

Metal Gear Solid: Snake Eater

Jumpchain

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Jump doc 0.7



Welcome to the world of Metal Gear Solid Jumper but before any of the Metal Gears and Solid Snake. It is 1964 and the Cold War is leading to worldwide tensions.

At this point in time the main agent is a naive Big Boss who goes by the codename Naked Snake. He was trained by the greatest soldier known as the Boss and was on the Virtuous Mission where she defected to the Russians. Now he will have to prove the innocence of his country and deal with his former mentor.

Without scenarios and drawbacks, you will be in this world for a decade. Here is **1000 Snake Points (SP)**

Origin

To get discounts in this document you can choose an origin that places you within the historic struggle between the East and West. Each origin can be considered a drop-in.

American Agent: You are either here to clear the country's name or to betray the West. Maybe you are with XOF cleaning up the mess of your sibling unit or a replacement FOX agent.

GRU GI: You are either here to work for Volgin or to betray the East. There is an intense rivalry between the KGB and GRU at this time so it wouldn't be unheard of for infighting.

Cobra Unit (200 SP): A unit made to fight the Axis forces, broken up by the end of the war. If you aren't an original member of the unit, maybe you were trained by one of them.

Location

Your location doesn't really matter as most of the drama for these events occurs in Tselinoyarsk. If you want to roll **1d20** or pay **50 SP** to begin in a specific area you can base it off the list below. You begin 24 hours before the Virtuous Mission.

Dremuchij [1]: The Russian word for dense is the name of a swampland forest. Snake's HALO jump will lead to him landing in the Southern part of the forest. It is also the entry location for Operation Snake Eater via the drone aircraft.

Dolinovodno [2]: The Russian word for water valley is a forested area separated via a chasm. The bridge will be the location of a very important betrayal during the Virtuous Mission.

Rassvet [3]: The Russian word for dawn/sunrise holds an abandoned factory. This is the location of Dr Sokolov for the Virtuous Mission. Afterwards there is a level of nuclear fallout that people can wade through.

Chyornyj Prud [4]: The Russian word for black pond/lake is a deep swamp. The area is known to be filled with killer crocodiles which has led the soviet soldiers to set traps in the area.

Bolshaya Past [5]: The Russian word for great cavity is a location with large crevices and swamp puddles. During Operation Snake Eater Ocelot and Snake duel in the area but the main threat is the hornets.

Chyornaya Peschera [6]: The Russian word for black cave is a subterranean cave. During Operation Snake the Pain will be there.

Ponizovje [7]: A mangrove swamp which acts as an aqueduct for the region. It also has two warehouses.

Graniny Gorki [8]: The Russian words for Granin's Hills is a research facility and prison. Originally a prison, this was converted into a lab for Granin. During Operation Snake Eater the nearby forest holds The Fear.

Svyatogornyy [9]: The Russian word for sacred mountain is a forested area. The only structure in the area is a provisions storehouse and cabin in the west while the east is filled with traps.

Sokrovenno [10]: The Russian word for secret place is a forest with an armoury. During Operation Snake Eater the End or the Ocelot Unit based on the availability of enemies.

Krasnogorje [11]: The Russian word for redridge is a mountainous area with bunkers, trenches and other buildings. During Operation Snake Eater attack choppers and flame troopers will patrol the area.

Groznyj Grad [12]: The Russian words for terrible fortress/city is an important military base for the GRU. During Operation Snake Eater The Fury is encountered, Volgin is defeated and the Shagohod is completed throughout the event.

Tikhogornyy [13]: The Russian word for tranquil mountain is a forested area with a river. During Operation Snake Eater the area is haunted by The Sorrow. The waterfall is considered a safe place from the ghost.

Lazorevo [14]: A forested area that Snake drives through on a motorcycle while being chased by the GRU.

Zaozyorje [15]: A forested area where Snake had to escort a weakened EVA.

Rokovoj Bereg [16]: The Russian words for fatal shore or lake of destiny is an area including a lake and field of white grass lilies. Here there will be the final duel of The Boss/Joy and Snake.

Intensive Care Unit [17]: This is the unnamed ICU where Snake recuperated between the Virtuous Mission and Operation Snake Eater.

