



THE DOCUMENT OF
METAL GEAR SOLID[®] 2



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:

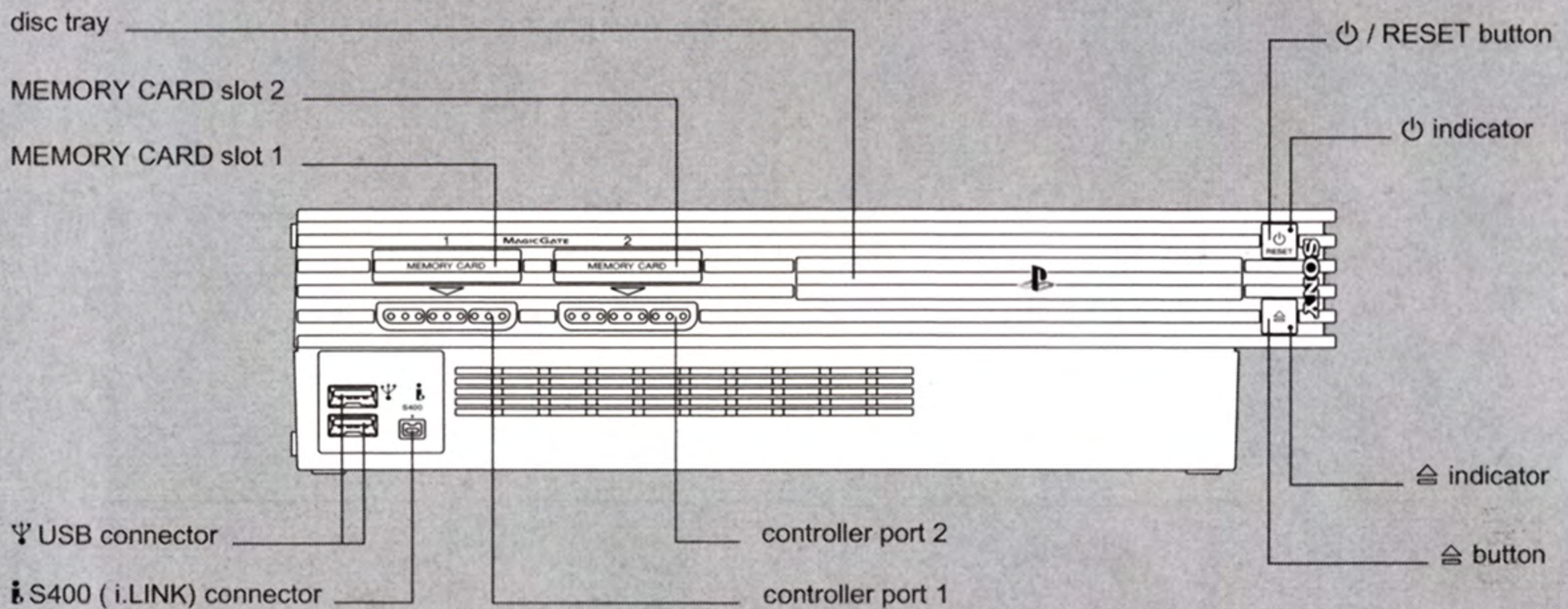
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

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.

