

Metal Gear Solid: The Twin Snakes Walkthrough

by TwinRaven

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| - | - | - | - [Metal Gear Solid:] - | - | - | - |
| - | - | - | - [The Twin Snakes] - | - | - | - |
| - | - | - | - [Walkthrough] - | - | - | - |
[0.0] Sections:

[0.0] Sections
[1.0] Copyright Information
[2.0] Introduction
[3.0] Walkthrough: Disc One
  [3.1] Cargo Dock
    [3.1.0] Item Get!
      [3.1.1] Stealth is Important
    [3.2] Heliport
      [3.2.0] Choosing the Best Way
        [3.2.1] Stun Grenade, Yes Or No?
        [3.2.2] Funk in the Trunk!
        [3.2.3] Choose Your Destiny
      [3.3] Tank Hangar
        [3.3.0] If...
          [3.3.0.0] You Took the Lower Vent
          [3.3.0.1] You Took the Upper Vent
        [3.3.1] The Most Important Thing
      [3.4] Holding Cells
        [3.4.0] Cutscenes Galore
        [3.4.1] Rookie
      [3.5] Armory
        [3.5.0] Stocking Up
        [3.5.1] Fun With C4
      [3.6] Armory South
        [3.6.0] More Fun With C4
        [3.6.1] Boss: Revolver Ocelot
      [3.7] Backtrack
        [3.7.0] What Package?
        [3.7.1] Lasers Ahoy!
      [3.8] Canyon
        [3.8.0] Bobbing for Mines
        [3.8.1] Boss: M1 Tank
      [3.9] Nuke Building F1
        [3.9.0] Neutralized
      [3.10] Nuke Building B1
        [3.10.0] This Place Looks Like a Hotel
      [3.11] Nuke Building B2
        [3.11.0] Fun With Nikita
      [3.12] Laboratory
        [3.12.0] Boss: Ninja
      [3.13] Backtrack V2
        [3.13.0] Finding Meryl
        [3.13.1] Boss: Shadow Mantis
      [3.14] Caves
        [3.14.0] Slaughter
      [3.15] Underground Passage
        [3.15.0] Mining!
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- [3.16] Another Backtrack?
 - [3.16.0] Boxing It Up
- [3.17] Battle of Snipers
 - [3.17.0] Boss: Sniper Wolf (1)
- [3.18] Torture
 - [3.18.0] Fun With Button-Mashing
- [4.0] Walkthrough: Disc Two
 - [4.1] Communication Tower A
 - [4.1.0] I'm Getting Dizzy
 - [4.1.1] Antics
 - [4.1.2] Thermal Time
 - [4.2] Communication Tower B
 - [4.2.0] Patience
 - [4.2.1] Boss: Hind D
 - [4.2.2] Elevator Hijinks
 - [4.3] Snowfield
 - [4.3.0] Boss: Sniper Wolf (2)
 - [4.4] Blast Furnace
 - [4.4.0] Pickups-A-Plenty
 - [4.5] Cargo Elevator
 - [4.5.0] Flying Like Ravens
 - [4.6] Warehouse
 - [4.6.0] Boss: Vulcan Raven
 - [4.7] Warehouse North
 - [4.7.0] Filler Content
 - [4.8] Underground Base
 - [4.8.0] Get to the Top
 - [4.8.1] I Smell a Rat
 - [4.8.2] Temperature Changing
 - [4.8.3] Boss: Metal Gear Rex (1)
 - [4.8.4] Boss: Metal Gear Rex (2)
 - [4.8.5] Boss: Liquid Snake
 - [4.9] Escape Route
 - [4.9.0] Master of Puppets
- [5.0] Version History
- [6.0] Thanks, Contributors, Credits and Contact Information
 - [6.1] Game
 - [6.2] Guide
 - [6.3] Contact Information

- [1.0] Copyright Information

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[2.0] Introduction

Warning: This guide contains spoilers.

