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Feedback Video card: NVIDIA GeForce 8800 GT Sound card: DirectX compatible Disk space: 10 GB available space Metal Gear Solid: Peace Walker is not officially supported on macOS. However, some users have managed to run the game using Windows emulation software or by installing Windows on a separate partition via Boot Camp Metal Gear Solid: Peace Walker does not have an official Linux version. Players have used compatibility layers like Steam Play's Proton or Wine to run the game on Linux systems, but performance and compatibility can vary Video card: NVIDIA GeForce GTX 660 Sound card: DirectX compatible Disk space: 10 GB available space Metal Gear Solid: Peace Walker is not officially supported on macOS. However, some users have managed to run the game using Windows emulation software or by installing Windows on a separate partition via Boot Camp Metal Gear Solid: Peace Walker does not have an official Linux version. Players have used compatibility layers like Steam Play's Proton or Wine to run the game on Linux systems, but performance and compatibility can vary We recommend playing Metal Gear Solid: Peace Walker on a Windows PC that meets or exceeds the recommended system requirements. If you're trying to play on a Mac or Linux, be prepared for potential technical issues and performance changes. English voice Japanese voice English sub Russian sub Spanish sub French sub German sub Italian sub Japanese sub 2010 video game 2010 video game Metal Gear Solid: Peace Walker(Developers)Konami Digital Entertainment Co.Publishers)KonamiDirectors)Hideo KojimaProducers)Hideo KojimaKenichiro ImaizumiKazuki MuraokaYoshikazu MatsubanaDesigners)Hideo KojimaProgrammers)Masao TomosawaMakoto SonoyamaArtists)Yoji ShinkawaWriters)Hideo KojimaShinoyu MuraokaMuscomposers)Akshiro HondaKazuma JinnouchiNobuko TodaSeries)Metal GearPlatforms)PlayStation PortableRelease)April 29, 2010[1]NA: June 8, 2010AU: June 17, 2010EU: June 18, 2010[1]Genre)StealthMode)Single-player, multiplayer Metal Gear Solid: Peace Walker[er] is a 2010 stealth game developed and published by Konami.[1] It is the seventh Metal Gear game written, directed, and designed by Hideo Kojima, and the fifth installment of the Metal Gear Solid series, as well as the fourth Metal Gear game made specifically for the PlayStation Portable, following Metal Gear Solid: Portable Ops.[1][3] A remastered version of the game titled Metal Gear Solid: Peace Walker -HD Edition was later released for the PlayStation3 and Xbox 360 as part of the Metal Gear Solid HD Collection in North America and Europe and as a stand-alone retail release in Japan. Peace Walker is set in Costa Rica in 1974, and follows the exploits of returning protagonist Snake[er] as he runs the mercenary unit Militaires Sans Frontières (Soldiers Without Borders).[4] The game received critical acclaim, but the PlayStation Portable version failed to match the commercial success of its console predecessors due to declining support for the system. This section needs additional citations for verification. Please help improve this article by adding citations to reliable sources in this section. Unsourced material may be challenged and removed. (October 2024) (Learn how and when to remove this message) Peace Walker consists of two primary gameplay modes: "Mission" and "Mother Base". "Mission" are the actual action sequences of the game, where the player must infiltrate an enemy territory or fight a boss, whereas "Mother Base" is an army management mode similar to the briefing screen in Portable Ops. Players get to choose which missions to play from the "Mission Selector" screen. There are two main types of Missions: Main Ops are the primary story-based missions in which goals are determined by the narrative and must be played in a strict order in order to proceed. Some Main Ops missions include illustrated cutscenes that involve bits of interactivity in order to proceed. Extra Ops are optional missions that involve much more elaborate goals ranging from simple target practices to obtaining secret documents. When the player completes a mission, their performance is evaluated afterward. A player's score is penalized with a lower rank and reduced heroism for excessive killing and frequently being discovered, whereas players who are stealthy and subdue enemy soldiers non-lethally will be awarded appropriately. Players can replay previously cleared missions for higher scores. Snake and an MSF soldier conducting a Co-ops Mission. The image has Snake in Naked uniform hiding from a Peace Sentinels soldier, armed with an M60 GPMG. The player's partner is barely seen hiding on the other side