Langley [18]: Specifically this places you near the headquarters of the CIA in Virginia. This is where the newly named Big Boss received a medal for completing Operation Snake Eater.

Arlington National Cemetery [19]: A burial place for fallen soldiers and presidents alike. Even people seen as traitors and war criminals are buried in the cemetery.

Free Choice [20]: Choose anywhere.

General Perks

Marksmanship (Free): You are a master of ranged fighting whether it is with thrown items or shot projectiles. You can strike any target with the greatest eagle-eyed precision humanly possible, can quickly reload without looking and can handle any kickback from firearms.

TIME PARADOX (Free): "Game over Snake. Snake? SNAKE!" Sorry about Colonel Campbell, he's from the future. The events of Snake Eater are some of the earliest events in the timeline and out of place action would normally lead to a paradox. Now you don't have to worry about that even if important figures like Snake or Ocelot die.

For this jump it is free but an additional **100 SP** will allow you to take this to future worlds. This protects you from any temporal consequences of changing the timeline or people trying to keep the timeline in one shape. Even if somebody kills you in the past this will not remove you from existence in the future and you gain memories of new timelines if there is a change to history.

Because Kojima (100 SP): Metal Gear is famous for its twists and turns in the story. It is a world where the heartbreaking tragedy of war is mixed with the most bizarre and cocky characters. Now nothing seems to phase you, allowing every situation to be treated with deadly serious determination even if an animated monkey is running around a swamp.

Strong (200 SP): Spirit and body are like two sides of a single coin; thankfully your body is strong. At the beginning of a jump you can choose to stand at 201cm tall with the enhanced strength to match your larger frame. Even if you decide to not take the height you could still wield heavy objects up to 300 kg effortlessly.

Genius (200 SP): Snake Eater was the earliest game in the timeline but even with the lower technological level found in the Cold War, there were still signs of future weapons. You have the combined mechanical knowledge of Nikolai Sokolov and Aleksander Granin. These two rivals were geniuses of the times and were able to plan out and create the Shagohod and the original Metal Gear idea using technology of the sixties.

Double Agent (400 SP): The lines between allies and enemies are relative in the futility of war; somebody may be your mentor on one mission and the target on the next. Now you find it easy to defect between sides of a conflict, especially as some kind of double - or triple - agent that works towards their own goals. Your original side may even keep contact to try and ask for favours.

[Optional]: You can use this to get another origin in this document. Post jump, this allows you to choose a second origin and gives double the discounts in supermarket style sections. This does not give you additional CP or stipends, it just affects discounts.

American Agent Perks

Survivalist (100 SP): You are just as comfortable out of civilization as you are in with survival techniques. You have an iron stomach that allows you to eat any animal raw without puking it up and you can create rations from regular meals that can last for days without spoiling or losing taste.

Camo Index (200 SP): Camouflage can be used to blend in using patterns. Mentally you can check a pattern against your surroundings to figure out if it has a high camo index and switch between patterns with a thought. Paint can be applied to your face or the colour of your fatigues.

CQC (400 SP): This form of close-quarters combat was created by the Boss and Snake which means that they would be the only ones that know the form but with this purchase, you are their equal in the combat form. This combat technique is characterised by using a knife in one hand and a gun in the other, allowing for a seamless transition between using the two alongside melee moves that seem to be a form of judo. This also comes with a deep weapon knowledge that allows you to do things like fieldstrip a handgun during an attack.

CURE (600 SP): Pain is a foregone conclusion of combat and injuries can pile up. You can access a survival viewer giving an x-ray view of yourself to find any injuries. It gives you some overall medical treatments allowing you to heal things right away. Broken bones require bandages and a splint, burns require ointment and bandages, leeches require cigars, cuts require disinfectant, sutures and bandages, venom will require blood serum or vomiting – which can be done with the viewer – on command, food poisoning requires antidote and bullets require you to get a knife to pull it out, disinfectant and bandages. This will be updated in future jumps for new injuries.



GRU GI Perks

Blame Game (100 SP): In the absence of any evidence it would be difficult for people to link your action to you. You are also very skilled at subverting suspicion from you in stressful situations, especially with disguises and lies. Even something like using a Davy Crocketts can be shifted with the limited proof of American presence in Soviet Russia.