Hey there, and welcome to Metal Gear Solid: The Twin Snakes. This is a remake of the original Metal Gear Solid for the Sony Playstation, and this game has been remade for the Nintendo Gamecube. This is a tactical stealth game, and you will have to hide yourself well to do well in this game. The Metal Gear franchise has always been a good one, and this game is no disappointment. I hope you enjoy playing Metal Gear Solid: The Twin Snakes as much as I have. For the effect of streamlining this guide, all Codec sequences and cutscenes will be omitted. Some of them can get pretty lengthy.

- TwinRaven, 3/13/04

[3.0] Walkthrough: Disc One

| - | - | - | - [3.1] Cargo Dock - | - | - | - |

[3.1.0] Item Get!:

You start the game in the lower left hand corner of this area. Head back into the water and head to the left for some rations. There are tons of rations in this first level, and while you may not necessarily need them, this is a good time to stock up. After you get the rations, head back up the surface, then drop back into the water again. Head far right until you get the Transmitter. This baby allows you to scout enemy positions, but it's only useful if you are using a normal Nintendo Gamecube controller. So, this won't work with a Wavebird. Head up the stairs near the Transmitter to get to the surface. Trek back down under water and head back to the starting point. Go behind the crates and you will get an M9. This little gun will serve you well in the first few levels. Crawl under the thing next to the pipes.

Important to note is that the M9 isn't in the same place in all difficulty modes.

[3.1.1] Stealth is Important:

If you did this right, Snake should be in first person view. Equip the M9 and be patient for a few seconds and you should see an enemy soldier start walking towards you. He can't see you, but you can take him out. Line up the lazer on either of his legs. When you're lined up, shoot him. He'll go down without a struggle.

When he's down, stand up and sneak along the right wall. When you're at the end, peek out to see if the other guard is in your line of sight. If he is, jump out and pop him with a bullet. If he's not, go right and slide up against that wall. Wait until the guard comes in your field of vision and then pop him.

Head down and then right from where you just were. You should see some pipes and a ration. Crawl under to get it, then crawl back out from under. Unequip

the M9 and shake either of the soldiers. This can be accomplished by pressing A near any fallen or dead soldier. I would recommend shaking each one 10 times, just to make sure they have nothing left.

Go to the upper left corner of this room. Open the leftmost locker for some M9 ammo, and the rightmost locker for some Stun Grenades. The middle one won't open, so don't worry. By now, the elevator should have come down. Before you ride up the elevator, go behind the cherry picker to find a ration. Enter the elevator and ride it up to the heliport.

|---|---[3.2]Heliport---|---|

[3.2.0] Choosing the Best Way:

DO NOT, I repeat, DO NOT attempt to get the Chaff Grenade on the landing pad just yet. Instead, make a left and head to the left side of the elevator to get some Rations. The best way through this level is to go around the landing pad on the right side near the crates. An enemy patrols here, so take him out as easily as you can. I suggest sliding against one of the crates, and popping him with a bullet when he's in your field of vision. On the right side of these crates there is a ration. Next to the stairs, there is a security camera. Slide against the wall under the security camera to bypass it. If there are any enemies immediately in your line of vision, take them out.

[3.2.1] Stun Grenade, Yes Or No?:

There is another camera at the extreme top left of this room. Try your best to avoid it. Take out any enemies you see, and there should be an open door to your left. It enters into a small room that contains a Grenade, but also a security camera. If you don't think it's worth the risk, then skip to the next section.

Getting the Grenade is actually a lot easier then it sounds. Slide up against the top wall as far as you can. Crawl around the boxes so the camera can't see you. Go to the left of the room and open the left locker. There's nothing in the right one. Crawl around the boxes again and bypass the camera.

[3.2.2] Funk in the Trunk!:

After you got your Stun Grenade (or didn't), head slowly towards the trunk with the open trunk, taking out any enemies you see. Hop into the trunk and head behind the crate. You'll get a Socom, which is a step up from the M9. Exit the trunk and.....

[3.2.3] Choose Your Destiny:

There are two ways to get into the tank hangar. You can crawl into the small vent in the top left corner of the area, or you can backtrack your way up the stairs. In the left corner vent, you will be dealing with water, which can sap your health pretty quickly if you're not careful. I would recommend taking the stairs way myself.