of the truck. The game adds certain play mechanics from Metal Gear Solid 4, such as the crouching walk, the over-the-shoulder shooting view, the CQC system, and the ability to search held-up soldiers. The truck from Portable Ops, where players can bring subdued enemies for recruitment, has been discarded in favor of the Fulton Recovery System, which players attach to subdued soldiers and prisoners. The Wi-Fi recruitment system from Portable Ops has been modified so that instead of tapping the Circle button to obtain a strong enough signal from an access point, the player will have to knock out soldiers using CQC to accept them. The cardboard box used to hide from enemy soldiers is now available in two-man versions called Love Boxes, which have different variants. The Surround Indicator in Portable Ops can also be used only when it is equipped in the item box and players will also develop and use an early version of the Soliton radar system from the original Metal Gear Solid. The game features the camouflage index system from Snake Eater, but the player does not have the ability to change camouflage uniforms during a mission as the point index will be entirely based on movement, position, and the size of the weapon equipped in the weapon box. The player can also use marking devices to call in artillery strikes or resupply drops. Movement is done on the analog stick; actions such as co-op actions use the directional-pad; melee actions, which include multiple throws into crowds of enemies, use the R button, and weapons use the L button with the R button. Players will be unable to move or shoot while lying down and while pinned on a wall. The player can set the control system according to that of Portable Ops.[5] Guns of the Patriots, or Capcom's Monster Hunter series. Before starting a mission, the player can choose a character, along with their weapon loadout, which is determined by the wardrobe chosen. Players can choose to control Snake or any MSF soldier assigned to the combat unit, with male and female members both available to choose from. Each soldier has their own combat stats, which measures a soldier's offensive and defensive capabilities. Some of the main missions will only be available to Snake, and likewise for MSF soldiers and certain extra ops. The player's carrying capacity is limited and any excessive items that the player obtains during a mission will be transferred over to Mother Base's inventory. There are four primary types of uniforms that can be worn by the player character: Jungle Fatigues - The default uniform. A balance of stealth, defense, weapons, and inventory. Alternate versions of this outfit with different colors and camo patterns can be obtained throughout various missions Naked - A shirtless version of the Jungle Fatigues, players using Naked uniforms move faster at the cost of lower camo index, weaker defense, and fewer items. When worn by an MSF soldier, they will be wearing a brown tank top. Sneaking Suit - Resembling the sneaking suit worn by Solid Snake in previous Metal Gear Solid games, it allows players to move without generating foot noise and have higher camouflage compared to other suits while moving, but restricts them to five items and six secondary weapons. The design of the Sneaking Suit worn by MSF soldiers differs slightly from Snake's version. Battle Dress - A heavily armored suit that allows the player to carry a third primary weapon and absorb heavy firepower, but at the cost of a lower item carrying capacity, slower mobility and a lower camouflage index. A variant outfitted with a metal headband for Snake, or a helmet for MSF Soldiers, which increases the defenses. Other outfits are also available, such as t-shirts in various designs, swimsuits, a tuxedo and outfits inspired by the wardrobe of supporting characters. Mother Base is an abandoned OTEC research platform in the Caribbean that serves as the MSF's headquarters. Aside from managing the combat, medical, intelligence, and technology research teams seen in Portable Ops, the player can assign personnel to the mess hall crew to feed the troops and keep up their morale. Rebellious or injured personnel can be brought to the brig and sickbay, respectively. The player can capture military vehicles that appear in the game as minor boss opponents, such as armored personnel carriers, tanks, and attack helicopters. Up to 350 soldiers can be recruited; excess staff caught in a mission must be discharged and up to 50 vehicles can be captured over the course of the game. Items and weapons are not procured on-site, but rather they are developed by MSF's research and development division based on blueprints obtained from