





To Konami and the MGSV:TPP Players

I do not hunt and disarm nukes nor do I build or employ them, but my keen interest and understanding of the PF Virtual Battles system has allowed me to observe more types of accounts with nukes than most other people. I can say without any doubt that there are Permanent Nukes that remain inaccessible to all active players making Disarmament impossible to achieve. They have been there for over a year, possibly since the very beginning, and to date no Konami employee has yet acknowledged their existence. Given that Konami has been promoting Nuclear Disarmament and that Nuclear Disarmament is significant to unlocking "Chapter 3" I suspect no one at Konami has observed or understands what these Permanent Nukes actually are. I tried reporting this issue to Konami but the reply I got back was very generic (automated?) and did not actually show they grasped what I was saying: it seemed like they thought I was reporting cheaters instead of examples of derelict accounts that have been permanently removed from the FOB system which in this case happen to also possess nukes. Contacting specific Konami employees directly for an intelligent back and forth conversation has not been possible. All my observations have been on the PS3, but I have heard from players on other consoles who have noticed a similar situation.





If I mention Permanent Nukes to someone they might think I am talking about many different things: They might think I am talking about an exploit where players reload their almost-completed-nuke save over and over so that they can build up 16 nukes nearly instantaneously; I am not talking about these nukes; They might think I am talking about people who use save editors to create nukes; I am not talking about these nukes; They might think I am talking about players who hoard 16 nukes and have enough time to rebuild their four lost nukes during their blockade because only 4 nukes can be stolen at one time and the triggered blockade time is more than enough time to max out their nukes again in a continuous cycle of 16,12,16,12,16,12,...nukes; I am not talking about these nukes; They might think I am subjectively complaining about something that is hard to achieve like many noobs on the internet; My complaint is not subjective opinion, but eye-witnessed fact. Let us get this straight, I am not talking about cheated/exploited nukes nor a bad intentional design decision lacking foresight; I am talking about literally Permanent Nukes that are present on accounts with bases that are permanently removed from all FOB tabs and so are inaccessible to everyone. This is an actual unintentional server/programming glitch caused by and probably unknown to Konami that can only be seen by the most observant and knowledgeable PF League players while they are moving up certain portions of the PF leaderboards.

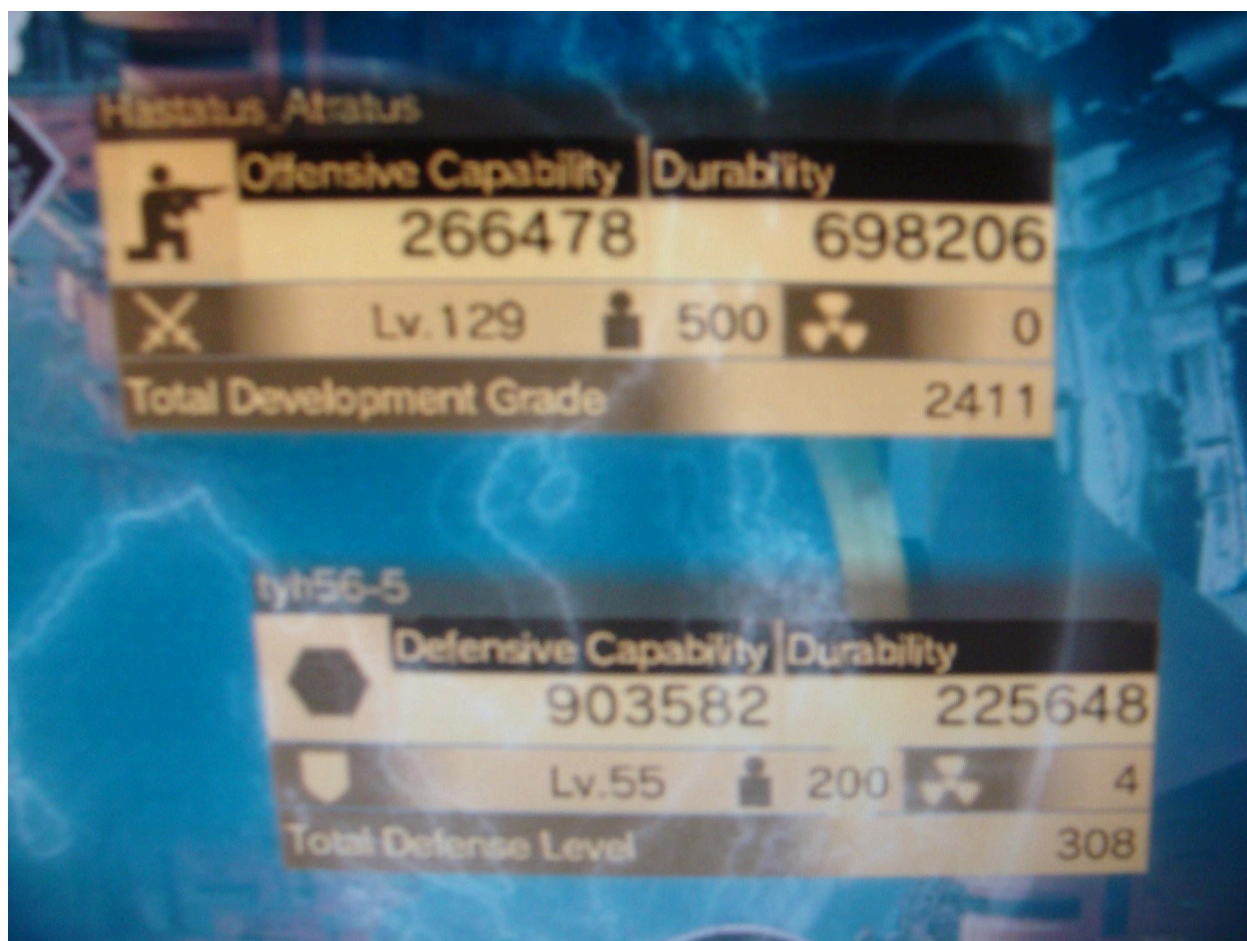
Back during the week of March 14 to March 21 2016 (not 2017) I took the following two pictures:

Hastatus Atratus

	Defensive Capability	Durability
	396240	648959
	Lv.123	 500  0
Total Defense Level		1736

tyh56-5

	Offensive Capability	Durability
	2530753	110439
	Lv.55	 200  4
Total Development Grade		1729