Head up the stairs and head as far as you can left. You'll see an enemy guard, and don't hesitate to drop him. You should see a small ventilation shaft in one of the walls from where you are. Crouch down and enter it.

|---|---[3.3]Tank Hangar---|---|

[3.3.0] If...:

[3.3.0.0] You Took the Lower Vent:

Follow the vent forward. Turn right at the fork and be ready to go under some water. If you lose any health, you can choose whether to use a ration or not. Follow the shaft to the end and you should come out on the floor.

[3.3.0.1] You Took the Upper Vent:

Follow the vent all the way to the end. When you get to the open hole in the vent, press Y to climb down the ladder.

[3.3.1] The Most Important Thing:

If you see any enemies where you are, take them out. You can't go in any of the doors right now, so don't try. Attempt to bypass the security cameras, but if you can't (it's pretty hard), don't worry about it. If you were on the bottom, go behind the stairs and get the Socom ammo, then climb up the stairs. Head around the room using the catwalk and go into the open room. If you were on top, you can go straight into the open room without having to kill too many people. Go to the very end of this room for the Thermal Goggles.

[3.3.2] Nothing Left to do... Yet:

After you get the Thermal Goggles, head back downstairs. If you came out on top, get the ammo behind the stairs. Head to the elevator control panel and press Y to call it. Wait for a few seconds and it will open. Go in the elevator and go to the keypad on the lower left corner. The keypad should automatically pop up on screen when you're close enough. Move the control stick/control pad up/down to control the keys. For right now, you want to go to B1: the Holding Cells.

| - | - | - [3.4] Holding Cells - | - | - |

[3.4.0] Cutscenes Galore:

Head straight down the corridor. Head right from there and you'll see a vent and a ladder. Go in the vent if you want a ration, but don't go much farther than that. Climb up the ladder, and go through the vent. If you want, you can turn left off the main vent shaft to see a cutscene and get some M9 ammo. Head back to the main shaft to see two more cutscenes.

[3.4.1] Rookie:

Climb under the bed for some rations if you want. Wait a few seconds and the door will open. You'll be treated to another cutscene. After that cutscene, enemies will swarm in the door. Shoot them at the beginning, until you see another cutscene telling the soldier to shoot. The soldier can shoot now. Watch out for the guy who waits outside the door, because he'll throw grenades in the room. When all the enemies are dead, you'll see another cutscene. Head down and left to the locker for some ammo if you need it, and go into the door on the right for a book and some ammo. Exit and head back to the elevator. Head down to B2: the Armory.

| - | - | - [3.5] Armory - | - | - |

[3.5.0] Stocking Up:

Turn on the Thermal Goggles when you're off the elevator. See those red squares on the floor? Avoid them, they're booby-traps that will send you plummeting to your death. There are two rows of rooms here. In the first row, head in the

middle room for some C4. Open the lockers, too, because there's some there. Head down to the next row and enter the leftmost room. Fill up on Grenades and head right to the next room. Stock up on Socom ammo.

[3.5.1] Fun With C4:

Go to the lower left corner of the room. Now, remember when the DARPA Cheif told you that they hadn't finished painting? Look for a concrete surface and lay a C4 there. Detonate it and head into the next room.

|---|---[3.6]Armory South---|---|

[3.6.0] More Fun With C4:

Head through the next few rooms, blowing up the walls that are cracked. In the very last room, there are two cracked walls. Ignore the right one for now and blow up the top one. A cutscene will ensue.

[3.6.1] Boss: Revolver Ocelot:

Boss: Revolver Ocelot
Recommended Weapon: Socom
Special Conditions: Don't touch the wires!
Difficulty: Insanely Easy

You have a square room to run around. Run around the room until Ocelot expends all his ammo, then shoot him as he's reloading. If you have little health left, use a ration. That's what they're there for. It'll take around 8-10 hits to kill him. When the battle's over, a series of cutscenes will ensue.

|---|---[3.7]Backtrack---|---|

[3.7.0] What Package?:

Head back through the door to the Armory. There should be guards there now, so take them out. Head into the rightmost bottom room. There are lazars here that will activate if you go through them, so crawl until you reach the Famas. Pick up everything in this room, making sure to crawl under the lazars both times. Head back up the elevator to the Tank Hangar, and Codec the Colonel. He'll suggest you look on the back of the package for Meryl's Codec. What package, you might ask? I'll admit, this frustrated me, too. He means the back of the game package. If it's not nearby, the number is 140.15. Codec her and she says she'll open the Level-5 door for you. Make sure not to be spotted by the guards or the cameras; if you are, the door will close and you'll have to restart.