missions. New items and weapons can only be developed when the player has sufficient GMP (Gross Military Product, the player's currency) and certain MSF divisions have reached the required level. Once development of an item has been completed, the R&D staff will automatically mass-produce them for the entire army. Outer Ops is a new game mechanic where players can deploy their combat unit soldiers (with the exception of Snake and other unique characters) and captured vehicles on certain missions against computer opponents. Each assault force codenamed from Alpha to Hotel has eight slots for assigning vehicles or soldiers, who can gain combat bonuses such as additional hit points and Psyche points, and generate income for the team. Depending on the scale of the enemy's firepower, MSF soldiers who are defeated during the battle can either die or be brought to sickbay for treatment. Vehicles that show damage in one mission will still show damage unless they are taken off the front for repairs, while decommissioned vehicles will be stricken from the inventory. During the course of the game, the player will fight advanced AI-controlled vehicles, code-named PUPA, CHRYSALIS, COCOON, and the titular Peace Walker. Each of these vehicles has an AI pod that the player can infiltrate after sufficiently damaging the vehicle in a boss battle, at which point the player must remove AI boards from within to shut down the AI and fully defeat the boss. Depending on the player's strategy in defeating these bosses, vehicle parts and AI boards can be harvested and used to build Metal Gear ZEKE, a bipedal mech designed by Dr. Emmerich to protect the organization from aggressive forces. ZEKE can be employed on Outer Ops missions as a support vehicle, and its level of development influences the difficulty of the final mission of the storyline. In Metal Gear Solid: Peace Walker 1975 - Ground Zeroes 1984 - The Phantom Pain 1995 - Metal Gear 1999 - Solid Snake 2005 - Metal Gear Solid (The Twin Snakes) 2007/09 - Guns of the Patriots 2014 - Guns of the Patriots 2014 - Peace Walker begins on November 4, 1974. Big Boss is running his own mercenary unit in Colombia after leaving the United States, following the death of The Boss during Operation Snake Eater ten years prior. A mysterious paramilitary group equipped with a startling quantity of quality weapons, called the "Peace Sentinels", has been deployed in Costa Rica. Despite the Sentinels being equipped with firepower equivalent to that of a land army, the Costa Rican government cannot do anything about them because the country's constitution does not allow the creation of an official military. The Sentinels' presence threatens to endanger the balance of power between the East and West.[6] The game's returning protagonist is Big Boss, otherwise known as Snake (David Hayter/Akio Ōtsuka), who is leading a new mercenary group called Militaires Sans Frontières (commonly abbreviated as MSF). He is assisted in this endeavor by MSF deputy chief Kazuhira Miller (Robin Atkin Downes/Tomokazu Sugita). They are eventually joined later in the game by Sandinista rebel leader Amanda Valenciano Libre (Grey DeLisle/Romi Park) and her younger brother, Ricardo "Chico" Valenciano Libre (Antony Del Rio/Kikuko Inoue); Paz Ortega Andrade (Tara Strong/Nana Mizuki), a student at the University for Peace; Dr. "Huey" Emmerich (Christopher Randolph/Hideyuki Tanaka), a weapons engineer working on the Peace Walker Project.[7][8] and French ornithologist Cécile Cosima Caminades (Catherine Taber/Yū Kobayashi). The game's main antagonists are Red Coldman (H. Richard Greene/Mugihito), who is the CIA Central America station chief, and Ramón Galvez Mena (Steven Blum/Hōchū Ōtsuka), Paz's instructor. Dr. Strangelove (Vanessa Marshall/Yumi Kiuchi) is a British AI expert whom Coldman hired to work on the Peace Walker Project and is later attracted to Huey. The game also features flashback scenes from MGS3, particularly the final battle between Snake and the Boss, plus the audiotape that EVA (Jodi Benson/Misa Watamabe) left behind after Operation Snake Eater. Through a set of audiotape briefing files unlocked upon completing the game, EVA also provides Snake with new information about The Boss' activities during a period where Snake was unable to keep in touch with her. Lori Alan and Kikuko Inoue also reprise their voice roles as the Boss in the flashbacks and as the voice of the Mammoal Pod AI control modeled after The Boss. Treya from Capcom's Monster Hunter series also appears as Snake's transporter to a mythical island, where he can battle the Kathalos and Tigrex monsters from the same series. Four years after the events of the San