPACES BY CRAWLING
Narrow spaces you can't fit into while standing can sometimes be entered by crawling. Press the Crawl (✖) button to squat, then press the left analog stick to begin crawling. To stand back up, press the Crawl (✖) button once again.

3 PICK UP THE ITEM BOXES
To pick up an Item Box , you'll have to crawl into the duct. There is also an Item Box hidden in the locker. Stand in front of the locker and press the Action (△) button to open the locker.

4 ACCESS THE NODE TO ACTIVATE THE RADAR
In the Plant Chapter, the radar cannot be used in a new area until the map has been downloaded from a Node inside that area. In this case, it's best to access a Node while the enemy soldier is unconscious. Stand in front of the Node and press the Action (△) button to access it.

5 IF THE ENEMY FINDS YOU...
When you access the Node, the unconscious enemy soldier will begin to revive. Quickly find a place to hide. If you are discovered by the enemy soldier, rush back to the Insertion Point and hide in the locker, the duct, or the pool to escape.

6 GET INTO THE ELEVATOR TO PROCEED
Once Caution mode has been lifted, the elevator will descend. Use the radar to make sure the enemy can't see you, and sneak into the elevator to proceed.
NOTE: The elevator will not start moving when you are in Alert Mode.

COLONEL
Strategic commander of the FOXHOUND special forces unit. Commands the mission to infiltrate the Big Shell, and supports Raiden over the Codec.

ROSEMARY
Raiden's girlfriend. She is employed by the army as a data analyst, and supports Raiden in his mission by saving mission data via the Codec.

DEAD CELL
A SEAL anti-terrorist unit. They are the core members of the terrorist group "Sons of Liberty" that took over the Big Shell.

FORTUNE   **VAMP**   **FATMAN**   **SOLIDUS SNAKE**

DOLBY
D I G I T A L

WARRANTY

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)
* $0.95 per minute charge
* $1.25 per minute support from a game counselor
* Touch tone phone required
* Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

SILENT HILL 2

the silence is broken...

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