Interrogation (200 SP): Both Volgin and later Major Ocelot had a love of torture; calling it the ultimate form of expression or even a sport. You always know the best ways to make your attacks hurt while understanding the limits of a person's stamina/health as a depleting bar; if that bar drops to zero they will die.

Ocelot Learning (400 SP): Before Operation Snake Eater only The Boss and her protege knew their form of CQC but throughout the events of Snake Eater Ocelot was able to learn enough to put Snake on the backfoot. Now just like the spy you can learn an action by watching and interacting with somebody knowledgeable in it. You can surpass your teacher within two or three days of intermediate interactions.

Thunderbolt (600 SP): Beyond his incredible strength that could send a human flying away, Volgin's body possessed a physical anomaly that allowed him to generate and manipulate 10 million volts of electricity at will. Your lightning can enhance your strength to punch through solid metal as a human; or an equally large increase if you are already more than human. Due to how conductive your lightning is you can use it to shoot bullets from your hand, electrify nearby metal or other surfaces and you can absorb electricity. Unlike the colonel you are immune to electricity, don't need a rubber suit nor are you weakened by water.



Cobra Unit Perks

Loyalty to the End (100 SP): When beginning the jump you have a reputation of legendary proportions whether that be as the father of sniping or the mother of special forces. This increases the loyalty of those who work for you will outlast even their death. People will willingly defect countries just to work for you.

Who Dares, Wins (100 SP): When it comes down to between your mission and your beliefs you always know what choice you want to make; in a war-torn world like this, morals are unused. When you have a goal there will be nothing that can stop you from trying to reach that goal. You could betray the person you see as a son to keep them alive or defect from your country to weaken the other side from the inside out.

Furious Fire (200 SP): According to Versus Battle The Fury feels no pain. This may be due to his burning reentry as a cosmonaut; his scorched nerves are so dead that he has no sensation of pain. Now you share this strange quirk allowing you to disregard the burning agony of wounds. Note that this does not remove the consequences of the wound itself.

The Fear's Enhancements (200 SP): Unlike the Fear you don't have to go through surgery to get his inhuman capabilities. This perk gives you double joints along with superhuman speed and agility. It becomes almost trivial to climb and jump metres of distance within a few seconds and the double joints allow you to climb backwards among other things.

Parasite of The End (400 SP): A unique strain that wasn't used by XOF in the future. You can photosynthesise in place of food, water or other nutrition needs; in addition this also replenishes your stamina very quickly. There also seems to be some deeper connection to plants as you can shift your internal body temperature to match your surroundings with no detriment to your health and you can summon thick branches to block the path of your enemies.

Parasite of The Pain (400 SP): Even if you weren't bitten by thousands of insects for months at a time the hornets believe you are their queen; this is done by the secretion of heterogeneous pheromones. With concentration you can use hornets to create armour and other objects although it is limited to the size of your body. You can shoot bullet bees from your mouth, these will burrow into targets and eat their insides.

Sorrowful Medium (600 SP): Just like The Sorrow you are gifted with ESP, precognition and other medium powers. You can communicate with the spirits of those who have died nearby, summon/banish spirits to the Other Side and send visions to people. Once a jump you can force an individual to face the spirits of every person they have killed as they wade through a river; if they die in this state and can't be resuscitated they will die for good.

Items

Theme Song (Free): You get your own Bond-esque theme song along with the full soundtrack of all Metal Gear Solid 3 versions. This can be played from any radio or just internally.

Simulation (Free): You have all versions of Metal Gear Solid 3 with the consoles necessary to play them. Post jump you gain the media of past and future jumps that are accessible from these gaming machines.

Eyepatch (50 SP): This appears as a simple cloth eye patch but wearing does not mess up your depth perception even when covering one of your eyes. It can also at your choice display a small target receptacle. This eyepatch can't be lost, fall off and even repairs after damage. You also have the other forms of eyewear (glasses and sunglasses) from the Sneaking Pack.

Fatigues (50 SP): Naked Snake's classic tiger stripes uniform. If you have CAMO the fatigues can change colour on field with paint. They slowly repair after battle if damaged or stained and if destroyed beyond repair you will find a new jumpsuit sent in. Strangely this also includes a pristine white tuxedo even if you aren't that kind of spy.

