

METAL GEAR SOLID PORTABLE OPS + SPEEDNOTES v0.58

BY MARLONH8 & THE #MGSR COMMUNITY

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Important Information

Format & Naming

About this Document

Most of this guide is written with a universal approach, but for easier and faster comprehensibility, some changes & standardizations have been made.

Controls & Inputs

Left Trigger	=	L1	Right Trigger	=	R1
Square Button	=	[]	Triangle Button	=	^
Analog Pad	=	Analog Stick			
Up	=	U	Down	=	D
Left	=	L	Right	=	R

Standard Controls

Equip	=	O	Fire/Attack	=	[]
Lock-on	=	L1	Action	=	^
Crawling	=	X	1st Person View	=	R1
Stalking/Behind	=	^			

Other

The game sorts equipment slots in the following order:

	D	A	
			B
		C	

Game Information

Codename List (incomplete)

CODENAME	Difficulty	Play Time	Alerts	Kills	Comrades secured	Comrades killed	Title Bonus
FOX HOUND			0		EX: 12+		
FOX			EX: 1-? HD: 0		EX: 10+		
Doberman			Alert and/o r kill = 1 on HD				
Hound							
Chicken							
Tsuchinoko							
Pigeon							
Night Owl							
Eagle							
Kerotan							
Flying Squirrel							
Shark							
Sloth							
Scorpion							
Tarantula							
Rabbit							
Crocodile							

Character Traits/Careers

Sneaking Unit:	Artist:	Impervious to dirty magazines.
	Athlete:	Runs faster than normal soldiers.
	Bait:	Makes stronger enemies appear more often.
	Deliveryman:	Can send Items back to the truck.
	Gambler:	At times gives (and takes) extra damage.
	Headhunter:	Can detect enemy's abilities.
	Quarterback:	Increased throwing distance.
	Rescuer:	Drags enemy soldiers faster.
	Scout:	Stalks faster than normal soldiers.
	Stuntman:	Quick recovery from knockouts.
	Politician:	Increases the percentage of fulton recovery.
	<i>Acupuncturist:</i>	<i>Heals allies when tranquilized. [Online-only]</i>
Spy Unit:	MAJ:	Extremely good at spying.
	CPT:	Extremely good at spying.
	SLT:	Very good at spying.
	SGT:	Very good at spying.
	CPL:	Good at spying.
	PFC:	Good at spying.
	Arms Dealer:	Higher chance of finding weapons.
	Spy:	Lowers health of enemies in area where deployed.
	Surveyor:	Map display becomes more detailed.
Technical Unit:	Arms Specialist:	Increases max ammo count.
	Engineer:	Enhances battery longevity.
	Elite Engineer:	Can develop powerful equipment.
Medical Unit:	Chemist:	Can develop highly effective medicines.
	Doctor:	Increases rate of LIFE recovery.
	Nutritionist:	Increases rate of Stamina recovery.

Exclusive Content

12 European Local Camo soldiers	[PAL]
51 American Local Camo soldiers	[NTSC-U]
47 Japanese Local Camo soldiers	[NTSC-J]
16 unique Special Camo soldiers	[NTSC-J]
Passwords to obtain all available soldiers	[NTSC-J/U]

Version Differences

	PAL	NTSC-U	NTSC-J
Load Times			
Complete Soldier List	68	68	115 (all 47 prefecture soldiers needed)
?			

Links

Soldier List	FAQ1	FAQ2	xyz	abc
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Strategy Database

Menuing

Skipping Text

Before you hold down ^ to fast forward non-Codec text/dialogue, mash the button until the first line appears. After that you can keep holding down ^ as always.

Briefing Menu

X

Gameplay

Spotting the Advance Point ASAP

Arguably the most essential piece of information if you want to finish quickly! Once you load into the level, make sure to check the Surround Indicator. Within the first second you should be able to see a sound spike. This spike will always point towards the AP(s) so once you are familiar with all possible spawn points, you should be able to tell where to run to.

If you do not see any spike, the AP will be extremely far away from your current position.

Movement & Combat

When auto-aiming or scope-aiming, always wait a bit before releasing the fire button. If you shoot too fast, you're gonna miss your shot.

The initiation of a roll is audible to close guards, the rest of it is not.

Dropdowns from any height can easily be noticed by the guards.

Special Techniques

CQC-slam: In front of a soldier, hold [], aim the Stick in a direction and press [] again.

CQC-hold-up: Perform a CQC-slam and (auto-)aim your weapon at the enemy.

Grab/chokehold: Behind a soldier, press and hold [].

Interrogation: While the guard is trapped in your chokehold, press L1.

Push-drop: In a chokehold, aim the Stick in a direction and press [].

180°-BG / Bump-Grab: Run & bump into a soldier from the front, then once you're behind him, turn by 180° and grab him. Also works while having the C Box equipped.

