

The background features a detailed pencil sketch of a complex industrial or military facility. In the foreground, two characters are rendered with more color and shading. On the left, a character in a dark, tactical suit is shown in a dynamic, mid-air pose, holding a rifle. On the right, another character in a similar suit is standing, looking towards the left. The overall style is a mix of fine-line sketching and semi-realistic coloring.

# Game Review

By Terry Holt

TACTICAL ESPIONAGE ACTION

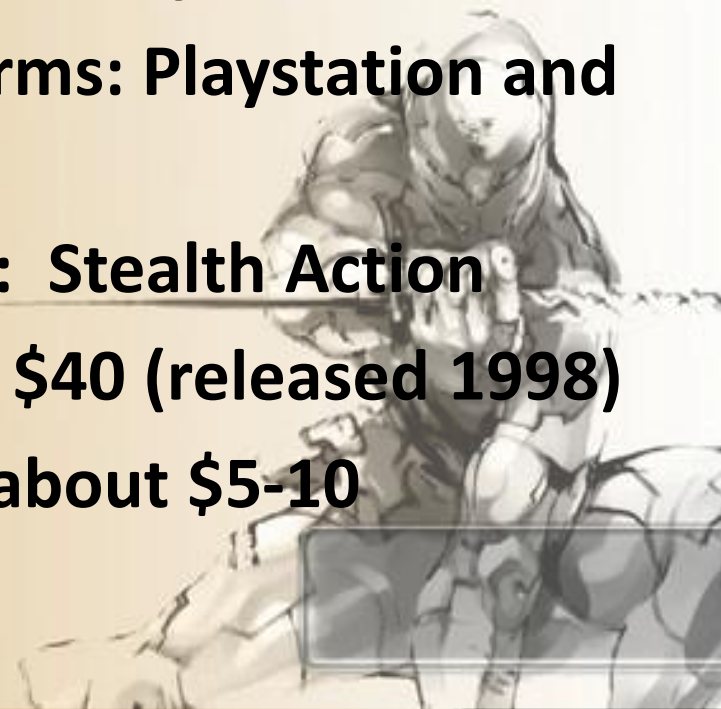
**METAL GEAR**  
S O L I D

# Basic Information

TACTICAL ESPIONAGE ACTION  
**METAL GEAR**  
SOLID



- Developed by: Konami Computer Entertainment Japan
- Published by: Konami
- Platforms: Playstation and PC
- Genre: Stealth Action
- Price: \$40 (released 1998)
- Now: about \$5-10



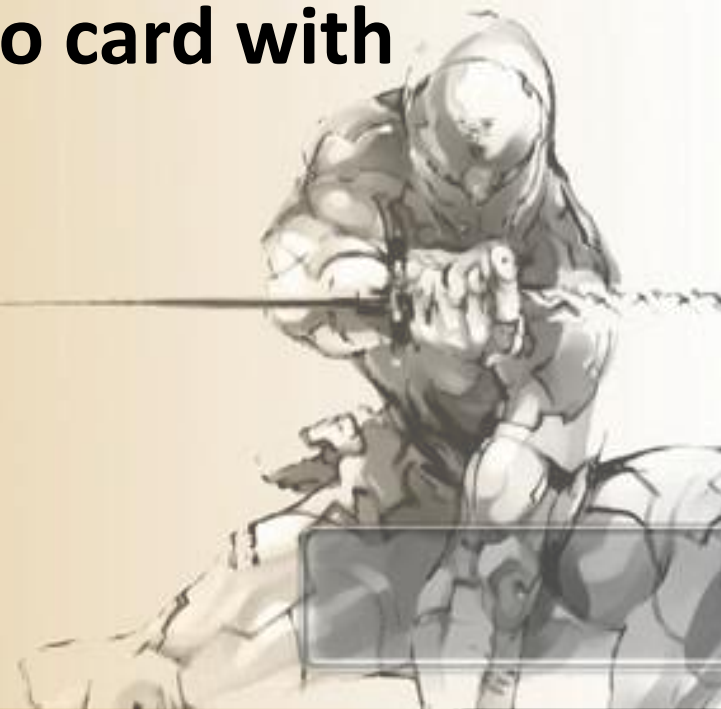
# **METAL GEAR**

## **SOLID**

# **Basic Info Continued**

### **System requirements**

- **Processor: Pentium II 233MHz or better**
- **RAM: 256MB or better**
- **Video Card: 3D capable video card with DirectX support**
- **OS: Windows or Linux**



