



Wiki Guide PDF

# Walkthrough



Metal Gear Rising Revengeance has the following "chapters" (or missions) available in Easy (with parry-assist), Normal, Hard, Very Hard, and Revengeance difficulty settings. Note that **Revengeance difficulty supplants Easy difficulty** once unlocked.

Chapter	C.Box Guy	Hostages	Gekko Mimic
R-00 Guard Duty	n/a	n/a	n/a
R-01 Coup d'Etat	1	2	0
R-02 Research Facility	1	0	1
R-03 Mile High	1	1	1
R-04 Hostile Takeover	1	0	1
R-05 Escape From Denver	0	1	1
R-06 Badlands Showdown	n/a	n/a	n/a
R-07 Assassination Attempt	1	0	1

All missions (except for R-00 and R-06) have an Endurance Plus (or Life Extension; note you cannot use the + sign in a wiki page's title) which will add 10% more life to Raiden. Additionally, each mission (again with the exception of R-00 and R-06) will have VR Mission Computers, Data Storage devices, and Left Arms (or IDs) to claim.

## MUSOU MISSIONS

The layout of Rising Revengeance will closely mirror that of KOEI's *Dynasty Warriors* series -- that is, after you complete a mission, you can go back into it on another difficulty with all the trappings, items, and abilities you've earned to "farm" it or to "grind" for BP (Battle Points).

When you hit a brick wall with a boss or particularly tough battle or encounter, chances are you may want to "grind" just a little to earn BP to power-up Raiden in the Shop (Customization Menu).

Note that this is optional. You may choose *not* to grind your way through the game if you so wish.

## CARDBOARD BOX GUY

This collectible is tracked in the Collections menu. There are five Cardboard Box Guys in the game. Finding all of them (and killing them) will unlock the High Frequency Wooden Sword. Note that you can see the enemy past the cardboard box's slits, if you angle your camera correctly -- AR Vision mode will not detect them.

## HOSTAGES

This collectible is not tracked. There seems to be four Hostages in the game -- essentially civilians being held at gunpoint by hostile cyborgs. Saving them all may yield a reward. Civilians are human, and while squishy and vulnerable, are immune to the EM Grenade effects and other electronic interference.

## GEKKO MIMIC

This collectible is not tracked. There are at least five Dwarf Gekko Humanoids (or Gekko Mimics) in the game. Finding and destroying them all may yield a reward. Note that some Gekko Mimics may require Raiden to sneak through a section to find them, or to revisit a section to spawn them.

## VR MISSION COMPUTER

This collectible is tracked in the Collections menu. There are a few VR Mission Computers in the game which unlock optional VR Missions. VRM Computers are simply panels Raiden interacts with to download the VRM. Once he's done so, you can access the VRM on the main menu or via CODEC. Completing them all may yield a reward.

## DATA STORAGE

This collectible is tracked in the Collections menu. There are 20 Data Storage cubes in the game. Collecting them all may yield a reward. Data storage cubes appear on AR vision mode, but are often placed in out of the way places so their HUD information will not appear until Raiden is close enough.

## LEFT ARMS

This collectible is tracked in the Collections menu. There are 30 Left Arms -- or "IDs" -- in the game. Collecting them all may yield a reward. Left arms (or "Lefties") are only visible in AR vision mode. Raiden **must use Blade Mode** to sever a left arm (cutting at the wrist for best results due to the oddball hit box).

After cutting the arm off, Raiden will also need to touch it to collect it. Note that cyborgs, if destroyed

before the left arm is severed, will fry the left arm's ID chip immediately. Translated into game terms -- if you kill the enemy before cutting off the left arm, you need to restart from a checkpoint to try again.

## **ENDURANCE PLUS (LIFE UP)**

Endurance Plus items (written as "Endurance +1" in the game -- please don't do that on this guide) are life extensions for Raiden. Each one adds 10% more HP to Raiden, making him tougher in all missions (except for R-00). There are six "free" endurance plus items in the game, plus an additional four in the Shop (Customization Menu) for a total of 100% extra HP (essentially doubling Raiden's initial HP).

# R-00 Guard Duty

R-00 Guard Duty	
Data Storage	2
Left Arms	0
VR Mission Computers	0
Humanoid Dwarf Gekko	0
Hostage	0
MIB (Men In Boxes)	0
Endurance / Life Up	0

The **R-00 Guard Duty** is a tutorial mission, designed to acclimatize you to Raiden's commands and fighting style. It should be noted that Raiden will not have his Endurance, Fuel Cell, or Weapon Upgrades (except perhaps for anything attached to the HF Blade), so on Hard, Very Hard, and Revengeance, you will want to be extra careful.



Raiden **must kill** the initial wave of enemies (the three cyborgs will have extra reinforcements starting with Very Hard), cut through the only fence among the barricade and then proceed to the Metal Gear RAY battle.

## BOSS BATTLE - METAL GEAR RAY

For this encounter, you'll want to attack the feet until the prompt to enter Blade Mode appears then keep slicing to destroy its armor which shaves off a large chunk of health. Stick to using strong attacks on the limbs and Ninja Run out of the way before the foot comes down on top of you.



At some point in the battle, Metal Gear Ray will start using its plasma cannon. There is no way for you to block this. Use Ninja Run to avoid it



Repeat until Boris tells you to finish off the Metal Gear. Once you do, move in close and hit the button commands as shown on the screen. This will trigger a series of quick time events. Do all of them correctly to win.

After the battle proceed through the collapsed building, exiting to the other side by climbing up the rubble to the left. You'll now have to go after Sundowner through the sewer, where the first of two data storage items of this chapter is located. After you roll past the first large pipe and just before going under the metal shutter, you'll find a crawlspace. Cut through the grate and slide in. The data storage item will be right behind you.



Moving on, slice through the next pair of gates and climb to the top of the building outside, where you will fight the Metal Gear Ray one more time.

## BOSS BATTLE - METAL GEAR RAY

For this round, the UG begins by firing its plasma cannon, going from one end to the other. This is just like before, an unblockable attack, but can be jumped over. Attack, enter Blade Mode when told and chop up its armor.



Once it fires a barrage of missiles, use Blade Mode to slice through and destroy the projectiles. After dealing enough damage, a QTE plays which at the end allows you to destroy the Metal Gear's armor one last time.



For the last bit of this battle, Ninja Run to avoid the missiles as Raiden rushes to trigger the final QTE. Press the button as shown onscreen.

After the scene, head for the front of the train where Sundowner awaits with his hostage, but don't approach them yet. Instead, carefully drop off the front of the container and turn right. On the floor here is the second data storage item of the chapter. You'll have to fight Jetstream Sam next.

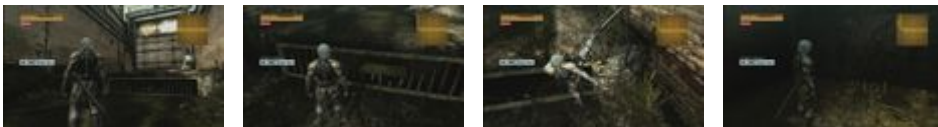




This is a battle you cannot win, but you certainly can fight to see how long you can last and lose in style. That encounter closes out this chapter.

## COLLECTIBLES

Collectibles in **R-00 Guard Duty**, as encountered in order from mission start to mission finish. If you want the locations of collectibles sorted by type, please refer to their respective page(s).

### DATA STORAGE R-00 001 OF 2



In the Ninja Run tutorial *after Raiden battles Metal Gear RAY the first time* (during which you may cut off its tail for Steel Tail), there is a crawlspace that you can break before you slide under the large metal shutter. The data device is in there. To get inside, use Ninja Run and press  or  to manually slide into the crevice or Raiden bypasses it and mantles onto the ledge.

### DATA STORAGE R-00 002 OF 2



On the traincar just before Raiden meets Sam and Sundowner, ***stop at the end of the containers*** and look down. The data is on the car you're on. Drop straight down without touching the other car (which triggers the cut-scene and you're screwed - you have to restart the whole chapter to get back here).



# R-02 Research Facility

R-02 Research Facility	
Data Storage	3
Left Arms	3
VR Mission Computers	3
Humanoid Dwarf Gekko	1
Hostage	0
MIB (Men In Boxes)	1
Endurance / Life Up	1

The **R-02 Research Facility** is another stage with little sneaking, and a lot of fighting. Raiden will engage **Unmanned Gears (UGs)** before he enters the secret lab with a little more fighting and a unique Dwarf Gekko sneaking section (that is ranked).

Some of the collectibles (and the achievement Love at First Sight) are acquired when operating the Dwarf Gekko, so be sure to do your research before you decide to try the mission again in complete frustration.

For starters, Follow the only path available in the beginning straight into a Mastiff ambush. Attack until you can start cutting its parts off. The parts that can be chopped will be displayed in blue. Use EM Grenades to stun it.



Climb the metal staircase some ways ahead onto a maintenance catwalk. There is a room below to the right that has a VRM Computer in it. Ninja Kill the two Mastiffs patrolling nearby first so that you don't get harassed. Moving forward, leap down the manhole behind a gate to the next section.



Destroy all the Dwarf Gekkos that drop from the ceiling then return to the beginning of this section to find a Gekko Mimic. After saving George from the UG, cut through the nearby steel door. It leads to the generator room where you'll find a cardboard box and a VRM Computer. Cut through the other door out to an area guarded by three Mastiffs. To the left of this section on a pipe is a blade mode box containing a data storage item.



You will definitely want to get through this area quietly as three gorillas ganging up on Raiden can mess him up pretty quick. Use the cardboard box to deceive the closest Mastiff then sneak up to it as soon as it turns its back to you. Dispatch the UG in the water next followed by the third Mastiff on the catwalk. Do not attempt to cut them up though as you may end up destroying the catwalks which will prevent you from reaching the loot.



At this point a green marker will be present on the map. Go to it if you want and face an army of Vodomjerkas. After that battle, make your way back to the area with the catwalks and three Mastiffs. and slice up the door to proceed. Defeat the hostiles until Wolf sends you the lab entrance's coordinates. Slice that section of the wall where the marker is at but don't go in yet. Instead, look at the map and you should see a small room in the middle. Go there to find your second cardboard box guy.



Proceed through the lab until you receive a call then show off your stealth ops skills in the next room to make Doktor proud. After the short scene, an auto alert will be in effect. While fighting the guards, pay attention to guy rushing out of the bsck room. That guard is a lefty. Defeat them then retrieve the dwarf gekko from one of the shelves in the back room. Once you're controlling the dwarf gekko, dash into the small crawlspace on the wall to your left near the entrance for another data storage item.



While in this form, knock every soldier in the room out to earn the Dwarf Raiden achievement/trophy.

You can also try to find and greet all 5 other dwarf gekkos by pressing 🐸 or 🟩 to unlock the Love at First Sight achievement/trophy. There is also another data storage item at upper right corner of the room on top of some containers under the yellow catwalk. Jump through the marked opening on the wall at the upper level.



When you enter the room from before as Raiden, head to the catwalks above. One of the now unconscious guards up here is a lefty, and don't forget to collect the Endurance Plus from the gray item box nearby.

## BOSS BATTLE - GRAD

The Grad is a tougher "elite" version of the Grad walking tanks you fight in R-03 and later. This special unit is tasked with guarding the entrance of the inner section of the secret research facility and is a little tougher.



The first time you fight it, EM Grenades are handy to stun it so you can whack it; however, your supply of those is limited, so you may need to learn to Ninja Run towards the tank and start your attack combo with the heavy sliding attack to push it back so that it switches to biped form.



Once you have the Sai (Dystopia) (unlocked by completing File R-003), you will find rematches against this machine far easier than before.

One of the RPG guards in the corridor just past the GRAD boss battle carries an ID chip. Chop that hand before heading off on your merry way to the next room where Doktor calls about the cryopreserver device.



On the floor in the corner of this room is one more VRM Computer. Be sure to snag it and then unlock

the other door to complete this chapter.

## COLLECTIBLES

Collectibles in **R-02 Research Facility**, as encountered in order from mission start to mission finish. If you want the locations of collectibles sorted by type, please refer to their respective page(s).

### VRM-005 COMPUTER



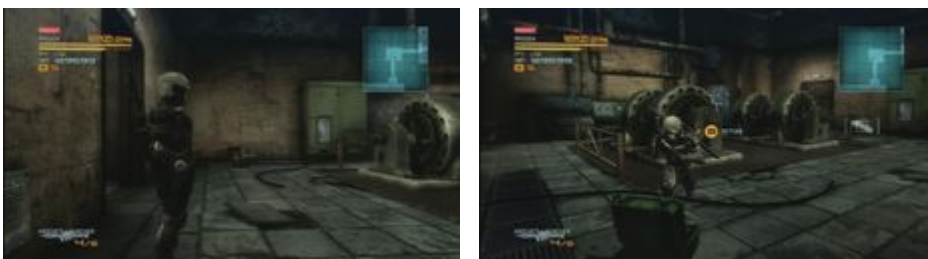
Past the initial Mastiff ambush, there are two more "gorilla" like UGs (Mastiffs) patrolling a short section of sewer with a manhole leading to the next section. Before dropping down the hole (... *in the palace if you go* ...), look for a side passage in the sewer with this machine on dry ground.

### R-02 HUMANOID DWARF GEKKO



After dropping down the first manhole in the sewer (the one without the cut-scene with George), you fight some dwarf gekko clinging to the walls. Before proceeding to the next section of sewers, head back to where you dropped down to; a dwarf gekko humanoid will be loitering there.

### VRM-006 COMPUTER



After meeting the boy, George (in a skippable cut-scene) and fighting the three dwarf gekko controlled tripod UGs, Ken suggests you use a cardboard box to hide from the heavy UGs. In the cardboard box room, there is a VRM computer on the ground.

## DATA STORAGE R-02 001 OF 3



In the sewer area patrolled by three Mastiff UGs (after the cardboard box CODEC), there is a data chip on a pipe you reach by the catwalks. If they are destroyed (as in you didn't stealth kill the Mastiff UGs, which then lead to a nasty fight), try engaging the "bonus fight" (green dot with the Vodomyerka) that may show up after the regular battle. Should you survive that fight, you can save the game and restart the checkpoint to have an empty sewer tunnel with the breakable catwalks regenerated, and the Mastiffs will remain dead.

## R-02 MIB (MEN IN BOXES)



In the circular, donut-shaped sewer area where the disguised lab entrance is, there is a small room in the donut's "hole". GUESS WHO LIKES YOU. Check that room for the MIB.

## LEFTY R-02 001 OF 3



In the lab, after the Doktor contacts Raiden by CODEC and after the cutscene with the brains and you get attacked by a squad, the fourth member inside the room behind the three main members is a lefty.

## DATA STORAGE R-02 002 OF 3



When Raiden remotely operates a dwarf gekko, check the floor vent near where you first enter the infiltration room for a data chip. Raiden is too large to get to it (e.g., he's too big and fat!), so the only

chance occurs when you operate the dwarf gekko.

## DATA STORAGE R-02 003 OF 3



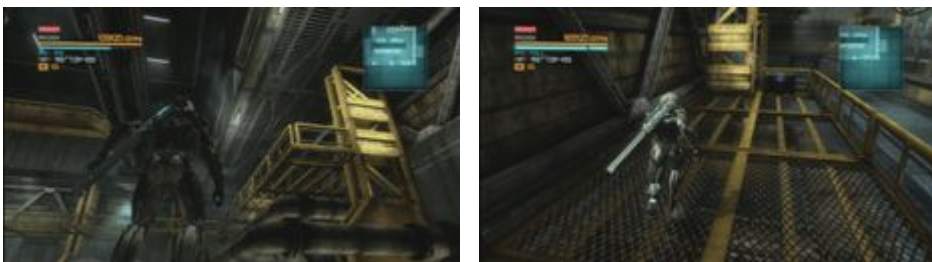
When Raiden remotely operates a dwarf gekko, check the space between a container in the corner and the yellow catwalk forming the second level. Raiden is too large to get it (e.g., he's too big and fat!), so the only chance occurs when you operate the dwarf gekko.

## LEFTY R-02 002 OF 3



There is a lefty in the room where you sneak through with the dwarf gekko (the cyborg is near the exit vent for the dwarf gekko on the catwalk). If you stun it when operating the Dwarf Gekko, Raiden will have a very easy time to Blade Mode the arm off (since the cyborg will be 100% unconscious and non-reactive).

## R-02 ENDURANCE PLUS



In the room where Raiden remotely uses a Dwarf Gekko to "sneak" through, there is a Blade Mode Box on the catwalk. After you open the door with the Dwarf Gekko and enter the room as Raiden, be sure to open this item box before using the exit door.

## LEFTY R-02 003 OF 3



After the battle with the level's boss tank (the GRAD UG). There are two rocket cyborgs, one of whom is a lefty.

## **VRM-007 COMPUTER**



Defeat the GRAD tank boss and you enter a cryo-room for freezing blood. The VRM computer is on the ground next to the door Raiden enters this room from.



# R-03 Mile High

R-03 Mile High	
Data Storage	4
Left Arms	8
VR Mission Computers	5
Humanoid Dwarf Gekko	1
Hostage	1
MIB (Men In Boxes)	1
Endurance / Life Up	1

The **R-03 Mile High** is a moderately long stage with a variety of combat. The most significant section is the gimp'ed stealth section before you fight Monsoon. Because Raiden is impaired, he needs to stay out of sight of enemies or he will be quickly butchered. And if you mess this up, Just try again.

Other than that, there are a few items and enemies you can encounter here. This is also the first mission where you can find Pin Up Posters, which are optional eye candy.

This chapter starts with a series of battles and among the first group of cyborgs Raiden engages at the very beginning of the mission, keep an eye out for the officer with a blue cap. He has an ID chip so chop his hand off. The next lefty guard arrives after you destroy the two police GRAD UGs and after someone sends a security upgrade request. At this point, look to the west side to find the man you want by some barricades.



Next, check the back of the barricades behind where the second lefty of this chapter dropped in from. You'll find a VRM Computer there. Boris will also contact Raiden on to inform him about an optional battle. Head to the green marker on the map should you choose to take up the challenge. Otherwise, proceed to the target building. But first, hop onto the glass enclosure of the escalators to find a data storage item at the end.



After Boris contacts Raiden on CODEC when you enter the marked building, go upstairs then turn

left. There will be a VRM Computer behind the glass panels. Clear out the nearby office and exit out to the corridor at the other side. Take an immediate left here and you should spot the next cardboard box guy. Go the other way now and you will encounter cops of the RPG and riot shield variety. One of the RPG dudes here is a lefty.

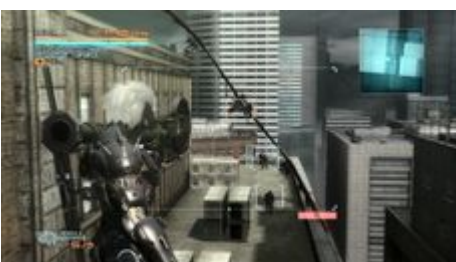


When you get to the roof, use the crane to cross over to the second rooftop. The Slider here carries a lefty cop. Try to stealth kill the other guards so that you'll have an easier time getting to the man you want. Attack the flyer until the cop falls down and then chop his arm off. While still on this second rooftop, peer down from the edge of the section with the yellow stairs and you will see a pair of thick steel pipes. Leap down next to those to find a VRM Computer. Make your way over to the third rooftop now (the one with all the air conditioning units on it) to proceed.



Once the heavily armored cyborg has been dealt with, continue to the next rooftop where you'll be spending quite a bit of time on. First up, the Slider that flies past over you carries a data storage item, so you'll have to take the thing down somehow to get it. One good way will be to shoot it with the Stinger or RPG, or hit it with an aerial attack then cut it with Blade Mode.

Next in line is the lefty cop guarding the hostage, and last but not least is the hostage himself. To save this man, use the A/C units to close in on the group then toss an EM Grenade before jumping in to attack. If you can't complete everything in one go, feel free to restart at the last checkpoint after completing a task since the game automatically saves your progress.



Just a bit beyond this point, Wolf will tell you to go underground via the elevator ahead. Cut through the gate and then the wires to descend. Use the AR Display to see in the dark, but if you successfully complete the entire underground section without help from the AR display, you'll be rewarded with the A Walk in the Dark achievement/trophy. If you trigger an alert, the game allows you to see your

surroundings until the battle ends.



In this pitch black part subway, you can find a data storage item, a Gekko Mimic and a VRM Computer. Check the Collectibles section below for information on their locations. After Wolf contacts Raiden via CODEC once you exit the dark subway, head to the room to find a VRM Computer on the ground. Remember to nab it before heading back out to the city.



Raiden will get attacked by a GRAD UG and three cyborgs as soon as you get back to the city. One of the cops clad in blue is has an ID chip. Either destroy the UG first (bring the bridge down so you can reach it), or leave it until the cyborgs are gone. Moving on, there is another lefty on top of the short staircase just ahead. After defeating all the enemies, collect the Endurance Plus from the item box near the base of the stairs to the left.



At the next section where you get to the city square, there is one more cyborg with an ID chip at the top of the long staircase ahead. Defeat all the hostiles then return to the square, where you must jump on the vending cart to your left and onto the cafe sign, then perform a heavy aerial attack to reach the ledge above and claim a data storage item.



Proceed through the next series of plot points which ultimately leaves Raiden in an impaired state.

Make sure you avoid combat as you head for the objective marker. There is no way to get out of fighting once you reach the building's entrance though so just swipe at the enemies that are within reach until the next event plays, to be followed soon after by a boss battle.

## BOSS BATTLE - MONSOON

Monsoon is a tough boss chiefly because he is nearly invulnerable unless you manage to parry and counter him correctly. Note that Raiden has infinite Fuel Cells during this battle, and may engage Blade Mode for as long as you desire.

This battle will no doubt test your parrying skills. Keep your guard up at all times and when you do get a chance to counter, take it but always be ready to block. Monsoon becomes open whenever his attack misses so this is your opportunity to go on the offensive. When he drops Red Phosphorus Grenades, keep parrying until the smoke clears. Due to his speed, it is difficult to block every blow in his combos, but it is quite possible if Raiden brings his weapon up at just the right moment, neither early nor late. If Raiden gets tossed into the air, perform an aerial parry to break the upcoming slam attack. Shake him off quickly if it does connect.



When you get Monsoon's health to under 70%, he will start dropping objects down on you. Just cut them up with Blade Mode to get items, including the ever useful Repair Nanopaste. Your opponent will do this every time his health drops to a certain point. The one other reason that really complicates things in this encounter is Monsoon's invincibility (purple) aura. While your attacks do not damage him in this form, they do however force his parts to split up, giving Raiden the opportunity to break through the invincibility state with a successful parry and counterattack.



If he splits in half, parry until the upper torso joins the legs, then block and counter to trigger the blade mode hit box. Cut it and attack the tiny head. If he splits into several small pieces, keep blocking and then attack as soon as Monsoon starts putting himself back together or is splitting apart. Finally, as his health goes even lower, he'll start tossing some way bigger junk. Lorentz Force cannot be chopped up so use Ninja Run instead.

# COLLECTIBLES

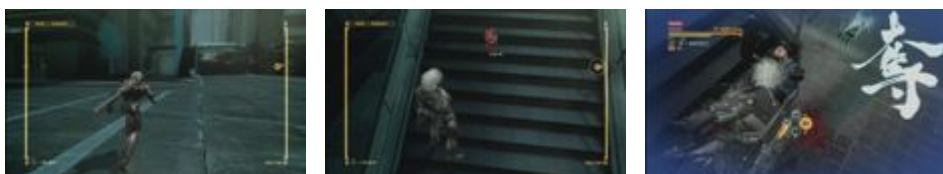
Collectibles in **R-03 Mile High**, as encountered in order from mission start to mission finish. If you want the locations of collectibles sorted by type, please refer to their respective page(s).

## LEFTY R-03 001 OF 8



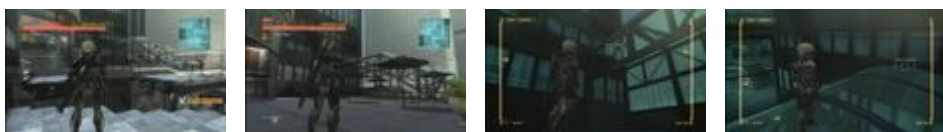
The Denver cyborg cop who taunts Raiden in the cut-scene will be a lefty. In-game, he is the first cyborg who rushes Raiden in R-03 (the one in the blue police cap).

## LEFTY R-03 002 OF 8



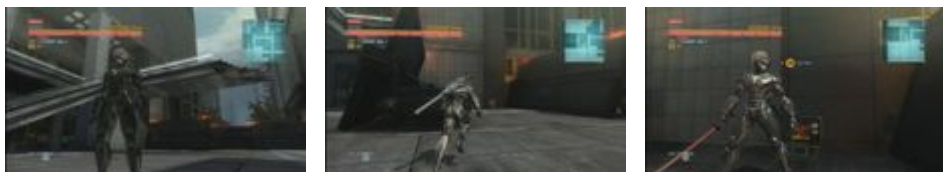
Defeat the two Detroit Police GRAD UGs after initially starting the mission. A lefty cop will approach the plaza from the west (if you disable the mini-map from rotating with your camera, the cop comes from the west). Killing both GRAD UGs will checkpoint you, so if you fail, restart and try again.

