

## **METAL GEAR SOLID V: GROUND ZEROES: Launch Trailer whets appetites ahead of Australian release**

### **Special GROUND ZEROES trailer shows new gameplay elements**

Konami Digital Entertainment B.V. has released a new trailer for **METAL GEAR SOLID V: GROUND ZEROES** ahead of its physical release for PlayStation®4, Xbox One, PlayStation®3 and Xbox 360.

The new footage showcases vital new additions to the series, offering a tantalising glimpse of the game's new open-world environment, the stunning weather effects, and the improved AI the game enjoys. All three things are brought into play via Kojima Productions' stunning FOX Engine.

**METAL GEAR SOLID V: GROUND ZEROES** takes place in 1975 and acts as an introduction to the forthcoming **METAL GEAR SOLID V: THE PHANTOM PAIN**. **GROUND ZEROES** focuses on the legendary Big Boss – a stealth operative - as he infiltrates a secret Cuban prison base called 'Camp Omega' on a rescue mission. Alone behind enemy lines, the game reveals a total freedom of movement within its missions, with users choosing how they engage guards, the route they pick, and which prisoners they rescue.

**GROUND ZEROES'** open world and many possibilities encourages the player to revisit its content again and again, to discover its secrets and features an online global ranking system where players can compare their achievements against others. It also has unique second-screen elements, via the free iDROID app, which allows users to sync maps, summon air support and use found cassettes on a linked iOS, Android or Smart Glass system.

**METAL GEAR SOLID V: GROUND ZEROES** has been hailed as one of the key games of 2014. Scheduled to be released on 27 March and priced at \$49.95 for the physical PlayStation®4, XboxOne, PlayStation®3 and Xbox 360 editions.

Trailer can be viewed here:

<http://youtu.be/igxZNg4z-w8>

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