RKD / (Safe) Roll-Knockdown: Running just next to a guard, roll into him to push him just out of range to see you once he stands up.

Further Facts

Things to know

x

The IGT (In-game Time)

Timed by the IGT:

Briefing Menu, Inventory, Codec

Not timed by the IGT:

Pause Menu, "Mission Complete!", Credits

Strategy Showcase Selection (Videos)

Strategies

[X](#) [Strategy Type](#)

Infinity Mission

Disclaimer: This is only for difficulties Normal, Hard & Extreme, because unlike Easy, all maps and partly objectives are randomly generated.

Mission Information

Objectives

Standard

Reach the Advance Point.

Last Stage (10/15/20)

Neutralize all enemies.

Alert phase will be in effect the entire time.

Special Mission A: Survive

Survive until time runs out.

Alert phase will be in effect the entire time.

Special Mission B: Neutralize

Neutralize all enemies.

If the enemy sees you, they will call for backup.

Special Mission C: Escape

Reach the Advance Point.

Alert phase will be in effect the entire time.

Special Mission D: Rush

Reach the Advance Point before time runs out.

Special Mission E: Avoid

Reach the Advance Point before time runs out.

There are no enemy soldiers.

-> A level with claymores and gun-cameras scattered all over the place.

Special Mission F: No Alerts

Reach the Advance Point without being seen by the enemy

Game over on sight! (Extreme only?)

Special Mission G: No Kills

x EX only

Special Mission H: Spot & Kill

Neutralize all enemies.

The enemy is equipped with stealth camo.

Stage 15-exclusive(?), Absolute invisibility (emu-bug?)

Bonus Stage A (16): Training

Accessible through the Special Advance Point in Stage 14. Leads to Stage 17.

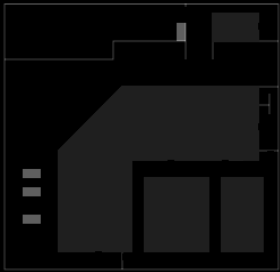
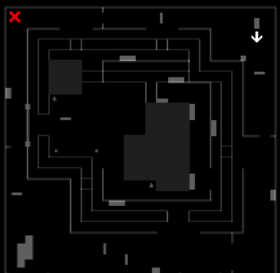
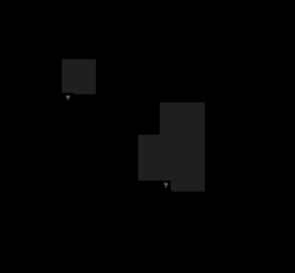
Bonus Stage B (16): Gene

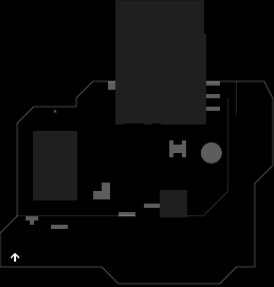
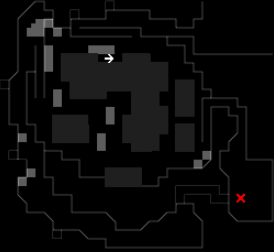
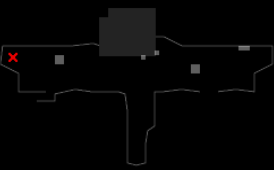
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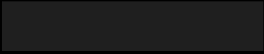
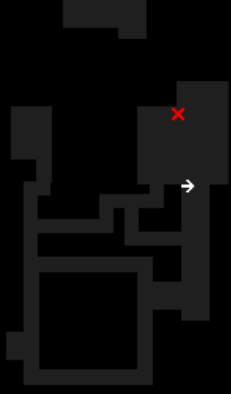
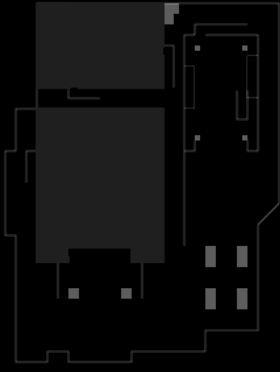
Checkpoint Briefings

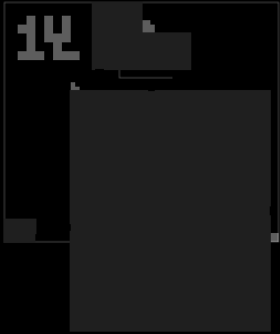
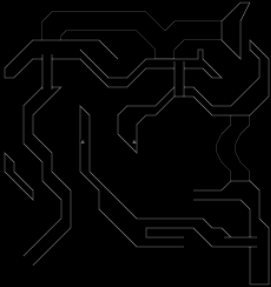
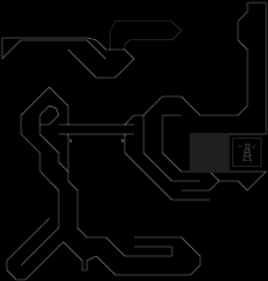
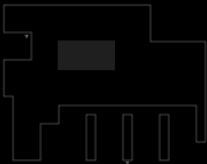
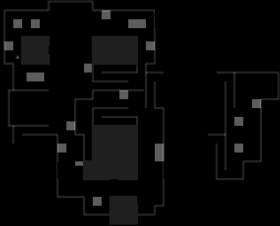
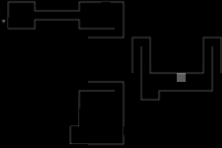
Normal	Hard	Extreme
After Special Missions [3, 5, 7]	After Special Missions [4, 8, 12]	After Special Missions [5, 10, 15]

