

Directions on how to dispatch and capture an enemy soldier in *Metal Gear Solid V: The Phantom Pain*

Objective Rundown:

Congratulations on joining the Diamond Dogs via recruitment from Big Boss. Big Boss wants to see what you are capable of and has asked that you incapacitate an enemy soldier and bring them back to mother base. You will be supplied with a non-lethal tranquilizer gun, inflatable dummies, binoculars, Fulton Recovery Devices, and a box. These instructions include directions for getting to the enemy, the options of incapacitation, and possible troubles you may face.

NOTE: Controller button primarily use the Xbox layout (Pc/Xbox default) for PlayStation inputs it will be labeled As (A | X) with the X being PlayStation equivalent.

Given Supplies Relisted Below:

Supply	Usage	Accessed With Button
Helicopter	Arrival / Escape	idroid to pick location (≡ Start) To board or leave (A X)
Tranquilizer Gun	Ranged Incapacitation	(Right on the D-Pad) (LT to Aim, RT to Shoot)
Inflatable Dummy	Throwable Incapacitation / Distraction	Item Wheel (LB L1, Right Stick to Choose)
Binoculars	Scoping / Planning Approach	(Press Right Stick In)
Fulton Recovery	Capture Soldier	(Hold A X near and incapacitated Enemy)
Box	Camo / Stealth	Item Wheel (LB L1, Right Stick to Choose)

Figure 1: Controller Layout (Castellano, 2018)

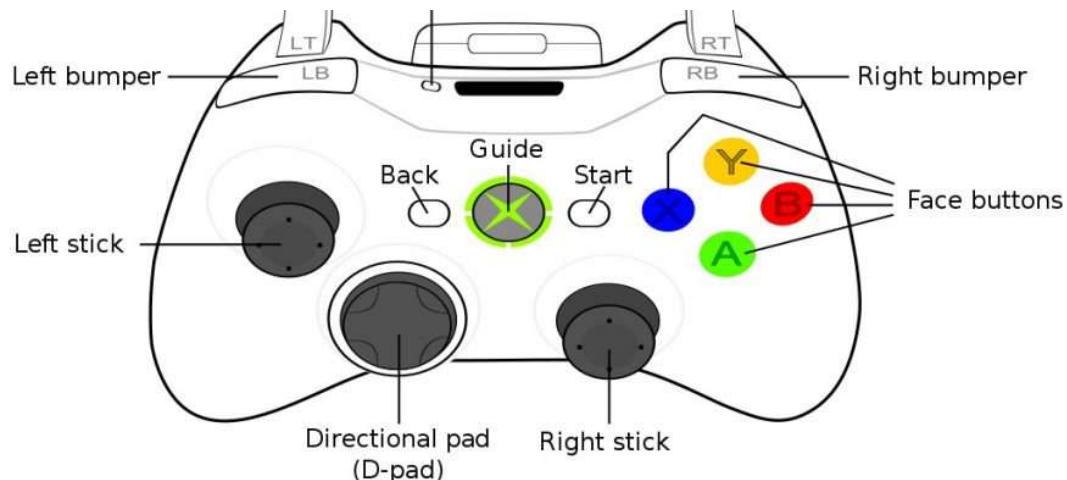


Figure 2: Afghanistan Base (Gamepressure, 2014)



Figure 3: Player Character with Item Wheel Active (Interface In Game, 2014)



Directions for Enemy Capture:

1. Disembark the helicopter (A | X Button)
2. Head towards the direction given by command in your dispatch (Loading screen describes the objectives and idroid menu also lists it with (≡ | Start))
3. Scope the location (Binoculars Recommended)
4. Find the most isolated soldier
5. Make your way to the soldier's location
 - a. Option a: Equip the box and use its natural desert camo to stealthily approach
 - b. Option b: Crawl (Hold A | X) through the stonewall section of the farmland
 - c. Option c: Throw an inflatable dummy out as a distraction to draw focus away from your chosen approach direction
6. Now you should be right on the brink of coming face-to-face with the soldier
7. Incapacitate the enemy
 - a. Option a: Equip the tranquilizer gun (Right on the D-Pad) aim at the target (LT) and shoot them with a dart (RT) to cause a quick sleep
 - b. Option b: Grab and constrict the enemy till they faint (Press and hold RT)
 - c. Option c: Knock the enemy out with a well-placed combo of melee attacks (Mash RT repeatedly)
8. Use one of the Fulton Device Balloons for the aerial unit to intercept (Hold down X | □)
9. Wait for Control to confirm
10. Sneak out the same way you came in
11. Open your idroid (≡ | Start)
12. Hover over a helicopter zone (Move with right stick) and request helicopter pickup (Hold A | X)
13. When it arrives go to the location and leave on said helicopter (Hold A | X)
14. Mission Complete

Troubleshooting:

- If spotted:
 - a. Lay low in an isolated position if any troops come your way use the Tranquilizer to dispatch them, if possible, capture that soldier with a Fulton Device
 - b. Use the box to disguise yourself as a supply box commonly used in these bases
 - c. Return to the drop-off point and wait for the base to cool down security yet again
- If Fulton Device Fails:
 - a. Check to see if there are any inclement weather warnings before reattempting
 - b. Check if open sky is above (No obstructions like roofs, cliffsides, or enemies firing at the balloon)
 - c. If all else fails carry the soldier back to exfil to put on the helicopter
- If defeated in battle:
 - a. Just reload the last checkpoint and try again

References

- Castellano, A. (2018, July 16). How to improve controller button layouts. Dual Analog. Retrieved March 25, 2025, from <https://www.dualanalog.com/how-to-improve-controller-button-layouts/>
- Gamepressure. (2014, September 30). Afghanistan - Metal Gear Solid V: The Phantom Pain Guide. Retrieved March 25, 2025, from <https://www.gamepressure.com/mgs5thephantompain/afghanistan/zc7d01>
- Interface In Game. (2014, September 2). Metal Gear Solid V: The Phantom Pain – Weapons Wheel [Screenshot]. Retrieved March 25, 2025, from <https://interfaceingame.com/screenshots/metal-gear-solid-v-the-phantom-pain-weapons-wheel/>