


Metal gear solid 2 steam trophy

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In the basic versions of Metal Gear Solid V, there are 42 results and they are listed below. These results are common across all platforms - PC (Steam successes), XBOX and Playstation (trophies). AccomplishedHow to shock: You have to complete all the main missions of the game. Comment: You need to complete 50 missions in total. There are main missions and 19 alternative versions that can be completed later. AchievedWay to get: Complete all side missions in the game (Side-Ops). Comment: You have access to most of them during the game. Only some of the missions set specific requirements - check the appropriate chapter of this guide to learn more. Apprentice How to unlock: You have to complete a mission with the help of a member of the combat unit. Comment: You can choose a team member during the preparation phase in the preparation menu, as well as your support or equipment. After showing the list of characters choose any character from the combat unit (but don't select Big Boss or your avatar). Remember that some quests are designed for specific characters and will not allow you to select any other characters to play. ArchitectWay to get: You need to establish all available platforms of the Mother Base. Comment: This result takes a long time because it requires you to have a lot of money and resources. You have to build seven Mother Base platforms and develop each as much as possible. Remember that each level of platform increases the requirements you need to face to level again. ArmyWay to get: Reach level 50 with all units at the Mother Base. Comment: This result does not require any special preparation. It just takes a long time. AwakeningWay to get: complete the mission "Prologue: Awakening." Comment: This is one of the first results that you What you need to do is simply complete the (mission to hospital). Battalion to obtain: Expand the staff of the Mother Base to, at least, 250. Comment: Remember Fulton, or transport by helicopter, as many prisoners and unconscious opponents as possible. BeekeeperWay to get: Complete the "Where do bees sleep?" main mission. Comment: This is the sixth mission of the game. CapturedWay to obtain: Six control on an outpost enemy. Comment: This is an easy result and you can get it already during the first main mission of the game. Reach any outpost (they were listed on the map of Afghanistan) and get rid of all the guards there (either render them unconscious or kill them). CaravanWay to be obtained: complete the main mission "Traitors' Caravan". Comment: It is the sixteenth mission of the game. You need to complete all the side operations of the mine team. Comment: You will unlock new mining missions throughout the game and are focused on neutralizing mine fields. After arriving in a minefield try to use the D-Dog to locate every mine. After that you can disarm them (which is risky) or destroy them from a safe distance. Collect how to unlock: Collect all Blueprints and key elements. Note: Maps are collectable objects that can be found during missions and during world exploration. Kei objects are only collected by completing the missions and all their tasks. ConservationWay to get: Extract all species of animals in the game, return to Mother Base. Note: To extract animals, you can use the gun with sleeping darts, cages or fultoning devices (the larger animals). In your zoo you can collect all 47 animal species. Cry HavocWay to get: Unlock the D-Dog as your friend. Comment: To learn more about the players, and to unlock them, see the passage to the Installation How to unlock: you must complete all important shipment missions. dispatch. Missions are solved by your subordinates. Once you have reached a specific point of a main plot, you will unlock the Combat Distribution menu in your iDroid. Among the available missions choose those that are at the top of the list, because © are the most important. Complete the missions as you can and after some time you unlock this result. DeterrenzaMode to obtain: Develop nuclear weapons. Comment: This option will be unlocked after having reached a specific point of a main plot, your research and development team will be ordered to create the nuclear weapon. However, you must remember that this task requires a lot of GMP and resources. Missing Mode to obtain: Complete the main mission 'A Quiet Exit'. Comment: This is one of the side missions during which they are becoming available in the last part of the game. To unlock it you need to have the best possible relationship with the female sniper named Quiet. Disarmament mode to obtain: Dispose of nuclear arsenal. Comment: After creating the nuclear weapon (you can read about this in the description of the results obtained) you decide to disarm it (this requires 100 000 GMP). EliteMode to obtain: Complete all missions and get S. Comment: The grade you are assigned is communicated at the end of the mission. In addition, it is displayed while browsing the list of available missions. EnhancementMode of achievement: It is necessary to search at least fifty elements in the R&S department of the Mother Base. Comment: Try to buy new inventions on a regular basis (if your current budget allows it) make sure you get new