[3.7.1] Lazars Ahoy!:

You'll have to be careful to dodge the lazars in this part. If you trip one, a cutscene ensues, and you die. There are two ways to go about finding the position of the lazars:

- 1) Shoot the fire extinguisher at the oppisite end of the room.
- 2) Use your thermal goggles.

Method one is easier. At the end of the room, open the door to get access to the Canyon.

|---|---[3.8]Canyon---|---|

[3.8.1] Bobbing for Mines:

When you enter the canyon, turn on your thermal goggles and start crawling. There are four mines in this area and if you step on them, they blow up. However, if you crawl up to them, you'll pick them up. Get past this to start...

[3.8.2] Boss: M1 Tank:

Boss: M1 Tank

Recommended Weapon: Grenade

Special Conditions: Two enemies to defeat.

Difficulty: Moderately Easy

There are two ways you could go about this, however, the first one works better.

1) Pull out your grenades. Aim for the hole in the tank. If you hit, you should get a little grenade-in-hole cutscene. However, you can not get this and still damage the tank. Just keep doing this while dodging the tank for a quick and easy victory.

2) This strategy is a little more difficult. When the gunner pops out, shoot them with any gun you have. This strategy takes longer to work, and you're at a greater risk of losing health.

After the battle is over, you'll see Snake have a little fear-me-I-am-badass cutscene. You will then enter the Nuke Building.

| - | - | - | - [3.9] Nuke Building F1 - | - | - | - |

[3.9.0] Neutralized:

You'll start out on top of a ramp. Run down it and crawl under the door to get into the main room. While you're in first person mode, use your M9 to take out the two guards on the floor. Take the one that walks right by the door out first, and then wait until the other one is behind the trunk to take him out. There's lots of ammo in this room, but don't set off the cameras or the room will fill with gas. When you're ready to leave, head up the left set of stairs. You could go up the right if you want, but you would have to set off a Chaff Grenade to dismantle the cameras. Take out the final guard and take the elevator.

| - | - | - | - [3.10] Nuke Building B1 - | - | - | - |

[3.10.0] This Place Looks Like a Hotel:

There are two things you can do here:

1) You can head to the left and go in the washroom. Take out the guard using the urinal and stash him in one of the stalls. Wait for the other guard to come in and repeat.

2) Head straight from the elevator to go in the ammo room. Take out the guard in this room, then get the Nikita and ammo and head to the bathroom.

The Nikita is absolutely required for the next section, so make sure you pick it up. There's a ration in the bathroom if you need it.

| - | - | - | - [3.11] Nuke Building B2 - | - | - | - |

[3.11.0] Fun With Nikita:

This section is pretty complicated, so pay attention. From the elevator, go down into the room, and then go down into the next room. Pay close attention to the cutscene on where the fuse box is. There's gas in this room, so you'll have to do this fairly quickly. You'll have to fire the missile so it hits the fuse box generator, so be careful. In a nutshell, the route is:

- 1) Fire the missile down the corridor you're standing in.
- 2) Turn right at the first turn.
- 3) Make another right into the laboratory.
- 4) Make a left at the very end of the laboratory.
- 5) Make a right into the hole in the wall at the back of the laboratory.
- 6) Make a right into the vent shaft where the ration is.
- 7) Turn left and then crash the missile into the generators.

If you want to now, you can run through the missile route to get a ration and some ammo. When you're finished here. Head left at the end of the starting hallway to see a nice little cutscene involving Ninja. Head through the door he went through to get to the...

| - | - | - | - [3.12] Laboratory - | - | - | - |

[3.12.0] Boss: Ninja:

Boss: Ninja

Recommended Weapon: Melee Combat

Special Conditions: Halfway through, he'll cloak himself.