Medical Items (100 SP): Sometimes wounds can't be instantly healed. With this item you will always have the resources to treat wounds and other combat injuries. These are not miracle items so they can't heal something like an eye burned by discharge; rather it boosts the natural healing abilities leaving fresh scars after an hour. When used you regain more after two hours.

Food (100 SP): Sometimes to regain stamina/health and survive past a battle you have to eat. During his time at Tselinoyarsk Snake ate snakes, plants, birds, fish, frogs, arthropods and other miscellaneous animals and food. Now you will have a full inventory of these kinds of items that refills after half an hour.

Radio (200 SP): This turn-knob device is a precursor to the nanomachine codec calls of the future. You are always aware when somebody is calling you and strangely time seems to pause while you are on call.

Equipment (200 SP): Due to FOX unit's specialisation in leaving no trace they were regularly sent in with minimal gear; procuring most food and equipment on site. This gives you a selection of weapons that Snake used during Operation Snake Eater. Each weapon has 25 bullets with you gaining more every half hour along with any lost weapons. This also includes the other equipment - active sonar, anti-personnel sensor, binoculars, bug juice, cardboard box, camera, cigar, croc cap, fake death pill, life medicine, motion detector, night vision goggles, revival pill and the thermal goggles.

Sneaking Suit (400 SP): The earliest version of the familiar gear was developed by the Soviet Union and resembled an astronaut suit. Both prototypes were made of special bullet-resistant fiber and provided effective heat and moisture insulation that reduced injury and stamina loss. You get both the original prototype, battle dress and PW version as per the Sneaking Pack.



American Agent Items

Custom M1911 (100 SP): You could waffle on about this gun right. It has all the modifications found in Snake's weapon along with changes to best fit your fighting style even if it changes over time. It has infinite ammunition and if lost can return after fifteen minutes.

Camouflages and Face Paint (200 SP): You have all the camouflage patterns used by Snake during Operation Snake Eater including the ones obtained by defeating a boss non-lethally. This includes the Major Raikov mask that has enough articulation to blink and the extra uniforms and equipment like the crocodile suit and the gold. Any special effects like infinite ammunition will not work.

Motorcycle (400 SP): For when you need a quick escape using this IMZ-Ural M-72 or Triumph Bonneville T100; with or without the sidecar as you have both versions. It is easy to hide this bike when not in use and only you/those you designate can ride it. The vehicle has infinite fuel but if the machinery is destroyed and you crash riders will only receive minor injuries.

Combat Talon (600 SP): A variant of the experimental C-130 Hercules transport aircraft that acted as the home base of Major Tom Snake's other allies during the mission. It held sophisticated sensors that tracked the weather and enemy locations; not even the darkness can hide their target due to thermal night-vision devices. While the weaponry system of 20mm Vulcan rotary guns and two 40mm Bofors repeating cannons offers more than enough power to hold its own against a battalion of tanks its most interesting feature is a Fulton Recovery System that can pick targets up using a self-inflating balloon and lift line. You have ten balloons that can pick up objects as heavy as 500 lbs; it takes twenty seconds for a balloon to inflate but there will be no injury to the person/item.



GRU GI Items

Revolvers (100 SP): A pair of Colt Single Action Army revolvers that can ricochet bullets around corners. Unlike the regular versions there is always another bullet in the next round unless you want to leave it up to 'chance' with a russian roulette. When doing stunt work like twirling them around the weapons will not misfire accidentally. If lost it can return after fifteen minutes.

Uniforms (200 SP): EVA or 'Tatyana' was a master of disguise switching from being a spy for the Chinese and a KGB operative with nothing more than a uniform and a pair of glasses. You always have the military uniform for an area along with other generic disguises like a doctor's white coat. It takes less than ten seconds to switch into these outfits and you won't miss something like choosing the wrong boots.

Flying Platform (400 SP): While only a prototype in the West, Granin was able to turn scrapped plans into a perfected design. The flying machine has thick armour plating on the front and a searchlight for scouting; one hand is required to pilot but it is fast enough to catch up with conventional crafts. You have an upgraded version that has a variety of weapons similar to C Cunningham's version.

