

Metal Gear Solid: The Twin Snakes FAQ/Walkthrough

by MetalGearRex2003

Updated to v1.3 on May 9, 2006

Metal Gear Solid: The Twin Snakes - Nintendo GameCube
FAQ/Walkthrough

```
| \ / | | | | | | | | | | | | | | | | | | | | \
| \ / | | | | | | | | | | | | | | | | | | | | /
| | | | | | | | | | | | | | | | | | | | \
| | | | | | | | | | | | | | | | | | | | /
```

THE TWIN SNAKES

Written by Matthew M. Jean
Copyright 2004

Created March 11th, 2004

==== Version History =====

Version 1.3:
Updated a few old bits of information and cleaned some things up.

Version 1.2:
New title, made it look a little better

Version 1.15:
Added Action Replay codes and some more of everything.

Version 0.95:
Added characters, FAQ, changed Casting Theater to Demo Theater (the way it
should be) finished the walkthrough, and added some more details here and
there. Still more to come.

Version 0.25:
Basic Controls, Walkthrough up to Underground Base, small stuff.

==== Contacting Me =====

These are the only kind of e-mails I want:

- Questions about a Metal Gear game
- Info that is USEFUL and isn't in the FAQ

- Spelling errors, words touching, etc.
- Strategies on bosses
- Comments. Like it? Hate it? - let me know

If you have a question after reading the walkthrough part, then e-mail me, but it better have something to do with the Metal Gear series and something that isn't in the FAQ yet. I check my e-mail everyday, so you should get a reply quickly.

E-MAIL: MetalGearRex007 at wowway . com

Donations:

I'm not asking for or expecting them, but if you feel this guide has helped you and want to send me a donation, just send me an e-mail and I'll let you know where you can send them.

 ===== TABLE OF CONTENTS =====

- I. Metal Gear Games
- II. Characters
- III. Basic Controls
- IV. Walkthrough - Disk One
- V. Walkthrough - Disk Two
- VI. Weapons and Items
- VII. FAQ (Frequently Asked Questions, not help)
- VIII. Bonus Features
- IX. Action Replay Codes
- X. Thanks and Credits

=====
 I. Metal Gear Games
 =====

	Release Year: 1988
Metal Gear	-----
	System: NES

	Release Year: 1990
Metal Gear 2: Solid Snake	-----
	System: MSX (Japan Only)

	Release Year: 1998
Metal Gear Solid	-----
	System: PS

Metal Gear Solid (Also Known as MGS: Ghost Babel)	Release Year: 2000 ----- System: GBC
Metal Gear Solid 2: Sons of Liberty	Release Year: 2001 ----- System: PS2
Metal Gear Solid 2: Substance	Release Year: 2002/2003 ----- System: XBOX/PS2
Metal Gear Solid: The Twin Snakes	Release Year: 2004 ----- System: NGC
Metal Gear Solid 3: Snake Eater	Release Year: 2004 ----- System: PS2
Metal Gear Acid	Release Year: 2005 ----- System: PSP
Metal Gear Solid 3: Subsistence	Release Year: 2006 ----- System: PS2
Metal Gear Acid 2	Release Year: 2006 ----- System: PSP
=== Announced Metal Gear Games ===	
Metal Gear Solid 4 Guns of the Patriots	Release Year: 2007? ----- System: PS3

What's new in The Twin Snakes?

This will never come out for PlayStation 2 or Xbox no matter what people say. This game was created by both Konami and Silicon Knights specifically for Nintendo GameCube. Not to mention Mario, Yoshi and a GameCube appear in the game.

New to the GameCube version of Metal Gear Solid is the most obvious one - the graphics. The graphics have been completely redone and look just as good as the graphics in Metal Gear Solid 2 for PS2. Some other new features are:

- First-person shooting.
- Lockers, to either hide in or hide bodies in.
- The ability to grab ledges.
- New cutscenes with new special effects.
- The M9 tranquilizer gun.
- Some new easter eggs, new voice work, etc.
- Dog tags (like in Metal Gear Solid 2)

=====
II. Characters
=====

Solid Snake -

Former member of Fox-Hound. Called to investigate the development of a new Metal Gear on Shadow Moses.

Meryl Silverburgh -

Niece of Colonel Campbell. She wants to help Snake on his mission and becomes a very important person to Snake.

Roy Campbell -

Commander of Snake's mission and a former commander of Fox-Hound.

Naomi Hunter -

Provides support to Snake. Chief of the medical staff.

Mei Ling -

Manages your save files and offers some wisdom to Snake during his mission.

Hal "Otacon" Emmerich -

Lead designer of the Metal Gear Rex project. Becomes a good friend to Snake during his mission.