## DATA STORAGE R-03 001 OF 4



There is an escalator in the mall / office park lobby with a glass transom (covering) over it. The data cube is on this glass cover. Raiden will need to Ninja Run on top to reach the cube.

## VRM-008 COMPUTER



Before you go into the mall, there is a lefty coming from the "west" barricade. The VRM computer is past the police barricade on street level.

## VRM-009 COMPUTER



Enter the mall. At the top of the entrance's escalator, turn left for a VRM computer past a glass partition.

## R-03 MIB (MEN IN BOXES)



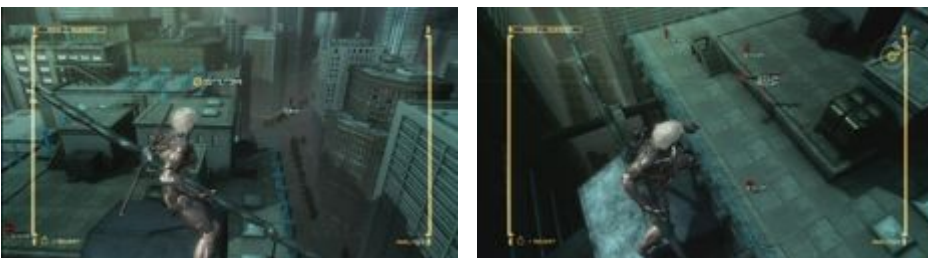
Inside the mall / office building Raiden enters, there is a fork in the hallway, with the right path leading to the elevator to the rooftop; the MIB is on the left fork.

## LEFTY R-03 003 OF 8



Wolf will task Raiden to "locate an elevator in that office" once you complete a fight with some Dwarf Gekko and a combat Gekko in a well furnished office; as you go past the area with the Cardboard Box Guy, there is a lefty rocket soldier who attacks with two more RPG cyborgs and two other shield cyborgs. There's a checkpoint after your battle with the Gekkos in the office, so retry if you fail.

## LEFTY R-03 004 OF 8



When Raiden is about to jump off from the first crane arm to the next rooftop, there is a flying cyborg

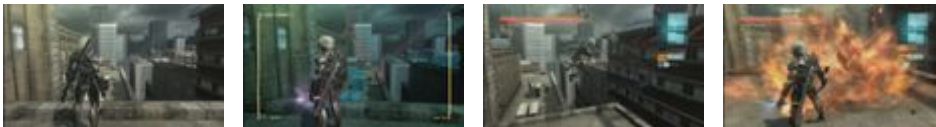
(not a Slider but it will look like one from a distance) who is a lefty. Stealth kills are needed to get close to the target to take the left arm, otherwise, the heavily armed cyborg (the katana guy) and RPG cyborgs will make combat hectic.

## VRM-010 COMPUTER



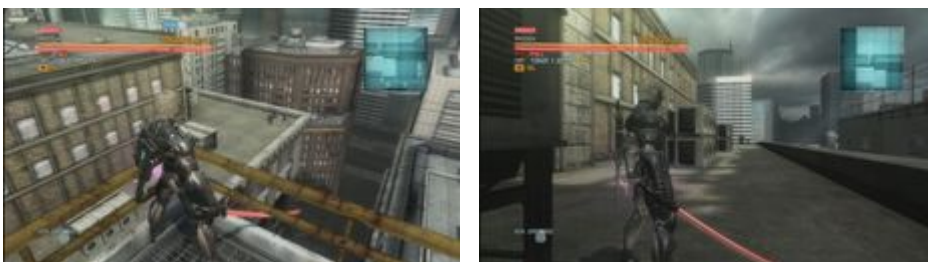
On the rooftop. Raiden will use a crane arm to cross from the first roof to the second (the one with the Slider / flying cyborg lefty); there is a VRM on the second rooftop, just past the two thick pipes spanning between the two building roof structures. Get the VRM computer before leaving for the third rooftop with the hammer cyborg.

## DATA STORAGE R-03 002 OF 4



This data cube is carried by an enemy. On the rooftops, Raiden will land on a roof with the third hostage and will witness a Slider UG that swoops by some Denver Police cyborgs near the hostage, and then right past Raiden (ignoring you). If you jump straight up from the spot where Raiden starts the checkpoint on, you can take out the UG (use the Sai or time your Blade Mode very well) and force it to drop a data cube.

## R-03 HOSTAGE 1 OF 1



This hostage is on the fourth rooftop (the one with the Slider carrying a data storage cube). Raiden will want to stealth kill the patrolling cyborg first to clear a path to the hostage group. Use the A/C units to get close, then use an EM Grenade to stun the enemies so you can go to town on them.

## LEFTY R-03 005 OF 8



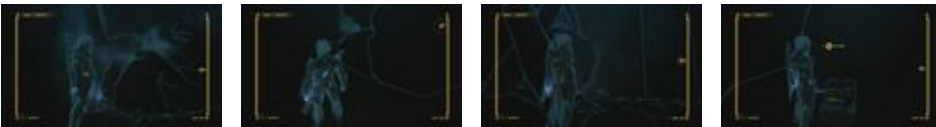
One of the Detroit policeman near the hostage on the rooftop is a lefty. Use an EMP grenade to stun them if you want the hostage and the left arm, otherwise, wade in and rip it off, just like Fezzik.

## DATA STORAGE R-03 003 OF 4



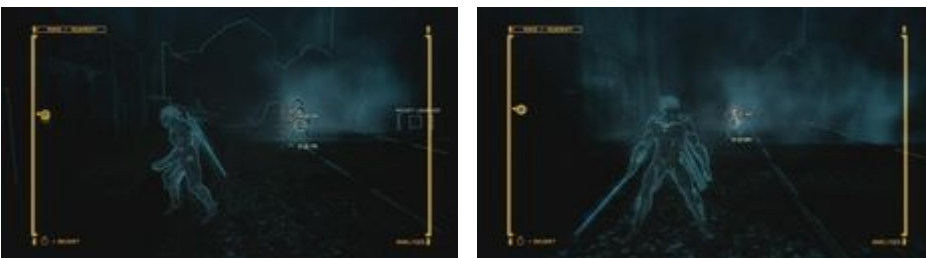
In the dark tunnel, after the freight elevator drop, there are three Mastiffs in the dark. Stealth kill them all - the third Mastiff will have a patrol pattern that lets it cling to a wall - near the edge of its patrol route is a data chip.

## VRM-011 COMPUTER



In the dark subway tunnel, just past the train with the Dwarf Gekko lurking overhead, there is a VRM computer near the rubble (the convex side of the tunnel curve, on same side the train station platform is on).

## R-03 HUMANOID DWARF GEKKO



Near the end of the dark subway tunnel, do not climb onto the station platform to exit. Instead, go to the end of the trackbed and there is a dwarf gekko humanoid waiting to be destroyed.

## VRM-012 COMPUTER





In the room that is the exit from the dark subway tunnel, after Wolf's CODEC is completed but before Raiden heads back outside onto the street.

## LEFTY R-03 006 OF 8



Upon exiting the dark tunnel and heading back out on the street, Raiden is attacked by a GRAD UG and three cyborgs. One of the cyborgs (not the heavy guy) will be a lefty. You may want to take out the Grad first *or* leave it on the bridge (it will not move until you cut the overpass down) and Blade Mode sever the arm off.

## LEFTY R-03 007 OF 8



After Raiden is attacked by a GRAD and some cyborgs at the subway station exit, there is another lefty guarding the short stairs leading to the next section of long stairs.

## R-03 ENDURANCE PLUS



After exiting the dark subway tunnel and getting back on the streets, Raiden encounters three cyborgs a set of short stairs to the next area (which consists of long stairs). The life up is in a Blade Mode Box

next to the base of the short stairs; note that the lefty (see above) is standing practically on top of this power-up.

## **LEFTY R-03 008 OF 8**



The long stairs to the upper street (where Raiden gets de-powered because of some plot point) has a lefty on one of the stairway rests.

## **DATA STORAGE R-03 004 OF 4**



On the long stairs before Jetstream Sam's tirade, there is a data cube on the side of a building. You need the hot dog stand (and maybe the green umbrella) to give Raiden the height needed to jump to the ledge of the building with the cube.

# R-04 Hostile Takeover

R-04 Hostile Takeover	
Data Storage	4
Left Arms	8
VR Mission Computers	5
Humanoid Dwarf Gekko	1
Hostage	0
MIB (Men In Boxes)	1
Endurance / Life Up	1

**R-04 Hostile Takeover** is a long stage punctuated by three boss fights. Raiden will fight a cyborg Mistral, cyborg Monsoon and Sundowner. You will definitely want to grind a little in R-01 to get a few BP to upgrade Raiden unless you are some sort of *Godhand of Gaming* (3/10!).

Go behind the front desk at the beginning of the mission and a group of ninja cyborgs will arrive after the receptionist threatens to call the cops. One of those ninja cyborgs carries an ID chip. After clearing the area, proceed upstairs and face right. Jump on the column and onto the two TVs on the wall. On the column in front of you is a data storage item.



After that go back to the stairs and look towards the side with the display cases. One of those has a VRM Computer in it. Head to the elevators next only to find that they're not working, until Doktor decides to hack into it. Now, one of the riot shield cyborgs that storm in from the entrance is a lefty. You can use the turrets to take out the enemies from the stairs.



Once you reach the 20th floor, a lefty is among the four cyborgs patrolling the main area of interconnecting rooms. There are also two VR Mission computers on this floor. For the first one, head up the corridor when you exit the elevator, and the VRM Computer is in the first room with the pin up poster just past the glass door to the left after you slice through it.



You'll find the second Computer in a small room to the east side of this floor. There is another lefty in the area that will only spawn if you successfully destroy two of the three electrical control panels without alerting the guards. Make use of the many doorways to sneak up on the cyborgs and stealth kill them. It might be worth to try causing a bit of commotion (with Jam or R.P. Grenades) so that the guards come to investigate and stab them in the back as they return to their posts.



If you do everything right, Wolf will inform Raiden about a new enemy, which means that the heavily-armored lefty has spawned in one of the rooms. Go there and chop his hand off. Use AR Mode to locate the control panels then head to the security gate once all three are destroyed.

Waiting in the areas beyond the door are enemies for you to fight or ignore. Either way you'll have to Ninja Run through this entire section until you reach the Japanese garden. There is a lefty among the enemies that make up your welcome party. He is the Custom Cyborg that arrives after you kill the two RPG guys. You can also climb to the top of the pagoda here using the lanterns as footholds, and cut off the finial to earn the Menace to Society achievement/trophy.

Another lefty is patrolling the streets. Try to sneak up on this one and chop his hand off. Otherwise, things can get messy if you have yet to take out the Mastiffs on the rooftops. Next, you can pick up a data storage item from a gray box on the rooftops quite close to the objective marker. Follow the maintenance catwalk to the freight elevator. Before you activate it however, climb the green containers at the far end of the room and cut through the shutter to a gray box with an Endurance Plus.

Finally, the cyborg standing right next to the elevator shaft carries an ID chip. During the long elevator ride, defeat all the enemies until the lift catches fire. At this point, you'll be told to leap to an adjacent elevator but stay where you are and kill all the enemies instead. The final cyborg will drop a data storage item after it dies. Once you've successfully transferred to the undamaged lift, the heavily-armored cyborg that drops has an ID chip. Leave at least two Sliders intact while you try to snag the arm, as killing the flyers will replace them with Mastiffs, which can make things quite difficult.

At the end of that hellish elevator trip, you'll want to climb on top of some of the containers and slide into the opening above the glass window. In here waits the fourth cardboard box guy. Back outside cut up the stack of wooden boxes by the glass window to find a VRM Computer behind them. You

can proceed to the server room now where two body doubles are waiting.

## BOSS BATTLE - MISTRAL AND MONSOON

While the Mistral and Monsoon mini-bosses are easier (they do not have as much life), they attack you in a *Mortal Kombat* style endurance match with no rest in between. Still, you have both the Polearm and the Sai unlocked, so Raiden has a few more tactical options this time.



Power up both the Etranger and Dystopia, as well as Raiden's HF Blade to its maximum potential to get by easily.

After meeting Sundowner in the server room, go upstairs and jump on the pipe at the far end of the walkway for a data storage item inside a gray box. Head for the objective marker next and you should find a VRM Computer on the ground at the corridor. Finally, just before you fight Sundowner on the helipad, look across the balcony to the right, and you'll see a Gekko Mimic loitering at the other side. Destroy it with the RPG.

## BOSS BATTLE - SUNDOWNER

Sundowner requires Raiden to be very good with the manual (right joystick, unless you flipped it) Blade Mode. When Sundowner deploys his shield, you need to go into Blade Mode and cut the row of red boxes without fail.

If you miss, the shield panels explode and you take damage. To refill Raiden's Fuel Cells, you can try cutting down (Ninja Run and slash) the missiles fired at you by the boss' supporting Hammerheads.

Otherwise, be very quick about your slash motion, since leaving Raiden in Blade Mode will drain his fuel cells quickly. After Sundowner's shield is slain, use the light attack button  or  to fire the Slider's missiles through the Death Star trench. Finish the QTE and the boss will be slain.

## COLLECTIBLES

Collectibles in **R-04 Hostile Takeover**, as encountered in order from mission start to mission finish. If you want the locations of collectibles sorted by type, please refer to their respective page(s).

### LEFTY R-04 001 OF 8



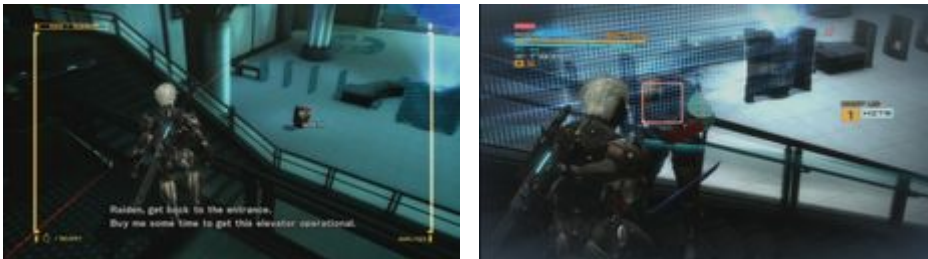
At the concierge, the first four Ninja cyborgs who attack once Raiden intrudes past the front desk has a lefty in their midst (before the Fenrir UGs appear).

## DATA STORAGE R-04 001 OF 4



In the lobby, Raiden can use the top of the stairs to reach one of the column-platforms, then use the suspended HDTVs to Ninja Run and manually jump to the column platform in the lobby's north-east (remember to disable the mini-map turning to get compass directions). Note that unless you manually jump, Raiden will not be able to traverse the gap. The data cube is on that column platform.

## LEFTY R-04 002 OF 8



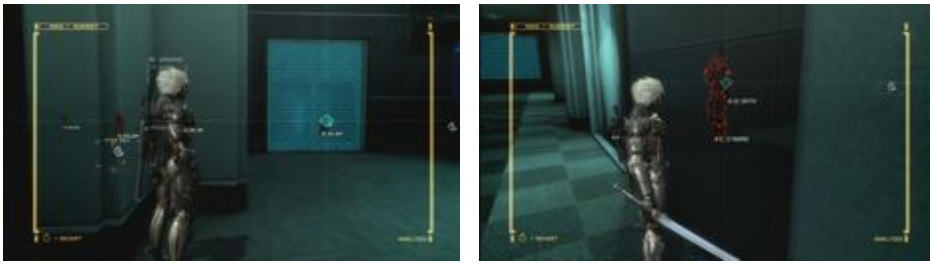
During the holding fight at the elevator, one of the shield soldiers who first spawn in to attack Raiden is a lefty. Let him come close, cut the arm off, claim it (the game will auto-save) and you can retry that fight using the turrets (much easier).

## VRM-013 COMPUTER



In the corporate foyer, check the second level's display cabinets for a VRM computer. You may do this before, during, or after holding out at the elevator.

## LEFTY R-04 003 OF 8



On the 20th Floor, one of the rocket cyborgs is a lefty. Stealth kill him and take the arm. The checkpoint is when you first arrive at World Marshal's 20th Floor and CODEC'ed a task to destroy three electrical panels. Note you may want to grab this left arm, then retry from the checkpoint for the next (much harder) lefty ID chip.

## LEFTY R-04 004 OF 8



This lefty is a tricky enemy who only appears if you meet certain criteria. On the 20th Floor of World Marshal, Raiden needs to destroy at least two of the three electrical panels without causing an alert to spawn this hammer-wielding lefty. While you can use a Drum or Cardboard Box to sneak in and destroy the panels, IGN found that using Red Phosphorous or Jamming Grenades to lure enemies out, then stealth kill after they end their Caution mode and start returning to their old patrol routes is easier.

Once the enemies guarding the first two electric panels are out of the way, you can destroy them at your leisure (the one in the northwest and the one in the conference room next to the room with the pin up poster are your targets) and a quick message "Enemy headed your way, Raiden" means the lefty has spawned in the northeast room (where the final panel will be). Head there and sever your prize.

## VRM-014 COMPUTER



In the science labs/cubicles of the 20th Floor, there is a VRM computer in the room just south of the center room with the double crescent shapes (the center room is a large conference room). The VRM computer is just across from a sexy Race Queen poster with caution tape over her cleavage.

## VRM-015 COMPUTER



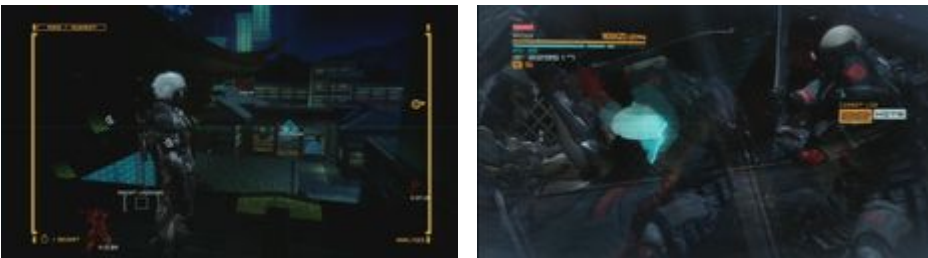
In the science labs/cubicles of the 20th Floor of World Marshal, there is a VRM computer in a small Eastern room (turn off map rotation in the Options to stabilize the map for directions). Get it before, during, or after you find all three electrical panels and can leave the 20th Floor.

## LEFTY R-04 005 OF 8



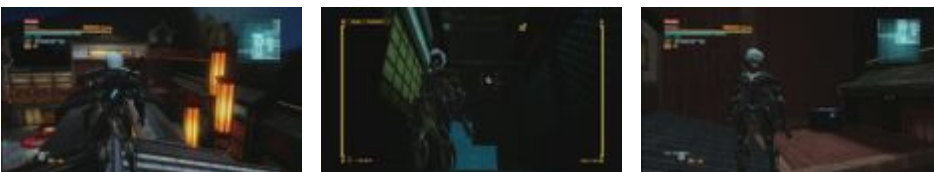
At the first room of the Japanese tea garden, the armored custom cyborg with the katana is a lefty. Clear the unarmed ninjas first, then focus on this guy. Note that if you clear this fight, you get a checkpoint which you may not want if you failed to claim the ID chip.

## LEFTY R-04 006 OF 8



At the Japanese tea garden's "streets" (or the fake as heck Old Edo streets). One of the armored custom cyborgs patrolling that area is a lefty. You may want to stealth kill the Mastiffs and roof sentries, then take a chance at hacking the arm of your target off, otherwise things can get messy.

## DATA STORAGE R-04 002 OF 4



In the Japanese tea garden, there is a Blade Mode Box near the exit to the freight elevator with three lanterns hanging over the exit.



## R-04 ENDURANCE PLUS



Before pushing the button to start Raiden's frenetic freight elevator ride, check the area past the spinning ventilation fans in the hallway adjacent to the elevator shaft. There is a Blade Mode Box with the life up.

## LEFTY R-04 007 OF 8



The enemies at the freight elevator has a lefty by the elevator shaft (before you start the ride). Stealth kill them all and nab the arm. Remember to cut at the wrist for best results.

## DATA STORAGE R-04 003 OF 4



During the first freight elevator ride (when it is engulfed in flames), stay on even after the RPG cyborgs detonate the large fuel tank until an armored cyborg with a katana drops down (it will be in the last wave of enemies). Like the Slider UG carrying a data cube from R-03, this enemy has a data cube you cannot see. Kill him (a *zandatsu* will let you recover and grab the cube all at once) and escape to the second freight elevator before it collapses.

## LEFTY R-04 008 OF 8



During the ride on the second (undamaged) freight elevator, the hammer cyborg is a lefty. Kill all but one of the Sliders (flying UGs) and make the attempt or the Mastiffs who spawn after the Sliders will be far tougher to deal with.

## R-04 MIB (MEN IN BOXES)



At the end of the freight elevator ride, there is a room with a "53" painted on the shutter door. Ninja Run/slide through the opening above the large glass window, and the MIB is in that secret room.

## VRM-016 COMPUTER



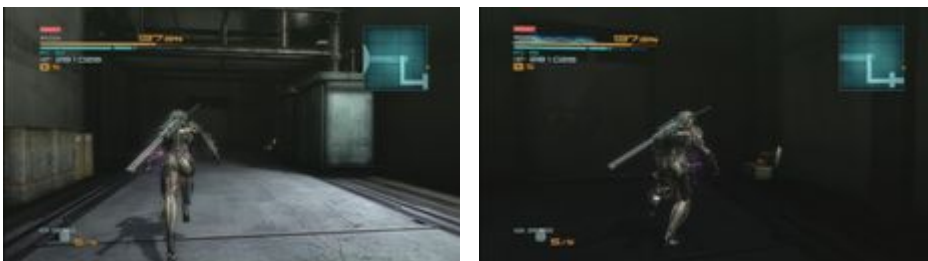
After the harrowing freight elevator ride, Raiden will be at a spot where he can locate a Cardboard Box Guy; the stack of boxes at the exit of the Cardboard Box Guy's room has a VRM computer buried in the mass. Cut away the boxes and let them fade away (run off a distance and turn away so the game clears it) and you'll find it.

## DATA STORAGE R-04 004 OF 4



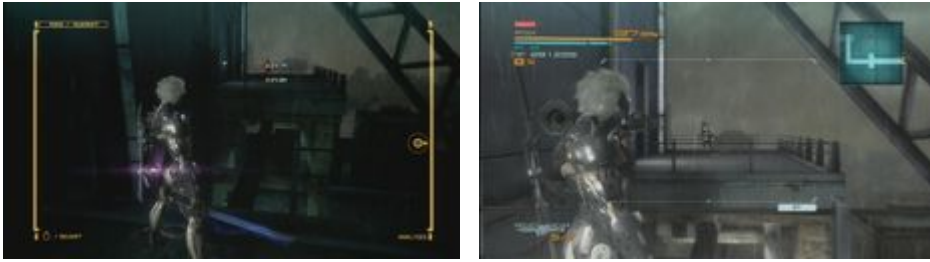
In the server room where Sundowner accosts you with an unskippable cut-scene (*aaaargh*), Raiden has to get to the second floor, then double back over the entrance to Ninja Run across some pipes to get to the container.

## VRM-017 COMPUTER



Just past the server room, when Raiden has to catch up to Sundowner, check the dark corridor for a VRM computer before Ninja Running onto the catwalk to the objective.

## R-04 HUMANOID DWARF GEKKO



Raiden requires a subweapon (like the RPG) to destroy this Dwarf Gekko Humanoid. On a balcony across a chasm just before you fight Sundowner in R-04; the balcony is 90° to your left as you exit the World Marshal Building and onto the walkway to the helipad.

# R-05 Escape From Denver

R-05 Escape From Denver	
Data Storage	1
Left Arms	3
VR Mission Computers	1
Humanoid Dwarf Gekko	1
Hostage	1
MIB (Men In Boxes)	0
Endurance / Life Up	1

The **R-05 Escape From Denver** is a short but furious stage. It revisits part of the R-03 Mile High mission, but has Raiden going in reverse out of the city instead.

One of the katana-wielding custom cyborgs that attack you in the beginning of this chapter is a lefty. Chop the hand off and look around at the grassy area after the battle, to find a box with an Endurance Plus.



Moving on, you might want to stealth kill the three patrolling before crossing to the other side of the street, where you'll find a green trash bin. Attack it for a data storage item. Proceed onward to the city square where a heavily armored, hammer-wielding lefty is waiting near the fountain.



Beyond here is a long flight of stairs populated by dwarf gekkos and Sliders. Get past them undetected with the cardboard box or oil drum, and a Gekko Mimic will be lurking about near the bottom of the stairs. Kill it along with all the reinforcements and continue to the next section.



Here, you'll run into another lefty guarding the final hostage together with a GRAD UG and another cyborg. To rescue this man, stealth kill the guard on the ledge first then back away to avoid alerting the GRAD. Next, Ninja Run and take cover behind the APC then quickly move over to the police cruiser where you can safely toss an EM Grenade to stun the two cyborgs, then jump in to deal with the GRAD. Take the fight in a direction away from the hostage so that the UG does not skate over the man and kill him.