Davy Crockett Missiles (600 SP): A tactical nuclear warhead with a dispersal radius of three miles. While relatively small compared to other nuclear weapons you can lift and fire by yourself. It has a range of 2 km requiring you to fire at nearby targets only. You begin this jump with two but gain another every five years.



Cobra Unit Items

Crossbows (100 SP): This item is actually a pair of crossbows named William Tell and Little Joe. Four types of bolts can be used - normal, poison, explosive and incendiary - of which you have an infinite amount of. Both weapons are far quieter than suppressed firearms making them a useful stealth weapon. If lost it can return after fifteen minutes.

Mosin-Nagant (100 SP): The sniper rifle used by The End is a heavily modified rifle that can fire tranquiliser darts; you can choose to either load regular or poisoned rounds based on this. While seen as a crude weapon it is very effective at long ranges. If lost it can return after fifteen minutes.

Fury's Flamethrower (200 SP): Unlike normal weapons of a similar nature this flamethrower uses liquid rocket fuel that burns long after ignition even on nonflammable materials like cement. This mixture of unsymmetrical dimethylhydrazine and nitrogen tetroxide is far more powerful than any mundane flame.

Cosmonaut Suit (200 SP): While this suit doesn't offer much protection from bullets and blades the aerial manoeuvrability offered by the jetpack can't be understated. Unlike the propulsion, it is hands free which allows you to perform actions while in the air. This suit is also fireproof on all the surfaces where it is unbroken.

Pain's Pheromones (400 SP): While his parasite offered him control over insects The Pain also carried a queen bee and an array of pheromone vials. When thrown the swarms would be guided towards the target which allowed him to concentrate on other matters. The queen seems to summon hornets from who knows where while you regain vials half an hour after use.

Stealth Camouflage (400 SP): A handheld electronic device that can render the user invisible by bending the light around them; powered by your own bio-electricity/body heat. It is difficult for onlookers to spot you while using this although an observant individual may spot the blurring caused by the optical camouflage if they know where you are. This does not muffle other signs of life like breathing, body heat or footsteps.

Microbombs (600 SP): You are aware of the technology that made the Cobra Unit explosive at the time of death; this was meant to ensure that items can't be retrieved by the enemy. Now you may wonder why this is an item, well you can replicate this ability as a trap for your foes. If you know they will be interacting with a body you can inject a bomb onto their persons with a timer limited from the moment of death up to seven days.

Companions

Canon (Varied): This is an option to have a favourable meeting with any metal Gear Solid character from this era so they would be willing to follow you on your adventures.

Basic Humans are **100 SP**

People that have a special ability are **200 SP**

Imported (50 SP for one, 100 SP for two, 200 SP for four or 300 SP for eight):

Do you have friends from other worlds that follow you on your travels or want to create somebody completely new? Each person gets eight hundred and four fifths of any discount points carried over if they take a drawback.

Jumper's Parrot (50 SP): Normally the only parrot is The End's spotter and now you have a bird of similar intelligence. The Alexandrine Parakeet is aware of nearby enemies and can speak short phrases.



Drawbacks

Retcon (Toggle): This allows you to supplement this jump doc with another and choosing this option requires you to stay for the length of time of that document if it is longer than the eight days or further scenario lengths. **[Conflicts with One Mission]**

One Mission (Toggle): Now you only have to stay until the end of Operation Snake Eater when The Boss is defeated. If you do more scenarios it will be like you skip to the important events rather than doing the full ten years. **[Conflicts with Career Soldier]**

Virtual Mission?! (Toggle): After you complete this mission you are suddenly in the future. This allows you to jump forward in the timeline and spend the rest of your ten years there on the idea that this is a VR mission.

Career Soldier (+100/150 SP): For 100 SP you will stay ten years in this world from 1964-1974 but for an additional **50 SP (150 overall)** you must stay from 1964-1979; after the Ground Zeroes Incident but before the Phantom Pain. **[Conflicts with One Mission]**

Superstitious (+100 SP): Maybe you still think Santa is real or if you don't repeat a phrase you will be struck by lightning. By itself the action isn't harmful but it does make you look like an idiot sometimes.

Wrong Number (+100 SP): A stranger regularly calls your radio, and you will be forced to keep your position and listen to their long-winded speeches on niche topics like the paradoxes of time travel and the immorality of the war industry.