Liquid Snake -

Leader of Fox-Hound and the one who started this mess.

Revolver Ocelot -

Member of Fox-Hound who is an expert at hand guns.

Vulcan Raven -

Giant Shaman that is obsessed with ravens.

Sniper Wolf -

Will wait weeks to kill her prey. Otacon has a big interest in her.

Psycho Mantis -

Reads the minds of people and their memory cards. Has very powerful telekinetic abilities.

Ninja -

Wears a powerful exoskeleton and uses stealth to get around and kill people. Can deflects bullets with his sword.

Big Boss -

The military calls this man "The greatest soldier who ever lived." Cells from his body were used to clone Solid and Liquid Snake. Now his remains are demanded by Liquid Snake.

=====
III. Basic Controls
=====

Analog stick: move Snake, aim in first-person view.

A Button: Grab enemies (when not holding weapon), fire weapon

B Button: punch/kick, knock on wall (when flat against it).

Y Button: hang from ledges, open locker doors, climb onto platforms.

X Button: crouch, roll (while running), let go of ledge

L Button: scroll through/equip items.

R Button: scroll through/equip weapons.

Z Button: go in first-person view

A + Start: Opens up the Codec.

B + Start: Pause game

C-Stick: change camera angles while looking around a corner.

=====
IV. Walkthrough - Disk One
=====

This is a story free (not spoiler free) walkthrough. I give some opinions about the story during the walkthrough, but the cutscenes in the game are there for you to watch, so I don't need to talk about them.

== Cargo Bay ==

After the opening movie, get out of the water and crawl underneath the large crate next to the stairway and get to the other side. Now you have to wait for the elevator to come back down from the helipad. If you are bored you can go ahead and take out the guards but avoid them if you want. Once the elevator comes down get in it and it will take you up to the helipad.

== Helipad ==

After exiting the elevator and going through a long Codec conversation, walk past the helipad - but be careful not to walk under a spotlight or the alarm

will go off. Now there is a truck nearby that has the SOCOM pistol in it. Walk up to the back of the truck and grab it. Now you have to get to a vent that is on the left side of the building near the ground. Walk up to it and crouch, then crawl into it. As you continue to crawl through the vent, you will come across some rats. Follow the rats and they will lead you to some water. Swim through the water and to the other side. Keep following the rats and they will lead you to the Tank Hangar.

== Tank Hangar ==

There is not much to do in this room - it just connects a bunch of rooms together. There are a few things to grab upstairs like Chaff Grenades and the Thermal Goggles. Once you grab them, head downstairs and go north to the elevator. Walk up to the switch and go inside. Head to B1 - the Holds.

== Holds ==

Go past the doors and in the corner of the room is a ladder. There is also a vent with a ration in it nearby. When you are ready, go up the ladder and into a air vent. As you crawl through the vent, you will pass a female prisoner. Keep crawling and you will find the DARPA Chief. After the conversation with the DARPA Chief, you will be forced to take out some guards with your "new friend". Once all the guards are dead, there will be a cutscene. After the cutscene, go to the elevator and down to B2, the Armory.

== Armory ==

In this room, there are traps on the floor that open up if you walk on them. You will fall down the hole if you don't run over them, so be careful. There are a bunch of small rooms with different stuff in them, but you can only go into the two in the south part of the room. In these rooms are C4 and Grenades. Pick them up and make your way to the southwest corner of the room and in first person view, you will notice a discoloration on the wall. Set some C4 next to this part of the wall and press B to dentonate it. Now walk through the new hole and keep going south till you see another wall like that. Blow it with C4 and go east. Now you will run into two walls that can be blown with C4. The right wall leads to some locked doors and a ration. The north one leads to Armstech President Baker. When you're ready, go through the north wall and we come to our first boss battle.

```

|_____|- - - - -|_____| | | | |
| || |   == BOSS BATTLE: Revolver Ocelot ==   | || |
|_||_|- - - - -|_||_|

```

This is the easiest boss battle in the game. All you have to do is use first-person view and shoot at Ocelot's head (for max. damage) and watch out for Baker. You will notice how many bullets are in his chamber by looking near the health bar. While he is reloading, run after him and shoot. Like I said, really easy and will take about a minute to beat.

Now with a new keycard, head back to the Armory. Get the FA-MAS out of a room with a big 2 on the door. Be careful in this room because there are invisible lasers and you need to crawl under them to reach the FA-MAS. Now that you have the gun, go north to the elevator and go back up to the Tank Hangar.