Detailed Maps [OUTDATED, for latest, go [here](#)]

	B1	1F	2F	3F
Prison				
Comm Base				

Supply Depot				
Soviet Patrol Base				
Hospital				
Research Lab				
Town				
Western Wilderness				

Rail Bridge				
Harbor				
Security Base				
Warhead Storage				
Airport				
Guest House				

Plant				
Ravine				
Power Substation				
Silo Entrance				
Silo Complex				
Launch Control Room				

Easy Mode

Route

[Stage 1] Hospital

X

[Stage 2] ?

x

[Stage 3] ?

x

[Stage 4] ?

x

[Stage 5] Silo Entrance

Fast forward Codec Call.

Fast forward Text.

Go upwards and neutralize the Tengu Soldier.

Notes for Future Updates

~~Fixed seed run possible?~~

~~— Same savestate & savedata, different user, then test out via a Normal run~~

YES with savestates + savedata on Emu

Best Weapons for Boss Rush

- Handguns: Mk23 (TEST SAA)
- Assault Rifles: XM177E2 (TEST M4SOP)
- Shotguns: M870 = M37
- SVD most damage
- (Get and TEST M10)

svd null toes boss strat?

Skill levels:

- ~ Guns gain additional precision (less shakiness in aim), less firing recoil, and less reload time.
- ~ Knives and swords gain stab speed. Slash speed is always the same, I believe, but don't quote me on that.
- ~ Grenades gain throwing distance and height, similar to a less-potent Quarterback skill.
- ~ Traps have faster deploy time.
- ~ CQC increases the amount of stamina depleted when using any CQC attack, notably the slam.

Get non-emu NTSC-U players (PSP/Vita/TV) to recruit missing soldiers via AP scan on the #MGSR save! [KGB, GRU, Ocelot Unit Male, F1, F2, F3]

*MORE*_____

maps with dogs: rail bridge, sec base, hospital (+sci only?)

some dogs react to anything, spot you easily, some just don't care

*kero items always a random item of 19/20(?) possible
spawn+exit not related, different combinations possible*

Bonus level = either Gene or Training

Normal Special Stages are fixed!

Recruit-TP always next to truck!

Final Mission soldier types are influenced by with whomst'd've you entereth

normal NO credits hard & extreme credits

*(bug?) sometimes dogs will instantly know where you are if you swap members
test if count as kill*

Sci/Tec don't spot you in the Box (same as MGS3)

However, don't mess with them as they alert upon seeing anything else that's outta place

Stealth up to 32.5s (Engineer skill increases by +2.5s)

Town great spot to find a Mk22 (x4 only on Town so far)

different soldier types on same map (EX & others?), maybe a selection of patterns

Lasers always run EAST<->WEST(?)

EZ Items: 8+6+8(+1)+8(+1)+8(+1)

EZ Soldiers: 0+1+2+2+1

天狗 Tengu in Stages: 1, 2, 9, 11, 16, 17, 18

Test out if spy buffs stack - (lower health/more weapons) Fairly sure...

Some EX (maybe others?) Stages randomly(?) have no items (so far on 18, 19)

~~*Place Zzz guard next to box, make other guard shoot box to see if it recruits*~~

Yes, they can recruit by shooting, via grenades, RPG etc

Ravine glitchspot fixed

for very short ILs like the Easy level of ARs, 9.150/167s is always gonna be the minimum achievable time

no matter if you're killing the enemy a second earlier than another 9.150/167s run that's because the Mission Complete animations never start playing before you're 5.7s into the IL (if completed early)

Prison NW outside goal map ravine etc from runs
find high hp gambler

S3 Ranks: Ga-Ko/Magazine/Chaff Droppers or Textbook equipped

Better Bait + Headhunter

Bait + Delivery

To-Recruit!

Support: Spy+Surveyor/Spy+ArmsDealer (47s+) | Medical S3

Athlete: more Regulars - +Rescuer FOX - <100hp Death%
FemSci C (glasses)

Hi-Tech | [Genome (black 350hp+ & pink 50s+)]

Athlete (Wi-Fi): KGB | GRU | OcelotM+F-[A]/B/C

[] = Missing!

Goldeneye Next, also swap Grey hair with cqc a