Historical Accuracy (+200 SP): Normally the Paradox perk would protect you from the mission failure due to the butterfly effect. If Ocelot dies during the Virtuous Mission or any time during the events of the mission afterwards the series would be over. Now you have to avoid creating any paradoxes. The only exception is if you are taking Snake's place during missions via the scenarios; although you will have to replicate his recorded actions for the most part.

Arrogance (+200 SP): In your overconfidence you like to show off your skills even in life and death situations; a bizarre act of superiority. This may lead to you giving information to the enemy so there is a fair fight or even playing games that you can lose. Just because you can spin your revolvers around and play russian roulette doesn't mean you should.

Phantom Pain (+200 SP): A picture can tell a thousand words and a canvas of skin can reveal the history of wounds. As time goes on and injuries accumulate and heal, an echo of your wounds remain for the entirety of the mission even if they heal completely.

No Outside Perks (+300 SP): Self-explanatory, this drawback stops you from using any perks from before this world, putting you at bodymod. If this is your first world, take the free CP.

No Outside Items (+300 SP): Self-explanatory, this drawback stops you from using any items from before this world, locking down the warehouse. If this is your first world, take the free CP.

No Outside Companions (+300 SP): Self-explanatory, this drawback stops you from calling any companions from before this world. If this is your first world, take the free CP.

Caution Mode (+400 SP): Enemy soldiers are more vigilant than usual in their patrols. In some locations, the number of soldiers on patrol may be increased.

Being Green (+400/200 SP): You have to shoot all 64 Kerotans dolls scattered around Tselinoyarsk. Each unique area except the Groznyj Grad Sewers has one. The - distinctive - croaking of the dolls will draw you to their location. For an additional **+200 SP** you also have to find the rubber ducks.

Political Tool (+400 SP): Good soldiers follow orders as right and wrong have no place in the mission. This does not remove the emotional conflict though as your country uses you for their own plans. If you disobey your orders for any reason you will be branded a traitor and an agent matching your skills will be sent to kill you.

Tiring (+600 SP): Whether due to increased age, strange techniques or deliberating equipment your stamina drains quicker than normal. This leads to an increased diet so you have the energy to do more than sleep and difficulty carrying too much of a load.

Markhor (+600 SP): You must capture at least one of all 48 animals that can be found in Tselinoyarsk. This includes eleven snakes, three frogs, five birds, three fish, eleven other animals, three fruits, one other fruit, seven mushrooms, three other foods and four medical plants.

Transmitter (+600 SP): The Cobra Unit was able to track Snake down for their fights due to a transmitter that the leader placed on him. Now there seems to be a second one unknowingly tied to you. You are unaware of this transmitter and it is hidden under the skin so even if you do become aware it would require you to cut into your own flesh to get it out. If you do other missions then the main bosses will be aware of your location to a similar degree.

Scenarios

For doing any of the scenarios you gain...

The Bandana: You have a copy of the Boss's bandana. It returns to your possession in five minutes if lost.

Virtuous Mission (+100 SP): August 24, 1964

You have been deployed to retrieve Nikolai Sokolov. If you succeed in extracting the scientist then the secret defector will reveal themselves. Through the combined efforts of the Cobra unit you will be defeated but if you hold out long enough The Boss will facilitate your survival by fall.

Rewards;

The Boss's Apprentice: Due to his intense training John saw the boss as more than a friend, soldier or lover and in turn she was very maternal towards him. At the beginning of a jump you can choose to have trained with a legendary figure. This creates memories that they will look favourably at and offers you some of their skills.

HALO Gear: One for the history books it seems as you have performed the first ever HALO jump to reach Tselinoyarsk. When you jump from high ledges this gear will automatically activate allowing you to safely descend. You also know how to perform the jump in any situation even in the heat of battle.



Operation Snake Eater (+300 SP): August 30 - September 2, 1964

It seems like Snake is out of commission for far longer than Zero can tolerate leaving you as the only possible agent to be sent in; or maybe you were originally at the Virtuous Mission and must clear your name. Your mission is to prove America's innocence by assassinating both Volgin and the Cobra Unit while eliminating the threat of the Shagohod at the same time.