At the time I was taking pictures of many people's stats because I had been figuring out how the PF battle scores were calculated. I also took pictures of unusual stats from time to time because I started seeing players with unusually high stats: I suspected that tyh56-5 had cheated in some manner in order to get 2.5 million Offensive Capability. At the time I had not really thought much about nukes on derelict bases. Derelict bases are accounts that clearly show no more player activity: their stats remain fixed over long periods of time or they have almost no staff left to take which indicates that they do not log in or have not taken care of their bases for some time. With the introduction of the compare PF stat feature in the May 2016 update it was also possible to see accounts that were no longer active because they possessed no PF-stat-ability staff. By September of 2016 I had come across more and more obviously derelict bases that still possessed nukes. I had seen bases with 0 Security staff and Total FOB defense in the single digits, which means any nuke hunter could take a casual jog straight for the nukes and steal them with no resistance. The longer such derelict bases keep their nukes and keep identical PF stats the more likely it is that their bases simply do not appear on the nuke tab or any other FOB tab. I called these Inaccessible Nukes and others mentioned noticing similar patterns on other consoles. At the time I was focused on other aspects of the game so I dropped the issue and assumed those who actively hunted nukes would report the issue to Konami and or Konami would realise that large numbers of nukes were obviously not being disarmed. Konami seemed

to stop reporting nuke numbers so I figured they would fix the issue in an update or just stop talking about Disarmament and “Chapter 3” altogether.

In May of 2017 however a new Konami Twitter spokesperson who signs their Tweets as "J" took over the @metalgear_jp Twitter account and the @metalgear_en Twitter account started retweeting J's nuke data. They have indicated, as had been formerly, that Disarmament unlocks “Chapter 3” and have been reporting the nuke counts with graphs a couple times a week. They even indicated that there would be action taken against illicit nukes, the success or implementation of which I am dubious. Clearly they want players to disarm, but is it even possible? No, it is not.

With this new push for Disarmament from Konami I came across a thread about the renewed Konami Twitter activity (<https://www.gamefaqs.com/boards/718564-metal-gear-solid-v-the-phantom-pain/75360719>) and someone from Xbox One mentioned my previous observations about inaccessible nukes. At the time I was moving up the PF ranks again with an alternate account and happened to remember one of the derelict accounts with nukes that I had seen the previous week. I record everyone's Capabilities and Durabilities some weeks because I use a spreadsheet to determine the final scores and whether or not and against whom I should use my Liquid Carbon and Anti-Ballistic Missiles. The following is a screen capture of the stats of the players I faced on the week of May 30 to June 5 2017.

Player	Defensive Capability	Defensive Durability	Offensive Capability	Offensive Durability	Score
1 Hastatus_Atratus	387739	596385	202963	663827	257305
2 Sanyu1943	1174472	477853	1484646	481459	185141
3 gdownbadass	2794102	56291	3924516	8368	187808
4 D369000	3348834	223176	5133941	173888	255832
5 tyh56-5	803882	225448	2530753	110439	176059
6 M92kz	366669	706070	251125	752513	199546
7 aRuToRaSu_37564	1432737	521229	1868712	664026	178257
8 jnu3	898408	237175	1148913	511368	93644
9 omnia4502	1108239	300534	1551415	299434	177921
10 hasa_hei	2008897	669786	2813271	629550	181823
11 Piramark34	2867247	88997	4042398	117734	194305
12 MeekQBy	2099343	134508	3144312	129270	158556
13 HERMES59Speed	3669953	255084	5148321	364013	285370
14 AMAYUK12	2261625	154786	3273453	183943	169562
15 ROBO2-0destroyer	3376538	167083	5119565	149186	255746
16 gdownbadassV1	3225421	155645	4701323	162882	231305
17 Player	Defensive Capability	Defensive Durability	Offensive Capability	Offensive Durability	Score
18					
19					
20	Without Missiles				
21	1 HERMES59Speed	285370			
22	2 D369000	255832			
23	3 ROBO2-0destroyer	255746			
24	4 gdownbadassV1	231305			
25	5 hasa_hei	218390			
26	6 Hastatus_Atratus	212512			
27	7 Sanyu1943	204608			
28	8 aRuToRaSu_37564	204052			
29	9 jnu3	202413			
30	10 M92kz	201845			
31	11 Piramark34	194305			
32	12 gdownbadass	187808			
33	13 omnia4502	185141			
34	14 tyh56-5	176059			
35	15 AMAYUK12	169562			
36	16 MeekQBy	158556			
37					
38	With Missiles				
39	1 HERMES59Speed	285370			
40	2 Hastatus_Atratus	257305			
41	3 D369000	255832			
42	4 ROBO2-0destroyer	255746			
43	5 gdownbadassV1	231305			
44	6 M92kz	199546			
45	7 Piramark34	194305			
46	8 jnu3	193644			
47	9 gdownbadass	187808			
48	10 Sanyu1943	185141			
49	11 hasa_hei	181823			
50	12 aRuToRaSu_37564	178257			
51	13 omnia4502	177921			
52	14 tyh56-5	176059			
53	15 AMAYUK12	169562			
54	16 MeekQBy	158556			
55					

When I went back through my old pictures I noticed that one of them was tyh56-5 whom I faced on my main PSN over a year earlier. This player has exactly the same Capabilities and

Durabilities over a year apart! This means that the player who owns the account has not signed in and no one has done any damage to their base. And yet they have had 4 nukes for over a year! According to my calculations with these 4 nukes and a maximum blockade of 5 days for each unsuccessful infiltration with maximum damage this account should have appeared on the nuke tab and been subject to nuke hunters over 70 times. Either nuke hunters sucked and failed over 70 times in a row and did zero damage every time or this account never appears in the nuke tab for active players to infiltrate.

Konami needs to start paying attention. Look at ALL accounts with nukes and verify that they appear in the nuke tab after their blockade runs out. That no one at Konami has been doing this already for such an important feature in the game is shameful.

I have seen MANY similar derelict accounts with nukes. I will not name them because I suspect Konami's support people will only think I am reporting cheaters instead of realising that I am reporting examples of a problem with Konami's programming and or servers (language barrier?). It is Konami's responsibility to seek out why such accounts and their nukes are permanently unavailable to the rest of the playerbase. I know there are Permanent Nukes currently on the PS3. I have seen nearly a hundred Permanent Nukes to date and given that the sample size of players I actually came across in the PF battles is very small I would not be surprised if 25% to 75% of all nukes currently present on the PS3 are Permanent. I have heard from people who say they have seen similar derelict bases with nukes on the PS4 and Xbox One so I strongly suspect that the programming and or server issue occurs on all platforms. Given that this situation has been present for over a year and Konami has done nothing and or is not observant enough to notice this situation players should come to terms that Nuclear Disarmament is currently impossible due to these Permanent Nukes. I really really want to see what "Chapter 3" unlocks but at this point Disarmament is entirely dependent upon Konami's future actions.