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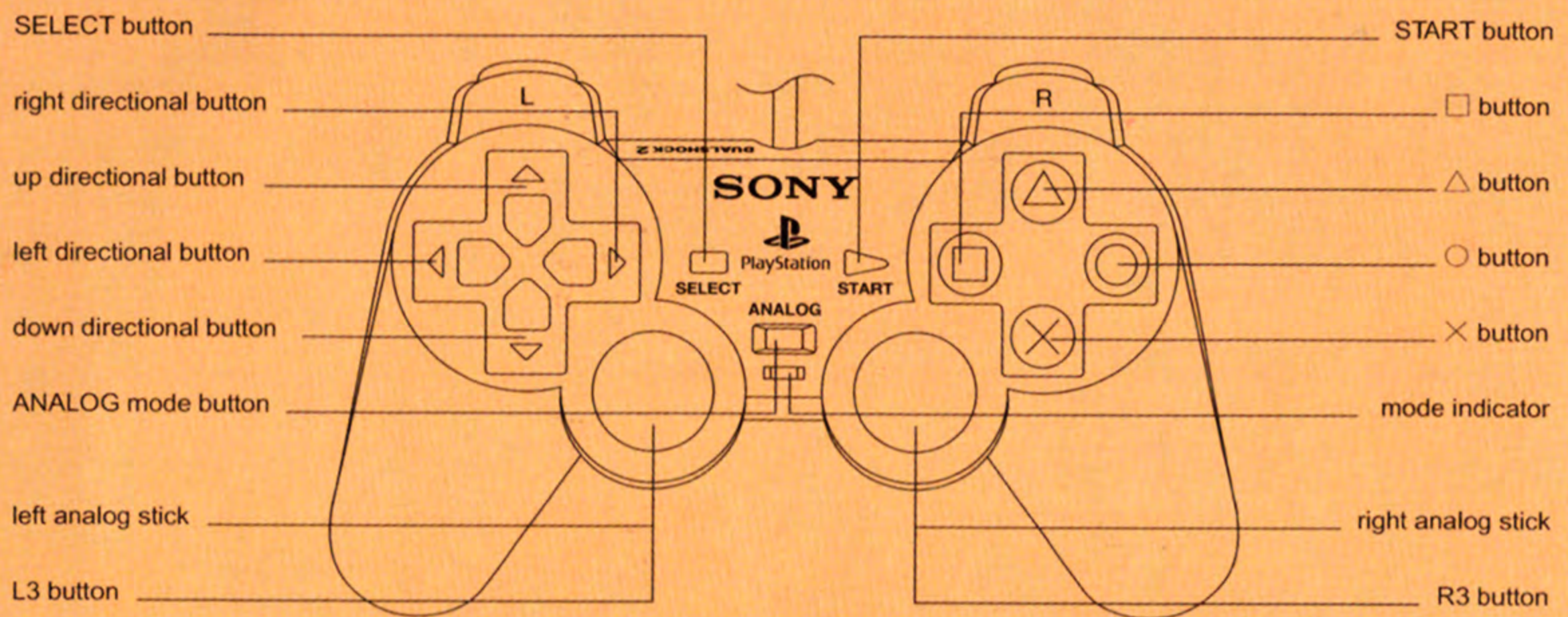
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place THE DOCUMENT OF METAL GEAR SOLID®2™ 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.

Memory Cards

To save game settings and progress, a memory card (8MB) (for PlayStation®2) is required. Insert the memory card into MEMORY CARD slot 1 (MEMORY CARD slot 2 is not used) of the PlayStation®2 computer entertainment system before starting play. You can load your saved games from the same memory card, or from any memory card (8MB) (for PlayStation®2) containing previously saved THE DOCUMENT OF METAL GEAR SOLID®2™ games.

NOTE THE DOCUMENT OF METAL GEAR SOLID®2™ uses at least 60KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving/loading games or after the power has been turned ON.

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATION



L1 BUTTON Camera tracking (when viewing 3D model in MAKING), Switch image (when viewing still images in MAKING), Lock-on button (in VR TRAINING), Lock onto an enemy soldier/target when a weapon is equipped (in VR TRAINING).

NOTE Some weapons cannot use the lock-on function.

L2 BUTTON Change equipment/mode (when viewing 3D model in MAKING), Add equipment, change lighting, toggle fog, etc. (in MAKING), Equip Item button (in VR TRAINING), Select and equip/remove items (in VR TRAINING during NORMAL VIEW), Peek left (in VR TRAINING during CORNER/FIRST PERSON VIEW).