== Tank Hangar ==

Baker mentioned that Meryl's codec number was on the back of the game case, so look there to find her number. If you don't have the case around, it is 140.15. Now use that frequency to call her and she will open the large doors leading to the Nuclear Warehouse. This takes her a minute to open so avoid the guards and wait until she opens the door. Behind the door is a series of lasers going up and down. To get past them, use the thermal goggles. If you didn't get them earlier, shoot the fire extinguisher to reveal the lasers. When you get past them, you will end up in the Canyon.

== Canyon ==

Now you're up against another boss, kinda...

```

|_____|- - - - -|_____| | | | |
|  ||  |          == BOSS BATTLE: Tank ==          |  ||  |
|_||_|- - - - -|_||_|

```

This battle can be a little tricky. First equip your rations, cause unless you're a master at this, you're gonna need them. The tank is on the far north side of the canyon. Make you're way there and try your best to avoid the cannon's missile fire. When you get close enough to the tank, it will start moving. There are grenades around here you can use to throw inside the gunner's seat and while they do a good amount of damage they're not very accurate. Take out your SOCOM or FA-MAS and in first-person view, aim at the gunner when he pokes up out of the tank and fire. There are two gunners to kill, so try to use your ammo accordingly.

Now that the tank's out of the way it's time to go into Nuke Building #1

== Nuke Building # 1 ==

Go forward and crawl under the large steel door. Naomi warns you about shooting your weapons in this room because of the warheads, so the only gun you can fire is your M9.

Go up the staircase on the right side of the room and walk down the path until you get to the elevator. Go down to B1.

== Nuke Building B1 ==

Go in the room right across from the elevator and you will see a bunch of computers and office equipment. Grab the Nikita on the right side of the room and the ammo next to it. Now go back to the elevator and to B2.

== Nuke Building B2 ==

This hallway is filled with gas and there is electricity running through the floor. Now if you're about to run out of oxygen, go back into the air filter room. Using the Nikita, you need to destroy the power generator to stop power flow through the floor. The cutscene shows you where to aim. After you destroy the generator, walk down the hall and go right. Once the cutscene is over, go up and into the computer room where you run into the Ninja again.

```

|_____|- - - - -|_____| | | | |
|  ||  |          == BOSS BATTLE: Cyborg Ninja ==          |  ||  |
|_||_|- - - - -|_||_|

```

This battle is easy for the most part. You can't use a weapon because he will just block all bullets you shoot at him. Use your thermal goggles to spot him, and if you don't have those by now, well good luck trying to spot him. Then use punch and kick combos on him until his energy is depleted.

Now that you have talked to Otacon, it's time to find Meryl, so go back to the elevator. On your way through the hallway with the gas in the air, go into the small rooms on the right and you will find a gas mask. When you get in the elevator, go to B1

== Nuke Building B1 ==

Go back to the computer room where you got the Nikita and there are some guards walking around. One of the guards walk a little differently than the others. That's Meryl. Follow her around until she leaves the room and goes to the bathroom. When you get to the bathroom, there will be a cutscene. When you two are done in the bathroom, head to the hall that leads north to a new room.

```

|_____|- - - - -|_____| | | | |
| || |      == BOSS BATTLE: Psycho Mantis ==    | || |
|_||_|- - - - -|_||_|

```

This is a crazy one. First he will give you a taste of his psychic powers. If you have a save file from one of the games listed in the Bonus Section, he will mention them. Before the battle begins, the screen will turn black and HIDEO will appear in the upper right corner of the screen. Take your controller and plug it in Port #4. Now the battle will start. When ever he is trying to control Meryl, use a punch/kick combo on her until she is knocked out. Use your thermal goggles to find out where Mantis is at and shoot at him. Do this enough and he will reappear and start throwing balls of fire and electricity at you. Dodge the blasts and shoot at him until he gives up.

When Mantis is done talking, pick up his body and grab his dog tag. While you're at it, knock Meryl out again and pick up her body and you will also get her dog tag. Once you are done, go down into the room behind the bookcase and into the caves. Before you go to the caves though, you want to pick up the sniper rifle, you're going to need it. You can find the PSG-1 Sniper Rifle in one of the storage rooms in the Armory.

== Caves ==

This area has some wolves that walk around and if they get together, that can become really irritating, so shoot them with the M9 to put them to sleep. Your job in this area is to find Meryl. There is a small opening in the rock north of the entrance. Crawl under there to get to the other side. Now just follow the path going east until you get to another opening under the wall. Crawl under it and Meryl will be waiting for you.

== Underground Passage ==

Meryl walks a path in the snow showing you where to walk because of the claymore mines that are set around there. Follow Meryl's path exactly and get to the other side.

```

|_____|- - - - -|_____|

```


| || | == BOSS BATTLE: Sniper Wolf == | || |
|_||_|- |_||_|

Before you even think about fighting her, you need a sniper rifle. If you didn't get one from the Armory, you need to go back and get it from one of the many storage rooms.