Hastatus - aka the guy who figured out the math behind the PF Battles' scoring system and who sits in the highest PF Grade on the PS3.

The previous text was posted on July 7th 2017. It has remained unchanged. Since I will not go away until Konami officially says they understand the situation or they do something to rectify it I will add further evidence here from time to time if I think it makes a good example for people to understand what I am talking about. Maybe it will also help cross the language barrier.

Another example of an account with Permanent Nukes: MrUnkreative (PS3) - July 21 2017

I encountered MrUnkreative on two separate occasions during Weekly PF Virtual Battles: the week of May 9th and the week of July 11th (so two months apart).



July 11 2017

May 9 2017

July 11 2017

As you can see MrUnkreative's Capabilities and Durabilities were identical two months apart:

May 9th : Offensive Capability = 7872095; Offensive Durability = 182838; Defensive Capability = 5106301; Defensive Durability = 232751;

July 11th : Offensive Capability = 7872095; Offensive Durability = 182838; Defensive Capability = 5106301; Defensive Durability = 232751.

Identical Capabilities and Durabilities over a two-month period is indicative of a player who has neither signed in nor been damaged in any manner through infiltration by another player. Either of these would result in slightly changing values at a minimum.

This might not be totally convincing to everyone who does not understand the math involved in calculating Capability and Durability, but there is something else:

Offensive Capability	Durability when Attacking	Defensive Capability	Durability when Defending
	You	MrUnkreative	
Total	281931	7872095	
Total Grade of Developed Items	80478	49096	
Nuclear Weapons	0	120000	
Total Unit Level Excluding Combat Unit	4308	1842	
Vehicles	1160	2171997	
Fighting Vehicles (Tanks and Armored Vehicles)	40018	3290923	
Walker Gears	53022	2219995	
Medicinal Plants	33636	7322	
Parasites	22	2964	
Staff with Ranger 1 skill	5500	0	
Staff with Ranger 2 skill	16800	0	
Staff with Ranger 3 skill	2700	0	
Special Event Attack Bonus	0	0	

10:28 139
GMP 2622
4216818 + 22807

VER 3.02

Offensive Capability	Durability when Attacking	Defensive Capability	Durability when Defending
	You	MrUnkreative	
Total	686491	182838	
Combat Unit staff: A Rank	0	120	
Combat Unit staff: A+ Rank	600	150	
Combat Unit staff: A++ Rank	1428	10812	
Combat Unit staff: S Rank	26988	9688	
Combat Unit staff: S+ Rank	162357	0	
Combat Unit staff: S++ Rank	52080	0	
Staff with Medic 1 skill	6100	0	
Staff with Medic 2 skill	13600	0	
Staff with Medic 3 skill	3300	0	
Processed Materials	273464	127266	
Unprocessed Materials	120169	23302	
GMP	26225	11110	

18:32 1393739

GMP 26224546

4216818 + 22887738

ER 302

Offensive Capability	Durability when Attacking	Defensive Capability	Durability when Defending
	You	MrUnkreative	
Total	397831	5106301	
Total Unit Level Excluding Security Team and Support Unit	3672	1548	
Support Unit Level	23250	3978	
Anti-Air Emplacements	50241	1132868	
Mortars	10078	550838	
Machine Guns	10081	1092840	
Walker Gears	71022	2237995	
Medicinal Plants	33636	7322	
Parasites	22	2964	
Staff with Sentry 1 skill	5800	0	
Staff with Sentry 2 skill	16000	0	
Staff with Sentry 3 skill	3600	0	
Special Event Defense Bonus	0	0	

10:35 1393
GMP 26224
4216810 + 2280773

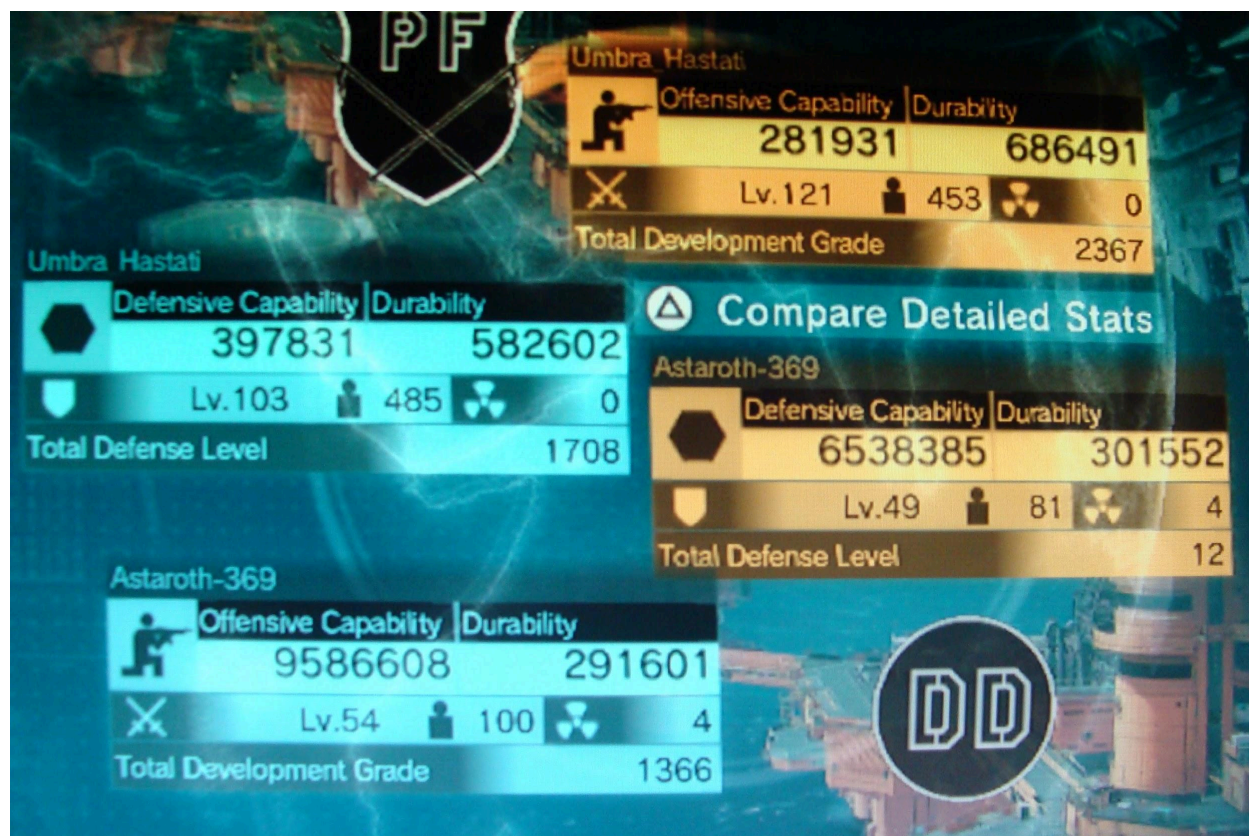
Offensive Capability	Durability when Attacking	Defensive Capability	Durability when Defending
	You	MrUnkreative	
Total	582602	232751	
Security Team staff: A Rank	0	0	
Security Team staff: A+ Rank	4500	1200	
Security Team staff: A++ Rank	12240	17340	
Security Team staff: S Rank	134248	1730	
Security Team staff: S+ Rank	0	543	
Security Team staff: S++ Rank	0	0	
Staff with Defender 1 skill	4900	0	
Staff with Defender 2 skill	14800	0	
Staff with Defender 3 skill	3300	0	
Processed Materials	136732	63633	
Unprocessed Materials	120169	23302	
GMP	26225	11110	

