

June 10, 2015

# METAL GEAR SOLID V

## THE PHANTOM PAIN

TACTICAL ESPIONAGE OPERATIONS

### Pan-European release for METAL GEAR SOLID V: THE PHANTOM PAIN Limited Edition Console Bundle

Konami has announced it's highly anticipated **METAL GEAR SOLID V: THE PHANTOM PAIN** title will be the subject of a Limited Edition PlayStation®4 Console Bundle on September 1<sup>st</sup>.

A special agreement between KONAMI and Sony Computer Entertainment Europe (SCEE), a division of Sony Computer Entertainment Inc., will see the branded console released concurrently with **METAL GEAR SOLID V: THE PHANTOM PAIN**. The bundle will include the PlayStation®4 (PS4™) computer entertainment system with 500GB hard disk drive (HDD) and the Wireless Controller (DUALSHOCK®4), both in their special METAL GEAR SOLID V design, and the **METAL GEAR SOLID V: THE PHANTOM PAIN DAY 1 EDITION** software title for PS4™. The bundle will be available in a limited quantity.

The PS4 system included in the bundle comes in a special deep red colour with gold line detail, inspired by the look of Snake's 'Bionic Arm' in the game. The DUALSHOCK 4 Wireless Controller is a metallic grey colour, resembling the handgun held by Snake. Both the PS4 system and the DUALSHOCK 4 Wireless Controller feature the unit emblem of Diamond Dogs, a private military initiative led by Snake. The product also includes a **METAL GEAR SOLID V: THE PHANTOM PAIN** special theme for PS4™.

**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.

**Media Contact:**

Sharene Kirchler

**Mindscape Asia Pacific**

Product Manager

Email: [Sharene@mindscape.com.au](mailto:Sharene@mindscape.com.au)

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