Difficulty: Insanely Easy

After you see a cutscene with Emmerich pissing himself and stuffing himself in a locker, you'll fight Ninja. You can try to hurt him with bullets, but he'll just dodge. He insists you use hand to hand combat, and so you shall. Beat him up any way you like, but be sure to dodge his attacks. Also, somersault frequently to dodge. Halfway through the battle he'll cloke himself and he'll teleport around the room. You just have to find him and punch him a few times for him to recloak and move to a different location. He'll move back to hand to hand combat before too long. Fight him until he is defeated. A cutscene will ensue.

| - | - | - | - [3.13] Backtrack V2 - | - | - | - |

[3.13.0] Finding Meryl:

Now it's time to go and find Meryl. Backtrack to the elevator and go to Nuke Building B1. Head into the room straight across from the elevator and shoot the guard with a M9 bullet. The guard, who is actually Meryl, will let out a scream. She'll fall down, but then revive and run to the bathroom on the right in a few seconds. Make sure you have the second cardboard box from one of the rooms on the left before you leave. Follow her and a cutscene will ensue. When you're finished the cutscene, head to the Level-5 security door. Another cutscene will ensue, with Phycho Mantis taking over Meryl. That sets the stage for...

[3.13.1] Boss: Phycho Mantis:

Boss: Phycho Mantis

Recommended Weapon: Anything

Special Conditions: Can someone say confusing?

Difficulty: Moderate

The entire basis of this battle is that Mantis can supposedly "read" your

controller port, and doing so will let him not be hurt by you. You'll have to switch your controller to either the third or fourth port so that you can keep him on his toes. He'll start the battle by having a black screen come up with the word Hideo in the right hand corner. This pauses the game and is only meant for confusion, so take this opportunity to change your controllers port to three or four. Now you can attack him. Mantis has four attacks you have to watch out for: He'll throw fire bolts at you, he'll summon chairs to spin around the room, he'll summon a statue to spin around the room, and he'll make the books and the portraits on the wall fly off. Whenever Hideo comes up, change your controller port and you'll have him beat in no time. About halfway through, he'll make Meryl try to kill herself or attack you. When he does this, use some M9 bullets to knock her out and continue fighting Mantis until you are victorious. If Hideo doesn't appear long enough, pausing and switching your controller port works, too. Some interesting facts about this boss fight:

- This is the only boss fight completely retooled for Metal Gear Solid: The Twin Snakes.

- Mantis will read your memory card, and mention that you have data from certain games. These games are Super Mario Sunshine, The Legend of Zelda: The Wind Waker, Eternal Darkness, or Super Smash Bros. Melee.

- Interesting to note that either Nintendo of Japan or Silicon Knights made all these games.

- The portraits of the people in the office are (from left to right): Shigaru Miyamoto (President of Nintendo of Japan), Hideo Kojima (The producer of Metal Gear Solid: The Twin Snakes, among other Metal Gear Games) and Denis Dyack (President of Silicon Knights)

- The Hideo black screen attack is an obvious reference to Hideo Kojima, producer of Medal Gear Solid: The Twin Snakes.

Be sure to loot Mantis's corpse for his dog tags. Go through the door on the other side of the bookcase to get to the next area.

| - | - | - | - [3.14] Caves - | - | - | - |

[3.14.0] Slaughter:

Go right from the starting point, then go up to get a ration. Go down from there to get some socom ammo if you need it. Head up the other fork in the road and crawl under the ledge. Throw a stun grenade to stun the wolves, who would attack you normally. At the fork, go right. If you already have the sniper rifle, pick up the ammo along the way. If you don't, we'll get to that in just a second. Move through the caves (it's pretty much a linear path), and crawl under the right wall at the dead end. Meryl will be on the other side. Go through the door.

| - | - | - | - [3.15] Underground Passage - | - | - | - |

[3.15.0] Mining!:

You can do two things here. You can either:

- 1) Take the path that Meryl did through the mines.
- 2) Crawl through the field and pick up the mines.