10:38 1393
GMP 26224
4216810 + 2280773

As you can clearly see this player has 0 Medics, 0 Rangers, 0 Sentries, and 0 Defenders. The odds of getting a staff member with a PF-Stat Skill is roughly 1 in 10 (when obtaining ranks high enough to have the skill). They are very easy to come by and so obtaining many of them is very easy. Not having any of them is highly unlikely for a player who is even remotely active. The PF-Stat Skill was introduced in the May 2016 Game Update. Having zero staff with these skills means that a player has probably not played the game since before the May 2016 update. So MrUnkreative has not played since before the May 2016 update and has had 4 nukes this whole time. He is not playing the game and other players are not able to invade his FOB. His account is derelict and inaccessible to the rest of the playerbase...and he has 4 Permanent Nukes that no one outside of a Konami programmer can disarm.

Another example of an account with Permanent Nukes: Astaroth-369 (PS3) - A Trophy Hunter - August 1 2017

I have encountered more Derelict Accounts with Permanent Nukes in the past few weeks but here is one that can be considered in a different way. I encountered Astaroth-369 during the week of July 11 2017.



July 11 2017

The first thing that indicated to me that this account had not been accessed by its owner for a long time was that they had 0 Medics, 0 Rangers, 0 Sentries, and 0 Defenders. This suggests that they have not played since before the May 2016 update. But there is another way to verify that an account has not been played by the owner: their trophy history.

Astaroth-369 is what I call a trophy hunter: they play a large number of games on a single PSN account and generally attempt to get Platinums for most of them. Here is the history of their game play as seen through their trophy history (you can view it for yourself at <https://psnprofiles.com/Astaroth-369>):

- Before playing MGSV:TPP they had already earned 54 Platinums.
- They started playing MGSV:TPP on **December 1st 2015**.
- They obtained Disarmament on Jan 21 2016.
- They obtained Deterrence on Jan 22 2016.
- They obtained the MGSV:TPP Platinum on **Jan 23 2016**.
- They then played 10 more PS3 games between Jan 23 2016 and August 23 2016, obtaining Platinums (or 100%) for all of them.
- They obtained a PS4 in August of 2016.
- They played their first PS4 game between Aug 17 and Aug 20 2016.
- They then played 26 more PS4 games; 11 of these were Platinumed.
- Their 10 most recent trophies were all obtained on August 1 2017 (today).
- They still had 4 nukes on their PS3 MGSV:TPP account on July 11 2017 and they are probably still there today (August 1 2017).

It is clear that this player played MGSV:TPP between Dec 1 2015 and Jan 23 2016. They got involved with nukes in mid-late January 2016. From their trophy history all common sense says that after getting the Platinum for MGS:TPP on Jan 23 2016 they stopped playing the game. You can see how they move from game to game and then a new console. Who would continue to play MGSV:TPP on the PS3 after playing 10 more PS3 games, getting a PS4, and playing 26 more PS4 games? 2.68 trophies per day is very, very time consuming. Clearly they have not been playing MGS:TPP on their old PS3 and yet over a year and a half after they stopped playing MGSV they still have 4 nukes on their account. His account is derelict and inaccessible to the rest of the playerbase...and he has 4 Permanent Nukes that no one outside of a Konami programmer can disarm.

Many Derelict Accounts with Permanent Nukes belong to people who do not speak English or who have so few trophies that they probably belong to people using them as Alternative accounts. Since Astaroth-369 included English in his account and they are clearly still very active on it I PSN messaged them a couple weeks ago asking them when they last played MGSV:TPP but they have not responded.

Some final comments before a hiatus - August 9 2017

My alternative account is moving up past the range of the Derelict Accounts with Permanent Nukes so I will likely not see anymore good examples to add. I will continue Tweeting Konami, but I will probably stop updating this document for a while. I will end with the following thoughts:

Warning to Konami: The Time Factor

- Permanent Nukes have existed since at least January 2016.
- I reported the issue to Konami Support and received an unhelpful automated(?) reply from Konami Support on June 9 2017.
- I opened up a Twitter account and Tweeted my Proof to @Konami, @metalgear_jp and @metalgear_en on July 7 2017.
- I have replied to the Nuke Counts with my Proof 10 times between July 7 and August 8 2017.
- After 2 Months I have received no intelligent reply from Konami about the issue and they have not made any public statement about it.
- Konami continues to give out Nuke Counts to players either unawares or hoping the vast majority of players remain unawares.

You might think that remaining silent about this issue will keep players from finding out the truth. It will not. Whatever policy you have in place preventing the disclosure of negative press will not serve you in time. The longer after June 9th 2017 you delay in responding in word and in deed the more negativity you will foster. It is one thing to miss a programming mistake for over a year and a half and claim you did not know, but it is another thing entirely once you have been informed and are continually informed twice a week when you post the Nuke Counts. Time is not your ally. More players will find out the truth and more players will learn for how much time you have known. This is the biggest programming flaw impacting the most number of players in the history of the Metal Gear franchise. Eventually many players will find out and many players will remember it for decades. What will be the perception of a player who looks at your lower budget games, like Survive, when they think back at how you could not handle entering a few zeroes in your biggest budget title?