R1 BUTTON Aim camera (when viewing 3D model in MAKING), Switch image (when viewing still image in MAKING), First Person View button (in VR TRAINING), Switch to First Person View (in VR TRAINING).

R2 BUTTON Link (in MAKING), Jump to related data (in MAKING), Equip Weapon button (in VR TRAINING), Select and equip/remove weapons (in VR TRAINING during NORMAL VIEW), Peek right (in VR TRAINING during CORNER/FIRST PERSON VIEW).

START BUTTON Display camera information/toggle display (in MAKING), PAUSE (in VR TRAINING).

□ BUTTON Zoom out (when viewing 3D model in MAKING), Weapon button (in VR TRAINING), Use weapon (in VR TRAINING), Throw/Choke (when no weapon is equipped in VR TRAINING).

× BUTTON Cancel/exit mode, etc. (in MAKING), Crawl button/Cancel button (in VR TRAINING), Switch between crouching/crawling and standing (in VR TRAINING).

△ BUTTON Zoom in (when viewing 3D model in MAKING), Action button (in VR TRAINING), Climb onto platforms (in VR TRAINING), Hang down from railings, etc. (in VR TRAINING).

○ BUTTON Confirm selection (in MAKING), Punch button/Confirmation button/Enter button (in VR TRAINING), Knock on wall (when flattened against a wall in VR TRAINING).

RIGHT ANALOG STICK/R3 WHEN PUSHED Not used (in MAKING), Change camera angle (in VR TRAINING during CORNER VIEW MODE).

DIRECTIONAL BUTTONS /LEFT ANALOG STICK/L3 WHEN PUSHED Move camera (in MAKING), Move cursor (in MAKING), Movement (in VR TRAINING during NORMAL VIEW MODE), Look around (in VR TRAINING during FIRST PERSON VIEW MODE).

SELECT BUTTON Help/Display control help (in MAKING), Check stage objectives (in VR TRAINING).

ANALOG MODE BUTTON Not used (in MAKING), Will automatically enter analog mode (in VR TRAINING).

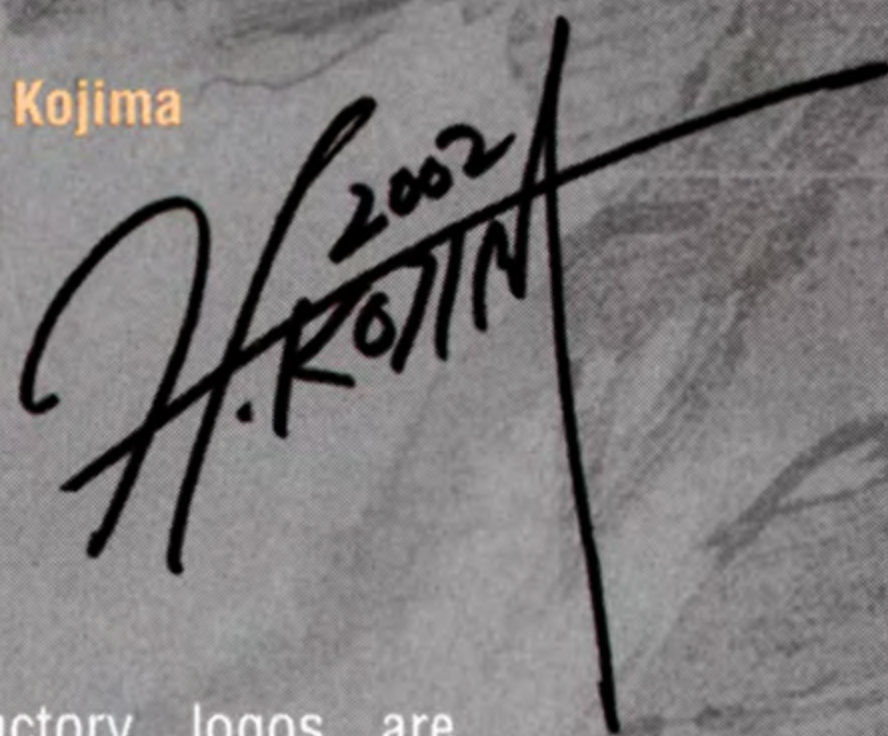
NOTE VR TRAINING utilizes the analog controller. When the game is started, the game will automatically enter analog mode (Mode indicator is red). The vibration function can be turned ON/OFF in OPTIONS.