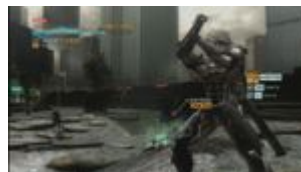
Stealth kill the Mastiff lurking some ways down the street, and near the objective marker, a cyborg will emerge from behind a shutter. Eliminate him and head inside that building to find a VRM Computer. But activating it triggers an ambush by three Mastiffs. Head to the destination marker now.

There is no boss in this level (it is in R-06 Badlands Showdown) but the tough enemies here (Fenrir and Raptor if you cause too many alerts, Grad, Gekko, and multiple Mastiffs) will keep you busy. If you are looking to complete this mission quickly, learn to stealth kill and to sneak (with the Cardboard Box or Drum Can). The achievement is Great Escape.

## COLLECTIBLES

Collectibles in **R-05 Escape From Denver** (the unloved sequel of *Escape from New York* and *Escape from L.A.*), as encountered in order from mission start to mission finish. If you want the locations of collectibles sorted by type, please refer to their respective page(s).

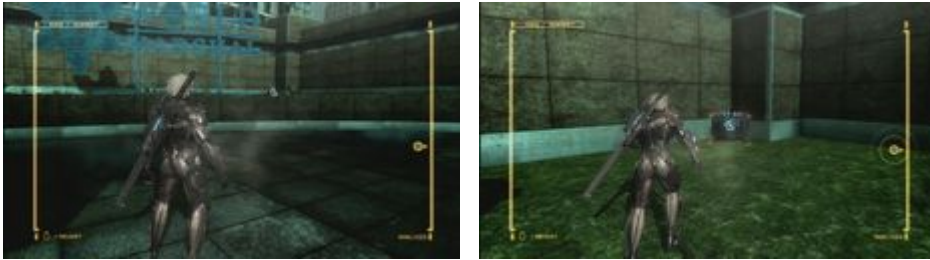
### LEFTY R-05 001 OF 3



One of the first two armored katana-wielding custom cyborgs will be a lefty. The trick is to survive long enough to de-arm the lefty's left arm, then parry to trigger a "Blade Mode" moment so you can cut

the arm off in peace. Note if you fail, you can restart the level to try again.

## R-05 ENDURANCE PLUS



Immediately after the first battle with the heavily armed cyborgs, check the grassy area to the "southeast" of the starting area (behind the World Marshal sign). The life up is in the Blade Mode Box.

Remember that by disabling the mini-map from turning with your camera in the game's Option menu, you will have a rudimentary compass as the map will not turn with you.

## DATA STORAGE R-05 001 OF 1



In a green waste container (trashcan) near the subway train in the first plaza. Destroy the container for the item.

## LEFTY R-05 002 OF 3



Just after the first trio of Gekko, there is a heavily armed hammer-using cyborg who is a lefty. Chippy, chippy. The checkpoint is right after you slay the Gekko, so you can retry the plaza easily.

## R-05 HUMANOID DWARF GEKKO



This dwarf gekko humanoid is at the bottom of the long staircase after the plaza with the hammer cyborg. For it to appear though, Raiden cannot cause an alert from the Dwarf Gekko sentries or the patrolling Sliders starting from the top of the long stairs.



Use a Cardboard Box or Oil Drum Can to sneak by the unmanned gears. Stop moving at the top of the stairs to avoid being detected by the Sliders or other Dwarf Gekko.

## R-05 HOSTAGE 1 of 1

This hostage is the hardest to rescue, chiefly because of the placement of the Grad UG.



Begin by stealth killing the cyborg standing guard at the top of the stairs. Once you're done with the *zandatsu* or the stealth kill, back away from the ledge, or the Grad will spot Raiden.



Next, locate the stairs going down towards the barricade. *The Grad will always detect Raiden* if you simply jog to cover. Instead, hold the button/trigger for Ninja Run and get to cover behind one of the APCs before the white targeting reticle from the Grad can "lock on" to Raiden.



With Raiden safely behind hard cover, it's simply a matter of getting close enough to deploy an EM Grenade to shock the cyborgs for slaughter. Note that the Tactical Sai's Lorentz Force or another EM Grenade helps keep the Grad stationary or it may "skate" (or wheel mode) into the hostage and kill him.

## LEFTY R-05 003 OF 3



The hostage in the plaza being hounded by the cyborgs and a GRAD has a lefty (near the hostage). The enemy isn't armored on Easy and Normal, so you can forcefully cut off the arm before the rest of the goons gear up.

## VRM-018 COMPUTER



Just before the exit, there is a cyborg who comes out of a metal shutter. The VRM computer is in that building, but if you activate it, you will have to fight an ambush of tough enemies.



# R-06 Badlands Showdown

R-06 Badlands Showdown	
Data Storage	n/a
Left Arms	n/a
VR Mission Computers	n/a
Humanoid Dwarf Gekko	n/a
Hostage	n/a
MIB (Men In Boxes)	n/a
Endurance / Life Up	n/a

The **R-06 Badlands Showdown** is just a long boss fight against Jetstream Sam. There is nothing to collect here, so once you have your practice or your score, you can forever forget about this stage. So be on your game level.

## BOSS BATTLE - JETSTREAM SAM

The Sai is a handy weapon to get close to the boss, and parrying normally is a must. Getting the S-Rank is probably your chief challenge (esp. on Revengeance difficulty) but possible using some tricks here and there (please consult IGN's video for pointers).

It is probably safer to take a more defensive approach to this fight, focusing on counterattacks after a successful parry but be prepared to go on the offensive when opportunity permits. A successful parry when Sam's health is down to about 65% usually triggers the Blade Mode prompt where you have the chance to knock his weapon away. He will stick to hand-to-hand combat for a while afterward, making his attack choices limited, predictable and easier to block. He'll get the weapon back eventually after a QTE.

Note that if you try to employ Sundowner's Pincer Blades by hovering over the boss and chopping straight down, you can get away with it on Normal and even Hard, but note that Sam will recover from the attack faster than Raiden from deploying the Bloodlust, so you may not be in a good position to parry.

# R-07 Assassination Attempt

R-07 Assassination Attempt	
Data Storage	2
Left Arms	4
VR Mission Computers	2
Humanoid Dwarf Gekko	1
Hostage	0
MIB (Men In Boxes)	1
Endurance / Life Up	1

The **R-07 Assassination Attempt** is the last mission featuring a sneak-able section through a heavily guarded base and three back-to-back boss fights. The hangar is somewhat easy to sneak through for the Surprise Attack! achievement, but you're welcome to fight it out with hammer cyborgs if you so wish.

At the beginning of the mission, turn around and Ninja Run up the boulder behind you. There is a VRM Computer waiting at the top. Also if you manage to sneak through the entire base, from beginning to end without being detected, you will be rewarded with the Surprise Attack! achievement/trophy. It will be best to make an attempt after you've cleaned out all the collectibles for this chapter.

In any case there is a Gekko Mimic loitering at the eastern edge of the map, outside the base. You must not trigger an alert for it to appear, plus one of the cyborgs guarding the entrance to the base carries an ID chip.

Next, there is another lefty heavy armored cyborg patrolling the section just before you enter the hangar to be followed by one more lefty inside the hangar. The last VRM Computer is in the hangar past the first plane (from the entrance) and right next to the forklift by the wall.

Next, Ninja Run to the top of the tall pile of containers to the right of the hangar's exit. The final Endurance Plus will be in a box here. For the last data storage item, it can be found on the right propeller of the plane closest to the exit.

Once outside the hangar, pay attention to the cyborg on top of the metal stairs. He has the last ID chip. Finally, climb atop the containers directly west of the destination marker then drop into the hole to find the last cardboard box guy. Head for the objective marker now.

## BOSS BATTLE - METAL GEAR EXCELSUS

The key thing about Metal Gear Excelsus is that you can attempt to parry / block the arms and legs of the machine even if it appears to hit you. For the arms, remember that once the blades start descending, the Excelsus can no longer move the claws laterally to track Raiden.



Use the Gekko between the claw and leg attacks to replenish Raiden's health with *zandatsu* (remember, you can use Blade Mode to *zandatsu* a Gekko killed by Excelsus) and try to bring your biggest attack to quickly trigger the Blade Mode sequences to cut down Excelsus. Engage in the final QTEs and win.

## BOSS BATTLE - ARMSTRONG

Armstrong is tough only because of the small arena you fight in. That and the fact that you have to wear him down to approximately 90% before he triggers a "uber-move" that flattens Raiden to get to the next battle.



While the game doesn't tell you that you that Raiden is destined to lose this battle (much like the Jetstream Sam fight in R-00 Guard Duty), IGN is telling you right now that you will need to lose this fight ... after you whittle Armstrong down to approximately 90% of his health.

## BOSS BATTLE - ARMSTRONGUBER

Armstrong in his super form will do red and gold attacks (the former can be parried or countered, but evasion is better, while the latter is unblockable). Evade the boss but stay close so you don't need to cover so much distance to get in your licks.



For this battle, you'll want to land only a few hits at a time when you attack, unless Armstrong staggers or is stunned. Use the Defensive Offense skill to back off when you see him preparing to do something then continue doing combos when it ends. Although Ninja Run can be used to avoid his short-ranged attacks, moving back in wastes what little time you have to land combos especially if you ran far. So save it for anything that has to do with flames, as well as when he charges while glowing yellow. If Raiden is caught by this attack, one of three things can happen -- a slam that you can't do anything about; a slam that may disarm Raiden but you can counter the elbow drop with a QTE; or a boxing match done purely with QTE. These quick time events are the ones that do the most damage on Armstrong so try to do them right each time you get them. And make sure you go retrieve Raiden's weapon right away should he get disarmed.



At some point in the battle the Senator will toss massive chunks of rock at you from a distance. This QTE requires some precision cutting. You need to use manual Blade Mode to cut the row of red boxes of the large obstacles Armstrong flings towards Raiden (failing will cause an explosion much like the fight with Sundowner). Once you cut all the obstacles, and cut Armstrong's red box, he will glow green to regenerate health.

That QTE does a lot of damage on Armstrong if done right. Plus you'll also get to replenish your supply of Repair Nanopastes. Failure will leave Raiden severely damaged (almost completely

consumes a 100% health bar) so be very carefully. If you're really having trouble with this QTE, skip it by Ninja Running towards Armstrong so that the rock flies past you.



When Armstrong glows green (regaining health), get close and use Blade Mode to cut his back to stun him. Once stunned, do as much damage as possible. This healing phase is bad news to a weaponless Raiden; avoid getting disarmed at any point when Armstrong's health is below 90%.

Repeat this pattern until Armstrong triggers a QTE, followed by some more Blade Mode requirements (cut his fists, then his head). Finish Armstrong off as you did the other bosses and you win.

## COLLECTIBLES

Collectibles in **R-07 Assassination Attempt**, as encountered in order from mission start to mission finish. If you want the locations of collectibles sorted by type, please refer to their respective page(s).

### VRM-019 COMPUTER



Right at the start of this mission, turn around and attempt to Ninja Run atop the boulder behind Raiden for a VRM computer.

### R-07 HUMANOID DWARF GEKKO



Do not cause any alerts. "Lock" your mini-map (disable "map turns with camera" mode in the options) and check the eastern most spot of the map outside the base's entrance. The humanoid dwarf gekko is lurking amongst the rocks. Note if you do cause an alert - or destroy all the guards at the entrance - the Gekko mimic will not appear.

## LEFTY R-07 001 OF 4



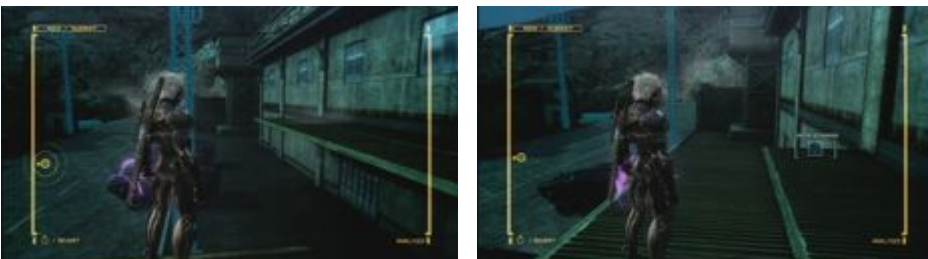
One of the three guards at the main gate is a lefty.

## LEFTY R-07 002 OF 4



The heavily-armed hammer-using cyborg past the main gate is a lefty. You may want to sneak in and kill him first, since the other soldiers (with RPGs) tend to blast Raiden out of Blade Mode.

## DATA STORAGE R-07 001 OF 2



On the base premises, just past the main entrance, there is a long green overhang on the side of the base interior. The data chip is on that green overhang.

## DATA STORAGE R-07 002 OF 2



In the hangar, disable the mini-map from rotating and check the eastern VTOL. The cube is on the plane's starboard tilt-totor and Raiden needs to Ninja Run on some cargo containers to get the height needed to clamber atop the plane.

## LEFTY R-07 003 OF 4



One the heavily armed cyborgs inside the hangar. You can easily de-arm the arm and then cut it off (but not via a stealth kill).

## VRM-020 COMPUTER



In the hangar, disable the mini-map from turning and locate the western VTOL. Place the nose of the plane behind Raiden and venture directly south to get to the VRM computer.

## R-07 ENDURANCE PLUS



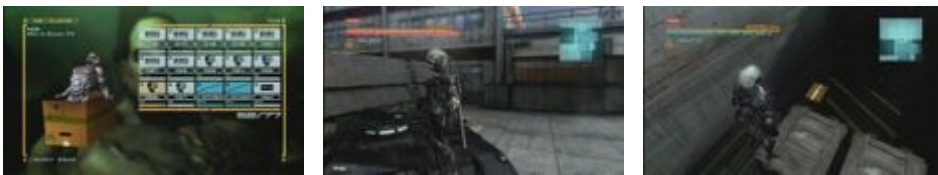
At the exit to the hangar, there is a Blade Mode Box atop a tower of containers in the hangar's corner. Raiden needs to Ninja Run to a lower stack of containers, then Ninja Run and jump (normally) to catch the ledge to the life up.

## LEFTY R-07 004 OF 4



An armored RPG cyborg outside the hangar. He will be on the catwalk looking down on a hammer cyborg and another heavily armored cyborg. You will have to de-armor the arm before taking it.

## R-07 MIB (Men In Boxes)



After exiting the hangar, but before getting to the HUD marker where Blade Wolf / Armstrong is, check the stack of containers at the 90° turn for the MIB.



# Weapons and Equipment

Here is A variety of **Weapons and Equipment** are available to Raiden in Metal Gear Rising Revengeance.

- Shop (Customization Screen)
- Main Weapons
- Unique Weapons
- Skills
- Sub Weapons
- Costumes
- Wigs

# Shop (Customization Menu)

The **Shop (Customization Menu)** is accessible at any time via the CODEC (Back button or SELECT button). It can be accessed on the Main Menu once you've completed a few missions as well.

In the shop, You (Raiden) can upgrade his unlocked weapons and abilities, and is the only place where he can change his body type (Costumes) and Wigs.

<b>Life/Fuel Cell</b>	<b>BP Upgrade Cost</b>
Endurance	8000 - 10000 - 20000 - 40000
Fuel Cell	8000 - 10000 - 20000 - 40000 - 60000
<b>High Frequency Blade</b>	
<b>Attribute</b>	<b>BP Upgrade Costs</b>
Strength	6000 - 12000 - 16000 - 20000 - 30000
Absorption	6000 - 12000 - 16000 - 20000 - 30000
Energy	6000 - 12000 - 16000 - 20000 - 30000
<b>High Frequency Machete (5000 BP to purchase)</b>	
<b>Attribute</b>	<b>BP Upgrade Costs</b>
Strength	6000 - 12000 - 16000 - 20000 - 30000
Absorption	6000 - 12000 - 16000 - 20000 - 30000
Energy	6000 - 12000 - 16000 - 20000 - 30000
<b>High Frequency Murasama Blade (10000 BP to purchase)</b>	
<b>Attribute</b>	<b>BP Upgrade Costs</b>
Strength	6000 - 12000 - 16000 - 20000 - 30000
Absorption	6000 - 12000 - 16000 - 20000 - 30000
Energy	6000 - 12000 - 16000 - 20000 - 30000
<b>High Frequency Wooden Sword (5000 BP to purchase)</b>	
<b>Attribute</b>	<b>BP Upgrade Costs</b>
De-Power	6000 - 12000 - 16000 - 20000 - 30000
Absorption	6000 - 12000 - 16000 - 20000 - 30000
Energy	6000 - 12000 - 16000 - 20000 - 30000
Strength	8000 - 16000 - 20000 - 30000 - 50000
<b>Polearm (Etranger) - (10000 BP to purchase)</b>	
<b>Attribute</b>	<b>BP Upgrade Costs</b>
Strength	6000 - 12000 - 16000 - 20000 - 30000
<b>Tactical Sai (Dystopia) - (10000 BP to purchase)</b>	
<b>Attribute</b>	<b>BP Upgrade Costs</b>
Strength	6000 - 12000 - 16000 - 20000 - 30000
<b>Pincer Blades (Bloodlust) - (10000 BP to purchase)</b>	

<b>Attribute</b>	<b>BP Upgrade Costs</b>	
Strength	6000 - 12000 - 16000 - 20000 - 30000	
<b>Skills and Moves</b>		
<b>Skill Ability</b>	<b>Requirements</b>	<b>BP Cost</b>
Aerial Parry	n/a	3000
Defensive Offense	n/a	3000
Sky High	n/a	6000
Sweep Kick	n/a	10000
Thunderstrike	n/a	10000
Falling Lightning	req's Sky High	15000
Quick Draw	req's Sweep Kick and Thunderstrike	18000
Lightning Strike	req's Aerial Parry	20000
Stormbringer	req's Lightning Strike	22000
Marches Du Ciel	req's Etranger	8000
Lumiere Du Ciel	req's Etranger	8000
Cercle De L'ange	req's Lumiere Du Ciel and Marches Du Ciel	16000
Turbulence	req's Bloodlust	8000
Downburst	req's Turbulence	8000
<b>Infinity Wigs</b>		
<b>Wig Item</b>	<b>BP Costs</b>	<b>Description</b>
Infinity Wig A	50000	Beat the game once (any difficulty). When used, Raiden has infinite ammo for subweapons.
Infinity Wig B	50000	Beat the game once (any difficulty). When used, Raiden has infinite fuel cells for Blade Mode and Ripper Mode.

# Main Weapons

Raiden's **Main Weapons** are what he uses for his swordplay & special attacks. All of his main weapons are sword/blade type weapons.

- High Frequency Blade
- High Frequency Machete
- High Frequency Murasama Blade
- High Frequency Wooden Sword
- Stun Blade
- Armor Breaker
- FOX Blade (pre-order DLC)

# High Frequency Blade

The default is the **High Frequency Blade** weapon in the game. As the name suggests, it is a fast weapon that you use in blade mode, as well as regular light and heavy attacks. Its in-game description, briefly seen in a trailer for the game, is as follows: "Its metallic structure strengthened by an alternating current, this blade resonates such that it weakens the particle bonds of whatever it cuts. Its effectiveness is further boosted in blade mode, which consumes energy but enables high-speed attacks. Customized by Doktor to absorb fuel-cell electrolytes from its victims."

High Frequency Blade	
Attribute	BP Upgrade Costs
Strength	6000 - 12000 - 16000 - 20000 - 30000
Absorption	6000 - 12000 - 16000 - 20000 - 30000
Energy	6000 - 12000 - 16000 - 20000 - 30000

# Stun Blade

The **Stun Blade** costs (20,000 BP to purchase) But it is unlocked by collecting all 20 **Data Storage** units. The in-game description: *"Infused with a two-million-volt current, this unique sword is capable of temporarily shutting down the interface to a cyborg's brain, or to a UG's optical neuro-AI. It's also highly effective as a conventional cutting weapon."*

Stun Blade (20000 BP to purchase)	
Attribute	BP Upgrade Costs
Strength	6000 - 12000 - 16000 - 20000 - 30000
Absorption	6000 - 12000 - 16000 - 20000 - 30000
Energy	6000 - 12000 - 16000 - 20000 - 30000
Stun Effect	8000 - 16000 - 20000 - 30000 - 50000

# Armor Breaker

The **Armor Breaker** costs (20,000 BP to purchase) But it is unlocked by collecting all 30 **Left Arms** in the story mode. The in-game description is *"Modeled after the 'Kabutowari' swords of feudal Japan, this blade offers both lethal cutting power and the chance to destroy armor with every hit, making it a great choice against heavier targets, including large UGs."*

Armor Breaker (20000 BP to purchase)	
Attribute	BP Upgrade Costs
Strength	6000 - 12000 - 16000 - 20000 - 30000
Absorption	6000 - 12000 - 16000 - 20000 - 30000
Energy	6000 - 12000 - 16000 - 20000 - 30000
Armor Piercing	8000 - 16000 - 20000 - 30000 - 50000

# High Frequency Wooden Sword

The **High Frequency Wooden Sword** costs (5000 BP to purchase) It may be unlocked by finding all five MIB's (Men In Boxes).

This weapon does not cut enemies (only beats them into submission), so Raiden needs another weapon to cut through barriers, etc. *Zandatsu* is impossible using this weapon.



Lastly, it should be noted that the HF Wooden Sword can be permanently "powered down" through the upgrade shop; it's recommended you do not do this until you are ready to commit to the Ich Liebe Kapitalismus! trophy.

Remember, you can **copy your save file** and then upgrade the wooden sword completely to unlock the achievement. Afterward, go back to your original game (before the Wooden Sword was de-powered) and resume playing.

High Frequency Wooden Sword (5000 BP to purchase)	
Attribute	BP Upgrade Costs
De-Power	6000 - 12000 - 16000 - 20000 - 30000
Absorption	6000 - 12000 - 16000 - 20000 - 30000
Energy	6000 - 12000 - 16000 - 20000 - 30000
Strength	8000 - 16000 - 20000 - 30000 - 50000



# High Frequency Murasama Blade

The High Frequency Murasama Blade costs (10,000 BP to purchase) But it is awarded when Raiden completes story mode once. Sam's weapon does more damage than Raiden's default HF Blade and has the same upgrade tree (spend more BP).

High Frequency Murasama (10000 BP to purchase)	
Attribute	BP Upgrade Costs
Strength	6000 - 12000 - 16000 - 20000 - 30000
Absorption	6000 - 12000 - 16000 - 20000 - 30000
Energy	6000 - 12000 - 16000 - 20000 - 30000

# High Frequency Machete

The **High Frequency Machete** costs (5000 BP to purchase) And has a shorter range than the HF Blade but a faster attack rate. It otherwise behaves exactly the same as Raiden's sword. Collect 10 Data Storage and complete the mission to unlock this weapon.

High Frequency Machete (5000 BP to purchase)	
Attribute	BP Upgrade Costs
Strength	6000 - 12000 - 16000 - 20000 - 30000
Absorption	6000 - 12000 - 16000 - 20000 - 30000
Energy	6000 - 12000 - 16000 - 20000 - 30000

# FOX Blade

The **FOX Blade** costs (200,000 BP to purchase and is the weapon included with the Gray Fox skin DLC, it has a chance to slice a person in pieces when using regular attacks. It's in-game description is as follows: "The high-frequency Blade used by ex-FOXHOUND field agent Frank Jaeger, a.k.a. Gray Fox, after he was outfitted in a cyborg ninja chassis by Dr. Clark. Gray Fox's soul still echoes through the blade, sometimes enabling it to cut clean through enemies, armour and all."

FOX Blade (200,000 BP to purchase)	
Attribute	BP Upgrade Costs
Strength	6000 - 12000 - 16000 - 20000 - 30000
Absorption	6000 - 12000 - 16000 - 20000 - 30000
Energy	6000 - 12000 - 16000 - 20000 - 30000
FOX Blade Effect Enhancement	100000

# Unique Weapons

There are three main **Unique Weapons** to unlock and upgrade in Metal Gear Rising - the Polearm, Sai (or Tactical Sai), and the Pincer Blades. Each of these weapons are claimed from bosses in the game and mastering them for replays are a good idea.

- Polearm (Etranger)
- Sai (Dystopia)
- Pincer Blades (Bloodlust)

Note that using Unique Weapons will recover Raiden's Fuel Cells through absorption, but the only attribute that can be upgraded on each unique weapon is its damage rating.

# Pole Arm (Etranger)

Defeat Mistral in R-01 Coup d'Etat to unlock the **Pole Arm (Etranger)**. Since It has a wide attack area, and tactically reasonable if you want Raiden to hit as many objects as possible quickly.

It is slower than the HF Blade and does not work very well against most bosses, although it is decent against Fenrir, Gekko, and Raptor. While spending more BP is extravagant, optional Skills will make the Polearm more deadly.