I would use the second option, but the choice is yours. You'll see a nice little cutscene involving Meryl getting shot at by Sniper Wolf. If you already

picked up the sniper rifle, skip to section [3.17]. The following section will assume that you did not.

|---|[3.16]Another Backtrack?---|

[3.16.0] Boxing It Up:

You remember that cardboard box that you got when you got the famas? This is where you'll need to use it. Go back through the caves, using stun grenades on the wolves. Head back to Nuke Building B1, and take the elevator up to Nuke Building 1F. Take out any enemies you see, and chaff any cameras that you need to. Hop in the back of the truck and equip the box. Don't move and eventually you'll see a cutscene. The truck will take you to the truck in the heliport. From here, make your way inside the tank hangar and drop down two floors to get to the armory. Open up the level five door and get the PSG-1 sniper rifle. Go back to the heliport and merely repeat the trick with the truck, except this time use the Nuke Building box. Make your way back through the caves and to the Underground Passage. If you disregarded me and did not pick up the nuke building box, you have a long road ahead of you.

|---|[3.17]Battle of Snipers---|

[3.17.0] Boss: Sniper Wolf (1):

Boss: Sniper Wolf

Recommended Weapon: PSG-1

Special Conditions: See Below

Difficulty: Easy

If you already had the sniper rifle, the special conditions are that you have to protect Meryl. If you didn't, Meryl will be gone and you can duke it out with Sniper Wolf toe to toe. Her movement pattern is fairly easy. The best thing to do is crouch and pull out the PSG-1. She'll be on the second floor, so cement her position and shoot. She'll move to a different place, so merely follow her with your scope and repeat. You'll defeat her soon enough. After you beat her, move toward the communications tower, watching out for the auto-turret cameras. When you get to the end, you'll get a nice little cutscene.

|---|[3.18]Torture---|

[3.18.0] Fun With Button-Mashing:

You'll go through a torture session with Ocelot. Repeatedly press A to keep yourself alive. If your health runs out, the game is over, and if you submit by pressing Start, it will effect the ending of the game. After two sessions, call Otacon. After the guard leaves, he'll come and bring the stuff you need to bust yourself out. Use the ketchup, and the guard will come rushing in. Take him out and go left and up. Collect your things from the torture room, then use a chaff grenade to disable the auto-turret camera. Head through the door on the upper right to leave and go into the Holding Cells. Use a chaff grenade to disable the auto-turret cameras, then take the elevator up to the Tank Hangar. You can either use the box trick to go back to the Nuke Building, or you can trek it out on foot. Regardless, go back to the Underground Passage and head through the door. Put in Disc Two to continue.

[4.0] Walkthrough: Disc Two

|---|[4.1]Communication Tower A---|

[4.1.0] I'm Getting Dizzy:

Head through the hallway, and make sure to get the rope. You'll come to a long staircase. Climb it, shooting down the guards with your Famas. When you reach the door, Otacon will tell you that you'll have to go to the roof. Head to the very top of the staircase and climb up the ladder.

[4.1.1] Antics:

Head through the door, and Liquid Snake will be waiting there in the Hind D. He'll mess up the walkway to the other tower, so you'll have to rappel down the tower. To rappel, equip the rope and go to the top right corner of the tower (across from where the stairs are). You'll play a fun little game where you'll rappel down the tower while Liquid shoots at you. If your grip meter reaches the end, you die. However, you can refill your grip meter by standing on one of the ledges. Make your way down to the bottom for a cutscene.

[4.1.2] Thermal Time:

You'll land on the walkway. Equip the thermal goggles to see that there are three enemies waiting at the other side of the walkway. You can deal with them any way you like, but I personally would use a Nikita missile. Head down to the end of the walkway, then head through the door.

|---|---[4.2]Communication Tower B---|---|

[4.2.0] Patience:

You'll find you're stuck on the one floor. Be patient and Otacon will come. He'll talk to you, and then you can head up the stairs. Be sure to utalize your first person view, because there are up to four auto-turret cameras on some floors. Throw Chaff Grenades to bypass them. When you reach the top, grab the Stinger Missile Launcher and load up on ammo, then head up the ladder to confront the Hind.