THE DOCUMENT OF METAL GEAR SOLID[®] 2


The worldwide success of METAL GEAR SOLID[®]2: SONS OF LIBERTY[™] was realized through careful attention not only to game play and content, but high-quality production techniques as well. In addition to the data within the game, previously unreleased, exclusive material is now yours...

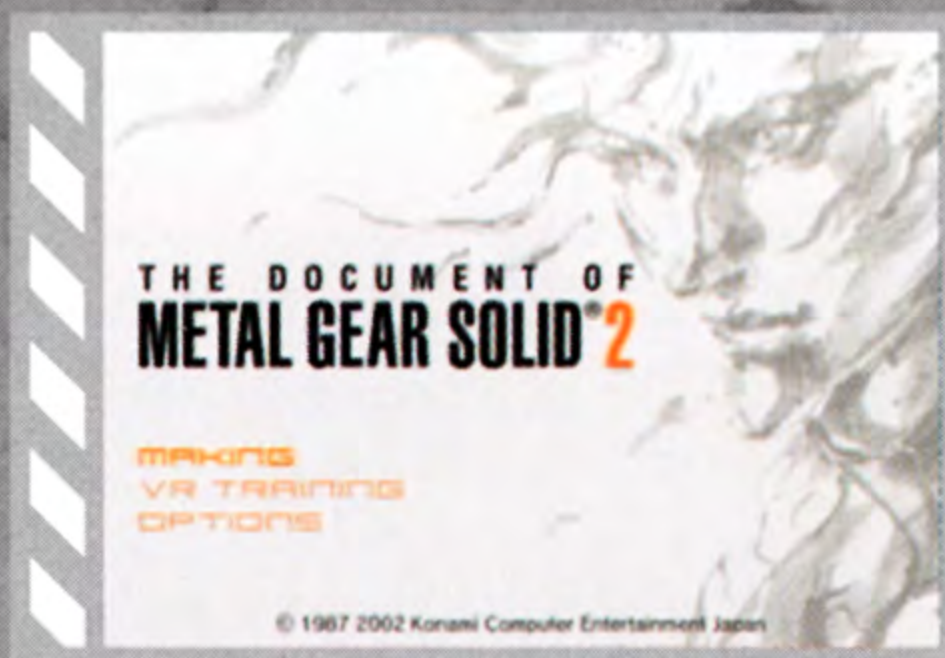
For true fans of MGS2,
For game creators,
For budding game creators...

The Director of the Metal Gear Series Hideo Kojima



STARTING THE GAME

After the introductory logos are displayed, the Title screen will appear. Press the START button to bring up the Main Menu. Select MAKING, VR TRAINING or OPTIONS. Enter the selection with the  or START button.



MAKING

Learn everything there is to know about the making of METAL GEAR SOLID[®]2: SONS OF LIBERTY[™].

VR TRAINING

Experience special missions in a virtual reality simulator. These missions will give you a sneak-peek of the new VR TRAINING missions included in the upcoming METAL GEAR SOLID[®]2: SUBSTANCE[™].