Polearm (Etranger) - (10000 BP to purchase)	
Attribute	BP Upgrade Costs
Strength	6000 - 12000 - 16000 - 20000 - 30000

# Sai (Dystopia)

Monsoon's Tactical **Sai (Dystopia)** is one of the most handiest weapons you can use, since it essentially functions as a "bionic arm" that drags Raiden towards the enemy he hits with the sai. Very handy for getting close to aerial enemies (Sliders) and bosses who enjoy playing the distance game.

The weapon's "Lorentz Force" allows Raiden to temporarily stun UGs and cyborgs -- when the sai glows pink, the enemy struck by the sai will be stunned momentarily (bosses shake out of it almost immediately). The sai typically glows blue.

Unlike the Polearm, the Sai is best used against a single enemy, agile enemies, or aerial targets. Unlike the other two unique weapons, the sai has no optional skills to purchase.

Tactical Sai (Dystopia) - (10000 BP to purchase)	
Attribute	BP Upgrade Costs
Strength	6000 - 12000 - 16000 - 20000 - 30000

# Pincer Blades (Bloodlust)

The Sundowner's **Pincer Blades (Bloodlust)** are the slowest weapon you can field. While powerful, even the slowest UG will probably be able to avoid Raiden's attacks. Deploying the pincer blades require a good measure of experience and investment of Skills.

Pincer Blades (Bloodlust) - (10000 BP to purchase)	
Attribute	BP Upgrade Costs
Strength	6000 - 12000 - 16000 - 20000 - 30000
















# Skills

The **Skills** are used to increase Raiden's combat effectiveness. Note that some skills cannot be used if a Unique Weapon is equipped. Skills can only be equipped or de-equipped in the Shop (Customization Menu).






































Skill Ability	Requirements	BP Cost
Aerial Parry	n/a	3000
Defensive Offense	n/a	3000
Sky High	n/a	6000
Sweep Kick	n/a	10000
Thunderstrike	n/a	10000
Falling Lightning	req's Sky High	15000
Quick Draw	req's Sweep Kick and Thunderstrike	18000
Lightning Strike	req's Aerial Parry	20000
Stormbringer	req's Lightning Strike	22000
Marches Du Ciel	req's Etranger	8000
Lumiere Du Ciel	req's Etranger	8000
Cercle De L'ange	req's Lumiere Du Ciel and Marches Du Ciel	16000
Turbulence	req's Bloodlust	8000
Downburst	req's Turbulence	8000

Raiden's default moves and combos (found in the help section of the pause menu).





















## PS3 BLADE MOVES & COMBOS

Parry	 (Towards Enemy) + 
Light Attack	
Ninja Run Attack	 (While Ninja Running)
Sliding Tackle	 (While Ninja Running)
Launcher	 , Slight Pause, 
Draw Attack	Hold 
Draw Attack (Max Charge)	Hold  until maximum charge
Strong Attack	
Right Back Kick	 , 
Triple Kick	 ,  , 

























Flurry Kick	 ,  ,  , 
Tornado Slash	 , 
Stab Kick	 ,  , 
Cross Slice	 ,  , 
Low Roundhouse	 ,  ,  , 
Triple Kick Upswing	 ,  ,  , 
Throat Slicer	 ,  ,  ,  , 
Ankle Slicer	 , slight pause, 
Heel Drop	 , slight pause,  , 
Rolling Thunder	 , slight pause, 
Mid-Air Slice	 (While airborne)
Mid-Air Slice (5th Attack)	 (While airborne)
Crescent Slice	 (While airborne)
Head Cacker	 ,  (While airborne)

Raiden's unlocked skills (found in the HELP section of the pause menu).

Arial Parry	 (Towards enemy),  (While airborne)
Sky High	 ,  , 
Thunder Strike	 ,  , 
Lightning Strike	 ,  , 
Sweep Kick	 ,  , 
Stormbringer	 (Full Rotation), 
Falling Lightning	 (Any direction),  (While airborne)
Defensive Offense	 , 

## PS3 POLE-ARM MOVES & COMBOS







Coup d'oeil de l'ange	
-----------------------	---









Baillement de l'ange	 , 
Priere de l'ange	 ,  , 
Chant de l'ange	 ,  ,  , 
Malice de l'ange	 , 
Plume de l'ange	 ,  , 
Larme de l'ange	 ,  , 
Lamentation de l'ange	 ,  ,  , 
Aile de l'ange	 ,  ,  , 
Sommeil de l'ange	 ,  ,  ,  , 
Vent du ciel	 (While airborne)
Bienvenu du ciel	 ,  (While airborne)
Lumiere du ciel	 ,  , 
Marches de ciel	 ,  , 
Cercle de l'ange	 (Full rotation) , 

## PS3 SAI MOVES & COMBOS















Stabbing Despair	
Force of Megnetism	 (During Stabbing Despair)

## PS3 PINCER BLADES MOVES & COMBOS

Dust Devil	
Whirlwind	Hold and release 
Turbulence	 , 
Wake Turbulence	 , Hold and release 

Down Burst	 ,  , 
Heat Burst	 ,  , Hold and release 
Cyclone	 (While airborne)
Spiral Hand	Hold and release  (While airborne)

## 360 BLADE MOVES & COMBOS

NAME	COMMAND
Parry	 (Towards Enemy) + 
Light Attack	
Ninja Run Attack	 (While Ninja Running)
Sliding Tackle	 (While Ninja Running)
Launcher	 , Slight Pause, 
Draw Attack	Hold 
Draw Attack (Max Charge	Hold  until maximum charge
Strong Attack	
Right Back Kick	 , 
Triple Kick	 ,  , 
Flurry Kick	 ,  ,  , 
Tornado Slash	 , 
Stab Kick	 ,  , 
Cross Slice	 ,  , 
Low Roundhouse	 ,  ,  , 
Triple Kick Upswing	 ,  ,  , 
Throat Slicer	 ,  ,  ,  , 
Ankle Slicer	 , slight pause, 

Heel Drop	👉 , slight pause, 🚫 , 👉
Rolling Thunder	👉 , slight pause, 🚫
Mid-Air Slice	🚫 (While airborne)
Mid-Air Slice (5th Attack)	🚫 (While airborne)
Crescent Slice	👉 (While airborne)
Head Cacker	👉 , 👉 (While airborne)

Arial Parry	🕒 (Towards enemy), 🚫 (While airborne)
Sky High	➕ , ➕ , 🚫
Thunder Strike	➕ , ➕ , 🚫
Lightning Strike	➕ , ➕ , 👉
Sweep Kick	➕ , ➕ , 👉
Stormbringer	🕒 (Full Rotation), 👉
Falling Lightning	🕒 (Any direction), 👉 (While airborne)
Defensive Offense	🚫 , 🟢

## 360 POLE-ARM MOVES & COMBOS

Coup d'oeil de l'ange	👉
Baillement de l'ange	👉 , 👉
Priere de l'ange	👉 , 👉 , 👉
Chant de l'ange	👉 , 👉 , 👉 , 👉
Malice de l'ange	👉 , 🚫
Plume de l'ange	👉 , 🚫 , 👉
Larme de l'ange	👉 , 👉 , 🚫
Lamentation de l'ange	👉 , 👉 , 🚫 , 👉

Aile de l'ange	☹️, ☹️, ☹️, ☹️
Sommeil de l'ange	☹️, ☹️, ☹️, ☹️ ☹️
Vent du ciel	☹️ (While airborne)
Bienvenu du ciel	☹️, ☹️ (While airborne)
Lumiere du ciel	☹️, ☹️, ☹️
Marches de ciel	☹️, ☹️, ☹️
Cercle de l'ange	Ⓛ (Full rotation), ☹️

## 360 SAI MOVES & COMBOS

Stabbing Despair	☹️
Force of Megnetism	☹️ (During Stabbing Despair)

## 360 PINCER BLADES MOVES & COMBOS



Dust Devil	☹️
Whirlwind	Hold and release ☹️
Turbulence	☹️, ☹️
Wake Turbulence	☹️, Hold and release ☹️
Down Burst	☹️, ☹️, ☹️
Heat Burst	☹️, ☹️, Hold and release ☹️
Cyclone	☹️ (While airborne)
Sprial Hand	Hold and release (While airborne) ☹️

# Sub Weapons

The **Sub Weapons** are different from Sub Items (they are not recovery items). Most are weapons, but some (like the 3D Photo Frame) are items. All sub weapons are expendable / exhaustible unless Infinity Wig A is equipped.



- Drum Can
- Cardboard Box
- 3D Photo Frame
- EM Grenade
- Jamming Grenade
- Red Phosphorous Grenade
- Grenade
- Homing Missile
- RPG

# Drum Can

The **Drum Can** -- or Oil Drum -- is an expendable stealth assisting item. To perform the following actions, use it by holding  or  (releasing the sub weapon button will cause Raiden to stop hiding and discard the Oil Drum). When Raiden is stationary with this item in play, he is generally ignored by enemies.

Unlike the Cardboard Box, Raiden can hold  or  to tilt the drum over and roll on its side.

# Cardboard Box

The **Cardboard Box** is an expendable stealth assisting item. To perform, Use it by holding  or  (releasing the sub weapon button will cause Raiden to stop hiding and discard the cardboard box). When Raiden is stationary with this item in play, he is generally ignored by enemies. This is a great use to stealth around enemies.



# 3D Photo Frame





The **3D Photo Frame** is an expendable lure similar to the porno magazines in past Metal Gear Solid games. The Cyborgs will be distracted by this item for as long as the item exists and if no alerts are created.



Holding **L1** or **LB** lets Raiden throw with more accuracy using **RT** or **R2**





# EM Grenade

The **EM Grenade** is an expendable weapon that stuns all cyborgs and UGs in the blast radius for a brief period of time. It is possibly that it can be the ***best sub weapon in the game*** since it is effective in almost every encounter (except in aerial combat).

Holding  or  lets Raiden throw with more accuracy using  or 

# Jamming Grenade

The **Jamming Grenade** is an expendable weapon that blocks simple electronic communications. Appearance wise, it looks like the old Chaff Grenade but game-wise, it's fairly useless against all cyborgs and UGs.

To perform action, Holding  or  lets Raiden throw with more accuracy using  or 





# Red Phosphorous Grenade

The **Red Phosphorous Grenade** is an expendable weapon that blocks some sight of enemies using infrared tracking. Cyborgs still use some degree of visual detection to spot Raiden with their weapons (RPGs, etc.) so this grenade will assist some in hampering their targeting (not detecting) ability.





To perform action, Holding  or  lets Raiden throw with more accuracy using  or 

# Grenade





The **Grenade** is an expendable weapon that does physical damage to targets in the explosive radius. Large enemies may suffer damage, but may not be affected as seriously by the concussive shockwave as human sized (or smaller) enemies.

To perform, Holding  or  lets Raiden throw with more accuracy using  or 

# Homing Missile

The **Homing Missile** is an expendable weapon that lets Raiden lock-on and fire homing missiles. Generally used against aerial or nimble targets, To perform, the lock-on is only achieved by holding  or  and using  or  to fire.

# RPG

The **RPG** is an expendable weapon that lets Raiden fire explosive dumbfire warheads. Raiden's only ranged weapon is seldom used. To perform, By holding  or  and using  or  to fire, you can achieve some measure of accuracy.

# Sub Items

**Sub Items** are basically the Repair Nanopaste & Electrolyte Pack which refill Raiden's HP and fuel cells respectively.



# Repair Nanopaste

The **Repair Nanopaste** are life recovery items. Just like in the Metal Gear Solid series, keeping the repair nanopaste "equipped" will have Raiden auto-use the item when his health goes to 0%.

# Electrolyte Pack

The **Electrolyte Pack** refills Raiden's fuel cells so he can use Blade Mode. The actions are still be researched.

# Costumes

Here are Various **Costumes** are available to Raiden. All of them require BP to purchase and are purely cosmetic.

- Custom Cyborg Body
- Custom Cyborg Body (Desperado Version)
- Mariachi Uniform
- Standard Body
- Suit
- Custom Body (Red)
- Custom Body (Blue)
- Custom Body (Yellow)
- Gray Fox
- MGS4 Raiden Suit
- Inferno Armor
- Commando Armor
- White Armor

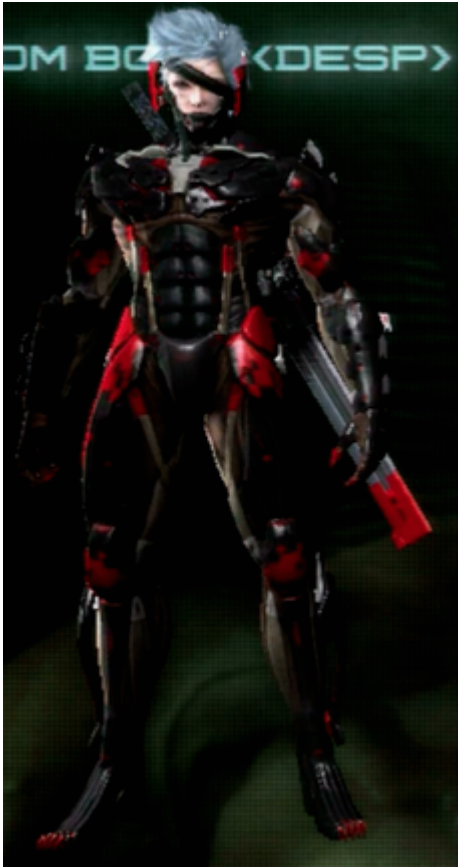
# Custom Cyborg Body

This is Raiden's **Custom Cyborg Body** is his default costume.



# Custom Cyborg Body (Desperado Version)

This is **Custom Cyborg Body (Desperado Version)** is awarded on your completion of R-04 (any difficulty).**Custom Cyborg Body**



# Mariachi Uniform

This will be Obtained upon completion of mission R-02. Cost is 20,000 BP



# Standard Body

This is The **Standard Body** is unlocked by completing the game on Hard.



# Suit

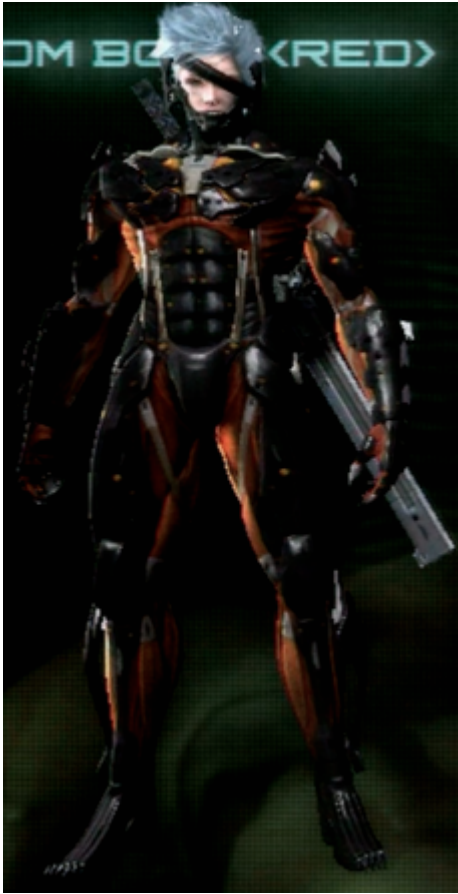
This is The **Suit** is completed by clearing R-00 on Very Hard (a difficulty unlocked after completing Hard).





# Custom Body (Red)

This is the **Custom Body (Red)** can be unlocked by completing 30% of the VR missions.



# Custom Body (Blue)

This is the **Custom Body (Blue)** can be unlocked by completing 50% of the VR missions.



# Custom Body (Yellow)

the **Custom Body (Yellow)** is unlocked by completing 100% of the VR missions.

# Gray Fox



Metal Gear Solid 1's **Grey Fox** costume was available as a pre-order bonus at various outlets (the e-coupon is redeemed through Xbox Live Marketplace or the PlayStation Store - a broadband connection is required to download that costume).  
The costume is also available for those who did not pre-order on the Xbox Live Marketplace for 240MSP.

# MGS4 Raiden Suit

The *MGS4 Raiden Suit* is DLC that was released on launch day \$1.99/160MSP. Once downloaded, you have to buy it for 20000 BP

It's A recreation of the cyborg body used by Raiden during the Guns of the Patriots incident. Functionally obsolete and boasting an obviously unnatural jaw, its battlefield potential is extremely limited.

# Inferno Armor

This is the **Inferno Armor** was an exclusive Amazon pre-order bonus. It allows you to carry more grenades.



Rising-Body-Armor-full-2.jpg

# Commando Armor



**Commando Armor** is available as paid DLC in North America. It allows you to carry more rockets for the RPG-7 and Stinger.

# White Armor

[[File:Rising-Body-Armor-full.jpg|thumb|right|228x650px|Rising-Body-Armor-full.jpg] This is the **White Armor**, It was an exclusive Best Buy pre-order bonus. It allows you to carry more medical items.



# Wigs

Item	BP Costs	Description
Infinity Wig A	50000	Collect 10 officer left hands
Infinity Wig B	50000	collect 20 officer left hands
Infinity Wig C	50000	
Blade Mode Wig	50000	

# Infinite Wig A

A brown artificial hairpiece designed for cyborg use but suitable for anyone suffering from hair loss. Provides unlimited ammo for all sub-weapons and purchased for 50000 BP. The following methods can unlock Infinity Wig A for purchase in the Shop (Customization Menu):

To unlock it, You are going to have to clear the game on Normal or higher with 10 Left Hands.

# Infinite Wig B

A blue artificial hairpiece designed for cyborg use but suitable for anyone suffering from hair loss. Provides unlimited fuel cell energy (Blade Mode and Ripper Mode) and purchased for 50000 BP.

To unlock it, You'll have to clear the game on Normal or higher with 20 Left Hands.

# Infinite Wig C

Aim assist/Auto Block assist

(Unsure on the exact unlocking. You have to Beat Metal Gear Ray 4th time, and at least once on Revengeance difficulty)

# Blade Mode Wig

A blond artificial hairpiece designed for cyborg use, but suitable for anyone suffering from hair loss. It enables the wearer to dismember any enemy (except bosses). This can be purchased for 50000 BP.

To unlock it, You'll have to clear the game on Hard or higher with 30 Left Hands.

# Collectibles



Various **Collectibles** are in Metal Gear Rising.

- Data Storage
- Left Arms
- Hostages
- VR Mission Locations
- Endurance Plus (Life Up)
- MIB's (Men In Boxes)

## NON-COLLECTIBLE STUFF



Additionally, there are Easter Eggs and other oddball *Kojima-sama* inspired fanboy stuff (and Achievements in the game).

- Pin Up Posters

- Konami Code
- Achievements and Trophies

# Titles

Raiden can earn several **Titles** by completing the game a certain way. These are tracked on your Collections menu (on the Main Menu).

Title	Requisite Condition(s)
Battle Tested	Complete the game on Normal difficulty or higher having been detected on at least 50 occasions.
Cyclone	Complete the game on Very Hard difficulty within three hours without dying once.
Divine Wind	Complete the game on Revengeance difficulty within three hours without dying.
Gale Force	Complete the game on Hard difficulty within four hours without dying once.
Hard Worker	Obtain a rating in every Ranked Battle in the game. This includes a selection of optional/hidden fights. If you miss a battle, it is marked by a "-" on the chapter results page.
Jack the Ripper	Perform at least 1,000 slices on enemies while in Blade Mode.
Light Breeze	Complete the game on Easy difficulty within five hours without dying once.
Light Drizzle	Complete the game on Normal difficulty or higher in 12 hours or more.
Lightning Bolt	Obtain an overall B-Rank or higher on all difficulty levels.
Lightning Speed	Complete the game on any difficulty within two hours
Massive Deterrent	Complete the game on Normal difficulty or higher without killing a single Cyborg, Armored Cyborg or Cyborg Berserker.
Mr. One Percent	Earn at least 300,000 BP during a playthrough on Normal difficulty or higher.
Naked and Unloved	Complete the game on Hard difficulty level or higher without upgrading Raiden's Life or Fuel Cell capacity via the Customize option, or by collecting Endurance +1 upgrades. This can only be done by selecting the New Game option, which deletes your BP, resets all Customization unlocks and purchases, and your progress on all difficulty levels, but leaves collectables, Titles and VR mission progress intact.
Ninja	Eliminate 50 or more enemies with Ninja Kills during a playthrough on Normal or Above.
Passing Rain	Complete the game on Normal difficulty or higher in less than eight hours
Precision Machine	Cleanly sever at least 30 body parts in Blade Mode during the course of a full playthrough without damaging them with further slices.
Rain Shower	Complete the game in 10 hours or more, with 10 deaths or more, and use in excess of 20 Life recovery items or more
Samurai	Complete the game on Normal difficulty or higher while using the High-Frequency Blade exclusively as Raiden's primary weapon. You are permitted to use Sub-Weapons or Custom Weapons (Pole-Arm, Sai, Pincer Blades) without consequence.
Strong Wind	Complete the game on Normal difficulty within four hours without dying once.
Sworn to Secrecy	Complete the game on Normal difficulty or higher having been detected less than 35 times
Thunder God	Obtain an overall S-Rank for all chapters, on all difficulty levels.
Thunderstorm	Complete the game on Hard difficulty or above without dying, and without using a single unit of Repair Nanopaste.



# Data Storage

20G

Data Mining



Acquire all data storage devices.

**Data Storage** are items Raiden can collect. After they are picked up, the game will auto-save (and you may quit and go to another area or restart the checkpoint and do something else, if you wish). Collecting all these items will unlock the Stun Blade and you can view concept art from them via the Collection menu.

## R-00 Guard Duty

### DATA STORAGE R-00 001 OF 20



In the Ninja Run tutorial, *after Raiden battles Metal Gear RAY the first time* (during which you may cut off its tail for Steel Tail), there is a crawlspace that you can break before you slide under the large metal shutter. The data device is in there. To get inside, use Ninja Run and press  or  to manually slide into the crevice or Raiden bypasses it and mantles onto the ledge.

### DATA STORAGE R-00 002 OF 20



On the traincar just before Raiden meets Sam and Sundowner, ***stop at the end of the containers*** and look down. The data is on the car you're on. Drop straight down without touching the other car (which triggers the cut-scene and you're screwed - you have to restart the whole chapter to get back here).

## R-01 Coup d'Etat

### DATA STORAGE R-01 003 OF 20



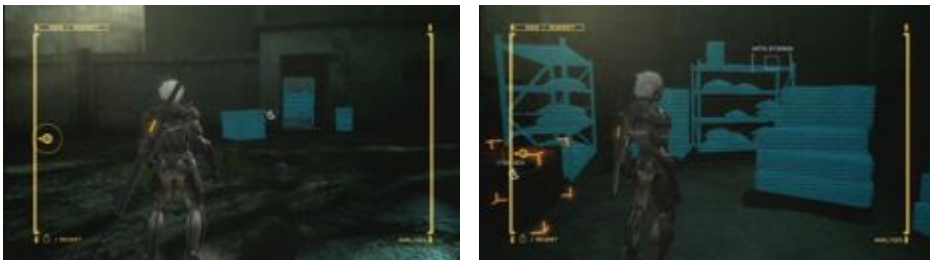
There is a data chip atop the chandelier hanging in the first building's interior. Cut it (or jump onto it) before heading towards the street with the first hostage.

## DATA STORAGE R-01 004 OF 20



After the first mandatory battle with the Gekko (the one where it jumps in), explore the alley before you proceed further down the street to the Gekko patrolled zone. There is a Blade Mode Box with the data chip in a side alley.

## DATA STORAGE R-01 005 OF 20



After the battle with Blade Wolf, check the side of the arena using Augmented View Mode and cut open a door to a storage room. The data chip is on the shelf.

## DATA STORAGE R-01 006 OF 20



In the gun camera littered facility, head to the second level. Before going through the exit to fight Mistral, there is a data chip atop a ventilation unit coming out of a wall. Interestingly enough, this spot is above the *bottom* of the stairs that let Raiden go from 1F to 2F (and directly across from an item box on the catwalk).

## R-02 Research Facility

## DATA STORAGE R-02 007 OF 20



In the sewer area patrolled by three Mastiff UGs (after the cardboard box CODEC), there is a data chip on a pipe you reach by the catwalks. If they are destroyed (as in you didn't stealth kill the Mastiff UGs, which then lead to a nasty fight), try engaging the "bonus fight" (green dot with the Vodomyerka) that may show up after the regular battle. Should you survive that fight, you can save the game and restart the checkpoint to have an empty sewer tunnel with the breakable catwalks regenerated, and the Mastiffs will remain dead.

## DATA STORAGE R-02 008 OF 20



When Raiden remotely operates a dwarf gekko, check the floor vent near where you first enter the infiltration room for a data chip. Raiden is too large to get to it, so the only chance occurs when you operate the dwarf gekko.

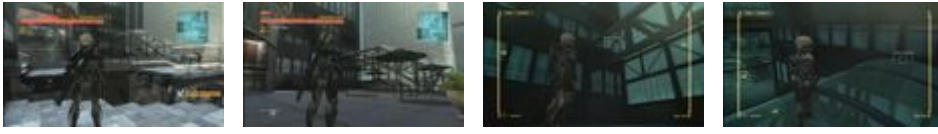
## DATA STORAGE R-02 009 OF 20



When Raiden remotely operates a dwarf gekko, check the space between a container in the corner and the yellow catwalk forming the second level. Raiden is too large to get it, so the only chance occurs when you operate the dwarf gekko.

