

## Raiden Returns in Exclusive METAL GEAR SOLID V: GROUND ZEROES Content for Xbox One® and Xbox 360®

### ***Nothing is what it seems... classic foes meet modern hero as KONAMI details exclusive 'Jamais Vu' mission***

Konami Digital Entertainment B.V. has announced an exclusive 'Jamais Vu' mission for its eagerly-awaited *METAL GEAR SOLID V: GROUND ZEROES* title for Microsoft's Xbox One® and Xbox 360® video game entertainment systems. The format-exclusive content will add a new dimension to the game's stealth content, introducing the *METAL GEAR SOLID* series' cybernetically-augmented mercenary, Raiden, to the game's prison setting.

The exclusive mission is set within *METAL GEAR SOLID V: GROUND ZEROES*' Cuban containment camp, and becomes available once certain conditions are met. The mission begins with Raiden charged with investigating an alleged biorobotic incursion, and dropped on the periphery of the camp. Thus, the augmented hero must gain access and secure firm evidence of the "bioroid" presence – dubbed 'Snatchers' by the intelligence group. The Snatchers, while externally disguised as marines, produce an inhuman X-Ray when tagged using the game's marking system. Raiden must locate and eliminate the imposters while evading capture by the unaware humans charged with guarding the base.

The new Microsoft content marks the return of Hideo Kojima's classic 1988 '*SNATCHER*' universe. The eponymous Snatchers featured in an MSX title followed the release of the first *METAL GEAR*, and was set in the futuristic city of Neo Kobe, where the mysterious beings were infiltrating society by killing people and assuming their identities. 26 years after its release, *SNATCHER* still enjoys a huge level of interest among fans.

The 'Jamais Vu' mission begins with Snake and his cybernetic ally being briefed, before Raiden – forgoing his famed Katana blade – jumps into the camp. Raiden has been chosen for this mission not only for his superhuman abilities, but also because, unlike Snake, he lacks a human body to snatch.

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The mission will be integrated within both digital and boxed versions, and reintroduces Raiden to the stealth-orientated themes of the *METAL GEAR SOLID* universe.

The exclusive 'Jamais Vu' content is showcased in a specially-created one-minute trailer, detailing Raiden's mission to defeat the Snatcher invasion, while a 14-minute demonstration movie of the Xbox One version of *METAL GEAR SOLID V: GROUND ZEROES* shows incredible level of detail and shares AI and other feature advances.

*METAL GEAR SOLID V: GROUND ZEROES* acts as a prequel to events in the forthcoming *METAL GEAR SOLID V: THE PHANTOM PAIN*. The game introduces a new open-world environment to the series, alongside changing day and night environments, changing weather elements, and extensive AI advances. The game will be available in retail stores nationwide on current generation systems or via download for Digital versions for Xbox One and PlayStation®4.

To view the exclusive Microsoft 'Jamais Vu' content, please visit: <http://youtu.be/Qfg8mK-AsIM>

KONAMI has also released 14-minute gameplay reveal showcasing the difference a night-time mission make to *METAL GEAR SOLID V: GROUND ZEROES*. It can be seen via: <http://youtu.be/m8Hy2leYQ9U>

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