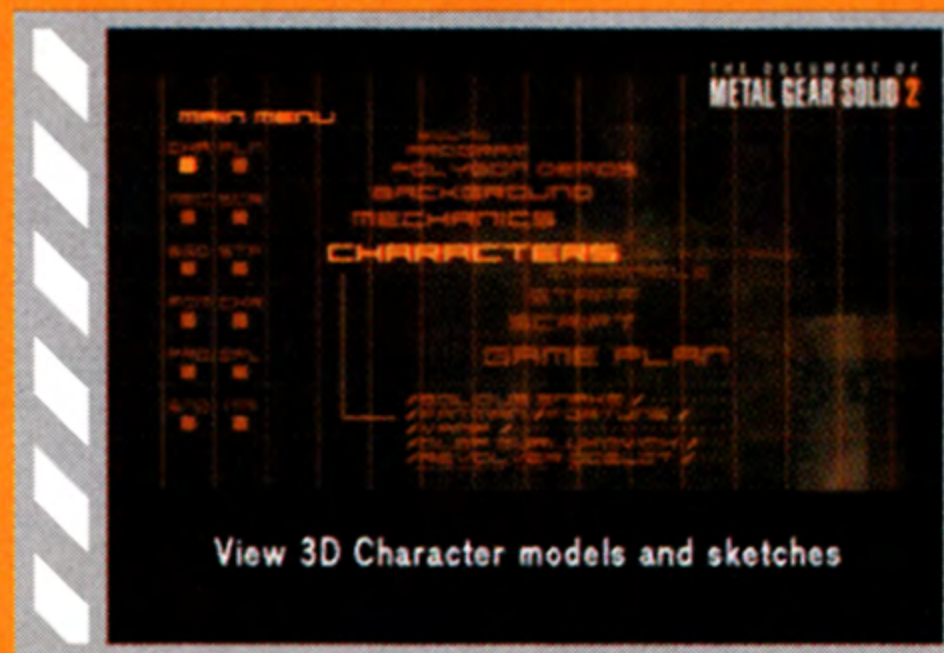
OPTIONS

Adjust various game settings.

At the Main Menu screen, highlight MAKING and press the **○** or START button to confirm the selection.

The MAKING section is comprised of twelve different subcategories. Each subcategory provides new, exclusive and never-before-seen materials of METAL GEAR SOLID®2: SONS OF LIBERTY™. Select CHARACTERS, MECHANICS, BACKGROUND, POLYGON DEMOS, PROGRAM, SOUND, GAME PLAN, SCRIPT, STAFF, CHRONICLE, SPECIAL FOOTAGE or ITEMS.

Use the directional buttons or left analog stick to navigate through the subcategories and press the **○** button to browse a subcategory. Use the **⊗** button to cancel and return to the previous menu. Refer to on-screen instructions for additional information and help.





01. CHARACTERS

Browse through still images and 3D models of the characters in this mode. 3D models can be viewed from any angle.



02. MECHANICS

Browse through still images and 3D models of the mechs in this mode. 3D models can be viewed from any angle.



03. BACKGROUND

Browse through still images and 3D models of the stage areas in this mode. 3D models can be viewed from any angle.



04. POLYGON DEMOS

Play all polygon demo sequences in this mode (narration not included). Pause, slo-mo and camera movement are possible.



05. PROGRAM

This mode explains the programming techniques in easy-to-understand terms, allowing deeper enjoyment of the game through understanding of the underlying structure.



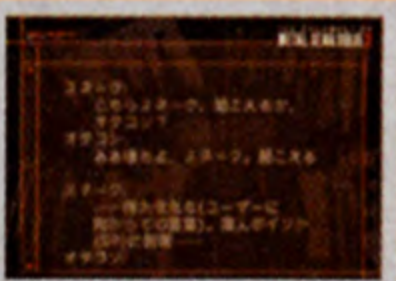
06. SOUND

Listen to the BGM in this mode. Control the BGM progression from 'infiltration' to 'discovered'.



07. GAME PLAN

Read a draft of the METAL GEAR SOLID®2 project proposal in this mode. The long development process all started here.