## R-03 Mile High

## DATA STORAGE R-03 010 OF 20



There is an escalator in the mall / office park lobby with a glass transom (covering) over it. The data cube is on this glass cover. Raideen will need to Ninja Run on top to reach the cube.

## DATA STORAGE R-03 011 OF 20



This data cube is carried by an enemy. On the rooftops, Raideen will land on a roof with the third hostage and will witness a Slider UG that swoops by some Denver Police cyborgs near the hostage, and then right past Raideen (ignoring you). If you jump straight up from the spot where Raideen starts the checkpoint on, you can take out the UG (use the Sai or time your Blade Mode very well) and force it to drop a data cube.

## DATA STORAGE R-03 012 OF 20



In the dark tunnel, after the freight elevator drop, there are three Mastiffs in the dark. Stealth kill them all - the third Mastiff will have a patrol pattern that lets it cling to a wall - near the edge of its patrol route is a data chip.

## DATA STORAGE R-03 013 OF 20



On the long stairs before Jetstream Sam's tirade, there is a data cube on the side of a building. You need the hot dog stand (and maybe the green umbrella) to give Raideen the height needed to jump to the ledge of the building with the cube.

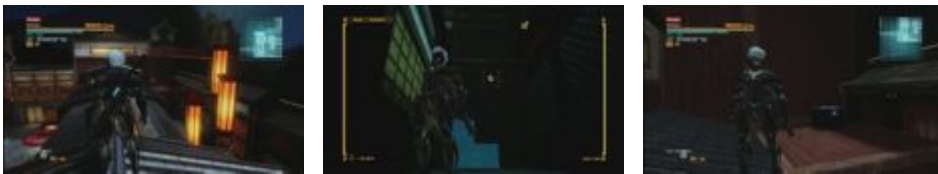
## R-04 Hostile Takeover

## DATA STORAGE R-04 014 OF 20



In the lobby, Raiden can use the top of the stairs to reach one of the column-platforms, then use the suspended HDTVs to Ninja Run and manually jump to the column platform in the lobby's north-east (remember to disable the mini-map turning to get compass directions). Note that unless you manually jump, Raiden will not be able to traverse the gap. The data cube is on that column platform.

## DATA STORAGE R-04 015 OF 20



Japanese tea garden. Hard cut box near the exit with three lanterns hanging over the exit.

## DATA STORAGE R-04 016 OF 20



During the first freight elevator ride (when it is engulfed in flames), stay on even after the RPG cyborgs detonate the large fuel tank until an armored cyborg with a katana drops down (it will be in the last wave of enemies). Like the Slider UG carrying a data cube from R-03, this enemy has a data cube you cannot see. Kill him (a *zandatsu* will let you recover and grab the cube all at once) and escape to the second freight elevator before it collapses.

## DATA STORAGE R-04 017 OF 20



In the sewer room where Sundowner accosts you with an unskippable cut-scene, Raiden has to get to the second floor, then double back over the entrance to Ninja Run across some pipes to get to the container.

## R-05 Escape From Denver

## DATA STORAGE R-05 018 OF 20



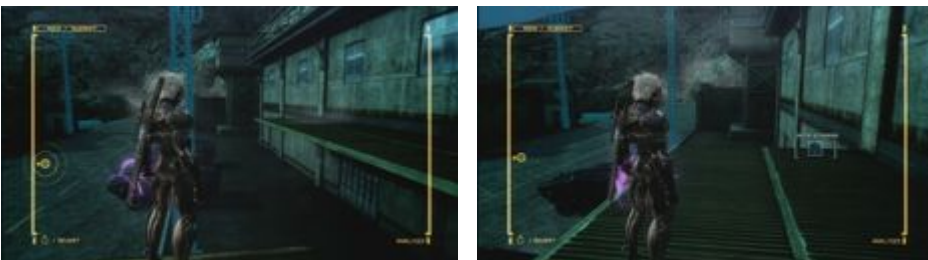
In a green waste container (trashcan) near the subway train in the first plaza. Destroy the container for the item.

## R-06 Badlands Showdown

There are no collectibles in R-06 Badlands Showdown

## R-07 Assassination Attempt

### DATA STORAGE R-07 019 OF 20



On the base premises, just past the main entrance, there is a long green overhang on the side of the base interior. The data chip is on that green overhang.

### DATA STORAGE R-07 020 OF 20



In the hangar, disable the mini-map from rotating and check the eastern VTOL. The cube is on the plane's starboard (for those that don't know what it means, starboard means right) tilt-totor and Raiden needs to Ninja Run on some cargo containers to get the height needed to clamber atop the

plane.

# Left Arms

There are 30 enemies in the game that have **Left Arms** or ID Chips that can be severed in Blade Mode. These enemies are distinguished by using Augmented Vision Mode.



Collecting all these items *and* completing the mission or the game will unlock the following items: Infinite Wig A, Infinite Wig B, HF Machete, and Armor Breaker.

20G

A Big Fan of Lefties

Acquire all enemy officers' left arms.

## R-00 Guard Duty

There are no ID Chips on this mission.

## R-01 Coup d'Etat

### LEFTY R-01 001 OF 30



The marked cyborg Raiden needs to kill to open the door to the hotel after the second hostage is a lefty. Note that even if you claimed this arm for your collection, it will respawn (unlike other left arms) for this event in story mode.

### LEFTY R-01 002 OF 30





After reaching the hotel roof, there is a small playground leading to the factory. One of the first enemy squads (before reaching the Ferris wheel) has a lefty.

## **LEFTY R-01 003 OF 30**



Just past the Ferris Wheel, there is another lefty patrolling with two other soldiers (one of whom will be a Custom Cyborg). The lefty though, is unarmored.

## **LEFTY R-01 004 OF 30**



In the factory, there is a lefty on the upper catwalk in the second warehouse room (the same room with the Data Storage and Carboard Box Guy).

# **R-02 Research Facility**

## **LEFTY R-02 005 OF 30**



In the lab, after the Doktor contacts Raiden by CODEC, there are three cyborgs in the next Raptor bay. One of them is a lefty.

## **LEFTY R-02 006 OF 30**



There is a lefty in the room where you sneak through with the dwarf gekko (the cyborg is near the exit vent for the dwarf gekko on the catwalk). If you stun it when operating the Dwarf Gekko, Raiden will have a very easy time to Blade Mode the arm off (since the cyborg will be 100% unconscious and non-reactive).

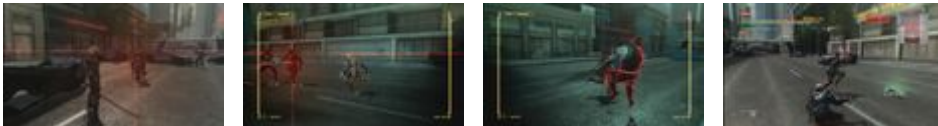
## **LEFTY R-02 007 OF 30**



After the battle with the level's boss tank (the GRAD UG). There are two rocket cyborgs, one of whom is a lefty.

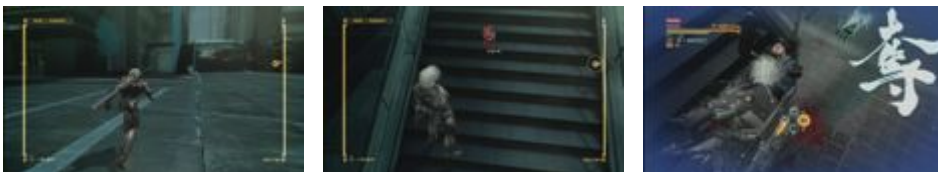
## **R-03 Mile High**

### **LEFTY R-03 008 OF 30**



The Denver cyborg cop who taunts Raiden in the cut-scene will be a lefty. In-game, he is the first cyborg who rushes Raiden in R-03 (the one in the blue police cap).

### **LEFTY R-03 009 OF 30**



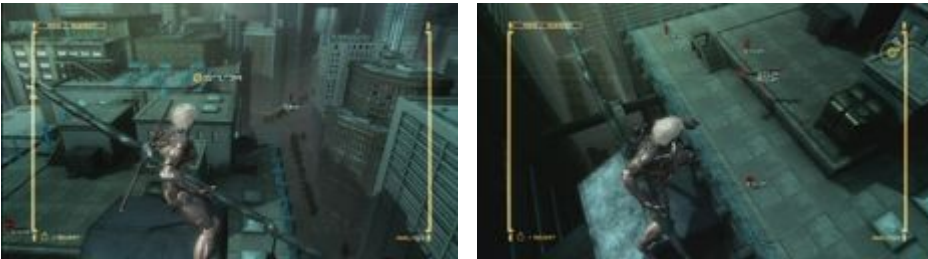
Defeat the two Detroit Police GRAD UGs after initially landing. A lefty cop will approach the plaza from the west (if you disable the mini-map from rotating with your camera, the cop comes from the west). Killing both GRAD UGs will checkpoint you, so if you fail, restart and try again.

### **LEFTY R-03 010 OF 30**



Wolf will task Raiden to "locate an elevator in that office" once you complete a fight with some Dwarf Gekko and a combat Gekko in a well furnished office; as you go past the area with the Cardboard Box Guy, there is a lefty rocket soldier who attacks with two more RPG cyborgs and two other shield cyborgs. There's a checkpoint after your battle with the Gekkos in the office, so retry if you fail.

## LEFTY R-03 011 OF 30



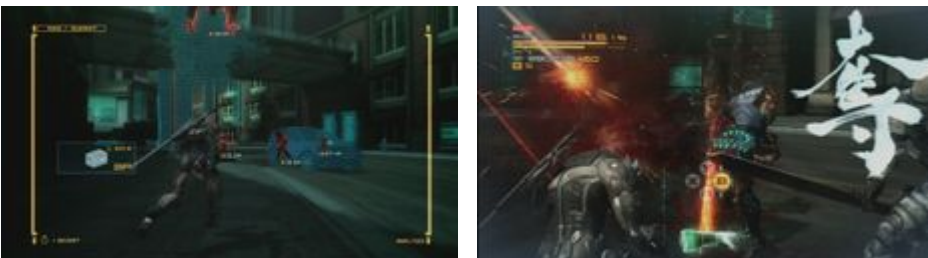
When Raiden is about to jump off from the first crane arm to the next rooftop, there is a flying cyborg (not a Slider but it will look like one from a distance) who is a lefty. Stealth kills are needed to get close to the target to take the left arm, otherwise, the heavily armed cyborg (the katana guy) and RPG cyborgs will make combat hectic.

## LEFTY R-03 012 OF 30



One of the Denver policeman near the hostage on the rooftop is a lefty. Use an EMP grenade to stun them if you want the hostage and the left arm, otherwise, wade in and rip it off, just like Fezzik.

## LEFTY R-03 013 OF 30



Upon exiting the dark tunnel and heading back out on the street, Raiden is attacked by a GRAD UG and three cyborgs. One of the cyborgs (not the heavy guy) will be a lefty. You may want to take out

the Grad first *or* leave it on the bridge (it will not move until you cut the overpass down) and Blade Mode sever the arm off.

## LEFTY R-03 014 OF 30



After Raiden is attacked by a GRAD and some cyborgs at the subway station exit, there is another lefty guarding the short stairs leading to the next section of long stairs.

## LEFTY R-03 015 OF 30



The long stairs to the upper street (where Raiden gets de-powered because of some plot point) has a lefty on one of the stairway rests.

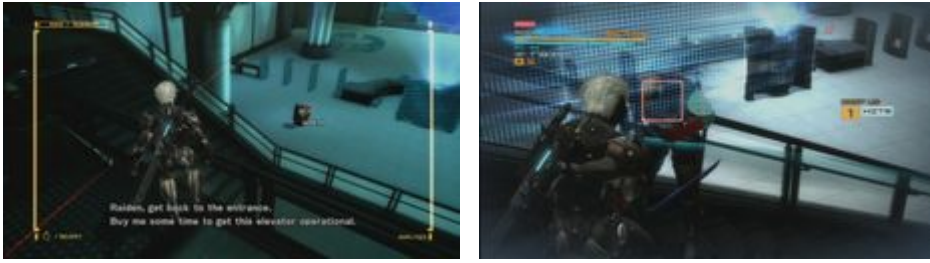
## R-04 Hostile Takeover

### LEFTY R-04 016 OF 30



At the concierge, the first four Ninja cyborgs who attack once Raiden intrudes past the front desk has a lefty in their midst (before the Fenrir UGs appear).

### LEFTY R-04 017 OF 30



During the holding fight at the elevator, one of the shield soldiers who first spawn in to attack Raiden is a lefty. Let him come close, cut the arm off, claim it (the game will auto-save) and you can retry that fight using the turrets (much easier).

## LEFTY R-04 018 OF 30



On the 20th Floor, one of the rocket cyborgs is a lefty. Stealth kill him and take the arm. The checkpoint is when you first arrive at World Marshal's 20th Floor and CODEC'ed a task to destroy three electrical panels. Note you may want to grab this left arm, then retry from the checkpoint for the next (much harder) lefty ID chip.

## LEFTY R-04 019 OF 30



This lefty is a tricky enemy who only appears if you meet certain criteria. On the 20th Floor of World Marshal, Raiden needs to destroy at least two of the three electrical panels without causing an alert to spawn this hammer-wielding lefty. While you can use a Drum or Cardboard Box to sneak in and destroy the panels, IGN found that using Red Phosphorous or Jamming Grenades to lure enemies out, then stealth kill after they end their Caution mode and start returning to their old patrol routes is easier.

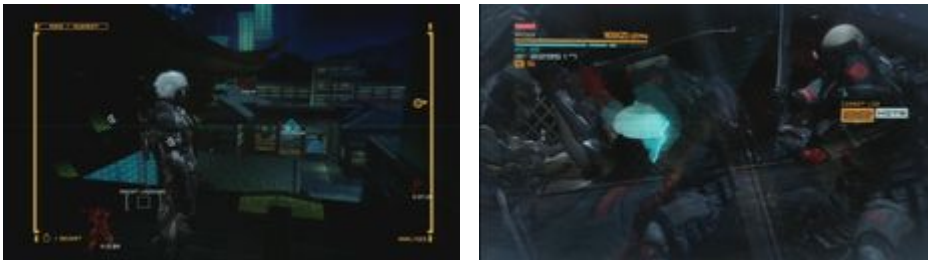
Once the enemies guarding the first two electric panels are out of the way, you can destroy them at your leisure (the one in the northwest and the one in the conference room next to the room with the pin up poster are your targets) and a quick message "Enemy headed your way, Raiden" means the lefty has spawned in the northeast room (where the final panel will be). Head there and sever your prize.

## LEFTY R-04 020 OF 30



At the first room of the Japanese tea garden, the armored custom cyborg with the katana is a lefty. Clear the unarmored ninjas first, then focus on this guy. Note that if you clear this fight, you get a checkpoint which you may not want if you failed to claim the ID chip.

## LEFTY R-04 021 OF 30



At the Japanese tea garden's "streets" (or the fake as heck Old Edo streets). One of the armored custom cyborgs patrolling that area is a lefty. You may want to stealth kill the Mastiffs and roof sentries, then take a chance at hacking the arm of your target off, otherwise things can get messy.

## LEFTY R-04 022 OF 30



The enemies at the freight elevator has a lefty by the elevator shaft. Stealth kill them all and nab the arm. Remember to cut at the wrist for best results.

## LEFTY R-04 023 OF 30



During the ride on the second (undamaged) freight elevator, the hammer cyborg is a lefty. Kill all but one of the Sliders (flying UGs) and make the attempt or the Mastiffs who spawn after the Sliders will be far tougher to deal with.

## R-05 Escape From Denver

## LEFTY R-05 024 OF 30



One of the first two armored katana-wielding custom cyborgs will be a lefty. The trick is to survive long enough to de-armor the lefty's left arm, then parry to trigger a "Blade Mode" moment so you can cut the arm off in peace. Note if you fail, you can restart the level to try again.

## LEFTY R-05 025 OF 30



Just after the first trio of Gekko, there is a heavily armed hammer-using cyborg who is a lefty. Chippy, chippy. The checkpoint is right after you slay the Gekko, so you can retry the plaza easily.

## LEFTY R-05 026 OF 30



The hostage in the plaza being hounded by the cyborgs and a GRAD has a lefty (near the hostage). The enemy isn't armored on Easy and Normal, so you can forcefully cut off the arm before the rest of the goons gear up.

## R-06 Badlands Showdown

Yeah. You wish Jetstream Sam had an ID Chip.

## R-07 Assassination Attempt

## LEFTY R-07 027 OF 30



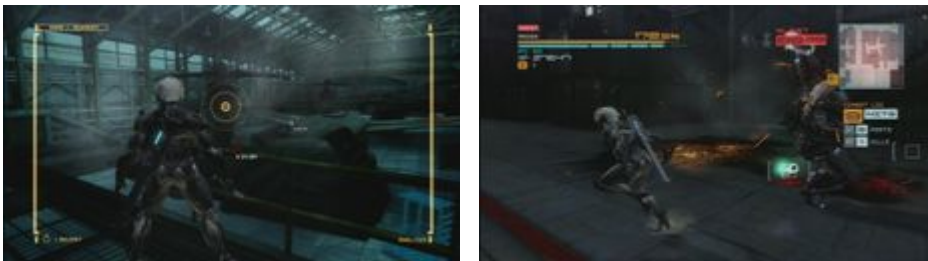
One of the three guards at the main gate is a lefty.

## **LEFTY R-07 028 OF 30**



The heavily-armed hammer-using cyborg past the main gate is a lefty. You may want to sneak in and kill him first, since the other soldiers (with RPGs) tend to blast Raiden out of Blade Mode.

## **LEFTY R-07 029 OF 30**



One the heavily armed cyborgs inside the hangar. You can easily de-armor the arm and then cut it off (but not via a stealth kill).

## **LEFTY R-07 030 OF 30**



An armored RPG cyborg outside the hangar. He will be on the catwalk looking down on a hammer cyborg and another heavily armored cyborg. You will have to de-armor the arm before taking it.





# Hostages

25G

Humanitarian Assistance

Rescue all the civilians.

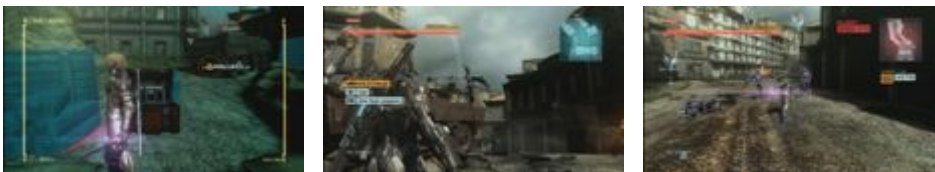
There are four civilians in the game who are under the threat of being killed by cyborgs. By killing all the enemy guards, you will effectively "rescue" the the hostage (and don't forget to press the  or  to talk to the hostage to complete the rescue).

## R-01 HOSTAGE 1



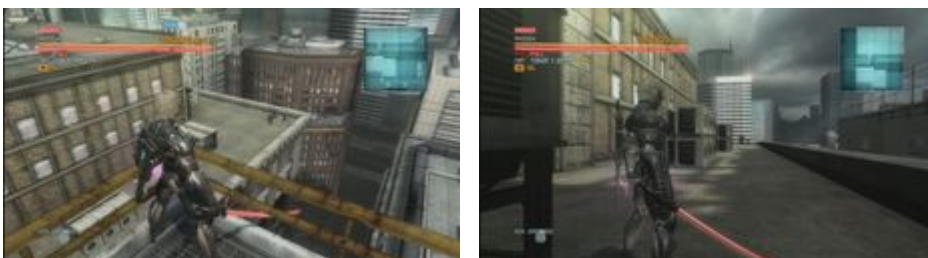
This hostage is on the street after exiting the first building. So Raiden should be able to take out the cyborgs on the overpass (minimizes detection) and then run right up to the pair (from behind), enter Blade Mode, and kill both enemies with *zandatsu*.

## R-01 HOSTAGE 2



This hostage is after the Hammerhead fight (and past the collapsing bridge). Raiden **must use an EM Grenade** to disable the cyborgs on the ground or they will kill the hostage when they detect you. Remember you can hold the subweapon button to aim a more accurate throw.

## R-03 HOSTAGE



This hostage is on the fourth rooftop (the one with the Slider carrying a data storage cube). Raiden

will want to stealth kill the patrolling cyborg first to clear a path to the hostage group. Use the A/C units to get close, then use an EM Grenade to stun the enemies so you can go to town on them.

## R-05 HOSTAGE

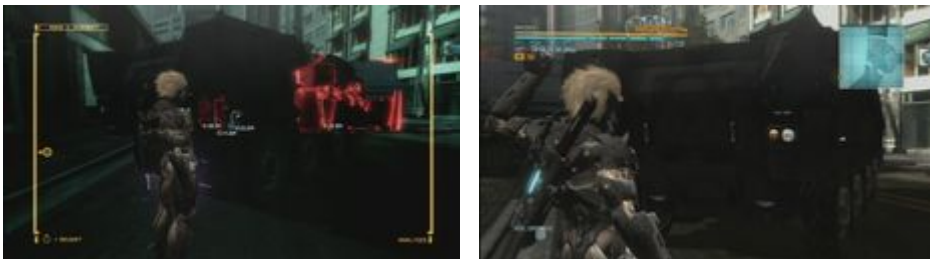
This hostage is the hardest to rescue, chiefly because of the placement of the Grad UG.



Begin by stealth killing the cyborg standing guard at the top of the stairs. Once you're done with the *zandatsu* or the stealth kill, back away from the ledge, or the Grad will spot Raiden.



Next, locate the stairs going down towards the barricade. *The Grad will always detect Raiden* if you simply jog to cover. Instead, hold the button/trigger for Ninja Run and get to cover behind one of the APCs before the white targeting reticle from the Grad can "lock on" to Raiden.



With Raiden safely behind hard cover, it's simply a matter of getting close enough to deploy an EM Grenade to shock the cyborgs for slaughter. Note that the Tactical Sai's Lorentz Force or another EM Grenade helps keep the Grad stationary or it may "skate" (or wheel mode) into the hostage and kill him.

# VR Mission Locations

VR Mission Locations of all 20 VR Missions unlockable in the main game (not the DLC).

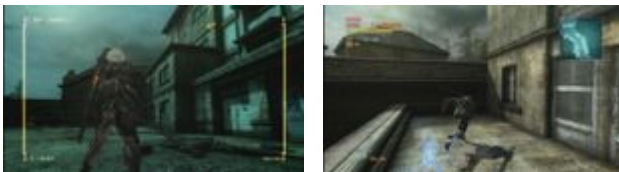
## R-01 Coup d'Etat

### VRM-001 COMPUTER



In the second building interior where Raiden enters by operating one of the first keypad doors in the game, he will get a tutorial message about radio waves. Note that Augmented Vision Mode (super vision) cannot spot VR modules easily, so normal vision will be more beneficial.

### VRM-002 COMPUTER



File:Vrm-002-location-4.jpg  
150px

At the second hostage (after the mini-battle with the Hammerhead chopper), there is a VRM computer on the building to Raiden's left (if you are looking at the hostage, and the chopper arena is behind him). Use Ninja Run to vault onto the building rooftop and nab the computer.

### VRM-003 COMPUTER



Raiden will skewer a re-spawning enemy to get a key code to open a locked gate after encountering the second hostage; the building (a hotel) past the locked gate has a VRM computer on the first floor.

Check the corner for a back room.

## VRM-004 COMPUTER



File:Vrm-004-location-4.jpg  
150px

Just before climbing the stairs to the factory silo (and the boss fight with Mistral), go downstairs on the silo to reach this VRM computer.

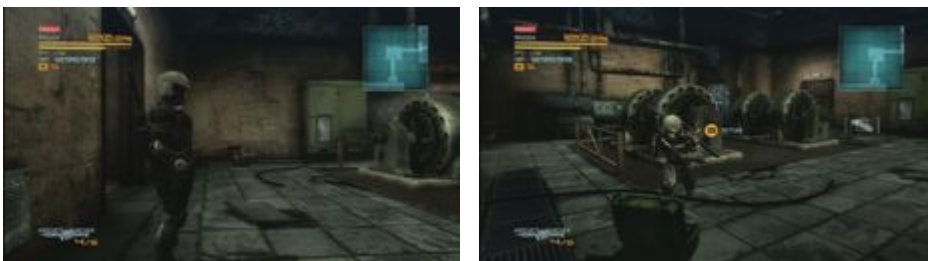
## R-02 Research Facility

### VRM-005 COMPUTER



Past the ambush, there are two more "gorilla" like UGs (Mastiffs) patrolling a short section of sewer with a manhole leading to the next section. Before dropping down the hole (... *in the palace if you go* ...), look for a side passage in the sewer with this machine on dry ground.