Hieronymo incident, Big Boss—who prefers his original codename, Snake—and Kaz Miller have established Militaires Sans Frontières, a small mercenary faction, on the Colombian coast, where they are approached by Ramon Galvez Mena, a professor at the University for Peace, and his student, Paz Ortega Andrade. Galvez attempts to hire MSF to investigate an army that has discreetly occupied parts of Costa Rica. Snake refuses, identifying Galvez as a KGB agent, but is convinced when Paz plays a recording of The Boss. When Snake arrives in Costa Rica, he begins to suspect that the mystery army has brought nuclear weapons with them. Enlisting the help of the Sandinista Liberation Army, he tracks a shipment to a research facility deep in the mountains. His suspicions are confirmed when he witnesses Hit Coldman, a senior CIA agent, announce his intentions to fire a live nuclear weapon as part of a project code-named "Peace Walker", a fail-deadly nuclear tank. Snake reveals himself to Huey Emmerich, one of Peace Walker's designers, who agrees to help him stop Coldman. Following Huey's instructions, Snake ventures deeper into Costa Rica, searching for Dr. Strangelove, the designer of Peace Walker's artificial intelligence systems. He discovers that Strangelove has based Peace Walker's primary control systems on The Boss' personality. She demands to know whether The Boss genuinely defected to the Soviet Union, or if she died on a mission that was covered up, going so far as to torture Snake for information. Snake escapes custody and attempts in vain to destroy Peace Walker, a quadrupedal nuclear launch platform. He chases Peace Walker across the Nicaraguan border to an American airbase on the shores of Lake Cocicolba. Discovering that the base has been occupied by Soviet soldiers, Snake infiltrates the facility to confront Coldman. Coldman reveals the purpose of Peace Walker; he believes that nuclear deterrence is a flawed theory, relying on humans to retaliate in the event of a nuclear exchange, whom he believes to be unwilling to destroy their own race. As an impartial artificial intelligence, Peace Walker would guarantee retaliation, and Coldman intends to fire a warhead to prove it. Suddenly, the facility is overrun by Soviet soldiers, led by Galvez, who reveals himself as Vladimir Zadornov. Zadornov intends to hijack Peace Walker for the Soviet Union, but the standoff is broken by the arrival of MSF and the Sandinistas, giving Snake enough time to destroy Peace Walker. In the aftermath of the battle, Zadornov is captured, and Coldman mortally wounded. In his dying moments, Coldman activates Peace Walker's data uplink, convincing NORAD that the United States is about to be hit by a Soviet nuclear strike. Snake contacts NORAD, and tries to convince them to stand down, but senior members of the armed forces refuse and plan to retaliate. With a nuclear strike imminent, The Boss' personality takes control of Peace Walker's damaged artificial intelligence and drowns Peace Walker in Lake Cocicolba, severing the connection and ending the threat. Sometime later, Zadornov repeatedly escapes from MSF, the last of which leads to his death, arousing Snake's suspicions that someone has betrayed them. Paz reveals herself to be the traitor, using Zadornov's escapes to seize control of Metal Gear ZEKE, a walking tank designed by Huey to act as MSF's deterrent against foreign intervention. Acting as an agent of Major Zoro—now using the name "Cipher"—Paz issues Snake an ultimatum: surrender MSF to Cipher and become his deterrent, or else she will fire a nuclear warhead on America, at which point they will be branded a nuclear-equipped extremist cult, and the world will unite in their pursuit of MSF. Snake prevents the launch by crippling ZEKE, and Paz is thrown into the ocean. In the aftermath, Snake reconciles with his memory of The Boss, but feels she betrayed her life's purpose by "putting down her gun", and vows to keep fighting. Snake accepts the title of Big Boss as he rallies the soldiers of MSF to prepare for a fight for their survival, declaring them to be living in "Outer Heaven". The idea of Peace Walker originated during the development of Metal Gear Solid: Portable Ops. Although Kojima planned to leave the project in the hands of other members from Kojima Productions, in order to make the plot's message clearer for the young demographic, he took the role of director at the same time as he was developing Metal Gear Solid 4: Guns of the Patriots.[9][10] The game was made for the PlayStation Portable due to content that could only work on it, such as the cooperative multiplayer feature. 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