Significance of this Issue

Some may not realise that this issue is in fact extremely significant. Early players claimed that this game was unfinished due to cut content and Konami argued the ending is there and the game is complete. Zero players have completed the game. Completing a game means reaching the intended ending of a game. Konami has confirmed that Nuclear Disarmament unlocks "Chapter 3" whatever that entails. Dataminers can claim what is or is not included in "Chapter 3," but absence of evidence is not evidence of absence because "Chapter 3" could easily be part of a game update/DLC. Konami is still pushing players to complete Nuclear Disarmament. It is one thing for "Chapter 3" to be nearly impossible to achieve requiring the cooperation of nearly every player. This is a grandiose and impressive thing to attempt. BUT due to Konami's server glitch it is not actually in the hands of the players as it was intended to be. This is a disastrous situation. "Chapter 3" cannot be reached by any player ever no matter how delusional players or Konami employees are (delusional means they are able to trick themselves into ignoring a problem and

pretending it is not there). It is permanently inaccessible because of Konami's lack of testing and maintenance. A game with an intended ending that cannot be accessed due to a programming error is by definition an incomplete game.

It is no different than how some developers in the past put out incomplete games: in 1987 David Perry did not have enough space on the ZX Spectrum port of Gladiator/Great Gurianos so he omitted the ending and just made the final boss invincible; In 1988 Ocean did not have the time or could not figure out the bug that caused gibberish garbled views in level 4 of Robocop on the Commodore 64 so they set an impossible time limit in level 3 to prevent players from reaching garbled level 4; In 1990 Midway thought their arcade game Smash TV was impossible to beat so they did not bother to include the Pleasure Dome ending which was advertised in the game; In 1993 Ocean did not have the time to finish Dennis (the Menace) on the Commodore Amiga port of the game so they created a pit impossible to jump so that the last boss and the ending could not be accessed by the player; In 2015 Konami created or allowed a bug to remain in Nuclear Disarmament stats so that players cannot reach "Chapter 3" of MGSV:TPP. Is the bug accidental or is "Chapter 3" just unfinished? What are players to think if Konami never attempts to fix the bug?

What the players can do to speed up Communication and Action by Konami

Konami is only in this business to make money. To spend money fixing an issue such as this might only be in the hands of financially-incentivized businessmen. They essentially calculate how much negative publicity will arise and whether it might cost them future business. The negative press must impact future revenues more than the cost of the fix. Metal Gear Survive already has a bad reputation so maybe the Konami people do not think the negative publicity can get any worse. In the past they had Hideo Kojima a perfectionist who would not have allowed such a bug to remain. Who do they have now? Currently few players read my Tweets and my proof of this situation is not reaching enough of the playerbase and its collective voice. J gets more likes for his Nuke Counts than I do for pointing out the futility of the whole situation. Part of this is the language barrier: many Japanese players likely do not understand what is going on and there is no evidence that J understands English. The person in charge of the English Metal Gear Twitter account rarely says anything of note and seems to spend most of their time Retweeting stuff. Other people cannot read more than 140 characters at a time and or will remain delusionally hopeful. If you want to help force Konami into action I urge people to start liking all my Proof Tweets. J gets 50 to 100 likes each time he posts the Nuke Counts. If I start getting more likes than J's original post they will more likely pay attention, they will be more likely to get a translator involved to understand why, and they will be more likely to bring the issue up with their bosses. The more people that like my proof posts the more it will be evident to them that more people know the truth. Please help force Konami to face and own the truth. Thanks.

Hastatus.

August 16th

Yesterday someone named ItalianJoe83 began to post my Document on many websites. I am not ItalianJoe83. I posted the link to my Document in three places: GameFAQs (HastatusAtratus) since I spend my MSGV time there for news and informative facts, on the MetalGearAntiNuclear Reddit (Hastatus_Atratus) since those who want to disarm all nukes are the most likely to be passionate about this subject, and on Konami's Nuke Count Tweets (HastatusAtratus) since I would like Konami to fix this bug. The posting of this information on other websites was done entirely by ItalianJoe83 without my involvement...I woke up and all of a sudden it was everywhere. I didn't even know what NeoGAF was. I have no problem with people distributing this information around the web but do please realize that the poster and I are not the same person. I will not make user accounts all over the place. If you have comments or questions you want me to read or answer you should contact me on my GameFAQs or Reddit account. I will continue to use only GoogleDocs when posting new relevant info.

"Chapter 3"

I never intended to get involved with the Schrödinger's Cat that is "Chapter 3". My quotes were intended to be Scare Quotes but I was probably inconsistent in their use. The fact is that Konami only publicly announced the Secret Nuclear Disarmament Event and its requirements, not the result which is obviously a secret. I refer to whatever the goal, result, unlock, reward, etc is as "Chapter 3" because it is the simplest recognizable name to give it. It could be a blank frozen screen when the game freezes, a video, or downloadable game content (if you want to keep something a secret it is logical to foresee dataminers and simply withhold data from the players; The PC users have noted extra curious DLC files that cannot be downloaded: <https://steamdb.info/app/287700/dlc/>). I never meant to suggest that Konami officially stated that there was something that they specifically called "Chapter 3" (though dataminers have found cards that say "Chapter 3: Peace" in a multitude of languages in the game's coding). A now former employee Robert Allen Peeler has possibly given clues on several occasions: on Aug 30th 2016 he made an unusual reply: <http://i.imgur.com/BFW9T3u.jpg>; on May 18th 2017 he retweeted someone's Tweet about "Chapter 3": https://mobile.twitter.com/Reapers_Phantom/status/865262858208018432; and on June 6 2017 he posted an unusual Tweet directly writing "#Chapter3" (<https://twitter.com/popcicle/status/872250584337752064>). It could be something and it could be nothing: but it is definitely not proof of either interpretation. I apologise if I created any misunderstanding concerning the "Chapter 3" issue. No matter what the reward is or whether you care about it the matter of principle that people should be focussing on is that Konami is asking players to reach an impossible goal as though it were possible.