# Game Summary

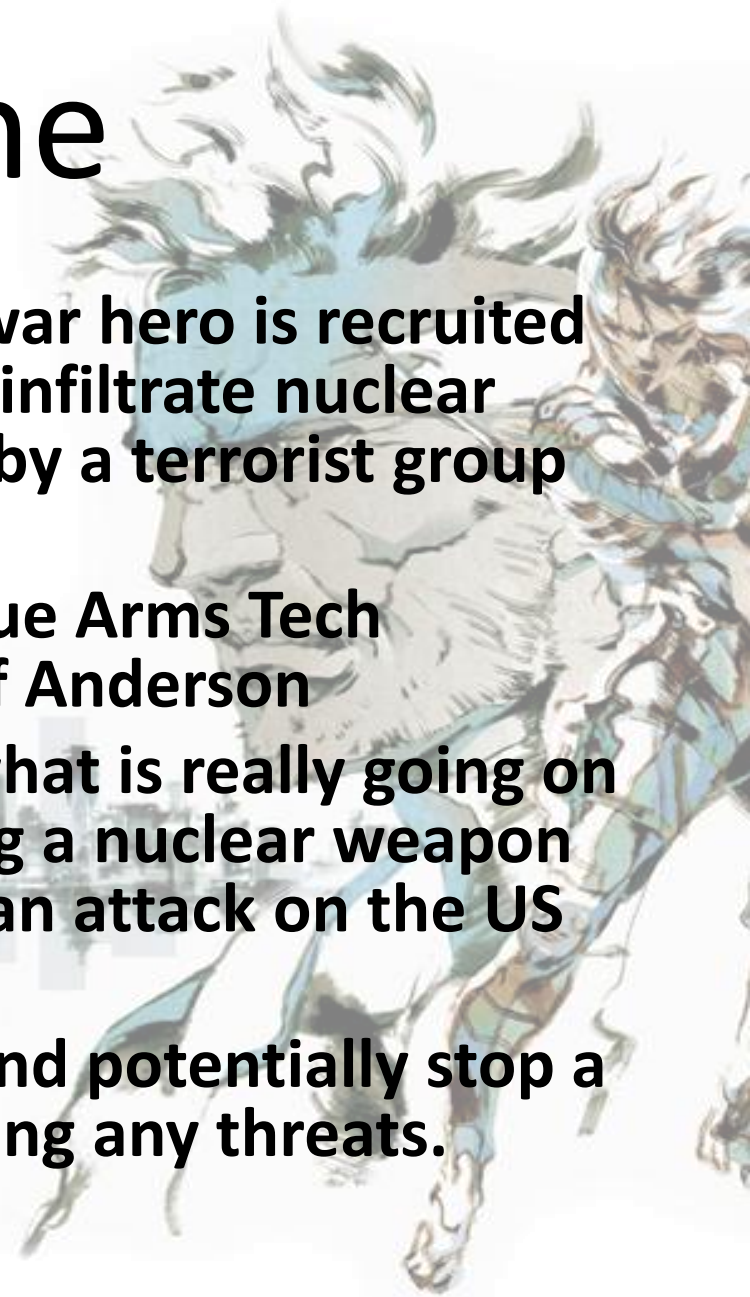


## Quick Overview

- **On a secret mission to infiltrate a military research facility**
- **Have to fight numerous Boss type enemies using different tactics and strategies to defeat each one.**
- **Use of weapons, devices, CQC, and stealth tactics to defeat enemies and complete the mission.**
- **All while Staying out of enemy sight as much as possible**

# Story Line

- **Solid Snake a legendary soldier/war hero is recruited to undergo a secret operation to infiltrate nuclear waste disposal facility controlled by a terrorist group known as Foxhound.**
- **From there he has orders to rescue Arms Tech president Baker and DARPA Chief Anderson**
- **However Snake soon discovers what is really going on that the terrorists intend on using a nuclear weapon (Metal Gear REX) to orchestrate an attack on the US government.**
- **His new goal is then to prevent and potentially stop a nuclear attack all while neutralizing any threats.**



