

**Chapter 1 : Metal Gear Solid V: The Phantom Pain No Traces Guide for PlayStation 4 by Garamoth - Gam**

*You can ghost mission 30 completely, no interaction with the guards at all. Crawl in stick to the right side until you get to the final gate then cross over and go through the hole into the sewer then back to the right side up the steps then through the hole in the wall to the stairs and you're home free.*

Metal Gear Solid 5: The Phantom Pain Walkthrough Controls: You can select from 2 types of controls. Action Type is the default control type. Click on a gallery thumbnail to see the large controls layout for all consoles and PC players. Press the Action button to mount your horse. To get into the vehicle, press the Action button while the icon is displayed. The Walker Gear is a man-sized bipedal weapons platform. To pilot the Walker Gear, press the Action button while the icon is displayed. The Phantom Pain will provide players a first-rate gaming experience as they are offered tactical freedom to carry out open-world missions. One of the most anticipated games of the year with its open-world design, photorealistic visual fidelity and feature-rich game design, MGSV: The Phantom Pain will leave its mark as one of the hallmarks in the gaming industry for its cinematic storytelling, heavy themes, and immersive tactical gameplay. The Soviet invasion of Afghanistan has brought a new edge to the Cold War, and in , a one-eyed man with a prosthetic arm appears in the country. Those who know him call him Snake; the legendary mercenary who was once swept from the stage of history and left in a coma by American private intelligence network Cipher. Snake is accompanied by Ocelot, an old friend who saved him from attack when he finally awoke. Snake must undertake a solo mission to rescue Miller and prove to the world that the legendary mercenary is not dead and gone. Open-World game design allowing players ultimate freedom on how to approach missions and overall game progression. Fox Engine delivers photorealistic graphics, thoughtful game design and true new-generation game production quality. Online connectivity that carries the experience beyond the consoles to other devices to augment the overall functionality and access to the game. Evolution means that MGS goes open world, includes a new breed of stealth, has unparalleled strategic freedom, with deeper stealth action, a realistic passage of time, real-time weather, blistering action and CQC Close Quarters Combat , a buddy system, it also lets you procure a variety of resources, expand Mother Base, and of course the cardboard box is back! Intel Core i 3. Version 11 Hard Drive: Time to explain the complete story in chronological order and bring you up to speed for Metal Gear Solid 5: The Phantom Pain walkthrough done on S Rank difficulty level! To get an S Rank in this prologue mission "outside of skipping all the cutscenes to increase your time score" the mission tasks are to complete the mission without triggering Reflex Mode AND without letting the Man on Fire to attack even once after meeting up with Ocelot. Try to score headshots on the first two enemies. When you get to the lobby with multiple enemies, immediately turn around and drop down the hole in the ceiling, now crawl to the opposite end of the room where the exit door is found. To get this S-rank simply skip all cutscenes in the prologue. There are a few golden rules for getting S-ranks! 1. A lot of strategies only work when replaying missions and you will unlock better gear over the course of the game. Skip all cutscenes to save time. Yes, cutscenes add to your time and will greatly reduce your points total! Getting , points or more in a mission unlocks the S-rank same score requirement for all missions. Turn off Reflex Mode, you will get 10, extra points in each mission. Be fast and silent stealth to get extra points for doing no combat. Use your buddies D-Dog or Quiet to speed up your mission progress, but not D-Walkers no other support team either, as the S-Rank Strategies below will explain. There are 50 main missions in total. Skip the bonus objectives, they take too long and will complicate things. With these items you are limited to A-rank at best. This gives you a huge tactical advantage because you can call the extraction helicopter directly to the enemy base or start the mission there. If you use a lot of headshots, enemies will get helmets. If you always infiltrate at night, enemies will get night vision goggles. If you always use sleeping grenades, enemies will wear gas masks etc. Phantom Limbs Mission Objective: Beat the mission at least once before doing this S-rank. Approach the village from the east, this way you can easily skip all guards. Pick up the prisoner, put him on your horse, call the helicopter and you are done. At the bottom of the screen you will find tips related to the current situation. Weather and Time of Day Hints: Time in the game passes at a fixed rate. At night, your visibility is reduced and enemy guard shifts