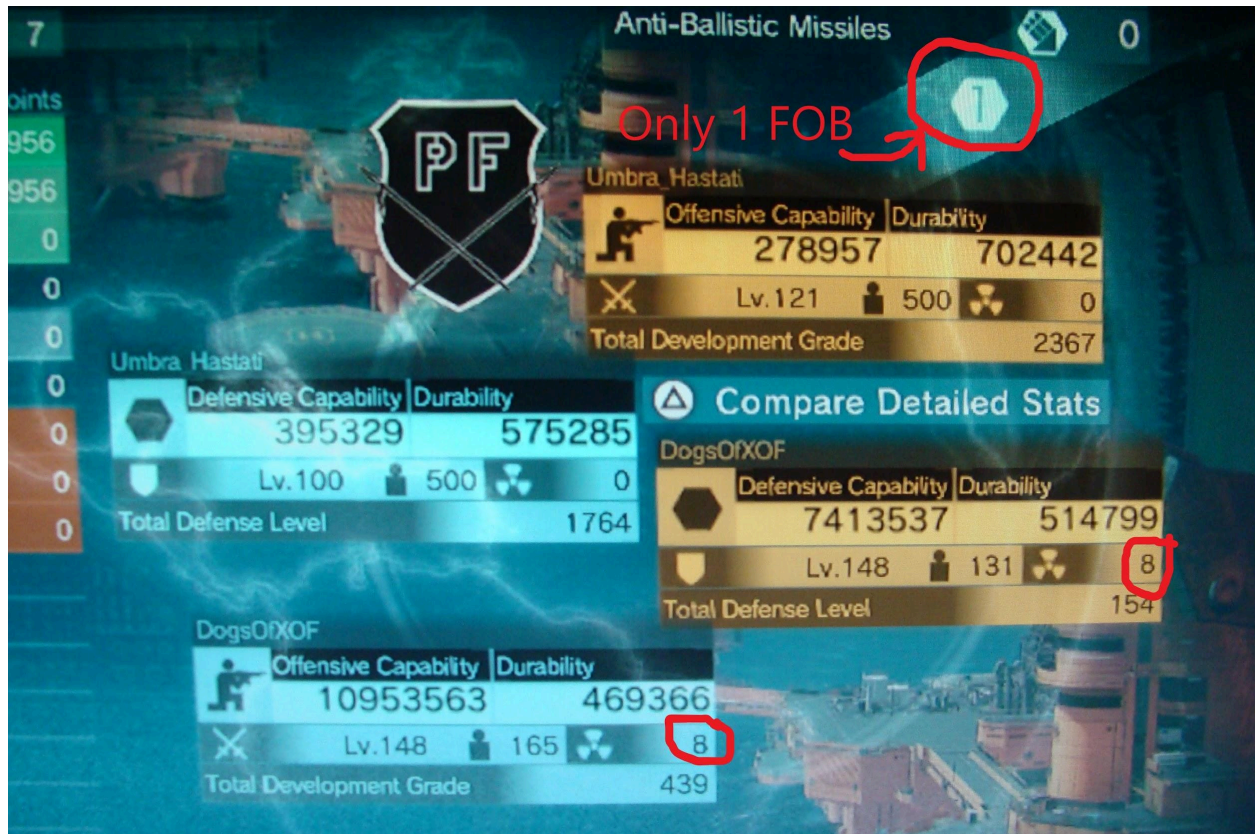
Pro/Anti Kojima/Konami

I am not one of those people who worships Kojima or Konami or hates Kojima or Konami. Personally I do not care that much about either side and generally just ignore these extreme discussions. I simply play games and either find that I enjoyed or didn't enjoy the game. If I didn't enjoy a game I simply move onto the next. A month or two ago I bought two Konami games through the PSN Store that had little to no involvement from Kojima and I will probably get Death Stranding. This document is supposed to be informative constructive criticism that helps fix a very real problem. People that interpret my comments towards their extremist views are just superimposing their emotional feelings upon my words while wearing blinders. I am angry and concerned about only this one bug.

Hastatus.

Another example of an account with Permanent Nukes: DogsOfXOF (PS3) - A player with more nukes than they have available FOB space - August 28 2017

So obtaining top three this week means my alt will move up into the same grade and group as my main account. I didn't expect to see any Derelict Accounts with Permanent Nukes this past week, but to my surprise there was one definite one and a likely second one which both displayed an unusual characteristic worth exhibiting here: they have more nukes than they have available FOB space.



August 22 2017

Microsoft Excel - PF Weekly Estimator 19 (AA - 9/29/2017)																		
File Edit View Insert Format Tools Data Window Help																		
A2																		
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
1	Hastatus_Atratus	432320	683955	313946	688192	417998												
2	DogsOfXOF	7413537	514799	10953563	469366	272005												
3	Colossus	7295110	355000	10883622	509687	272005												
4	Snake	7509845	345255	10894982	465615	269938												
5	manhattan	7558584	1130551	11055945	884026	271750												
6	grl	7760165	1246001	11344860	939900	317897												
7	DJ	7690415	920278	11307504	639536	271793												
8	welcome	7701665	1204528	11305660	901100	316738												
9	czaninho	675501	1045990	803304	805201	401785												
10						0												
11						0												
12						0												
13						0												
14						0												
15						0												
16						0												
17	Player	Defensive Capability	Defensive Durability	Offensive Capability	Offensive Durability	Score												
18																		
19																		
20	Without Missiles																	
21	1 grl		538185															
22	2 welcome		534965															
23	3 manhattan		523047															
24	4 DJ		457140															
25	5 DogsOfXOF		396562															
26	6 Colossus		393679															
27	7 Snake		392506															
28	8 czaninho		238449															
29	9 Hastatus_Atratus		0															
30																		
31																		
32																		
33																		
34																		
35																		
36																		
37																		
38	With Missiles																	
39	1 Hastatus_Atratus		417998		395000													
40	2 czaninho		401785															
41	3 grl		317897															
42	4 welcome		316738															
43	5 DJ		271793															
44	6 DogsOfXOF		272005															
45	7 Colossus		272005															
46	8 manhattan		271750															
47	9 Snake		269938		342000													
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Sheet4 / Sheet6 / Weekly Estimator / Sheet1 / Sheet2 / Sheet3 /																		
Ready																		
Sum=1942376																		

March 21 2017

I can confirm that DogsOfXOF has the same Capabilities and Durabilities that they had when my main account encountered them back during the week of March 21st 2017. What I had not noticed back then was that they actually possess more nukes than they have FOB space: they have 8 nukes and yet only possess 1 FOB. This can be verified by looking closely at the locations on the spinning globe that makes up the background of the PF Virtual Battle screens. You can use the analogue stick to speed up or slow down the spinning. I have checked this globe several times to make sure I have not missed any FOBs because those in the South Pacific and South Atlantic are easy to miss since they are more faint. There is only 1 FOB visible on the globe. I also checked their Platform stats: each fully constructed MB or FOB = 25000 Defensive Durability and DogsOfXOF only has 29464; each fully constructed MB or FOB = 7504 Defensive Capability and DogsOfXOF only has 8844. They also have less than 200 Offensive and Defensive Staff. So DogsOfXOF has only 1 FOB and yet they have 8 nukes.