08. SCRIPT

Read the final script used for recording the narration in this mode. Hidden intentions may be found within the stage directions.



09. STAFF

View the organization of the METAL GEAR® development team, a staff list, and profiles of the main members.



10. CHRONICLE

View a timeline detailing the long, difficult METAL GEAR SOLID®2 development process in this mode.



11. SPECIAL FOOTAGE

Browse through various videos ranging from game show trailers to confidential videos recorded during development in this mode.



12. ITEMS

View items and products resulting from the METAL GEAR SOLID® series in this mode.

At the Main Menu screen, highlight VR TRAINING and press the **○** or START button to confirm the selection. The VR TRAINING section is comprised of five different VR TRAINING missions. In METAL GEAR SOLID®2: SONS OF LIBERTY™, the player can experience a multitude of gameplay elements and an unparalleled level of freedom. However, VR TRAINING enables the player to focus on individual elements in a controlled environment.

At the main VR TRAINING menu, select NEW GAME, LOAD GAME, OPTIONS or CONTROLS. Enter the selection with the **○** button. Use the **⊗** button to cancel and return to the previous menu.



NEW GAME

Begin your VR TRAINING and sharpen your METAL GEAR SOLID®2 skills.

LOAD GAME

Access a previously saved game and resume your VR TRAINING. A memory card (8MB) (for PlayStation®2) with at least 60KB of free space is required to save/load games. For more information on saving and loading, see page 02.

OPTIONS

Adjust various VR TRAINING settings.

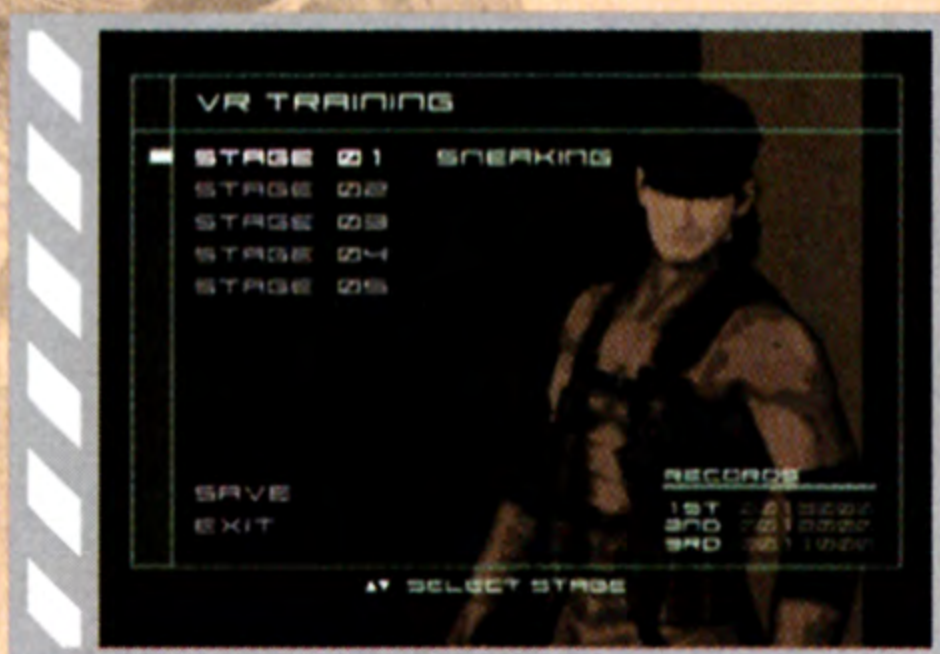
CONTROLS

An on-screen display of the VR TRAINING controls can be accessed for your reference.