### VRM-006 COMPUTER



After meeting the boy, George (in a skippable cut-scene) and fighting the three dwarf gekko controlled tripod UGs, Ken suggests you use a cardboard box to hide from the heavy UGs. In the cardboard box room, there is a VRM computer on the ground.

### VRM-007 COMPUTER



Defeat the GRAD tank boss and you enter a cryo-room for freezing blood. The VRM computer is on the ground next to the door Raiden enters this room from.

## R-03 Mile High

### VRM-008 COMPUTER



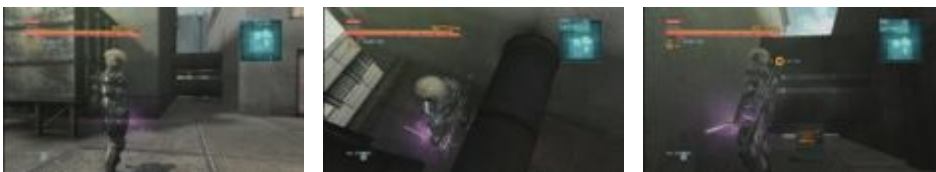
Before you go into the mall, there is a lefty coming from the "west" barricade. The VRM computer is past the police barricade on street level.

### VRM-009 COMPUTER



Enter the mall. At the top of the entrance's escalator, turn left for a VRM computer past a glass partition.

### VRM-010 COMPUTER



On the rooftop. Raiden will use a crane arm to cross from the first roof to the second (the one with the Slider / flying cyborg lefty); there is a VRM on the second rooftop, just past the two thick pipes spanning between the two building roof structures. Get the VRM computer before leaving for the third

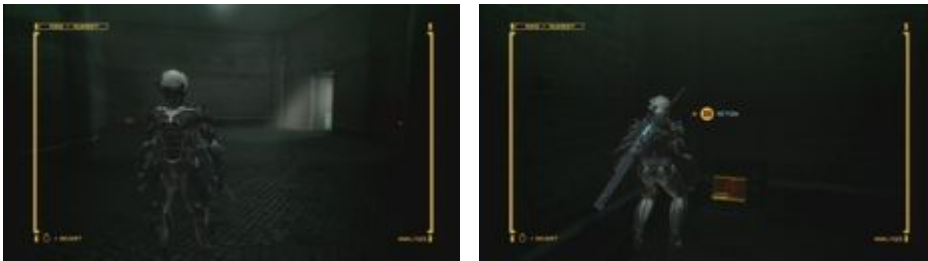
rooftop with the hammer cyborg.

## VRM-011 COMPUTER



In the dark subway tunnel, just past the train with the Dwarf Gekko lurking overhead, there is a VRM computer near the rubble (the convex side of the tunnel curve, on same side the train station platform is on).

## VRM-012 COMPUTER



In the room that is the exit from the dark subway tunnel, after Wolf's CODEC is completed but before Raiden heads back outside onto the street.

## VRM-013 COMPUTER



In the corporate foyer, check the second level's display cabinets for a VRM computer. You may do this before, during, or after holding out at the elevator.

## VRM-014 COMPUTER



In the science labs/cubicles, there is a VRM computer in the room just south of the center room with the double crescent shapes (the center room is a large conference room). The VRM computer is just across from a sexy Race Queen poster with caution tape over her cleavage.

## VRM-015 COMPUTER



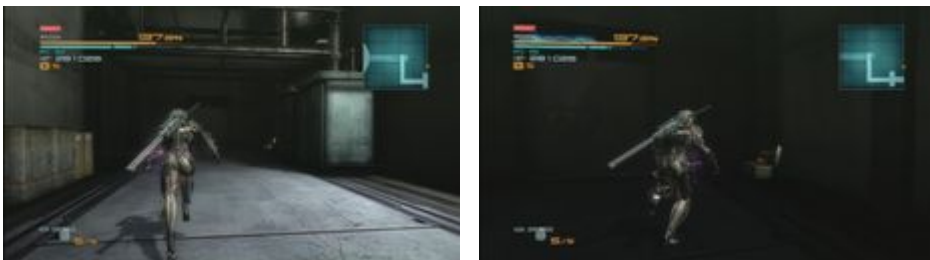
In the science labs/cubicles of the 20th Floor of World Marshal, there is a VRM computer in a small Eastern room (turn off map rotation in the Options to stabilize the map for directions). Get it before, during, or after you find all three electrical panels and can leave the 20th Floor.

## VRM-016 COMPUTER



After the harrowing freight elevator ride, Raiden will be at a spot where he can locate a Cardboard Box Guy; the stack of boxes at the exit of the Cardboard Box Guy's room has a VRM computer buried in the mass. Cut away the boxes and let them fade away (run off a distance and turn away so the game clears it) and you'll find it.

## VRM-017 COMPUTER



Just past the server room, when Raiden has to catch up to Sundowner, check the dark corridor for a VRM computer before Ninja Running onto the catwalk to the objective.

## R-05 Escape From Denver

## VRM-018 COMPUTER



Just before the exit, there is a cyborg who comes out of a metal shutter. The VRM computer is in that building, but if you activate it, you will have to fight an ambush of tough enemies.

## R-07 Assassination Attempt

### VRM-019 COMPUTER



Right at the start of this mission, turn around and attempt to Ninja Run atop the boulder behind Raiden for a VRM computer.

### VRM-020 COMPUTER



In the hangar, disable the mini-map from turning and locate the western VTOL. Place the nose of the plane behind Raiden and venture directly south to get to the VRM computer.



# Endurance Plus (Life Up)

There are ten **Endurance Plus (Life Up)** items in the game, four of which you can purchase in the Shop (Customization Menu) after unlocking them by going through the game.

Life/Fuel Cell	BP Upgrade Cost
Endurance	8000 - 10000 - 20000 - 40000
Chapter	Endurance Plus / Life Up Location
R-00 Guard Duty	n/a
R-01 Coup d'Etat	Before exiting the facility to fight Mistral, check the pair of ventilation fans to the right of the exit door. Break the fans to locate a balcony with this Blade Mode Box and the life up.
R-02 Research Facility	Inside the room where Raiden sneaks through initially as a Dwarf Gekko. Complete the sneaking sequence, then as Raiden head up onto the catwalk to locate a Blade Mode Box containing this life up.
R-03 Mile High	After leaving the dark subway tunnel and getting back on the streets, Raiden encounters three cyborgs a set of short stairs to the next area (which consists of long stairs). The life up is in a Blade Mode Box next to the base of the short stairs.
R-04 Hostile Takeover	Before pushing the button to start Raiden's frenetic freight elevator ride, check the ventilation duct in the hallway adjacent to the elevator shaft for a Blade Mode Box with the life up.
R-05 Escape From Denver	Immediately after the first battle, check the grassy area to the "southeast" of the starting area (behind the World Marshal sign). The life up is in the Blade Mode Box. Remember that by disabling the mini-map from turning with your camera in the game's Option menu, you will have a rudimentary compass as the map will not turn with you.
R-06 Badlands Showdown	n/a
R-07 Assassination Attempt	At the exit to the hangar, there is a Blade Mode Box atop a tower of containers in the hangar's corner. Raiden needs to Ninja Run to a lower stack of containers, then Ninja Run and jump (normally) to catch the ledge to the life up.

## R-00 ENDURANCE PLUS

There are no items to collect in this chapter.

## R-01 ENDURANCE PLUS



Past the double fans next to the door leading out of the facility and to the boss fight with Mistral. Chop the fans with any sharp weapon (you don't need Blade Mode) to get to the balcony. Once on the balcony, you will need Blade Mode to crack the box's lock.

## R-02 ENDURANCE PLUS



In the room where Raiden remotely uses a Dwarf Gekko to "sneak" through, there is a Blade Mode Box on the catwalk. After you open the door with the Dwarf Gekko and enter the room as Raiden, be sure to open this item box before using the exit door.

## R-03 ENDURANCE PLUS



After exiting the dark subway tunnel and getting back on the streets, Raiden encounters three cyborgs a set of short stairs to the next area (which consists of long stairs). The life up is in a Blade Mode Box next to the base of the short stairs.

## R-04 ENDURANCE PLUS



Before pushing the button to start Raiden's frenetic freight elevator ride, check the area past the spinning ventilation fans in the hallway adjacent to the elevator shaft. There is a Blade Mode Box with the life up.

## R-05 ENDURANCE PLUS



Immediately after the first battle with the heavily armed cyborgs, check the grassy area to the "southeast" of the starting area (behind the World Marshal sign). The life up is in the Blade Mode Box.

Remember that by disabling the mini-map from turning with your camera in the game's Option menu, you will have a rudimentary compass as the map will not turn with you.

## R-06 ENDURANCE PLUS

There are no items to collect in this chapter.

## R-07 ENDURANCE PLUS



At the exit to the hangar, there is a Blade Mode Box atop a tower of containers in the hangar's corner. Raiden needs to Ninja Run to a lower stack of containers, then Ninja Run and jump (normally) to catch the ledge to the life up.

# Enemies

Here is the **Enemies** in Metal Gear Rising consist primarily of cyborgs (human brains in control of robotic bodies) and UGs (unmanned Gears).

- Cyborg
- Custom Cyborg
- Heavily Armed Cyborg
- Ninja
- Cardboard Box Guy
- Dwarf Gekko
- Dwarf Gekko Humanoid (Gekko Mimic)
- Fenrir
- Gekko
- Gun Camera
- Hammerhead
- Mastiff
- Metal Gear Ray
- Raptor
- Slider
- Vodomjerka

# Bosses

**Bosses** in Metal Gear Rising Revengeance.

- Metal Gear RAY
- Jetstream Sam
- LQ-84i Bladewolf
- Mistral
- Monsoon
- Sundowner
- Metal Gear Excelsus
- Senator Armstrong

# Metal Gear RAY

**Metal Gear RAY** is a large bipedal war machine first used in **Metal Gear Solid 2: Sons of Liberty**. In **Metal Gear Rising Revengeance**, the Metal Gear RAY is an **Unmanned Gear** (or UG), operated by A.I.

# Jetstream Sam

**Jetstream Sam** (or Sam Rodriguez) is a soldier of fortune known to Raiden.

Note: If you are struggling just to defeat Jetstream Sam, let alone get an S ranking, try the method shown in the video below.

# Blade Wolf

**Bladewolf** also known as IF LQ-84i Prototype and known also as K-9000, is an A.I. who Raiden encounters in Metal Gear Rising Revengeance. Unlike the generic model Fenrir UGs, Bladewolf's A.I. is advanced enough to allow it human speech. Bladewolf comes with a chainsaw attached to its back, a supply of HF knives, and extendable claws. Its tail is used like an arm similar to that of Gekkos.



# Hammerhead

20G

Jumping the Shark

Destroy a total of 10 Hammerheads during story mode.

**Hammerheads** are the UG helicopter gunships. Raiden faces down at least one in R-01 past the falling bridge.

# Mistral

**Mistral** is an Algerian cyborg for the Desperado PMC.

# GRAD

**GRAD's** are the bipedal UGs that are wholly mechanical and act like roadblocks, they look like miniature Metal Gears'. One of them serves as a boss in R-02 Research Facility.

# Monsoon

**Monsoon** is a cyborg for the Desperado PMC. His ability to manipulate Lorentz Force gives him the ability to "shatter" his body into various pieces.

# Sundowner

**Sundowner** is a cyborg for the Desperado PMC.

# Metal Gear Excelsus

**Metal Gear Excelsus**, is the new "mantis-like" Metal Gear used by Armstrong in R-07.

# Senator Armstrong

This is **Senator Armstrong**, He is the *de-facto* boss of R-07.

# VR Missions

This is an index for the **VR Missions**, which may include videos of how each mission is completed. For the computer locations where these VR Missions are found, refer to the VR Mission Locations page. Below are the missions.



# VR Mission 001

This one is fairly straight forward. Eliminate all of the enemies within forty seconds.

After that, Begin by home run sliding into the first three ( R1 plus triangle ). Initiate blade mode immediately afterwards, and hack them apart. Don't press circle to zandatsu, just run over their blue spine things afterwards to pick them up.

The next wave has a gekko, and four other guys. Stand a decent distance away, and the gekko will charge at you. Parry the attack, and then mash triangle to win the quick time event. Zandatsu the Gekko. Mop up the rest of the guys with sliding blade mode. I finished at 38.99 seconds.

# VR Mission 002

In this, This one has you stealth killing all of the enemies within forty seconds.

Begin by NOT ninja running up to the guy in front of you, and stabbing him with the circle button. Wait for the animation to end. When it does, ninja run up the block in front of you. There's a guy up on the next block to your left. You want to synchronize killing him with about the twelve second mark on the clock. When you stab him, mash L1 for blade mode to skip the animation, and begin mashing circle to stealth kill the guy below you. Skip his animation with L1 as well. The last two guys will be coming to investigate. Ninja run up behind the top guy as fast as you can, and stealth kill him. Skip his animation, and mash circle to kill the guy on the bottom ( skip his animation too ). I squeezed by at 39.38 seconds.

# VR Mission 003

You're just trying to get to the end here within fifteen seconds. This is one of the only easy ones you'll come by.

You'll Just ninja run to the end. The guys only have machineguns. They're never going to hit you. I did this my first try at 14.14 seconds.

# VR Mission 004

You've got to Zandatsu everybody within one minute.

The poor first guy never saw you coming. Zandatsu him. After that maybe took you five seconds, the next guy will spawn. Homerun slide into him ( R1 plus triangle ) the moment he spawns before he can block stuff. Right when he's about to get up do your launcher ( I chose square pause square ) to take him up in the air with you. Do your five hit aerial combo. Repeat until he's all blue, and Zandatsu him. You should be at about the forty second mark now. A cow will spawn. Let him charge you, and win the quick time event. Zandatsu him. I got this at 57.99 seconds.

# VR Mission 005

You've got to blow up all of the little guys with grenades in under ninety seconds.

Ninja run left or right, doesn't matter. Try to pick up two or three grenades. On either side there are four of them circling a pillar. Try to hit them with the grenades. One grenade will take out two, so time it so that both grenades take out all four. In the middle are five with one stationary guy being circled by four other ones. Blow up the guy that's not moving to take them all out.

The next wave has a guy spawn on the southeast pillar in the middle, with four guys running out afterwards. Blow up the guy on the pillar to take most/all of them out. Pick off the stragglers. An identical wave should've spawned northwest of this one. The stationary one should be too far to throw a grenade to, so just blow up the ones on the ground in front of him. Straggler sweep.

The same kind of wave will spawn on the second furthest pillar to the left. You can reach the guy on the pillar. Take 'em out.

Ninja run, because another wave spawned on the furthest pillar to the right. You can bounce a grenade to the one on the pillar by throwing right in front of him.

The last wave has a long line of them run to the right from all the way left. If you place/time the grenades perfectly, you can take all of them out with two grenades. I finished at 1:25.84.

# VR Mission 006

You've got to reach the waypoint UNDETECTED in under fifteen seconds.

Ninja run left as fast as you can. Stealth kill the guy, and blade mode out of the animation. He won't detect. Head back around the southwest pillar to the other guy. Stab him, blade mode out of the animation, and ninja run around northeast most pillar to the waypoint. I got it at 14.87 seconds.

# VR Mission 007

Ok so this one seems pretty scary, but actually once you get the swing of it it's fairly straight forward.

Start by ninja running slightly to the right and then home run and zandatsu the dudes, cleaning up any strays. From here you want to run to the west wall directly behind where the spider spawns and mash your ninja kill button, this should activate the stealth kill on this guy, zandatsu and then parry the four guys for a multi kill.

The next wave is a bit tricky, but with the sundowner unique equipped you can dispatch these three with ease, use the charged air attack to keep them on the floor and the normal charged attack to chop em' up.

This next wave is fairly easy too, get rid of the dwarf geckos and then try to parry a big gecko charge, normally you should have enough time on the clock to finish the other one up any way you see fit.  
Done!

# VR Mission 008

You've got to ninja kill everybody in less than fifty seconds here.

When you start, ninja run right as quickly as you can. Ninja kill/blade mode the guy, and wait against the wall watching the next guy. As soon as he turns around, take him out. Take out the next guy too. Go through the hallway to your left. Take out the guy on the right of the pillar. Go through the other exit to this room, and take out the guy on the corner. The last guy is walking towards you, and you're running out of time. Ninja run through the hallway to the left of the guy you just took out, and backtrack back to the beginning. Run up to the last guy, and end it. I clocked out at 48.26 seconds.



# VR Mission 009

You need to get to the end here in less than twenty seconds.

When you start, ninja run around the left side of the wall in front of you. There are three guys with RPGs here. Just jump over the rockets, and continue ninja running to the right. You'll see two little guys on an alcove to your right. Ninja run while mashing square to cut through that wall under them.

You'll end up in a hallway with a bunch of rocket launcher guys. Just try and dodge them best you can, and go straight to the end. I clocked out at 18.23 seconds.

# VR Mission 010

You've got another Zandatsu challenge here. It's got an eighty second time constraint. This is another one of the easy ones.

Ninja run to the closest guy to you. Stand in front of him, and blade mode. Use the square button to slash instead of lining it up. Most of the time you'll hit that red box just doing this, but just in case aim first. Hacking away the red box would be awful. Zandatsu him, and take out the guy behind him the same way.

Ninja run across the gap where another guy will spawn. Take him out. Turn around, and ninja run to another guy on a pillar.

Now a bunch of rocket launcher guys have spawned. The closest guy to you has a machine gun. Take him out. Run to the closest rocket launcher guy, and take him out.

It's basically just guy to guy from here on a linear path. Jumping is effective for dodging rockets. I finished at 1:16.70.

# VR Mission 011

This is another mission where you must reach the end point without triggering an alert. You need to do this in less than twenty five seconds.

So go to the corner. A guy is walking towards you, and a laser is moving towards you. When the guy is in front of you, jump over him and the laser. Ninja run up the block in front of you, and jump through the crevice afterwards.

To your left will be three invisible platforms. Jump diagonally to the second one while ninja running. Run off the platform you reach, and stay left. Jump over two of the lasers, and short hop over the last one. I finished at 18.33 seconds.

# VR Mission 012

You need to blow everything up with the rocket launchers in 150 seconds.

Go stand where a rocket launcher spawns.

Pick it up, and start firing at stuff. Try to hit the cyborgs riding the Sliders twice to completely get rid of them.

When they're gone, you'll just have the Gekkos to deal with. Just unload on them. This is very straightforward. I finished at 2:18:52.

# VR Mission 013

You need to destroy all of the enemies in three and one half minutes.

With just your high frequency blade equipped, jump and do Falling Lighting with the triangle button at the Sliders. When slow motion starts up from the hit connecting, go blade mode and take their electrolytes via Zandatsu. Repeat for the whole wave.

Afterwards, two Hammerheads and more of the Sliders spawn. Take out the Sliders, and grab the rocket launchers. Fire rockets at the Hammerheads, and wail on them. I clocked out at 3:07:99.

# VR Mission 014

You've gotta ninja kill everybody in less than 70 seconds.

You'll start on some stairs. Back up, and ninja run to the right. Jump to the long platform you'll see shortly. Jump again to the next area. A Gekko should be fixing to jump to the left. When it does, ninja kill the guy.

Ninja run straight off, and to the left. You'll see a Vodomjerka. Run up, and ninja kill it. Ninja run right, and around this corner. Turn left at the end. Ninja kill that Vodomjerka.

Turn around and go to the stairs. Wait for a Gekko to put itself in the perfect place to die at around the 50 second mark, and take him out.

Run forwards to that central pillar with the cow behind it. Take him out. I clocked out here at 1:07.38.

# VR Mission 015

In this mission you have to get to the end of a S shaped area in 30 seconds.

Start by jumping ninja running to the right and jumping near the end of the platform, then use "Falling Lightning" (jump + hold the left stick forward + press triangle, NOTE: you must first unlock this move in the "Skills" sub-menu in the "Customization" menu) at the cyborg with a machine gun and sprint right.

3 enemies will spawn, 2 on the lower area with machine guns and 1 on the upper platform with a rocket launcher, this one requires a little luck, but if you can get next to the upper guy without him firing you should be good.

Now there are 1 Block wide platforms, there are 2 rocket launcher cyborgs here, but they shouldn't be able to get you as long as you make it through fast enough.

After those 2 guys, a GRAD will spawn in stationary position and will fire scatter bombs on the walkway, homerun slide ( Ninja Run + Heavy Attack ) along and hope you don't get hit, then try to jump on the side of the tank.

The rest of the run should just be 4 rocket guys, just ninja run past them and slide onto the waypoint.

Finished with 27:59

# VR Mission 016

You've got to take everyone out in less than 150 seconds.

I'd be surprised if you didn't first rank this your first try.

Get on the turret, and unload. Try to aim for everything's face. The little guys spawn in a line, so don't get comfortable after taking one out. They show up in two waves. The first wave spawns right to left, and the second one spawns left to right. The GRAD doesn't stand a chance. I clocked out at 2:14.90.



# VR Mission 017

Blow up everything with the subweapons in less than 210 seconds.

This is horrendous.

Go to the left barricade to pick up the missile launcher. Stand where it spawned. Press (dont hold down) the R2 or the LB to throw a grenade or shoot a missile without having to aim. Take out the two sword guys as quick as you can. Vault over with ninja run to the left missile launcher spawning place. Take out the rifle guy. A bunch of other guys spawn, but you can just stand here and blow them up.

Run forward to that area, and wait for the forcefield to clear. As it's clearing, four of the dwarf gekkos spawn. Blow them up before they get to the top of that hill.

At the top of the hill run to the right of the structure, and blow up the sword guy to your right. The other sword guy should be within sneezing distance by the time you're done. Wait for a sword attack, and jump out of the way. While he waits for the animation to end, blow him up with rockets. Take out the rocket launcher guys carefully. Wait for them to fire a rocket, dodge it with a jump, and then retaliate. Take out the dwarf gekkos quickly. Fire to where they're going, don't rely on the lock on capabilities of the launcher.

This last part is a nightmare. Go up the hill where two dinosaurs, a cow, and a bunch of little guys spawn. Run around lobbing grenades at them. You can quickly throw a grenade by just tapping the L2 button ( you're pretty much gonna have to, everything else is too slow ).

With a bit of luck on your side you'll prevail. I clocked out at 3:09:87.

# VR Mission 018

You have to take out all of the enemies in less than ten minutes.

This mission is abominable. If you finish it the "Virtually a God" trophy/achievement is pretty much yours.

As you start a Gekko, and a bunch of dwarf gekkos will be staring at you. If you stand away from it, the Gekko will gear itself up for a charge attack. Stand still to meet it, and parry the attack ( If you just stand there the little guys will grab you, and ruin everything ). Finish the QTE and take its electrolytes via Zandantsu. Slaughter the little guys with your sword.

Next are two Mastiffs, and dwarf gekkos. Most of the time the Mastiffs will both launch of the wall towards you. If you perfect parry the attack, it's very possible to kill them both with the same parry here. If not, just wait for an opportunity to perfect parry them, and QTE them to death. There's no good way to fight the Mastiffs. Mop up the little guys with your spear afterwards.

The third wave is the make it or break it point of this mission. A Fenrir, two armored cyborgs with hammers, and a bunch of dwarf gekkos spawn. Try to goad the dog into a lunging attack, and perfect parry it. This is very frustrating, because the dog has a lot of long range attacks and everything seems to kill you in one hit. If you kill that awful dog, things become a lot more possible. Carefully kill the dwarf gekkos with the spear. Make sure you're always out of range of the hammer guys. When the little guys are dead, equip the Sai weapon. When it turns purple, aim at one guy, and press triangle followed quickly by square when the attack connects. He'll be stunned there. Let it turn purple again, and fire it at the other guy. You'll be pulled in for a quick wailing session. Focus on the guy you just wailed on until he's dead. When one guy is gone, you can just endlessly stun and wail on the other guy.

The fourth wave is dwarf gekkos. Mop them up with your high frequency sword.

The GRAD will spawn in the final wave. He's a joke. If you got here with a decent amount of time on the clock ( at least 8:50.00 ) it's in the bag. Just endlessly stun lock him with Sai, and wail on him until your QTE appears. I escaped this nightmare at 8:56.58.

# VR Mission 019

You've got to Zandatsu everybody in less than ten minutes.

This one is hard, but laughably easy compared to mission 18.

Stinger the Fenrir ( forward on the left analog stick twice, and then triangle ), and blade mode out of the ending lag. Keep doing that until the QTE appears that gives you the electrolytes.

The next room has a Fenrir, two hammer guys, and two armored sword guys. The Fenrir will chill for a bit as long as you don't antagonize him. Get out the Bloodlust you got from Sundowner. Go to one end as far from the hammer guys as you can, and wait for the sword guys to get to you. Carefully scissor them to death. When they're blue get your electrolytes. Stay away from where you came in so you get the dog involved.

After both sword guys are gone, the Fenrir wants to join the fight. Ninja run to him as soon as the second sword guy is gone. Stinger him to death like the first dog. Now just equip Sai, and stun one of the hammer guys by hitting him with the triangle attack when the weapon turns purple, and canceling out of the grapple kick by pressing square. Stun the other one, and beat on him for a minute. Focus on just one guy until he dies. Stunlock the second hammer guy to death.