# Installation

- **PS3-Download on PSN.**
- **PS1/PS2- need a copy of the game.**
- **PC- download from a website and install following their directions.**
- **Emulator (such as epsxe) download from a site such as ([www.epsxe.com](http://www.epsxe.com)). Unpack files. Download the proper bios, sound plug-ins, and video plug-ins. Configure them and run setup. Download the game from a free rom site and run it through the emulator.**



# User Interface





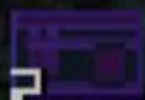
CIGS



SCOPE



NO ITEM



LV.2

CARD

1/2



RATION



DISC




8/12   
GRENADE

12/49   
SOCOM

3/6   
STUN.G

1/6   
CHAFF.G

  
NO ITEM

**PAUSE**

- Armory -

PTT



MEMORY



0.85 **CAMPBELL** 140.96 MEI LING

0.80 MASTER

████████

████████

████████

████████

# Gameplay

- General goal is to get past all the guards and obstacles without being seen or setting off any alarms.
- There are many ways to do this. Sneaking around and avoid tactics, silently killing enemies with weapons or by hand, or choosing to knock out opponents using weapons/devices or by hand.
- Some enemies can't be avoided. This generally turns into a boss battle. Depending on the boss different weapons and tactics may be needed to defeat them.

# Artwork

- Develops a sense of realism. Compared to the cartoon like and colorful environments of most games before this the art design is more dark, grim, and dirty.
- Environments are highly detailed. In underground facilities in Alaska. So, walls are cracking, and the floor is sometimes wet and has puddles. Outside the facility its usually snowing and footprints can be seen in the snow.

# Sound and Music

- Voice Acting is top notch. With people like David Hayter voicing Snake. Many characters in the game have deep/gruff voices.
- Sound effects are realistic: gun shots, footsteps, wind, door noises.
- Music is fully orchestrated and creates sense of tension and alert when an alarm goes off or when you are in combat.

METAL GEAR SOLID

# Special Features

- Game mechanics where you do something outside the game to complete a task inside the game.
- Examples: Finding the codec number for Meryl on the back of your game case. Defeating Psycho Mantis by changing your controller to controller slot 2
- Getting rewarded for each time the game is beaten on the different difficulty settings.





# Review

## PROS

- Players have many choices on how to deal with enemies.
- Wide array of weapons/equipment and everything in the game has a use or purpose.
- Deep rich story with great voice acting and shock/awe moments.
- Characters are unique and each is highly developed including the bad guys.
- Each boss battle is different and unique

## CONS

- The challenge of the game can be overwhelming to some.
- Almost impossible to go rambo in this game.
- You need patience to play it. Especially in the more frustrating parts.
- Graphics are out of date (but with emulators and modern tech you can update)

# Comparison

- MGS is a ground breaking genre defining game. So there are not many games that compare to it. Splinter Cell is another stealth action series that is pretty good. The 007 series is another that is good. However not many games are completely stealth action.
- MGS has a very distinct style/feel
- It has a strong sense of challenge that is both refreshing and enjoyable.
- However you can mostly only take the stealthy route. In games like 007, Splinter cell, and Deus Ex you can go all out rambo if you choose.



# Design mistakes

- The only mistake in this game is with the game camera. The game is third person and the camera is always above the character. The player has very limited camera control.



# Target Audience

- The game is rated M for mature by the ESRB and intended for older players.
- Is generally intended for the more hardcore gamer. (not for the casual or occasional gamer)
- Age range: 16-28 ish would be the expected audience. Likely male as well.

# Summary

- The game may be a few console generations old but the gameplay still holds up. The story, music and sound are still top notch as well. The game camera can be an issue and many may gripe about that and the graphics these days. But, the game is still worth playing.
- The game can be improved with the use of an emulator on pc. Cause the graphics can be upgraded to HD with better shaders and a better frame rate with less hiccups from the original game. Other than that I wouldn't change a thing.

TAKAHASHI  
**METAL GEAR**  
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