

TITLE: Demonstrating the creativity of *Metal Gear Solid V*

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SCENE 1: Map and Mission Description (Let Millar fill in the player character)

Narrator (Me): Here we have a general of the Soviet army with a tank caravan in hand. They go through a small canyon at the base point here (Show map zone with highlights). This is a canyon that has a very narrow road and shoulders that aren't fast to switch over to if the road is blocked. Most cases will have the entire group stopping if the littlest thing blocks the road (Explosion Blockade). This is the first fantastic sandbox mission as it is incredibly open-ended and has a ton of possible solutions like the missions that follow.

SCENE 2: Setup Humor

Narrator: You may think well I can just rush in, mark him, and take him out (Show Fortnite recreation of that idea). While that can work what is more than likely to happen is that a player would meet the barrel of the tanks in their faces (Tank death example).

SCENE 3: The showcase of chaos

(Show multiple scenes of several different approaches to finish the mission objective with classical music playing in the background)

Narrator: But that lacks finesse or creativity. You could chase down the truck and take out the general directly when he's away from the tanks. You could jump into the back of the truck and take the general out through the back window. You could fight smart with the tanks by ambushing them with a road bomb then lay rocket fire down on the secondary tank finishing the general truck last, trick the enemy by putting an anime girl sticker on so they view you as friendly as the soviets are weebies apparently, get another tank to fight the convoy head on, or make a car bomb to send into one of the vehicles to get an easy elimination.

#### SCENE 4: Inventory set up

Narrator: The mission is simply this general has a hit out on him, people want him to disappear. You can make that work by killing or capturing the general, which we will be doing a small mix of. Weapons wise you'd want a good assault rifle, rocket launcher, tranquilizer pistol, and an arm of your choice. Items should be C4 for remote explosions, inflatable decoys for armored takedown, phantom cigar to pass the time, and a box for easy camo and tricks.

#### SCENE 5: Developer Intention Best Path

Narrator: The best landing zones for the mission are the eastern one first and the western one second as it has an extra base that you need to deal with to either go directly for the general or for the

documents to show the convoys travel path. I'll show you both paths to get to the tanks the best with the assortment of successful missions. But first and foremost is the documents' best approach when landing in the east of the base. You just hug the canyon wall on the right with either a car, d-horse, or by walking (show the climb above the tower and the guard take down before the approach. Avoiding all the enemies but the two guards in the general's room and any stragglers that hear you taking them out like it does here for me. Scan the documents and you get a very nice checkpoint and the tanks spawn closer to the base for you to do your set up.

## SCENE 6: Successful Approach Description

### Subscene 1: Action Hero

Narrator: This approach would be to rush outside and go off the cliff to set up a bomb trap one on the east and one of the west bound road (show the markers and the bombs clip). Detonate the east first to destroy the first tank then the west once the second inches towards it. Get your car or horse to catch up to the now speeding away general. I am able to shoot both the driver and general for nonlethal capture.

### Subscene 2: Hitch Hiker

Narrator: As you can see here, I rush down the mountain side to crawl near the storage area that has the tower we passed earlier. Use either a car or the horse as a block for the convoy to make them slow enough to Fulton the back tank and climb aboard the truck before they start moving again. Unfortunately for me I decided to shoot when a patrol guard was nearby, so I sent d-dog to grab him while I incapacitated the general.

### Subscene 3: Man, vs Machine

Narrator: Going head-to-head with a tank is a bad idea as we established earlier so how do you fight them with a rocket launcher only? We'll simply ambush them with a road bomb (I used my car in the clip) to take out the first and then send as many rockets as possible to the way of the second tank before they can return fire. The panicking general and driver try to flee the scene but not before the explosion of the truck takes care of them.

### Subscene 4: Anime Box

Narrator: I went back towards the base to get the convoy to move my way, but stealth absolutely failed and the enemy bases in the area were told of my presence. Normally that just puts them into a rushed mode to speed down the highway but... (Clip of the convoy stuck on a wall). I made the executive decision to play with my food here and use the box and place an anime sticker on it to see if

they would react the same way normal ground troops do and well... (Clip of the tanks ignoring my presence). I messed up with this till I turned to much and they realized I was just a guy in a box. Reloaded a handful of times to get the easy nonlethal takedown of the entire convoy without needing to directly shoot anyone.

#### Subscene 5: Tank on Tank

Narrator: Farther east from the eastern drop zone is a two bases, the first of which has an aerial rocket volley attachment. It's supposed to join the convoy once they reach this point (Clip of the tank just sitting there). It is unmanned until the convoy reaches the base and the general speaks with the men here. If they aren't using it, I will. Both the eastern drop and the final base at the end of the convoys trip can be used to get to this easily. The base will be a hot zone with anti air guns which you'll have to destroy before crashing on mission entry, but it is an option for doing this and what I did (Clip of hot drop into the ruins the base is in).

#### Subscene 6: Car Bomb

Narrator: An all time classic for this game is car bombs. Just like any action movie when they bail out of a vehicle at the last minute to send it into the enemy to have the most over the top explosion. We can simulate that here in *MGSV* (Clip of truck getting loaded

with c4). I let the lead tank get away in this clip and drive right past the second base running from me. The truck closes the gap very easily and we can send it right into the side of the tank for a cinematic movie moment (Clip of the explosion behind snake and close out with the final thoughts).