The final room has a bunch of dogs, but they really aren't that dangerous. Stinger blade mode cancel them into their QTEs and take the electrolytes. Be careful not to QTE them into a pillar. I did that, and was unable to get the electrolytes once. I clocked out at 6:39.92.

# VR Mission 020

This is a timed mission, so since 1st Rank is most likely your goal, this guide should help you reach it in less than 20 seconds with no problem.

Immediately at start of the mission, Ninja Run forward and turn left and up the stairs.

Just past the middle of the stairs and avoiding the cameras, Ninja Run and climb up the right of the ledge.

In front of you, there are two invisible red platforms leading straight across the room between two pillars (Use Augment Mode to see them). Ninja Run straight across them. You will pass by a cyborg facing left and away from you. Continue until you hit the wall at the end, then turn and face right.

Wait for about 2 seconds then quickly Ninja Run around the left corner just under the camera. There should be a cyborg standing just in the middle of the platform looking straight across the room. Hug the left wall past the Cyborg then make a B line straight for the goal.

If you did this correctly you should be able to make the goal before the first Gekko lands on the platform near the goal. If you turn the corner too fast the Cyborg will see you, if you go too slow the camera or even the Gekko may spot you.

If you do this correctly you should have a good 5 seconds to spare to get 1st Rank.

# Easter Eggs

**Easter Eggs** in Metal Gear Rising.

## Teenage Mutant Ninja Turtles Reference

In File R-02 a character makes reference to Teenage Mutant Ninja Turtles and Vanilla Ice.

## Cardboard Box Easter Egg

In the tutorial level, a Cardboard Box can be found in the elevated area that surrounds the play area. This Cardboard Box can be picked up and equipped.

## Underwear Easter Egg

In the tutorial level, there are a number of practise manequines. One of these manequines has a female held hostage. If you swipe the hostage her clothes will be ripped off leaving only her Underwear.

## Undress Hostage Civilians

Every time you free a hostage, he'll run away. Sprint after him and strike to undress. A member of Raiden's support team will rebuke you.

## Full Stealth

When you take down all enemies in an area with Ninja Kills, you will receive a compliment from Raiden's support team in addition to a 2,000 BP reward.

## Secret Data Storage

When you have collected all 20 Data Storage items, you will find that a further three are automatically unlocked in the Collection Menu.

## Tripod Ultimate Taunt

In VR mission 05, if you leave the final wave of Tripods alone for about 20 seconds, they will align themselves to spell the letter "P".

# Konami Code



(O and X for PS3 users)

Enter the classic game code to unlock both Very Hard and Revengeance difficulties from the main menu, before completing the game on Hard mode.

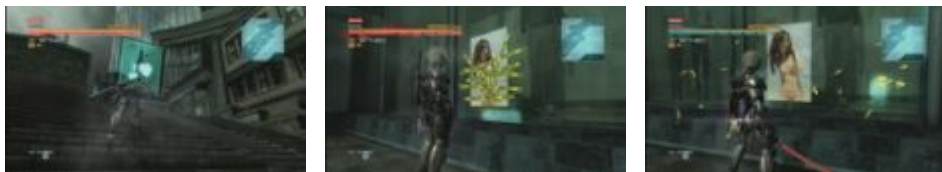
# Pin Up Posters

What Metal Gear game would it be if there were no Japanese Race Queen posters? IGN will tell you what -- *it wouldn't be a Metal Gear game if there's no porno reference.*

## R-03 MILE HIGH PIN UP POSTER



Right where Raiden battles against the Denver Police Department at the very start of R-03, check the corner for this poster.



The long staircase going up has a poster on the right side (if Raiden is going towards the objective) just before you trigger Jetstream Sam's long-winded blah-fest.

## R-04 HOSTILE TAKEOVER PIN UP POSTER



On the 20th floor of the Wold Marshal building, where Raiden needs to find and destroy three fuse boxes, there is a poster in the room just south of the conference room (the center room on the map with the two crescent shapes).

Remember, you can get a rudimentary sense of compass directions by turning off the option for the mini-map to turn with your camera in your game options.

# Achievements and Trophies

Achievements and trophies are listed alphabetically for ease of indexing.

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## Revengeance

Unlock or earn all other trophies on the PlayStation 3 version of Metal Gear Rising Revengeance.

20G

## A Big Fan of Lefties

Acquire all enemy officers' left arms.

20G

## A Lover, Not a Fighter

Successfully complete 10 No Kill battles during story mode.

15G

## A Walk in the Dark

Complete the sewer sequence in File R-03 without using AR Mode.

50G

## Amateur Radio Operator

Listen to most of the codec conversations.

20G

## Analysis Complete

Unlock every VR Mission.

5G

## Anti-Cyborg Sentiment

Destroy a total of 100 Cyborgs during story mode.

15G

## Assassin Behind Closed Doors

Successfully complete 30 Ninja Kills during story mode.

20G

## Assault with a Deadly Weapon

Dismember three enemies during Blade Mode with a single attack.

50G

## Becoming a Lightning God

Complete story mode on Revengeance difficulty with all S rankings.

30G

## Chosen By History

Defeat Jetstream Sam on Hard difficulty or higher in R-06 without taking damage.

20G

## Data Mining

Acquire all data storage devices.

15G

## Datsu Right

Successfully complete 50 Zandatsus during story mode.

15G

## Demilitarized Zone

Destroy a total of 100 Heavily Armed Cyborgs during story mode.



15G

Dwarf Raiden

Incapacitate all the soldiers in File R-02 using a Dwarf Gekko.

20G

Extinction Level Event

Destroy a total of 10 Raptors during story mode.

15G

File R-00: Status - Closed

Complete File R-00: Guard Duty.

15G

File R-01: Status - Closed

Complete File R-01: Coup d'Etat.

15G

File R-02: Status - Closed

Complete File R-02: Research Facility.

15G

File R-03: Status - Closed

Complete File R-03: Mile High.

15G

File R-04: Status - Closed

Complete File R-04: Hostile Takeover.

15G

File R-05: Status - Closed

Complete File R-05: Escape From Denver.

15G

File R-06: Status - Closed

Complete File R-06: Badlands Showdown.

15G

File R-07: Status - Closed

Complete File R-07: Assassination Attempt.

30G

Genius Destroyer

Defeat Monsoon on Hard difficulty or higher without taking damage.

20G

Great Escape

Complete File R-05 in less than 7 minutes.

20G

Herpetophobia

Destroy a total of 10 Gekkos during story mode.

25G

Humanitarian Assistance

Rescue all the civilians.

20G

Ich Liebe Kapitalismus!

Acquire all customization items.

20G

Jumping the Shark

Destroy a total of 10 Hammerheads during story mode.

5G

Looking Out for the Little Guys

Destroy a total of 30 Dwarf Gekkos during story mode.

15G

Love at First Sight

While remotely operating a Dwarf Gekko in story mode, find and communicate with all Dwarf Gekkos.

5G

Menace to Society

Cut off the finial at the top of the pagoda in File R-04.

15G

No Flash Photography!

Destroy all the Gun Cameras in File R-01.

20G

Peekaboo

Discover all of the soldiers hidden in cardboard boxes.

20G

Pond Scum

Destroy a total of 5 Vodomjerka during story mode.

30G

Prodigal Murderer

Defeat Mistral on Hard difficulty or higher without taking damage.

15G

Rip 'Em Apart!

In story mode, kill 100 enemies by cutting them.

15G

Silverback

Destroy a total of 10 Mastiffs during story mode.

15G

Slider Strike

Destroy a total of 10 Sliders during story mode.

15G

Steel Tail

Cut off Metal Gear RAY's metal tail during File R-00.

20G

Surprise Attack!

Arrive at the objective in File R-07 without being spotted.

20G

Tearing Away the Disguise

Destroy all of the humanoid Dwarf Gekkos during story mode.

10G

The Bigger They Are...

Destroy a total of 100 Custom Cyborgs during story mode.

30G

The Politics of Silencing Foes

Defeat Armstrong (the phase with the Muramasa Blade) without taking damage on Hard difficulty or higher.

30G

Truly Human

Defeat Sundowner without taking damage on Hard difficulty or higher.

50G

Virtually a God

Set the highest score on every VR Mission.

30G

VR Master

Complete every VR Mission.

20G

What Doesn't Kill You...

In story mode, successfully parry 10 attacks in a row in one minute or less.

20G

Wolf Hunter

Destroy a total of 10 Fenrirs during story mode.

15G

You Don't Run from Chance

Successfully complete 50 Executions during story mode.

All achievement and trophy pages on IGN's wikis use a special template. Please visit the [Template Page](#) for the correct code and instructions on how to use them. Thank you.

# DLC

**DLC** stands for **D**ownloadable **C**ontent, and is digitally downloaded content saved to a system's hard drive. A broadband connection - and perhaps a paid subscription - is required for accessing DLC.

- Skins DLC

# Blade Wolf DLC

The **Blade Wolf DLC** features missions with the A.I. Blade Wolf.

*The third downloadable expansion stars LQ-84i, better known as Bladewolf, and even better known as that wise-crackin' robot dog Raiden teams up with. Platinum claims playing as LQ-84i serves a deeper view of Rising's world.*

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Source (IGN)

# Jetstream Sam DLC

The **Jetstream Sam DLC** features Jetstream Sam, although what his game / missions would be are unknown.

*Following that, the main villain of Metal Gear Rising, Jetstream Sam, will see his own expansion pack. Platinum won't detail it quite yet, but imagery shows Sam fighting typical cyborgs as well as a Metal Gear Ray.*

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Source (IGN)

# Solid Snake Soul Blade DLC

The **Solid Snake Soul Blade DLC** features 30 additional VR missions as well as a Blade that speaks with Solid Snake's voice (David Hayter in the U.S.).

*The first expansion features 30 additional VR missions, and the Snake Soul wooden sword, which speaks in the voice of Solid Snake. Looks like actor David Hayter will return to Metal Gear after all, despite Snake's total absence in Rising's main story. It will also feature side-scrolling objectives with a fixed-camera.*

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Source (IGN)

# Skins DLC

**Skins DLC** for Raiden in Metal Gear Rising Revengeance.



# Demo

The Metal Gear Rising: Revengeance **Demo** was packaged with the **Zone of the Enders HD Collection** on 2012 Oct 30. The same demo was released on January 22nd, 2013 on the Playstation Store.

The demo will allow you to play as Raiden (Jack) and gives you the chance to get the feel for the new cutting mechanics, zan-datsu (cut and take) as well as new stealth elements in Revengeance.

The game includes multiple language tracks, including English, German, French, Italian, Spanish, Portugese, and Japanese. We can assume this will carry over to the final game. One big note to remember is that the game is only playable in 480p & 720p Resolution! Don't ask us why, it just is.

## Demo Walkthrough



*Note: This walkthrough applies to the demo. Changes could be made to the final build of the game.*



When you start the game, you are prompted to play an optional VR tutorial. The tutorial is a simple VR training mission in which you learn the basics of combat such as blade mode, wide attacks, and heavy attacks. After following the instructions through the tutorial, you are scored and given a rating on your performance. The scoring system takes the following into account: Time, Bp, Zan Datsu, number of kills, and longest combo.



After an intro cutscene, you land on a beach. The beach is enemy-free for the moment, so test out the HF Blade on the various objects in the area. Cut down trees, pillars but do NOT cut down the stairway! Once that's done, make your way up the metal staircase to trigger your first battle with three enemy cyborgs.



With some fancy skills, you can try to slice all three enemies at once with a well placed blade mode strike. If not, dispatch them with quick combos to weaken them and then enter Blade Mode and cut through the pink indicator to trigger the Energon swipe animation. Press the prompted button and Raiden will grab the Energon and restore any lost HP. Defeat the three cyborgs to trigger a cutscene.



After the cutscene, enter the main building. There are a few goodies in the building, so let's find them! After the briefing from Boris, navigate past the stack of crates to find a Red-colored box sitting behind the pillar on the left side. Slash it open it to obtain a **Nano Repair Paste** item. There's nothing else in this area, so jump up the stack of crates to the second floor.



When you activate AR Vision, look above to find that there is a third floor balcony. Use the nearby stacked crates and jump to the top and then approach the Red-colored crate at the other end for another **Nano Repair Paste** item. Now jump down to the second floor to the next area.



The next area has a lone cyborg soldier patrolling below. Run up behind him and use those hot

combos and a Zan Datsu to clear him out and then exit outside to trigger a quick scene with Boris.



After the scene with Boris, you'll encounter a large thoroughfare area filled with enemies. Activate AR Vision to see that there are TWO RPG soldiers in the higher ledges and two below harassing an innocent citizen. To save the citizen, Raiden will need to be quick with his moves to save him.



Use Ninja Run and approach the RPG soldier on the LEFT side. Dispatch him and slice him down. From there, quickly run for the next RPG soldier (if he hasn't gotten to you yet) and slice him down.





Cross the bridge to find the remaining two soldiers. Slice them down quickly and Raiden should be able to achieve saving the innocent citizen from harm. Once that's done, continue up the street to encounter more enemies!



A gang of soldiers and a Gekko will jump in for some fun, so be ready with the combos! The soldiers are easy, so kill them quick. The Gekko's main way of attacking is by using it's feet (leg sweep, leg stomp, leg pounce) and a whip attack that Raiden needs to fight off if he gets caught by it.

To defeat it, use aerial attacks on it's upper body. Jump up and use a homing kick followed by an aerial combo. When it does a leg sweep, Parry the attack to avoid damage.



Once the Gekko is weakened, its body will glow bright blue indicating that Raiden can trigger a Zan Datsu on it. Slice it open to obtain its Energon!



With the area cleared, take the stairs on the RIGHT side. You'll see two bridges, one that's unguarded and another that has a Gekko patrolling on it. In the middle of the first bridge is a ROCKET LAUNCHER.



Grab that item and equip it and then run to the other side. Get near the Gekko and FIRE at it to get its attention. Stay on the ledge and both Gekkos will approach you (rather than you approaching them). Fight them off with hot combos from that ledge so that the RPG soldiers on the other end don't bombard you with rockets. Once both Gekkos are gone, finish off the remaining cyborgs to clear the area.



At the other end of the street is the last Red-colored crate. Open it up and then enter the next building. Make your way up the stairs to trigger a not-so-tough boss battle!

## BOSS BATTLE: IF PROTOTYPE LQ-84i



On a first glance, the Robo-dog can be quite intimidating. His attacks are quite fast and if you aren't quick with the Parry, he can drain your health quickly with his speedy attacks. The only way to defeat Robo-dog is to use speed and aggression on him with your combos. Rather than waiting for it to attack, you should run up to it and attack it head-on!





As suicidal as it sounds, the Robo-dog is weakest when Raiden is continually slicing up combos on him before it can attack. When the battle begins, use the Ninja Run to get in close and then pound those combos on it. Parry its counters and Ninja running up to it and slicing it nonstop. After it loses 30% of it's health, it falls back and calls for cyborg soldiers for backup.



Eliminate the soldiers with the Zan Datsu to restore Raiden's health and Robo-dog will jump in for some more fun. Continue to use the same strategy of speed and aggression on it. It's attacks become faster, so be ready to Parry!





After losing another 30% of health, it falls back again and calls for a Gekko. The Gekko is no threat to you by now, so chop it up and get a Zan Datsu to restore your health.



After that's done, Robo-dog will jump in one last time. This time, his attacks become more aggressive but don't let that stop you. Continue to parry its attacks and running and slicing it down.



When prompted, activate the Zan Datsu and enter Blade Mode. Slice it to pieces to complete the mission! Whew!



**MISSION COMPLETE.**

# Plot Synopsis

**WARNING: SPOILERS AHEAD**

## PROLOGUE

Four years after the events of *Metal Gear Solid 4*, we find that Raiden has joined up with a private security organization known as Maverick in an attempt to promote peace and protect the weak. While rebuilding an African nation ravaged by civil war, the Prime Minister is attacked by rival PMC group Desperado and taken hostage.

After defeating the Metal Gear Ray that the PMCs deployed in their attack, Raiden chases down the Prime Ministers kidnappers as they're making their escape via train. Unfortunately, the Prime Minister is killed and Raiden loses an eye and an arm in a sword battle with another cyborg ninja, "Jetstream" Sam Rodriguez.

## CHAPTER 01

Contracted to foil a coup d'etat in Abkhazia, Maverick sends Raiden in to capture Andrey Dolzaev, the leader of the coup. After encountering several cyborg PMC units, Raiden learns that Desperado, the same PMC that killed the Prime Minister in Africa, is supporting the attack.

Making his way towards a refinery, Raiden encounters Mistral, a Desperado captain. After defeating her, he makes contact with Dolzaev via her radio, who reveals his intent to blow up the refinery, along with himself. Unable to prevent this, Raiden is extracted from Abkhazia for debriefing.

## CHAPTER 02

Having learned of a Desperado cybernetics lab in South America, Raiden infiltrates the sewer system to discover more about the facility. Once underground, he encounters a young boy named George. George claims to have escaped from the lab, and that they were harvesting the organs of street children to sell on the black market.

Once he's infiltrated the laboratory, however, Raiden learns that the truth of the operation is far worse. Not only are children being abducted, they're having their brains removed to be transported and virtually trained into becoming cybernetic soldiers for the US-based PMC World Marshall.

## CHAPTER 03

Unable to attack on U.S. soil under the banner of Maverick, LLC, Raiden goes rogue and ventures to Denver, CO. En route to World Marshal headquarters, Raiden is confronted not only by the local police, who are contracted through WM, but also by Jetstream Sam. Sam reminds Raiden that the men he's killed, all of the cyborg soldiers, were still human beings. That perhaps they weren't all the violent mercenaries Raiden had assumed them to be. This forces Raiden into a state of emotional duress, which manifests itself a few moments later when he's confronted by Desperado captain

Monsoon.

Raiden instructs Doktor to deactivate his pain inhibitors, and monologues for a bit about how great murder is before going insane and chopping off Monsoon's head.

## **CHAPTER 04**

Entering World Marshal headquarters, Sundowner (the PMC who assassinated the Prime Minister in Africa) informs Raiden that the children's brains are located on the top floor of the building. After fighting his way to the roof, Raiden confronts and defeats Sundowner, who warns him of an impending attack that could theoretically ignite World War III. Raiden and his team deduce that it's going to take place in Pakistan, and plan to use a Solis-designed rocket to travel at Mach-23 in order to stop the attack in time.

## **CHAPTER 05**

Having loaded the brains onto a transport helicopter piloted by Doktor, he and Raiden plan to fly to the Solis compound. However, the helicopter is attacked by UAVs shortly after takeoff. Raiden manages to protect the transport helicopter, but falls back to the ground and must escape the city on foot. After fighting through several waves of holdout PMCs, he steals a motorcycle and leaves the city.

## **CHAPTER 06**

On a highway through the Colorado Badlands en route to Solis, Raiden is stopped and confronted by Jetstream Sam. The two agree to a duel to the death, and that the winner shall be "chosen by history." After defeating Samuel, Raiden takes his enemies sword, which has an identity lock on it, and continues towards Solis on foot.

## **CHAPTER 07**

Arriving at Solis, Raiden reunites with Sunny, who immediately puts him onboard a rocket towards Pakistan.

After landing at Shabazabad Air Base, Raiden discovers that Colorado Senator Steven Armstrong is behind the planned attack. Hoping to launch America into a war with Pakistan, Armstrong had used the new Metal Gear, codenamed Excelsus, to assassinate the President and terrorize U.S. citizens into clamoring for war. Raiden, determined to stop Armstrong, launches into battle against the new spider-like Metal Gear.

With Metal Gear Excelsus destroyed, Armstrong initiates one-on-one combat with Raiden, revealing himself to be cybernetically enhanced by nanomachines that harden in response to physical trauma, thus Raiden is barely able to damage the Senator, who quickly beats him into submission.

Raiden proves himself particularly difficult to kill, however, and he and Armstrong have an obligatory

showdown surrounded by a pit of fire. Raiden slowly wears the Senator down, eventually managing to perform a lethal Zandatsu on him.

## **EPILOGUE**







We learn that while full-blown war was avoided, the assassination attempt on the president led to heightened tensions between the United States and Pakistan. Maverick, LLC has branched out to become the world's first cybernetic staffing firm, putting the brains into cybernetic bodies to be used as construction workers or long-term nurses. George has taken a place working for Sunny at Solis, and Raiden now chooses and fights his own battles against corrupt PMCs.

# Gameplay

The new gameplay direction for MGR focuses heavily on cutting, or "zan-datsu" which means to cut and take. While stealth is still a main component, they wanted to give players a more action oriented Metal Gear game starring a new lead character, Raiden suitably fills the expectations.

Raiden is able to control the direction of where he cuts, as well as the speed his sword moves at. Other gameplay components added for Raiden are, quick time events, wall running, high speed chases, and over the top gun fights.

# Blade Mode

**Blade Mode** is the "manual slicing mode" that is engaged when you hold  or  and either press the buttons for a crude, simple slice  and  or  and  or use the joystick to direct and slice (across) the target.

## STEP 1: TO CUT A HOLE IN THE BOX

Firstly, you should know Raiden can Blade Mode kill any unarmored cyborg. For armored cyborgs, Gekko and Raptor UGs, and heavily armed cyborgs, Raiden needs to "de-armor" the target before the "critical kill" red box appears.



Notice the white reticules on the corners of the red box. This means Raiden has not adjusted his view-aim (with the left stick) to zone in and lock-on to the red box.

## STEP 2: PUT RAIDEN'S SWORD IN THE BOX



Adjust the camera slightly while in Blade Mode to correctly prepare Raiden for the last step, *zandatsu*.



When you have positioned the camera *and* moved Raiden's sword so that it will cut across the "critical kill" red box, a white crosshair will appear inside the red box, indicating a clean kill is now possible.

### STEP 3: MAKE 'EM OPEN THE BOX



*Zanbatsu* is only achieved if Raiden cuts apart the red box. Once that happens, you can press  or  to seize the cyborg's or UG's electrolyte module or spinal cord to replenish Raiden's health.

### AND THAT'S HOW YOUZANDATSU





Note that Raiden can chain multiple *zandatsu* in one segment of Blade Mode *if* you manage to cut through several red boxes; note that if you disengage Blade Mode before you grab the electrolyte cells, you will only be able to pick up the spine(s) after they fall to the ground (Raiden still recovers, but he will not get the score for *zandatsu*).

## Severing Left Arms

Cutting off Left Arms from cyborg officers requires some precision and no small amount of planning. First off, you need to identify those cyborgs who have an ID Chip embedded into their left arm with Augmented Vision Mode.





Cyborgs with ID Chips will have a green flashing diamond on their left arm, in addition to a read-out of "ID CHIP" in the HUD as you get closer. In Augmented Vision Mode or in Blade Mode, the left arm is quite visible against the dark background.



Of course, the trick is to **cut the arm at the left wrist** (the red shaded portion of the arm). This is the correct hit-box for Raiden's weapon, and not the shoulder (where the arm joins the body). Strange, but it's a videogame. Nothing has to make sense.

Once you make the cut in Blade Mode to sever the left arm, it will remain on the ground as long as any other battle item. Raiden can retrieve it easily, and the game will auto-save your collection progress.

# Parrying

**Parrying** in Metal Gear Rising is "screen-oriented" -- that is, the direction in which you tilt your joystick is in relation to the display screen (screen-up, screen-down, screen-left, screen-right, etc.) and tapping the appropriate  or  button.

## EXAMPLE 1



For this example, the player would tilt the joystick to the upper-right to counter attacks by the Grad walking tank. Note that Raiden seldom strays from the center of the playfield, except in rare circumstances.

## EXAMPLE 2



For the second example, tilt the stick a little more left than up/forwards to counter the cyborg's

attacks.

## COUNTER VERSUS PARRY

Raiden can parry almost anything, taking little or reduced damage from his successful blocking attempt. When enemies get a red glint in their eye, that indicates Raiden may attempt a *counter* instead of a mere parry when he does the same action.



A counter will effectively block the enemy's incoming attack, and also allows Raiden to counter with a devastating counterattack that stuns enemies leaving them vulnerable to a Finisher or to a *zandatsu* by Blade Mode.

## UNBLOCKABLE

Enemies who glow gold (or yellow) are about to unleash an attack that is unblockable. Raiden should resort to Ninja Run to evade such attacks.

## Timing

Although mashing the correct button and tilting the joystick in the direction you need may, sometimes, get you the desired result, it's pretty unlikely it'll work all the time and it'll also stop you from countering.

One of the most confusing things about Rising's parry system is the fact that you must parry the attack not when you see the enemies glint, but rather when their attack is about to land.

To parry correctly you should tilt and tap the face button exactly before the enemies' hit lands.

# Universe

The Universe in Metal Gear Rising: Revengeance pertains to everything from Characters, locations, groups, etc.