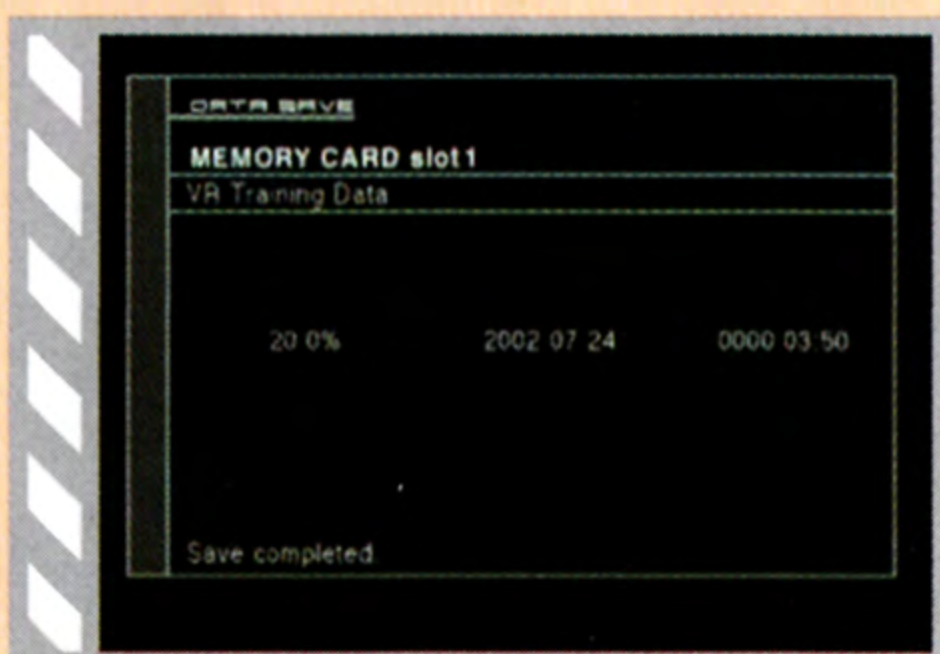
EXIT

Return to the Title screen.

Use the directional buttons or left analog stick to navigate through the various VR TRAINING missions and press the **○** button to select a mission. Use the **○** button to cancel and return to the previous menu. Refer to on-screen instructions for additional information and help.



At the conclusion of your VR TRAINING, you can save your progress (i.e. records, score, settings, etc.) to a memory card (8MB) (for PlayStation®2). For more information on saving and loading, see page 02.



WARRANTY

Konami of America, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

Konami of America, Inc.
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you need help with THE DOCUMENT OF METAL GEAR SOLID®2™ or any other Konami games, you can call the Konami Game Hint & Tip line for help.