change. The weather also changes along with the time of day. Sounds are less audible when it is raining, and visibility is limited during a sandstorm but not for you if you use heat-vision infrared goggles. A Phantom Cigar level 2 will speed up time by a full 24 hours. Extracting soldiers from the area of operations is essential to expanding Diamond Dogs. Approach a non-resisting individual either unconscious, asleep, or held up and hold the button to Fulton extract them. After developing better Fulton extraction devices, you will be able to extract objects as well, including vehicles, materials containers, and weapon emplacements such as machine guns and mortars. Eliminate the Spetsnaz Detachment Commander. Use a sniper rifle to eliminate the target from far away. Start at the eastern landing zone. The commander will always spawn in or around the same building and wears a red hat. From the landing zone you ride to the mountain top near the village and shoot him. Leave the area on horseback. Enemies that spot you will notify their allies by shouting, calling on the radio, or other means. Take the appropriate action for the situation, such as eliminating the enemy, fleeing, or hiding. If a battle is underway, reinforcements might still show up even after you eliminate the initial enemy. Attack nearby enemies with hand-to-hand combat. A variety of actions are possible with different button combinations. This enables you to neutralize enemies without the noise of gunshots. You can carry two primary weapons one at your hip and another on your back, two secondary weapons, and eight support weapons. Additional weapons that you obtain will have to be swapped out with those you are carrying. Head for the eastern communications post, and destroy its comms equipment. Have C-4 explosives unlocked. Once you have destroyed the enemy anti-air radar in a previous playthrough of this mission, it becomes very easy. Tilt the left stick a little to move slowly and all the way to move quickly. The faster you move, the easier it will be for enemies to spot you. Basics of Stealth Infiltration: Move as stealthily as you can to ensure you are not discovered. Enemies also respond to noise. Use the left stick to move in any stance from standing to crouching to crawling. While behind cover, hold the Ready Weapon button to pop out and take aim only if the cover allows. Release the button to return to cover. This is useful for evading enemy attacks or their line of sight. Over The Fence Mission Objective: Extract the engineer who tried to defect from a Soviet base camp and is now being held at Wakh Sind Barracks. On the west of the enemy base is a crack in one of the rocks. Climb up and you can skip almost all enemies. There are only two guards where the prisoner is. Put them to sleep and get the prisoner. Now simply get back to your horse and ride away to escape the hot zone. To hold up enemies, approach them from behind or without them noticing and aim your weapon at them. Tactics for taking out Fighting Vehicles: When going up against an armored vehicle or tank, stay behind cover and attack from the rear with explosive weaponry such as a missile or grenade launcher. Another effective approach is planting directional mines or radio-detonated explosives like C-4 along its predicted route ahead of time to immobilize it by destroying its tires or tracks. Where Do The Bees Sleep?.

**Chapter 2 : The Appalachian Trail Conservancy - Preparing for a Day Hike**

*MGSV Mission 1, No Traces Did badly at some places, but still got the no traces. being spotted by skulls isn't considered a alert.*

The Man Who Sold The World Mission tips The harder version of the missions should be roughly the same as its ordinary counterpart, except for mission 33 - [Subsistence] C2W, where destroying the radio becomes impossible. Watch the embedded videos for specific, moment to moment tips for each mission. Phantom Limbs The first mission is a special case: Just head straight for the village Miller is held in. You can totally skip the Skulls phase by choosing a different landing area than the default one. Just hold him up then Wormhole Fulton him out. C2W The radio equipment inside one of the houses can be destroyed by a sprint punch from the Blast Arm, which does not count as an attack. Over the Fence The western back part of the camp is much safer to enter from. There are cracks there to climb up from. Saving the second prisoner on top of the ridge is pretty easy and is worth an extra 5, points. Leaving via the container at the back of the camp saves a lot of time and is quite safe. Where Do Bees Sleep? This is a long mission, since getting to the fort is more than half the job. You can avoid all the guards at the bridge area by climbing to the other side from the bottom. Make sure to steer clear of the two-man patrol after the bridge station. You can also avoid the outposts by using the side roads. The path I use at Smasei Fort dodges most of the guards. The Skulls give up as soon as you leave the base and you can go right back in there to catch the chopper. Red Brass There are three officers: Their routes are shown on the in-game map. You can ambush both trucks with the horse before they reach the village, making the third officer easy to hold up and capture. Starting with the northern jeep is easier. The prisoner is fairly easy to save and is something simple to do while waiting for the convoy to show up. Both the horse and the truck can block the convoy for a significant amount of time. Backup, Back Down The horse is a must here, since it lets you stop vehicles without attacking. One of the easiest No Traces mission, considering you can Fulton a single vehicle and patiently wait for time to run out. Angel with Broken Wings Fairly easy mission using the horse. Some poop and the horse itself to block the road will do the trick. Watch out for the two patrols at mission start. Cloaked in Silence This mission is actually not as hard as it looks. The secret is that Quiet always uses the same second sniping spot if left alone. Two kicks is also all it takes to knock her out. Connecting with the kick is a bit tricky, though. Her third hiding spot is also the same. You can even survive the blast without any special armor. You can also Fulton out of the area using a container. Lingua Franca Probably the easiest mission to get No Traces on. Just waltz right in the empty area in the middle of the enemy camp and reach the "hidden" prisoner. The lone guard can refuse to surrender, but you can also distract him long enough to rescue the prisoner. Footprints of Phantoms The enemy soldiers here stick pretty close to the Walkers you have to extract. This makes it one of the few situations where an indirect alert being called is actually useful. It sends soldiers patrolling all around the place instead. Fultoning the prisoner at the top of the mountain is a good way to get such an alert called. Wormhole the truck regular Fulton works too, but the Skulls can shoot it out, then run to the nearest container and ride it out. Just turn it off in the options and presto! Rescue the Intel Agents The prisoner in the jungle is always at the same place. If you go there early enough, the guards will be fairly far from him. The prisoner in the camp is closer to guards, but you can avoid most of them by reaching the prison pit from the back. The Intel File is not necessary. Blood Runs Deep This mission is hell without giving yourself some kind of edge. Using the Parasite Suit here could be a good idea. You can easily get rid of the wounded kid with Wormhole Fulton; the other four you actually CAN leave there. Miller will protest when getting on the chopper but you will still win the mission. You can also try asking for helicopter pick up in the mine right next to where the kids are kept and let the chopper deal with nearby guards. Then again, you can just fulton the wounded kid and escape using a container in the mine area. You do lose a potential 20 points for leaving the four kids, however. On the Trail You can find the target right from the start at the northeast corner of the mission area. This one is ridiculously easy to pull off if you just ask for helicopter pick up near that area. The chopper will then mow down the enemies. Voices The first part of this mission is a fairly lengthy sneaking mission. The jungle part is especially tricky. You can, however,