Rewards;

Big Boss: For your service to the American country and extraordinary fighting capabilities you have demonstrated skills above that of the Boss. Using this title you can place yourself in a position of leadership during times of crises. This temporarily gives you all the power of the position until the danger is over. If there's going to be some retaliatory nukes then you can overstep the president and call them off once you prove your identity.

The Patriot: The only weapon brought back from Tselinoyarsk at the Boss's request. A modified XM16E1 with a shortened barrel and the stock removed; the handling of a handgun with the force of a rifle. Due to the tumbling nature of the bullets it can't even penetrate soft body armour but it rips unarmoured flesh like nothing else, leaving jagged key shaped wounds. It has infinite ammunition.

Shagohod: For completing Snake Eater, you gain a Shagohod. This hybrid screw propelled vehicle may not be a Metal Gear but it is the original mobile nuclear ballistic missile system. Due to it being an early model most of its internal space is taken up by fuel but it makes up for this with incredible top speeds enough to jump over wide gaps using just momentum. This version can fire most explosive ordinance and can attack with its front arms which are strong enough to shift tanks.



Snake Vs Monkey (+50): Spike and Jimmy are on vacation when the apes escape again and rather than going to Solid Snake Roy Campbell has gone to you Jumper in the state of emergency. To complete this scenario you will have to go through multiple stages subduing apes with darts, stun grenades and CQC.

Reward; Monkey Mask: A mask that while slightly difficult to see through animals will not consider you a threat when worn. People may also get confused at the cartoonish monkey face.

Snake Vs Bomberman (+50): You have been invited to face an unpredictable foe as a training exercise. Bomberman needs somebody to take the place of their nemesis - the Buggler.

Reward; Bomb Buggler: You can predict the blast radius and direction of any nearby explosives based on pale constructs. Spaces with immediate explosives will glow red to signify the danger.

Fox Hunt (+50): Welcome to hide and seek FOX style. You begin with nothing but a gillie suit that can be deployed and retracted instantly; then you find weaponry and food to defeat the five man unit hunting you down.

Reward; AT-Camo: Aka the All-Terrain camouflage suit which you can wear as a discreet pouch when not in use. It can instantly switch between different presets of grass, rock, leaves or wood among other things - even creating a thick external layer that is appropriate for the option.

Secret Theater (+50): If you can collect all 15 secret film reels held by enemy guards you can access the videos. Attacking or harming an enemy will cause the object to break so you have to hold them up from a surprise position.

Reward; Secret Theater: At the end of the jump you will get a bunch of reels that create humorous takes of the events you went through.

Guy Savage (+50): Looks like somebody said something about Drac...(I'm not supposed to say that) and now you are having a strange dream where strange freakish monsters and the vampire himself will attack you. Build your rage meter with your dual blades and defeat the threats until you can wake up.

Reward; Dream Time: You can train and practice your skills while sleeping/unconscious. This allows you to try out different techniques against those you have faced in the past.

San Hieronymo Incident (+200): November 2 - December 1970

Big Boss's former unit FOX has gone rogue with him and Major Zero blamed for the revolt. Your job is to clear your name and stop Gene's revolution by recruiting rebels but be wary against the so-called greatest soldier Null and the psychic 'Ursula'.

Rewards;

Philosopher's Legacy: The whole point of these events was to collect this slush fund and now you have access to the complete version separate from the Patriots. According to Volgin the pooled amount was enough to fight WW2 five times over which is corroborated by the 100 Billion dollars in the account. Any spent money will replenish in a month's time and it is impossible to steal due to the multiple offshore accounts. The economy will not crash if you spend this money.

Metal Gear RAXA: For completing The San Hieronymo Incident, you gain a Metal Gear RAXA. This quad-legged vehicle that can hover a short distance off the ground and can land lightly or harshley based on the entrance you want to bring. It is a prototype so while it does not have the nuclear capabilities of other Metal Gears it can fire multiple rockets by opening its wing pods or shoot rapid gunfire from its forward facing turret. Also you can't be thrown out of the machine by outside forces.



Peace Walker Incident (+200): November 4 - December 1974

Now the leader of a mercenary group named Militaires Sans Frontières you must defeat the mastermind of Operation Snake Eater who wishes to re-establish US superiority. CIA Station Chief Hot Coldman has recruited the genius of Huey Emmerich and Dr Strangelove which has led to a Metal Gear piloted by AI based on the Boss. After both that and the Cipher agent is defeated the mission will be complete.