resources and update your research and development team (these are the most common requirements for new inventions). Execute Mode to obtain: Complete all missions and complete all objectives. Comment: Each mission has one, up to several objectives. It is necessary all primaries (including those that are mutually exclusive), secondary and hidden. It is worth remembering that the complete list of the gods (even incomplete tasks) will be shown to you after the first completion of the mission. It will help you find out what you need to do to complete a hundred percent mission. ExtrationWay to obtain: You need fulton (extracted on a balloon) any given opponent. Comment: This result, practically, cannot be lost. You can try to get it after completing the second main mission, when you get the fultoning device. Unconscious any opponent, approach and execute him. Gears Turnbay to obtain: complete the main mission "Hellbound". Comment: It is the 12th mission of the game. Hero to obtain: you must reach the name in code Hero. Comment: While completing the game try to take care of your Score Heroism. We have presented this topic in our chapter F.A.Q. in the passage section of the guide. Basically it is necessary to collect points 180000 and also complete the thirteenth main mission. Immortal mode to obtain: Complete the main mission "Metallic Archea". Comment: It is the 25th mission of the game. Interruption of way to obtain: Interrogate an enemy soldier. Comment: Only interrogations, where you can understand the enemy, count. First you have to recruit the language interpreter (e.g. Russian) and you can do it while completing one of the side operations. Start the interrogation by grabbing the opponent from behind and choosing the right object on the list. IntruderWay to obtain: It is necessary to carry out the FOB mission in the infiltration group. Comment: After completing the twenty-second main mission of the game you can use the advanced operating base (FOB). From now on you can connect to MGS V servers and infiltrate other players'bases. Locked and LoadWay to obtain: You need to invent, at least 300 articles at the R&S department of the Mother Base. Comment: try to new inventions regularly (if current budget allows) make sure to get new resources and update your research and development team (these are the most frequent) For new inventions). Man's Best FriendWay to get: you have to get the best favor and with the D-Dog, that is one of your Buddies. Comment: Bring the dog in more possible missions. Find out more about earning favors with your friends, see the passage for the game. Phantom limbway to be obtained: Complete the main mission "Phantom Limbs". Comment: This is the first main mission of the game and starts immediately after completing the prologue. Platoonway to obtain: expands the staff of the mother base A, at least 50. Comment: Remember of Fulton, or to transport with the helicopter, the largest number of unconscious prisoners and opponents, as much as possible. Perspectives to obtain: earn a total of ten million GMPs (the currency in play). Comment: The main way to get money is completing the missions. The other interesting methods have been described in the passage for the game, in the FAQ chapter. Strengthening of the method of obtaining: inventing, at least 100 items, thanks to the R & D at the mother base. Comment: Try to buy new inventions regularly (if the current budget allows it) make sure you get new resources and to update your research and development team (these are the most frequent requirements for new inventions). Remembering to get: get all the hidden photos of the memento. Comment: You can collect 11 photos in total. Skullway to be obtained: Complete the main mission "sabelanthorpus". Comment: Threntine first and the last mission from the "core" set. SpeechlessWay to obtain: unlock silence (female sniper) as your buddy. Comment: To learn more about your friends and the circumstances where you have unlocked them, see the passage for the game. At the Rescue Way to obtain: extract a woman prisoner. Comment: You can get this result as a result of progress in the main story, or thanks to side missions (side-op). After a female prisoner, it is possible to Fulton (extract it with the balloon) or request a pick-up helicopter. SteedWay SteedWay Trust Get: You have to get the maximum favor with the D-Horse, i.e. one of your friends. Comment: Take the horse for as many missions as possible. To learn more about how to get favor with your friends, see the step to the game. Truth How to Get: Complete the main mission "Truth: The Man Who Sold the World." Comment: This is one of the main missions in the game. UndertakenWay to get: Complete any side mission (Side-Op). Comment: Side missions become available only after completing the initial main missions. Entries How to get: Complete the main mission "Voices." Comment: This is the 20th mission of the game. War BuddyWay to get: You have to get the maximum favor with Quiet (the female sniper), which is one of your Buddies. Comment: Take Silence along as many missions as possible. To learn more about how to get favor with your friends, see the step to the game. Next Side-Ops Introduction Prev Basics Memento Photo

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