avoid almost all sneaking by using the northern passage to avoid the enemy outpost in the gorge and climbing around the broken bridge to avoid the jungle patrol. The War Economy You can extract the official and the arms dealer without much of a fuss by fultoning the truck in the north hangar as soon as they hop inside it. You can also extract on top of a nearby container. This mission depends on your Mother Base size, so the layout is variable. Just like multiplayer FOB infiltrations, you can avoid most of the fuss by going under and around the platforms. Enemies are also mostly unable to see through grating and ramps, so you can use that to your advantage as well. The White Mamba What is odd about this mission is that you are allowed to physically harm Eli. That means he is not a "regular" human, but a boss different rules apply to them. Falling on him from the top of the ship will knock him out instantly. However, it is more reliable but slower to lure him outside with the bionic arm, then stun him with CQC. Once Eli has been dealt with, the other children become essentially blind while running away, so you can rescue the prisoner without risking an alert. She is actually worth a "double" bonus of 10, points 5, like any prisoner, plus another 5, as an extra optional objective. Close Contact Going through the empty pass is much safer than going through the southern base. The first prisoner stumbles out of the camp on his own. The other one you can either rescue with a daring and very risky infiltration of the tent, or you can wait for her to be loaded onto a jeep and ambush it, horse poop style. Aim True, Ye Vengeful You can use the bionic arm as a distraction to reach both targets. The prisoner can be dealt with first, since wormholing the child soldier leader will make the nearby child soldier suspicious. No need to put the wounded prisoner in the chopper, just ride or walk out of the zone with him. Hunting Down This one is a bit tricky. The target always walks with someone else, but if they suspect something, only the bodyguard will investigate. You can also try holding them both up at once with a poster on a cardboard box. Root Cause Easy as pie. Just circle around the camp and catch the prisoner before he leaves in the truck. You can then follow the mansion around to the back entrance which will put you right next to Code Talker. There are very few things you are actually allowed to do to harm the Skulls: Skull Face This is an honest, straightforward sneaking mission. The safest path seems to be to enter the first area by going around the cliff and climbing the wall overlooking the water, then going through the front door. The rightmost path is almost empty in the second area. Reach the second door, then cross to the other side of it to find a stone ladder. From then on, keep mostly left avoiding cameras and going through a storehouse. There will be a crawlspace leading to the third area left of the blast doors. In the third area, follow the aqueduct to the right, then up the stairs until you find rubble that lets you climb discreetly to the final stairs. Piece of cake, right? Fire Support and Air Support. This does let you call Air Support and get No Traces. Fire Support is still considered an attack and makes you lose No Traces, even though you can still get an S Rank using it. So Air Support is a score-restricting feature but not an "attack", oddly enough. Pequod seems to like using missiles a lot more than rockets, so you should equip those.