[4.2.1] Boss: Hind D:

Boss: Hind D
Recommended Weapon: Stinger Missile Launcher
Special Conditions: None
Difficulty: Moderate

I found the best place to stand for this battle was the space after you come through the door. Equip the Stinger Missile Launcher and wait for it to lock on. Fire until the Hind is defeated. At the end of the battle, it will launch a missile at you. Either dive out of the way or prepare for massive damage.

[4.2.2] Elevator Hijinks:

Trace your steps back down the spiral staircase, Chaffing the auto-turret security cameras, until you reach the elevator. The elevator will work now, so get in. Otacon will send you a desperate message about there being cloaked enemies in the elevator. You can see them easily, so take them out. When you reach the bottom, go through the hallway to get to the next area.

|---|---[4.3]Snowfield---|---|

[4.3.0] Boss: Sniper Wolf (2):

Boss: Sniper Wolf
Recommended Weapon: PSG-1

Special Conditions: None

Difficulty: Easy

This battle is possibly the easiest battle in the game. Again, get on your stomach and zoom in. Wolf will run around the area, so be careful to keep a close eye on her. When she stops to shoot, return the favor. She'll die at the end. Head around the area to go in the doors and get some ammo and other assorted stuff. When you're ready, grab Wolf's dogtags and head in the door.

|---|-[4.4]Blast Furnace---|

[4.4.0] Pickups-A-Plenty:

Take out the guard, then throw a Chaff Grenade and drop to the ledge below. It'll cost you some health. Get all the pickups and crawl under the pipes. Take out any enemies you might see. If you want, you can head around the room and collect more items. Head past both pairs of steam jets and go into the room. Go through the next door to proceed.

|---|-[4.5]Cargo Elevator---|

[4.5.0] Flying Like Ravens:

Collect all the items in the area, then go over to the panel on the elevator and press Y to activate it. Genome Soldiers will fly down after you. It's your job to fight and take them out. When you land on the second floor, throw a Chaff Grenade to safely pass by the camera. Quickly activate the next panel. You'll see an ominous sign of ravens, and if you see fit to injure any of them, they'll take your health. The elevator will reach the floor. Head through the next door.

|---|-[4.6]Warehouse---|

[4.6.0] Boss: Vulcan Raven:

Boss: Vulcan Raven

Recommended Weapon: Claymore Mines/Nikita Missiles

Special Conditions: None

Difficulty: Moderate

Plant a Claymore Mine. Fire a Nikita Missile and try to find Raven with it. Either hit him or he'll blow it up. He'll follow the path the missile came and step on the mine. Rinse and repeat for a clean victory. Remember to pick up Raven's dog tags.

|---|-[4.7]Warehouse North---|

[4.7.0] Filler Content:

Grab the items, then head straight. Watch out for the traps in the floor. Chaff Grenade the auto-turret cameras, and take out the guards. Move on through the door.

|---|-[4.8]Underground Base---|

[4.8.0] Get to the Top:

Make your way to the top of the room, taking out enemies and picking up items along the way. Ocelot will make you drop the Card Key and you'll have to go find it.

[4.8.1] I Smell a Rat:

Go back to the level you entered the room on. Go left from the entrance and up. You'll see a hole in the wall. Plant C4 there and wait for a rat to come out. Blow up the rat to get the Card Key. Head back up to the top. Throw a Chaff Grenade in the control room, then go over and activate the first card key by pressing the Y button. When the cinema sequence is over, crawl down and throw another Chaff Grenade. Exit the room.

[4.8.2] Temperature Changing:

You need to make the card cold now. Head back to the Warehouse and wait there for a little bit until the Card Key turns blue. Head back to the control room and repeat the sequence on the second computer. Don't forget to use the Chaff Grenades. Next, you need to warm up the Card Key. Backtrack to the Blast Furnace and wait around for awhile. The Card Key will turn red. Now, quickly head back to the control room, using Chaff Grenades as before. Activate the third laptop. You'll get a message from Master, who was actually Liquid Snake. He thanks you for activating Metal Gear for him. The room will start to fill with gas, so call Otacon and he'll open the door for you. Exit the room.