- Characters
- Cyborgs and UGs
- Locations
- Organizations

# Characters

## Characters in Metal Gear Rising: Revengeance

- Raiden
- Boris Vyacheslavovich Popov
- Kevin Washington
- Courtney Collins
- N'mani
- Gemini
- Doktor
- Sunny Emmerich
- Jetstream Sam
- Sundowner
- Bladewolf
- Monsoon
- Mistral
- Senator Armstrong
- Andrey Dolzaev
- Solidus Snake (mentioned only)

# Raiden



<b>Aliases</b>	Jack (Jack the Ripper) White Devil Snake
<b>First Appearance</b>	Metal Gear Solid 2: Sons of Liberty
<b>Other Appearances</b>	Metal Gear Solid 4: Guns of the Patriots  Metal Gear Solid: Portable Ops Plus
<b>Sex</b>	Male
<b>Nationality</b>	American
<b>Preferred Weapons</b>	Katana
<b>Notable Traits</b>	Consumes Electrobytes stored inside enemies.
<b>Identifying Features</b>	Cybernetic appendages
<b>Affiliation</b>	FOXHOUND (Former)  Maverick Security Consulting, Inc
<b>Voice Actor(s)</b>	Quinton Flynn (US) Toshiyuki Morikawa (JAP)

Jack, codename **Raiden**, is the main protagonist of Metal Gear Rising: Revengeance.

A former child soldier, FOXHOUND member and a close ally of Solid Snake, Raiden has since joined an elite task force known as Maverick in the time period between the events of Metal Gear Solid 4: Guns of the Patriots and Metal Gear Solid: Rising.

## **Early Life**

Raiden was born in Liberia on what he stated was a 'rainy day'.

His parents were killed by George Sears (AKA Solidus Snake) and at a very young age Raiden was recruited into the child soldier program.

During the civil war that began in 1989, an exceptionally young Jack began his military career.

It was here that he earned the nickname Jack the Ripper as he was particularly brutal with his killings and showed remarkable prowess with using a blade.

Raiden's childhood trauma still has a significant toll on his mental state, although he repressed some of the memories of the atrocities he committed.

In the aftermath of the Liberian Civil War the young Jack was removed by Solidus Snake from Liberia and placed in a relief centre. Sometime after this Raiden was moved to the United States where he was secretly injected with a large amount of nanomachines by the Patriots.

The rest of Raiden's life was a carefully calculated plot by the Patriots to bring about the events of Metal Gear Solid 2: Sons of Liberty.

Before the events at the Big Shell Raiden was recruited into US Army, where Jack would undergo significant Virtual Reality training including a simulation of the events of Shadow Moses which took place during Metal Gear Solid.

It was this point that the Patriots also contracted Rose to meet and seemingly fall in love with Raiden. This was all again part of their carefully plotted scheme that would culminate in the events at the Big Shell.

Now fully trained in VR, Jack, now codenamed Snake, was recruited into FOXHOUND and ordered on his first official mission to stop some terrorists who had infiltrated the offshore oil clearance plant, Big Shell. Unbeknownst to Jack FOXHOUND had been long since disbanded, and this was yet another deception by the Patriots.

## **THE BIG SHELL INCIDENT**



Now apparently working for Colonel Campbell who was acting as his support during his infiltration of the Big Shell, Jack was given his official codename - Raiden - after it was revealed that the leader of the terrorist laying the Big Shell to seige was using the codename Solid Snake.

Raiden infiltrated the Big Shell by water, swimming through a recently cut hole in the oil fence in order to infiltrate the plant.

At the Big Shell Raiden's mission was to rescue the President of the United States and to stop the terrorists who were said to be demanding a huge amount of money as ransom.

This was a lie - Raiden's goal was manipulated at every turn by the Patriots and they were using Raiden to remove the threat of Solidus Snake, who wished to destroy them.

As such most what is told to Raiden when he first arrives at the Big Shell is complete fabrication. The terrorist group Dead Cell who follow Solidus Snake have demanded no money for ransom, and the group is merely at the Big Shell as a means to seize control of the secret mobile facility underneath the plant - Arsenal Gear.

Even the placement of the people at the Big Shell were completely thought out by the Patriots. The only person not meant to be at the Big Shell as dictated by the Patriots was Solid Snake, who was believed to have perished two years previously in the tanker that caused the Big Shell cleanup facility to be constructed.

Sometime after arriving at the Big Shell Raiden unknowingly met up with Solid Snake, although the man was claiming his name was Iriqoius Pliskin in order to stop himself from being detected.

## **Fatman and the Bombs**

In order to test Raiden and continue moulding him into a perfect weapon of destruction against Solidus Snake the Patriots contracted the bomber known as Fatman to provide Raiden's first official test aboard the Big Shell.

Fatman placed several bombs at strategic structural points of the Big Shell. It was Raiden's job, along with Solid Snake - to freeze these bombs and eventually confront Fatman, who Raiden killed atop one



of the struts of the Big Shell.

This was the first step towards recreating the events of Shadow Moses as part of the Patriot's plot. Their ultimate aim was to control the events surrounding Big Shell in such a way that their AI's could assume control of the populace, thus bringing about the War Economy and the state of the world during Metal Gear Solid 4: Guns of the Patriots.

At the time Raiden simply believed that Fatman was merely an agent of Dead Cell hell bent on revenge against his mentor, Peter Stilman. In reality Fatman was actually an agent of the Patriots, and the man only agreed to take part in the events of the Patriots' plans after learning he would have a chance to one-up Peter Stilman.

## **The Coverup**

After Fatman was dead Raiden was contacted directly by the Cyborg Ninja. This was really Olga Gurlukovich in disguise, and she had been ordered by the Patriots to assume the role of Gray Fox from Shadow Moses.

Olga's motivation for doing so was the fact that the Patriots held her child hostage. This child would turn out to be Sunny, who first appeared in Metal Gear Solid 4.

Olga, under the guise of Deepthroat, told Raiden of the location of the hostages. Raiden then tracks down the hostages and makes contact with Richard Ames, an agent of the Patriots.

Ames reveals to Raiden the location of the captive President and also makes reference to the 'La-Li-Lu-Le-Lo' a special codename for the Patriots that they have forced Raiden to hear whenever the word Patriots is stated. They do this by the nanomachines in Raiden's blood which they implanted before the Big Shell.

Ames goes on to reveal that the aim of the terrorists is not the destruction of the Big Shell, but the ultimate aim of the terrorists is to detonate a nuclear bomb over Manhattan, thus liberating it from the influence of the Patriots because of an electromagnetic pulse that will knock out all communications.

Ames also reveals that there are no ransom demands whatsoever made by Dead Cell. This confuses Raiden, who had been told by Colonel Campbell that this is the case. Before he can question this Ames suddenly dies of an apparent heart attack.

This is another similarity created as part of the Patriot's S3 plan. At Shadow Moses, the virus FOXDIE killed the Darpa Chief and President Baker by causing heart failure; at Big Shell the Patriots recreate this effect by shutting off Ames' pacemaker as he talks to Raiden.

Pursued by Revolver Ocelot Raiden is then forced to leave the area and moves to track down the president. He is protected by Olga, again dressed as the Cyborg Ninja.

## **The Two Snakes**

Shortly after these events Raiden was attacked by Solidus Snake, revealed to be the leader of the terrorists.

A long battle ensued with Raiden fighting off a Harrier jet piloted by Vamp with Solidus Snake inside. This event was again placed by the Patriots to mimick Shadow Moses where Solid Snake fought Liquid Snake in a helicopter.

Raiden was aided during his fight against the Harrier by Solid Snake who threw supplies out of a helicopter. After Raiden succesfully damages the Harrier and destroys Solidus' eye, a Metal Gear Ray suddenly leaps out of the water and carries Solidus and the jet away, presumably down towards Arsenal Gear.

It is at this point that Solid Snake reveals his true identidy and Raiden resumes his mission to rescue the President.

# Blade Wolf

LQ-84i Bladewolf -- or "**Blade Wolf**" -- is an A.I. who Raiden encounters in Metal Gear Rising Revengeance. Unlike the generic model Fenrir UGs, Blade Wolf's A.I. is advanced enough to allow it human speech.

# Boris Vyacheslavovich Popov



**Boris Vyacheslavovich Popov** is the president of Maverick Security Consulting, Inc and Raiden's instructor. He met Raiden prior to the events of Rising, when Raiden was saving Sunny from The Patriots. He and Sergei Gurlukovich were once war buddies, and was well aware of The Patriots control over the entire world, so he helped Raiden in rescuing Sunny. After the events of Metal Gear Solid 4, Boris took in several members of the Paradise Lost Army (a group of soldiers that worked for EVA) into Maverick.

During the year 2018 he, alongside Kevin Washington and Courtney Collins, helped Raiden via codec in his mission against Desperado Enforcement LLC.

# Kevin Washington



**Kevin Washington** is a member of Maverick Security Consulting, Inc. He helped Raiden via Codec in his fight against Desperado Enforcement LLC. Before joining Maverick, he worked in DDR (Disarmament, Demobilization, Reintegration) at an NGO with ties to the United Nations. He studied in the same university as Courtney Collins, and had her join Maverick as a recommendation. While in Maverick, he earned the nickname: "Kev-of-all-Trades" because of all the work he did in Maverick.

# Courtney Collins



**Courtney Collins** is a member of Maverick Security Consulting, Inc. She gives Raiden support via Codec alongside Boris and Kevin. Before joining Maverick, she studied business administration alongside her classmate at the time: Kevin Washington. She joined Maverick at the recommendation of Kevin.

She was issued to transport Prime Minister N'mani with Raiden and the Gemini cyborgs. The convoy that was transporting N'mani was ambushed by Jetstream Sam, Sundowner, and various cyborgs of Desperado Enforcement LLC. She escaped both the Desperado ambush and RAY's onslaught due to the fact that the limo was armored. During a Codec conversation she says she regrets leaving, saying she could've done better. Raiden reassured her saying she did the best she could during the ambush.

As Raiden's data analyst she was responsible for observing all of Raiden's vitals via GPS. Courtney also has the tendency to place her coffee cup close to the edge of her desk, prompting Kevin to move it to a safer distance. She has spilled her coffee numerous times before, which led Raiden to joke, that if she were ever to be cyberneticized, that her way of saving Raiden's life would be by spilling coffee on the enemy.

# Gemini

**Gemini** are a pair of twin African cyborgs. They wear black suits and shades over their mostly cybernetic body. They served as N'mani's bodyguards alongside Raiden, but both were severely injured by Sundowner. In a Codec conversation with Doktor it is revealed they survived.

# Doktor



**Wilhelm Voigt** also known as "Doktor" is a German scientist working for Maverick Security Consulting, Inc. His full nickname "Herr Doktor" is German for "Mr. Doctor". He helps Raiden by giving him a new cybernetic body after Jetstream Sam mortally wounded him in their first fight.



# Sunny Emmerich



**Sunny Emmerich** is the daughter of Olga Gurlukovich, granddaughter of Sergei Gurlukovich, and a child prodigy in computer programming. Born on the year 2008, before the Big Shell Incident in *Metal Gear Solid 2: Sons of Liberty*, Olga gave birth to Sunny in a hospital run by The Patriots. Olga, before dying at the hands of Solidus Snake, tells Raiden that if he were to die, The Patriots would kill her daughter with life-monitoring nanomachines injected into her body that would've seemingly ended her life if Raiden had lost his life during the incident. Once Raiden defeated Solidus, Raiden set out to find Sunny. Once he rescued Sunny from the clutches of The Patriots, Raiden covertly left her in the care of Otacon and Snake. She spent most of her years aboard the Nomad helping Otacon in his work. She was responsible for the creation of FOXALIVE (an enhanced form of Emma Emmerich's worm cluster), which destroyed JD (The Patriots main AI) aboard Outer Haven in 2014 during the events of *Metal Gear Solid 4: Guns of the Patriots*.

Four years later, now 10 years old, in addition to being a part of Philanthropy, she started working for a company called Solis. Raiden requested her help in getting to an air base in Pakistan, in order to stop Steven Armstrong. She helped him by developing a Mach 23 aircraft that could take Raiden and Bladewolf to Pakistan in under 30 minutes. She later regretted sending Raiden to Pakistan, thinking she sent him to his doom, although Raiden promised her he would come back alive. Once Raiden dealt with Armstrong, Sunny told George that she considered Raiden a hero, despite some people considering him a psychotic maniac because of his past and his "Jack the Ripper" persona.

# Andrey Dolzaev



Character\_13dolzaev.jpg

**Andrey Dolzaev** is a minor antagonist working for Desperado Enforcement LLC.

As a terrorist, he was responsible for the massacre at St. Petersburg in 2015, the bombing of Georgia in 2016, and a military coup in Abkhazia in 2017.

Raiden was sent by Maverick to capture Dolzaev, but Mistral stood on his way. Once Raiden took care of Mistral, she, uttering her last words, told Dolzaev she loved him in French. Dolzaev called Raiden a murderer, to which Raiden responded "That's rich coming from someone like you." Not willing to let himself be captured, Dolzaev committed suicide by blowing up a tanker he was on.

# Solidus Snake



**Solidus Snake**, also known as George Sears, was the 43rd US President and the third son and perfect clone of Big Boss. He secretly instigated the events of Shadow Moses and was directly involved with the Big Shell Incident. He's 37 years old during Metal Gear Solid 2: Sons of Liberty. But due to his accelerated aging written into his genes, he appeared as a much older man even though he was made after Solid Snake and Liquid Snake. This was also the case when he was fighting in the Liberian Civil War (in which Raiden fought as a kid) during the 1980s. During the civil war, he appeared as a middle aged man even though he was in his teens. Although he makes no physical appearance in Metal Gear Rising: Revengeance, he is mentioned. During 2018, Desperado started a project called the Sears Program in a secret facility in Guadalajara, Mexico. Desperado used the brains of trafficked children's brains to put them into cyborg craniums and then submit them to VR training. Sundowner, at one point calls Solidus "Ol' Georgy-boy" then says, while inspecting the process of the project, that it was similar to Solidus's activities in Liberia.

# George

**George** was a Guyanese child runaway who Raiden met while in his mission in Guadalajara, Mexico. According to in-game dialogue, George was a beggar trying to survive in the streets of Guyana. Until one day, a man wearing a suit talking with an Italian accent (who was actually a Desperado agent) asked him if he wanted a job.

The man however put George on a boat with other children heading to the Desperado facility in Guadalajara, Mexico. He escaped from the facility only to meet Raiden in the sewers. After Raiden saved him from 3 Raptors, George told him about how he ended up in the sewers and what experiments they were doing in the facility. Upon finding more children in the facility, the head scientist took released chloroform into the room where the children were being held and took George hostage. Raiden, enraged because of the experiments done on the kids, decides to kill the doctor, but can't because the scientist would kill George in the process. Stuck between the middle of things, Raiden had to choose in the saving the kids or saving George. George however, told Raiden that he would die if it meant saving the kids. The scientist, having none of it, decides to kill George, but the boy staggers the scientist long enough for Raiden to kill him. Even though George was severely injured because Raiden had to cut through him, Raiden used the cryopreserver in the facility to save George's life.

In the end, part of George's body became cybernetic. He spent his time under the care of Doktor, having a better life than the one he had as a beggar in the streets of Guayana. Later on, he went to work with Sunny at Solis. Coincidentally, George is the same boy who Sunny meets at the end of Metal Gear Solid 4: Guns Of the Patriots.

# Locations

ear Rising: Revengeance takes place in various locations around the world including:

**-Africa**

**-Guadalajara, Mexico -Denver, Colorado**

**-Badlands**

**-Pakistan**















# Organizations


## Organizations in Metal Gear Rising: Revengeance

- FOXHOUND
- Maverick Security Consulting, Inc
- Desperado Enterprises LLC

# Console Specific Buttons

Note that all files are PNG. The file extensions are important if you intend to use the wiki-code editor. These images need to be downloaded and re-uploaded to the correct wiki before they work.

Image	Wiki-Code
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Note the "**RTENOTITLE**" will be inserted to the end of each image if you are switching between the Rich Text and wiki-code editors. You may delete or ignore this piece of mark-up.

# Heavily Armed Cyborg

15G

Demilitarized Zone

Destroy a total of 100 Heavily Armed Cyborgs during story mode.

**Heavily Armed Cyborgs** are usually the hammer using cyborgs and other heavies.

# Ninja

15G

Assassin Behind Closed Doors

Successfully complete 30 Ninja Kills during story mode.

**Ninja** are cyborg ninja. You know the type -- the robot freaks in black raincoats, Batman masks, carrying 10 feet long Japanese razors.

# MIB (Men In Boxes)

**MIB's** also known as "Men In Boxes", are a special type of enemy found in the game. There are only 5 in the entire game. When finding the 5th MIB, Kevin will tell you via Codec, that MIB's supposedly come from Area 51.

# Dwarf Gekko

**Dwarf Gekko** are spheroid unmanned gears with three human-like arms that look like leftovers from the mannequins in *Silent Hill*. They generally latch onto Raiden and prevent him from moving, allowing larger units to waste him.

Dwarf Gekko also act as control units for larger UGs, like Raptors and Vodomjerka.

# Dwarf Gekko Humanoid

20G

Tearing Away the Disguise

Destroy all of the humanoid Dwarf Gekkos during story mode.

There are at least five **Dwarf Gekko Humanoids** (Gekko Mimics) in the game. All five must be destroyed in one continuous run (no saving and quitting). Start with R-02 and continue to R-07. If you've successfully killed all five Gekko mimics (and saved the progress on the first four by completing the missions), the notification appears after the fifth dwarf gekko humanoid is destroyed.

## TRIVIA

According to the official Metal Gear Database (PlayStation 3), MGS4's requirements to create a mimic were three Dwarf Gekko. This number was reduced by one (to two) likely for the different size/scaling in Metal Gear Rising.

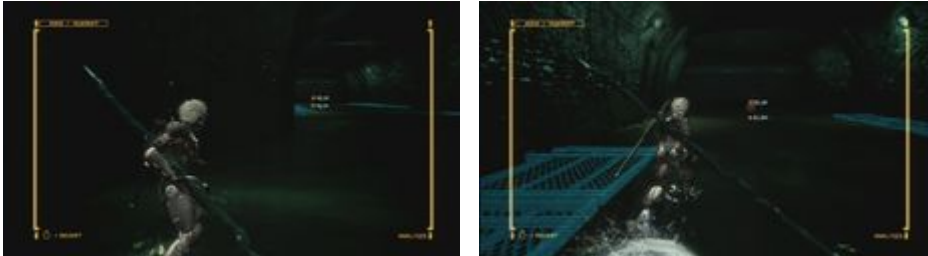
Dwarf Gekko sometimes conglomerate into a roughly humanoid "creature" in some instances. There are *at least* five (perhaps more) **Dwarf Gekko Humanoids** in the game. Destroying them may yield a reward.

Chapter	Dwarf Gekko Humanoid Mimic
R-00 Guard Duty	n/a
R-01 Coup d'Etat	...unknown...
R-02 Research Facility	After the first drop through the manhole, in the tunnel with the Dwarf Gekko, go back to where Raiden first landed in the tunnel to find this mimic.
R-03 Mile High	Do not cause any alerts in the dark subway tunnel patrolled by the Mastiffs. There is a mimic at the end of the subway tunnel.
R-04 Hostile Takeover	There is a mimic on a balcony across from the entrance where you enter Sundowner's arena. Raiden needs a subweapon (preferably the RPG) to destroy this mimic.
R-05 Escape From Denver	This dwarf gekko humanoid is at the bottom of the long staircase after the plaza with the hammer cyborg. For it to appear though, Raiden cannot cause an alert from the Dwarf Gekko sentries or the patrolling Sliders starting from the top of the long stairs. Use a Cardboard Box or Oil Drum Can to sneak by the unmanned gears. Stop moving at the top of the stairs to avoid being detected by the Sliders.
R-06 Badlands Showdown	n/a

R-07  
Assassination  
Attempt

At the very beginning, avoid the main gate of the airbase and check the "eastern-most" spot of the area outside the base perimeter. You can disable the mini-map from turning with your camera in the options, thus creating a sense of north/south, east/west.

## R-02 DWARF GEKKO HUMANOID



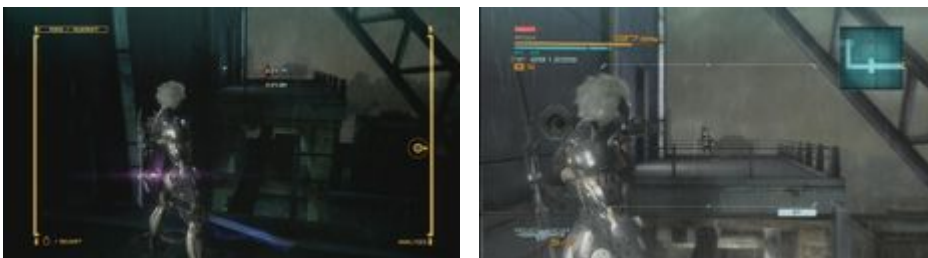
After dropping down the first manhole in the sewer (the one without the cut-scene with George), you fight some dwarf gekko clinging to the walls. Before proceeding to the next section of sewers, head back to where you dropped down to; a dwarf gekko humanoid will be loitering there.

## R-03 DWARF GEKKO HUMANOID



Do not cause any alerts in the darkened subway tunnel (stealth kill all the enemies). Near the end of the subway tunnel, do not climb onto the station platform to exit. Instead, go to the end of the trackbed and there is a dwarf gekko humanoid waiting to be destroyed.

## R-04 DWARF GEKKO HUMANOID



Raiden requires a subweapon (like the RPG) to destroy this Dwarf Gekko Humanoid. On a balcony across a chasm just before you fight Sundowner in R-04; the balcony is 90° to your left as you exit the World Marshal Building and onto the walkway to the helipad.

## R-05 DWARF GEKKO HUMANOID



This dwarf gekko humanoid is at the bottom of the long staircase after the plaza with the hammer cyborg. For it to appear though, Raiden cannot cause an alert from the Dwarf Gekko sentries or the patrolling Sliders starting from the top of the long stairs.



Use a Cardboard Box or Oil Drum Can to sneak by the unmanned gears. Stop moving at the top of the stairs to avoid being detected by the Sliders or other Dwarf Gekko.

## R-07 DWARF GEKKO HUMANOID



Do not cause any alerts. "Lock" your mini-map (disable "map turns with camera" mode in the options) and check the eastern most spot of the map outside the base's entrance. The dwarf gekko humanoid is lurking amongst the rocks. Note if you do cause an alert - or destroy all the guards at the entrance - the Gekko mimic will not appear.



# Fenrir

20G

Wolf Hunter

Destroy a total of 10 Fenrirs during story mode.

Fenrir's are mass-produced versions of LQ-84I. Unlike the original model, they are slightly weaker and do not possess the advanced intelligence necessary for human speech.

# Gekko

20G

Herpetophobia

Destroy a total of 10 Gekkos during story mode.

**Gekko** (or Gekkou) are the bipedal, armless UGs that attack Raiden with their whip tentacles and charging attacks.

# GRAD

**GRAD's** are the bipedal UGs that are wholly mechanical and act like roadblocks, they look like miniature Metal Gears'. One of them serves as a boss in R-02 Research Facility.

# Gun Camera

15G

No Flash Photography!

Destroy all the Gun Cameras in File R-01.

Stationary **Gun Cameras** populate R-01's factory floor as security.

# Hammerhead

20G

Jumping the Shark

Destroy a total of 10 Hammerheads during story mode.

**Hammerheads** are the UG helicopter gunships. Raiden faces down at least one in R-01 past the falling bridge.

# Mastiff

15G

Silverback

Destroy a total of 10 Mastiffs during story mode.

**Mastiffs** are the gorilla-like UGs with the ape-like arms and heavy armor.

# Metal Gear Ray

**Metal Gear Ray** is a bipedal war machine designed to be the perfect weapon. Originally it was created to be used by the Marine Corps, but it was then stolen by Revolver Ocelot during the Tanker Incident in the year 2007 during the events of Metal Gear Solid 2: Sons of Liberty. Metal Gear Ray was then mass-produced. They were used as Arsenal Gear's "bodyguards" and served as support for Outer Haven during the events of Metal Gear Solid 4: Guns of the Patriots. Some were also sold on the black market. The one in Metal Gear Rising is one of these mass-produced models. But unlike the previous versions that required a pilot, this one is a UG, meaning it's controlled by an AI. Raiden fights and destroys this UG at the beginning of the game.

# Raptor

20G

Extinction Level Event

Destroy a total of 10 Raptors during story mode.

**Raptors** are the bipedal armored UGs that do not look anything like Gekko. They are operated by Dwarf Gekko, which Raiden may occasionally tear out during a finishing move. Unlike Gekko, Raptors are much more aggressive and almost never seen on patrol (only during red alerts).



# Slider

15G

Slider Strike

Destroy a total of 10 Sliders during story mode.

**Sliders** are the flying UGs. Do not mistake them for cyborgs with flight packs, because they aren't.

# Vodomjerka

20G

Pond Scum

Destroy a total of 5 Vodomjerka during story mode.

**Vodomjerka** are fire-breathing, water skating, spider-like UGs are found in R-02's sewers. They can only be fought in that area. They have flametrower's attached to their bodies and they have the tendency of ramming their victims.