It was already clear to me that they had hacked/modded their save to obtain their Capabilities in the millions when I first encountered this account, but I also suspected that they had hacked/modded their unit levels: they have lvl 148 in both Combat and Security Units. When you check their PF stats you can calculate the exact numbers of staff they have in these units (as long as you know the individual grade values for staff like I do): In their Combat Unit they have: 1 S++, 5 S+, 109 S, 38 A++, and 12 A++ (total = 165); In their Security Team they have: 40 A+, 29 A, 9 B, 6 C, 9 D, and 38 E (total = 131). If you have even the slightest familiarity with the number of S++ and S+ you need to get lvl 148 during your experiences with Development Project requirements it is blatantly obvious DogsOfXOF should not have anywhere near lvl 148 in these units. Since they have hacked/modded collectibles for obtaining high Capabilities and have hacked/modded high unit levels it is not surprising they would do the same thing with nukes.

So DogsOfXOF has some hacked/modded nukes resulting in more nukes than they should be able to hold. Their account has been derelict and inaccessible to the rest of the playerbase for at least 5 months...and they have 8 Permanent Nukes that no one outside of a Konami programmer can disarm.

Hastatus.

Another example of an account with Permanent Nukes: rosariotummi93 (PS3) - A player with Command Platforms with so many custom mines it causes the infiltrator's system to crash - September 10 2017

So here is a different situation that causes Permanent Nukes even though the account is visible in the Nuke Tab. Some players had found a way to create more custom mines on their FOBs than they were supposed to be allowed: how I do not know. When players attempt to infiltrate

these accounts their system crashes because it cannot handle the excessive number of mines. The numbers of these mines are visible in their FOB stats before you attempt to invade them so you can avoid a system crash. If they are present on the Command Platform their nukes become permanently inaccessible.

Youtube user Baldy Pain has posted videos documenting this situation on the PS3. rosariotummi93 had 2 nukes and 146 mines on their command platform back in August of 2016 (<https://www.youtube.com/watch?v=QR8CLFHvFKc>). Their account is often visible in the nuke tab and yet they currently still have 2 nukes and 146 mines on their command platform over a year later (September 2017: <https://www.youtube.com/watch?v=6MnUiE1CsAw>). Do be aware that only the platforms with the excessive number of mines cannot be invaded: the other platforms can be invaded normally. rosariotummi93 only has excessive mines on their Command and Support Platforms and so his other platforms can be invaded normally.

If one checks their PSN Trophy history (<https://psnprofiles.com/rosariotummi93>) it is possible to see that they are a trophy hunter and appear to have stopped playing with this PSN account in October of 2016. If they have not been banned this will still make it unlikely that they will ever respond to a PSN message or come back to remove their nukes on their own.

So rosariotummi93 has some hacked/modded custom mines on their Command Platform that causes the PS3 systems of nuke-hunters to crash. Their account has been derelict and their Command Platform has been inaccessible to the rest of the playerbase for at least a year...and they have 2 Permanent Nukes that no one outside of a Konami programmer can disarm. As long as even a single Permanent Nuke of any sort exists Disarmament can never be achieved by any player.

Hastatus.

Oct 17th - First person to reach 1st in PF Grade AAA+ on the PS3

I managed to finally reach AAA+ on the PS3 and came in 1st and 2nd simultaneously! For those who doubt that Permanent Nukes exist and still think that I am making all this up: do you honestly believe that someone who managed to be the 1st into the top grade with two accounts after 2 years would not be able to see the PF stats of nuke-holders and understand what is really going on? If you think I am making up Permanent Nukes you have to ask yourself one question: Why would I waste so much time on a 'joke' that is not even remotely humorous? What exactly is my endgame?

ORDS

Overall Rankings (Total)

	ONLINE ID		Victory Points
1	Hastatus_Atratus	AAA+	632128
2	Umbra_Hastati	AAA+	582315
3	sandman913	AAA+	426410
4	gnl8712539	AAA	743235
5	welcomeFOB	AAA	705737
6	Colossus-Rodos	AAA	647654
7	fhhj5	AAA-	626987
8	kowasitai	AAA-	602392
9	takechio	AAA-	594814
10	KOF1219	AAA-	438633
11	lordmanguito	AAA-	368747
12	Roschild	AAA-	366235

Self L2 R2 Switch Grades L1 R1 Switch Pages Show Profile

Anyways, now that AAA+ has been reached on the PS3 and it is the final grade it will fill up with more and more people because there is no higher grade to move into: the top 3 in each group will stay in AAA+. This means that in a few months I will start encountering more and more people in larger and larger groups (eventually up to groups of 16 again). Since I have two accounts I will sometimes see two groups per week and so will likely start encountering more derelict accounts still holding nukes. Hopefully I will encounter many of the ones I have already mentioned in this document so I will be able to confirm whether or not Konami has done anything about fixing this situation. Their weekly nuke-count graphs certainly suggest they have not done anything.

I inquired again about the situation of Permanent Nukes to Konami's inquiries department nearly a month ago and after they made some initial requests for more information I have not heard anything back. I will try contacting them again next week and see if I can get an update.

Hastatus.

A Reply from Konami Customer Support - November 10 2017:

After a few more back and forth emails to Konami on the issue of the Permanent Nukes I received the following reply on October 31st:

Hello. Thank you for contacting KONAMI Customer Support.

We understand your sentiments in this matter, and we sincerely apologize for the inconvenience this has caused.

Regarding your concern, please be informed that we will conduct an investigation with the department in-charge based on the contents received. Nonetheless, once we are able to prepare information that we can announce regarding this matter, we will notify you within the game.

We apologize for not being able to provide a definite response in this mail. Rest assured that we will continue to strive to improve our quality continuously.

We ask for your kind understanding regarding this matter.

Thank you for playing METAL GEAR SOLID V.

Best Regards,

KONAMI Customer Support Team

I might be reading too much, too hopefully into this but the suggestion that they will make an announcement about the issue "within the game" presumably to everyone and not just me ('you' plural) could imply that they are thinking several steps ahead and might already be working on the issue. Fingers crossed.