Rewards;

Mother Base: This former research platform is now an offshore military installation under your control. It has a platform for the Command Center that can patch into other organisations frequencies, an R&D lab, living quarters for all of its occupants along with a mess hall and sick bay, the hanger is always large enough to store and maintain any war machine, mission support which collects enemy communication and can send items into the field via catapults, a training facility for all kinds of situations, a brig for prisoners and even a sauna if you want to relax. It is also populated with followers that have the relevant military experience to act as mercenaries for your cause.

Metal Gear ZEKE: For completing Peace Walker you gain an upgraded Metal Gear ZEKE. This bipedal machine has a rail gun, radome, rocket booster, armour and legs repurposed from different AI weapons. There are also multiple AI memory boards allowing for quick battle thinking with remote orders. It can also be piloted manually and protects the user with a shock absorption cockpit.



Ground Zeroes Incident (+100 SP): March 16, 1975

You need to rescue both Paz and Chico from a U.S naval base in Cuba that is acting as a Cipher black site. You must take Chico to the extraction site and use the clues offered by the walkman tape to figure out where Paz was interrogated.

Rewards;

Beta iDroid: A high tech walkie-talkie that has holographic capabilities and access to satellite maps. Marking enemies on this will allow you to track their location. You can use this to call your allies and access your systems.

Morpho: The pilot during the mission has decided to follow you on your adventures with their HP-48 Krokodil gunship. You can order them to land on an empty piece of land large and flat enough for a landing pad; it takes less than a minute for them to reach your location for extraction. It has an autocannon and two missile launchers along with anti-radar technology. If shot down all passengers will survive and you can call a new version after thirty minutes.



Déjà Vu (+50 SP): July 13, 19XX

You have to recreate strangely familiar scenes based on some mysterious photographs. Collect an item while avoiding helipad searchlights, a grounded chopper overlooked by two soldiers, blow up an APC, find a Moai statue and shut down the generators for a power blackout so a levitating figure appears.

Reward; Mysterious Photographs: At the beginning of a jump you will get spoiler free snapshots of the canon story.

Jamais Vu (+50 SP): XX,XX,XXXX

The fate of the world is in your hands as the Body Snatchers have begun their invasion. Militaires Sans Frontières decide that this is far beyond their capabilities; they hired you due to your jumping nature which will protect you from being taken over. After killing eight snatchers you may think you can be extracted but reinforcements will unexpectedly appear.

Reward; Patches: You have an infinite supply of customisable unit patches which can be easily stuck and removed from clothes.



Final Choice

Return: You return to your original world with everything you have gained.

Stay: You stay in this world with everything you have gained.

Continue: You continue on your jumping with everything you have gained.



Notes

If you use **Double Agent** to get a secondary origin that has a cost like the Cobra Unit you still have to pay the cost.

Here is the list of medical items in MGS 3

- Antidotes are generic and all-purpose for food poisoning.
- Cold Medicine pills cure the common cold.
- Digestive Medicine cures stomach aches from rotten food.
- Serums are generic and all-purpose heal poison from animals or weapons.
- A Survival Knife removes foreign objects from your body like bullets, transmitters and bees.
- A Fork does the same as the survival knife.
- A Cigar can illuminate a small area or ward off creatures like leeches and insects.
- Bandages stop bleeding and prevent bacteria from entering the body.
- Disinfectant cleans and sterilizes open wounds.
- Styptic prevents open wounds from bleeding.
- Ointment treats burns.
- Splints prevent further damage to the bone by immobilizing the wound.
- Suture Kits close the wound by knitting the skin together with string.

The Mk22 or the Hush Puppy, Skorpion Vz.53, AK-47, XM16E1, SVD, M37, RPG-7, M63 and the ZU-23.

~~I was going to go further with the scenarios and add Peace Walker, Ground Zeroes and all those non-canon variations like Deja Vu but it was outside the ten year window of a normal jump.~~

Based on the Sneaking Pack having the Peace Walker Sneaking Suit as well I decided to add PW and Ground Zeroes alongside expanding the time extender so it can fit.