## Chapter 3 : About Us | Leave No Trace

*Even if they get hurt or smash through wooden boxes, this will not break a No Traces run. Physical abuse of friendlies is A-OK, apparently. Again, this does not apply to enemy soldiers.*

Partial success Not deployed Mars 1 Beta Nu 1 , an automatic interplanetary spacecraft launched to Mars on November 1, , was the first probe of the Soviet Mars probe program to achieve interplanetary orbit. Zond A had a failure at launch, while communication was lost with Zond 2 en route to Mars after a mid-course maneuver, in early May Both probes were lost in launch-related complications with the newly developed Proton rocket. In May , one day after Mariner 8 malfunctioned at launch and failed to reach orbit, Cosmos Mars C , a heavy probe of the Soviet Mars program M, also failed to launch. This spacecraft was designed as an orbiter only, while the next two probes of project M, Mars 2 and Mars 3 , were multipurpose combinations of an orbiter and a lander with small skis-walking rovers that would be the first planet rovers outside the Moon. They were successfully launched in mid-May and reached Mars about seven months later. On November 27, the lander of Mars 2 crash-landed due to an on-board computer malfunction and became the first man-made object to reach the surface of Mars. On 2 December , the Mars 3 lander became the first spacecraft to achieve a soft landing , but its transmission was interrupted after By 22 August , after sending back data and a total of 60 pictures, Mars 2 and 3 concluded their missions. The images and data enabled creation of surface relief maps, and gave information on the Martian gravity and magnetic fields. All missions except Mars 7 sent back data, with Mars 5 being most successful. Mars 5 transmitted just 60 images before a loss of pressurization in the transmitter housing ended the mission. Mars 6 lander transmitted data during descent, but failed upon impact. Mariner program , Mariner 4 , Mariner 6 and 7 , and Mariner 9 The first close-up images taken of Mars in from Mariner 4 show an area about km across by km from limb to bottom of frame. Mariner 3 and Mariner 4 were identical spacecraft designed to carry out the first flybys of Mars. Mariner 3 was launched on November 5, , but the shroud encasing the spacecraft atop its rocket failed to open properly, dooming the mission. The pictures, gradually played back to Earth from a small tape recorder on the probe, showed impact craters. No magnetic field [45] [46] or Martian radiation belts [47] were detected. The new data meant redesigns for then planned Martian landers, and showed life would have a more difficult time surviving there than previously anticipated. The location is Phaethontis quadrangle. They were sent at the next launch window, and reached the planet in During the following launch window the Mariner program again suffered the loss of one of a pair of probes. Mariner 9 successfully entered orbit about Mars, the first spacecraft ever to do so, after the launch time failure of its sister ship, Mariner 8. When Mariner 9 reached Mars in , it and two Soviet orbiters Mars 2 and Mars 3 , see Mars probe program below found that a planet-wide dust storm was in progress. The mission controllers used the time spent waiting for the storm to clear to have the probe rendezvous with, and photograph, Phobos. These pictures were the first to offer more detailed evidence that liquid water might at one time have flowed on the planetary surface. They also finally discerned the true nature of many Martian albedo features. For example, Nix Olympica was one of only a few features that could be seen during the planetary duststorm, revealing it to be the highest mountain volcano , to be exact on any planet in the entire Solar System , and leading to its reclassification as Olympus Mons.

## Chapter 4 : Metal Gear Solid 5: The Phantom Pain Walkthrough

*The nature of some of the missions nullify the point of the no trace bonus. If your mission is to break equipment, it's impossible to don't leave a trace as equipment doesn't break on its own. Therefore it's alright to not be able to achieve it in such instances.*

## Chapter 5 : TRACE | Science Mission Directorate

*That mission is impossible to get the No Traces bonus. I've even tried to use the enemy themselves to destroy the*

*transmitter, by luring the gaurd by the door and having him shoot at me. He had a shotgun, so the idea worked (even though I was next to death) and I even got out without causing another combat alert\*\*.*

### Chapter 6 : Volunteers | Leave No Trace

*The Leave No Trace Mission "Promote and inspire responsible outdoor recreation" [Click here for a one page summary \(KB\)](#). Leave No Trace New Zealand seeks to educate and challenge the New Zealand public and visitors on how and why to minimise their environmental impacts while enjoying natural and cultural heritage areas.*

### Chapter 7 : Leave No Trace - Mission | TORCommunity

*The Leave No Trace Center for Outdoor Ethics is a national organization that protects the outdoors by teaching and inspiring people to enjoy it responsibly. The Center accomplishes this mission by delivering cutting-edge education and research to millions of people across the country every year.*

### Chapter 8 : How exactly do you get the "No traces" bonus? : metalgearsolid

*United States Department of the Interior. NATIONAL PARK SERVICE. Death Valley National Park P.O. Box Death Valley, California Leave No Trace & Park Mission.*

### Chapter 9 : [DAILY] No Trace Left - Mission | TORCommunity

*Leave No Trace Reward Level Range: Take precautions to ensure that Fa'athra does not discover your identity or the nature of your mission in his palace by destroying his holographic security cameras.*