[4.8.3] Boss: Metal Gear Rex (1):

Boss: Metal Gear Rex (1)
Recommended Weapon: Stinger Missile Launcher
Special Conditions: None
Difficulty: Moderate

Rex has a few different attacks in this battle. He'll either fire missiles at you, or shoot a laser beam. Get close enough and he'll kick you. Aim at the satellite dish on Rex's left side and fire Stinger missiles into it. Keep it up while dodging his attacks and pretty soon he'll be defeated.

[4.8.4] Boss: Metal Gear Rex (2):

Boss: Metal Gear Rex (2)
Recommended Weapon: Stinger Missile Launcher
Special Conditions: None
Difficulty: Easy

With the radon destroyed, Liquid has to open up the cockpit. Fire Stinger missiles into the cockpit to damage the controls. Be sure to dodge Rex's missiles. Repeat until Rex is defeated.

[4.8.5] Boss: Liquid Snake:

Boss: Liquid Snake
Recommended Weapon: Melee Combat
Special Conditions: Don't fall off the platform.
Difficulty: Easy

This fight is just like the fight with Ninja. Punch and kick Liquid until he is defeated. Kick him off one of the platform's sides to make him drop his dog tags. About halfway through, he'll begin to charge you. Dodge and attack him on the rebound. You have around three minutes to defeat him. Use your time wisely.

| - | - | - | - [4.9] Escape Route - | - | - | - |

[4.9.0] Master of Puppets:

You'll start next to a staircase, with either Otacon or Meryl following. Go in the space next to the stairs to get a ration. Head up the stairs and either Otacon or Meryl will get seen by a security camera. Guards will now begin to stream through the door. Grab a ration in the lower left hand corner and man the machine gun when either Otacon or Meryl starts the Jeep. Hit the oil barrels near the door as soon as you can, because an endless barage of enemies will come running out the door. You'll drive up the route until you reach a checkpoint. Take out the guards. You'll reach another checkpoint, and again, take out the guards. Liquid will come up behind you on a Jeep. Fire the machine gun at him untill you reach the end.

Congratulations, you have just beaten Metal Gear Solid: The Twin Snakes!

[5.0] Version History:

3/17/04: Version 1.00; Walkthrough Revised and Completed; Thanks, Contributors, Credits and Contact Information Section Completed

3/16/04: Version 0.60; Phycho Mantis Battle Revised; Up to Warehouse North Walkthrough Completed

3/14/04: Version 0.40; Cargo Dock Walkthrough Revised; Up to Backtrack V2 Walkthrough Completed

3/13/04: Version 0.20; Guide Created; Copyright Information Up to Armory South Walkthrough Completed

[6.0] Thanks, Contributors, Credits and Contact Information:

(listed in alphabetical order)

[6.1] Game

Hideo Kojima - For giving us another wonderful outing into the Metal Gear universe, even if it is only a remake.

Konami Computer Entertainment Japan - For wowing us with the almost completely re-designed engine incorporating newer elements.

Nintendo - For bringing this game to the Gamecube for a leigion of loyal fans to enjoy.

Ryuhei Kitamura - For completely re-directing and re-mastering the cutscenes with a much greater visual flair.

Silicon Knights - For developing this game alongside Konami.

[6.2] Guide

Abandoned Pools - For music.

Matt Rawle - For taking the time to write this.

Metallica - For music.

Nothingface - For music.

Queen - For music.

Rammstein - For music.

Rob Zombie - For music.

[6.3] Contact Information

Feel free to contact me via any of the following messaging systems. However, I will not take kindly to anyone who asks a really, really stupid question, like "Do you think Metal Gear Solid is the best game ever?" or a question that could be answered by reading this guide. If you want to contribute something, send it to me in an e-mail and I'll screen it and add it to my next update. I'm on

pretty sporadically, so if you have something urgent, e-mail me.

E-mail: enemyxiii@hotmail.com

Update: Due to a rather rude reception, all my info has been deleted.

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