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A HIDEO KOJIMA GAME

# METAL GEAR SOLID V

## THE PHANTOM PAIN

TACTICAL ESPIONAGE OPERATIONS

### Triumph unveils bespoke 'Venom' custom bike based on KONAMI's METAL GEAR SOLID V: THE PHANTOM PAIN

Konami Digital Entertainment B.V. has announced a special creative partnership with Triumph, which has seen the motorcycle specialists produce a stunning bespoke 'Venom' bike thematically linked to KONAMI's forthcoming **METAL GEAR SOLID V: THE PHANTOM PAIN** title.

**METAL GEAR SOLID V: THE PHANTOM PAIN** is scheduled to be released on PlayStation®4, PlayStation®3, Xbox 360™, and XboxOne™ on September 1<sup>st</sup>. To celebrate the game's launch – and continuing a relationship that has seen Triumph bikes featured in *METAL GEAR SOLID 3: SNAKE EATER*, *METAL GEAR SOLID 4: GUNS OF THE PATRIOTS* and *METAL GEAR SOLID: PEACE WALKER* – Triumph's bespoke VTB:1/Venom unit reflects the hard-edged and stripped-back edge of the broken but unbowed hero that returns for the new game.

The 'Venom' bike is inspired by the legendary Triumph Bonneville T100 ridden by Snake in **METAL GEAR SOLID V: THE PHANTOM PAIN**, and is a custom build, created by the Triumph team. Their brief was to bring to life Snake's stripped back edge via unique styling and detailing, including game-inspired graphics and the renowned Diamond Dogs logo. The resulting 'Venom' is a mission-ready bike tailored to the wilds of Afghanistan and Africa.

**METAL GEAR SOLID V: THE PHANTOM PAIN**'s Diamond Dogs pack leader has little need for civil niceties, so mirrors, speedometer, and rev counter were quickly stripped off with function defining form. From there on in, this stock T100 Bonneville has evolved to become the ultimate hot rod.

Off-road duties are handled with ease thanks to custom rims fitted with dirt-focused rubber in the form of Continental TKC80 tyres. The stock saddle has been cut down and refinished in Sneaking Suit neoprene and carbon Kevlar leather inspired by Snake's iconic combat wear. A heavy duty ammo rack loops around the back of the saddle, offering both protection and somewhere secure to bolt down an extra case or two of .50 cal.

A yellowed-out JVB Rumbler headlight and external heavy-duty fork springs give an aggressive dimension to the front end, while the profile is exaggerated by the lack of front mudguard. At the rear, the cut-down rear guard and an exclamation mark-shaped tail-light add to the individuality of the machine. Colour-matched callipers and cam cover are additional stand-out details, whilst the custom slash-cut exhausts deliver a soundtrack that lives up to the looks. Details such as Triumph Tiger off-road foot pegs, Renthal performance sprocket, machined throttle body caps and Triumph sport levers all contribute to making this bike as unique as it's rider. Finally a hard-wearing stencilled matte black Diamond Dogs livery clearly links bike and owner – creating a Bonneville fit for Snake.

The VTB:1/ Venom Triumph Bonneville was unveiled at the MCM London Comic Con, May 22-24, and then will tour a number of events throughout the year.

**METAL GEAR SOLID V: THE PHANTOM PAIN** marks a dramatic advance for the multi-million-selling franchise and expands upon themes and content seen in its predecessor: *METAL GEAR SOLID V: GROUND ZEROES*. Boasting a truly open world environment, the harsh terrain of global battlefields is brought to vivid life with realistic weather patterns and day turning to night. Thus, players can adapt their tactics to match the changing environment, creating an intuitive and utterly non-linear gameplay experience. Similarly, a host of acclaimed *METAL GEAR SOLID* tropes return in hugely advanced forms, including expanded CQC (Close-Quarter Combat) skills, vastly improved enemy AI, and an all-new version of *METAL GEAR ONLINE*.

This ground-breaking epic sets a new standard in stealth-action, with the series' famed sneaking elements greatly expanded within the sprawling play area. A host of new characters – both good and bad – tell a story driven by revenge, as series hero Big Boss enters a series of battlefields following the deaths of his colleagues. Central to the game is a hideously disfigured adversary known as Skull Face, while the ongoing conflict also introduces the new, iconic characters, such as the mysterious Quiet – a mute female sniper with incredible abilities.

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