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

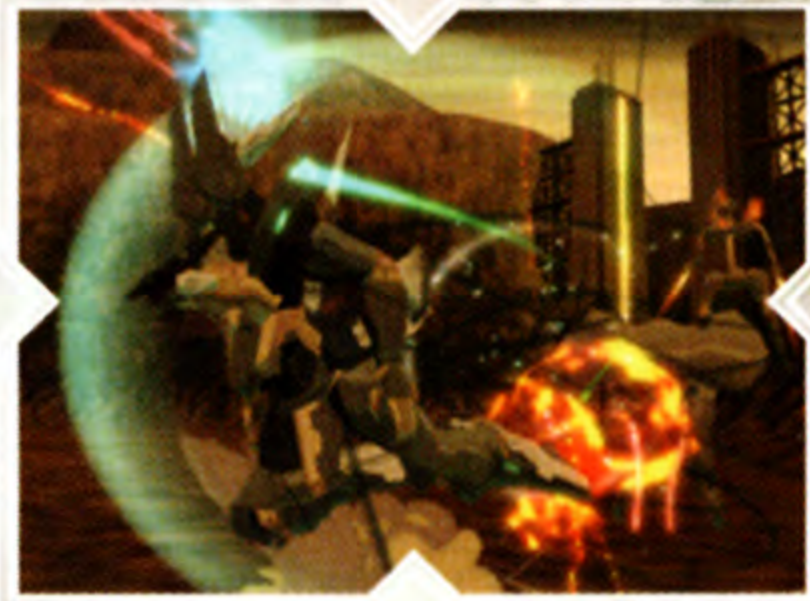
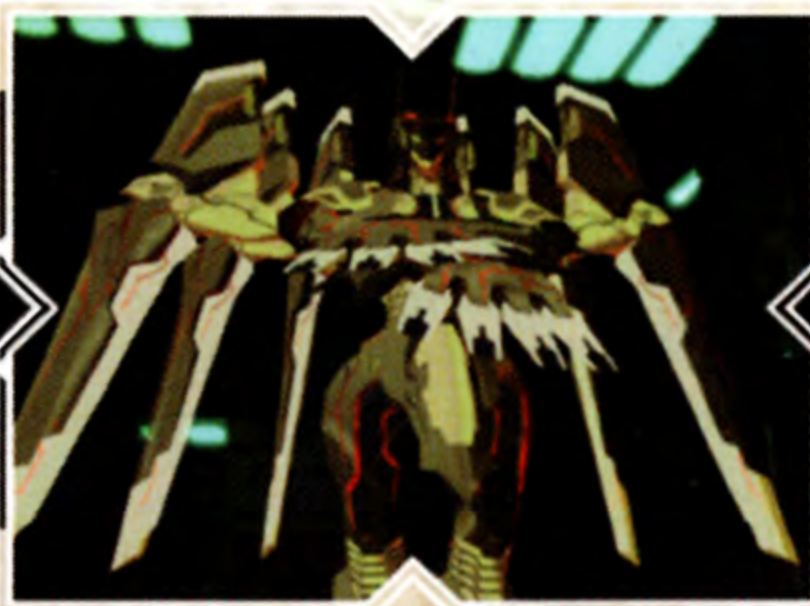
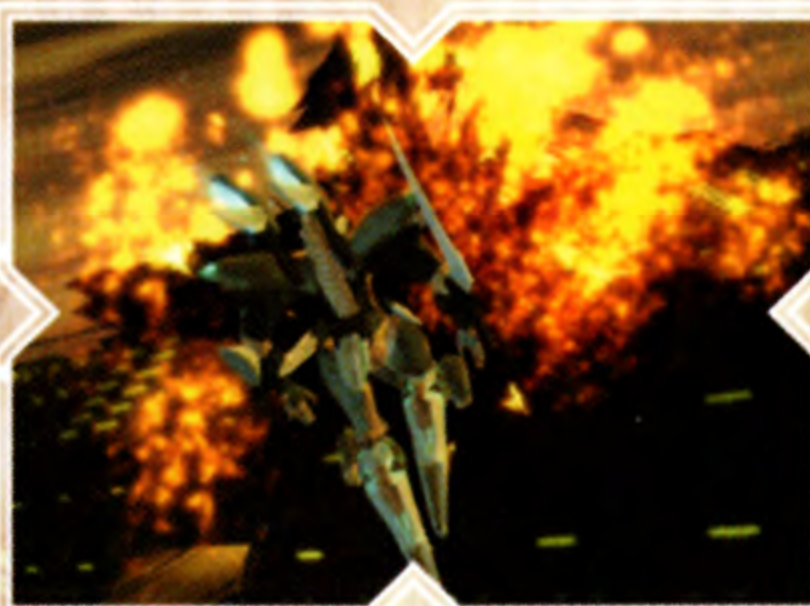
Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

Coming early 2003...

From the creative team behind Metal Gear Solid®2, comes **Zone of the Enders: The 2nd Runner.** ZOE2 is the sequel to last year's hit anime mech combat game Zone of the Enders on the PlayStation®2 computer entertainment system.

ZONE OF THE ENDERS

THE 2nd RUNNER



RATING PENDING
®
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more info.

Konami of America, Inc., 1400 Bridge Parkway, Suite 101, Redwood City, CA 94065

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