At this point I have done everything a single player can possibly do to help get this problem addressed. If we do not end up seeing any official announcement or results soon the only option left would be amassing the voices of a large enough number of players. To this end I am suggesting that players who care about this issue get the word out to each other and consider raising our collective voices all at once through Twitter and emails on **December 8th 2017**. December 8th 2015 was the closest we ever came to Nuclear Disarmament: there were only 23 nukes on the Xbox 360. I will post further details on this plan here, on Reddit, and on GameFAQs as we approach December 8th...though, hopefully we will get official word from Konami by then and it will not be necessary.

Hastatus

Protest to Fix MGSV's Broken Secret Nuclear Disarmament Event - December 8 2017:

I have proposed we hold a protest on December 8 2017 by having as many players as possible post a Tweet to J and or send an email to Konami Customer Support. I have posted detailed protest information in the following places:

GameFAQs (PS4 Board):

<https://www.gamefaqs.com/boards/718564-metal-gear-solid-v-the-phantom-pain/76041065>

Metal Gear Solid Reddit:

https://www.reddit.com/r/metalgearsolid/comments/7g8mwp/protest_to_fix_mgsvs_broken_secret_nuclear/

Metal Gear Anti Nuclear Reddit:

https://www.reddit.com/r/MetalGearAntiNuclear/comments/7g8nq6/protest_to_fix_mgsvs_broken_secret_nuclear/

Please spread the word and prepare to help fight for "Peace"! Thanks.

Hastatus.

****December 8th is here.** Start sending your emails about Disarmament to:**

ask-mgo@faq.konami.com & ask-mgs5@faq.konami.com

J has not Tweeted anything over the past week so send your Tweets to last Tuesday's Nuke Count Tweet:

https://twitter.com/metalgear_jp/status/935416032507805696

The more people who Tweet the more likely we are to get their attention or even a reply. Keep in mind that we are not simply trying to get Konami's attention but that of Japanese players who might stand a better chance at communicating with Konami if they learn what we know. Even if you think this is doomed to failure consider that those of you who do take a minute to send a Tweet will know that you have done everything in your power towards Disarmament and will not have any regrets.

Thanks to all.

Hastatus.

Another example of an account with Permanent Nukes: lordmanguito (PS3) - the Permanent Nukes issue remains unaddressed by Konami - December 29 2017

Well 2017 is wrapping up and Konami has not yet bothered to say anything about Disarmament. There has only been one Nuke Count posted in December. I have started seeing more Permanent Nuke accounts again so it is clear that nothing has been done yet. I came across two accounts that I had not seen before and a third that I had seen before (below). All three of these accounts have 8 nukes and yet they each only have 1 FOB. It is unfortunate that Konami has not said or done anything about fixing Disarmament. The business sense of the decision makers seems to have been diminishing. The fact is this fix requires simple linear algebra on the server end rather than complex 3D programming in the game's coding. The lack of a technician or the funds for such a technician is evidence of an endemic problem. Repairing this simple yet widely impactful issue could have made for great publicity and increased confidence in regards to Survive. The presence or absence of the possibility for Disarmament as Survive's launch approaches will speak volumes about what to expect in the upcoming title.

The following two images were taken during the **Week of August 22 2017** and the **Week of December 26 2017**:



Umbra_Hastati

Offensive Capability	Durability
278957	702442
Lv.121	500

Total Development Grade 2367

Umbra_Hastati

Defensive Capability	Durability
395329	574969
Lv.100	500

Total Defense Level 1764

lordmanguito

Offensive Capability	Durability
11010581	379965
Lv.150	144

Total Development Grade 1854

lordmanguito

Defensive Capability	Durability
7415419	445284
Lv.150	149

Total Defense Level 62

Compare Detailed Stats



Hastatus_Atratus

Offensive Capability	Durability
368673	820640
Lv.153	495

Total Development Grade 3289

Hastatus_Atratus

Defensive Capability	Durability
454289	725643
Lv.125	490

Total Defense Level 2184

lordmanguito

Offensive Capability	Durability
11010581	379965
Lv.150	144

Total Development Grade 1854

lordmanguito

Defensive Capability	Durability
7415419	445284
Lv.150	149

Total Defense Level 62

Compare Detailed Stats

lordmanguito had exactly the same stats when I met their account on two separate occasions, with two separate accounts of my own, four months apart. No player has infiltrated or had access to lordmanguito's nukes in over four months and no player ever will until a Konami employee can make the Secret Nuclear Disarmament Event possible for players to achieve.

For the skeptics: Note how the stats on Umbra-Hastati match those on the image I took of DogsOfXOF on page 17 which has been on here since August 28 2017. I met lordmanguito during the same week: he was the "likely second one".

Hastatus.

DogsOfXOF Reconfirmed - Jan 9 2018

Back on August 28 2017 I posted the stats of DogsOfXOF (page 16). In order to dispel the disbelief in data I had previously posted in spreadsheet form I thought I would post new pics of aforementioned accounts that I came across again. Last week I met DogsOfXOF on my Main and this week I met this account on my Alt. So now I can show actual pictures of this account's stats over 4 months apart. This should help corroborate the previous 5 months of unchanged stats I witnessed.

Pictures in order:

Week of August 22 2017

Week of January 2 2018

Week of January 9 2018

7 Anti-Ballistic Missiles 0

points
956
956
0
0
0
0
0
0
0
0

PF

Umbra_Hastati

Offensive Capability	Durability
278957	702442
Lv. 121	500 0
Total Development Grade 2367	

Compare Detailed Stats

DogsOfXOF

Defensive Capability	Durability
395329	575285
Lv. 100	500 0
Total Defense Level 1764	

DogsOfXOF

Offensive Capability	Durability
10953563	469366
Lv. 148	165 8
Total Development Grade 439	

DogsOfXOF

Defensive Capability	Durability
7413537	514799
Lv. 148	131 8
Total Defense Level 154	

TACTICAL BUTTERFLY

Hastatus_Atratus

Offensive Capability	Durability
370103	823111
Lv. 154	500 0
Total Development Grade 3289	

Compare Detailed Stats

DogsOfXOF

Defensive Capability	Durability
454651	728045
Lv. 126	495 0
Total Defense Level 2184	

DogsOfXOF

Offensive Capability	Durability
10953563	469366
Lv. 148	165 8
Total Development Grade 439	

DogsOfXOF

Defensive Capability	Durability
7413537	514799
Lv. 148	131 8
Total Defense Level 154	

DD



So the account of DogsOfXOF has been derelict and inaccessible to the rest of the playerbase for at least 9 months...and they have had 8 Permanent Nukes that no one outside of a Konami programmer can disarm. The Secret Nuclear Disarmament Event remains broken and MGSV remains uncompleted by all the players.

Hastatus.