Using the sniper rifle, zoom in with the B Button and get a good aim at her. If you need to zoom out, press the X Button. Try your best to avoid her fire, she can be really sneaky sometimes. Meryl is still in danger in this part, so don't let Wolf shoot at her.

Save the game. Now walk north until you get to the door in the northeast corner.

== Torture Chamber ==

Ocelot wants to have some fun with you. During this sequence, he will pump electricity through you. If you give up by pressing Start, Meryl will die. If you don't give up, but run out of energy, the game is over and you have to start at your last save point. That's why I told you to save after the Sniper Wolf battle. If you can tap A fast enough and live, Meryl will live and this will effect the ending of the game.

Snake is now in a prison cell with the DARPA Chief and no equipment. There is a guard that walks around your cell and keeps an eye on you. Soon the guard will have some stomach problems and he runs off to the bathroom. During this scene, Otacon will show up. Otacon gives you a handkerchief and a bottle of ketchup. Once Otacon leaves, lay down on the ground and use the ketchup. This will make Snake look like he's injured. Make sure you stay on the ground until the guard sees you and unlocks the door. Now take out the guard, run into the torture chamber and grab the box with your supplies in it. Go east out of that room and take the elevator up to the Tank Hangar. Now using the same path you took before, make your way back to the Underground Passage where you fought Sniper Wolf. Make your way back to the north door where you were captured before and go through it. Time to switch to Disk 2.

=====

V. Walkthrough - Disk 2

== Communications Tower A ==

Make your way through the hallway and collect the rope. You will come upon a very tall staircase. Keep walking up the stairs until you get to a door that's frozen shut. Otacon tells you that there is no way to open it from the inside, so you need to blast it with C4 from the outside. Don't worry about that door right now and continue walking up the stairs until you get to a ladder. Climb up the ladder and it will take you to the roof.

== Communications Tower Roof ==

Snake notices a door a little ways away on the roof. Walk towards it and you will be greeted by Liquid in a Hind helicopter. Equip the rope you have and walk towards the railing near the edge. Using the rope, you need to rappel down the side of the tower. During this, the Hind will be shooting at you, so try to avoid it by jumping in a certain direction. Once you get to the bottom,

there will be a few guards shooting at you from far away. You can't get close to them, so use your Sniper Rifle to take them out. When the guards are dead, walk north on the walkway and follow the path to the door and pick up the Stinger Missile Launcher.

== Communications Tower B ==

Walk down the flight of stairs and you will reach a dead end. When the conversation with Otacon is over, walk upstairs and go up the ladder. The ladder is easy to miss, so look carefully.

```

  _____
 |         | - - - - - - - - - - - - - - - - - - - - |         | | | | |
 |   ||   |   == BOSS BATTLE: Liquid Snake/Hind ==   |   ||   |
 |_||_| - - - - - - - - - - - - - - - - - - - - |_||_|

```

Take out your Stinger Missiles and aim at the Hind. Wait until a target box turns red and fire. Liquid will sometimes shoot large missiles at you that can take a chunk of your health, so be careful not to stand in one place too long. Shoot enough Stingers at the Hind and it will go down for good.

Go back downstairs and Otacon will tell you that the elevator is now working. Go into the elevator and go to the first floor. The weight warning goes off for some reason when you enter. That's because there are four guards on the elevator with you, but they are wearing stealth camouflage. Kill the guards and you will end up on the first floor. Now go through the southeast door and you will end up in the snowfield.

```

  _____
 |         | - - - - - - - - - - - - - - - - - - - - |         | | | | |
 |   ||   |   == BOSS BATTLE: Sniper Wolf ==   |   ||   |
 |_||_| - - - - - - - - - - - - - - - - - - - - |_||_|

```

Just like the last battle, just wait for her to come out from behind the trees and shoot at her using the PSG-1.

After the battle, make your way north. When the cutscene is over, pick up her body and you'll get her dog tag. Now go through the door into the Blast Furnace.

== Blast Furnace ==

Go right along the wall along the metal path and you'll see a ledge for Snake to walk on. Lean against the wall and walk along the edge until you get to a crane hook that's in your way. Don't fall or Snake is going to melt like the Terminator did. While leaning, press X and Snake will crouch. Continue crawling underneath the hook and across until you get to the metal path. Go downstairs and into the northeast door.

== Cargo Elevator ==

Get on the large platform and activate the elevator. While moving down, four guards will jump down shooting. When they get on the platform, kill them. Once that is over, get off the platform and go right. Same thing - activate the elevator and go down. No enemies this time, just some ravens.....

```

  _____
 |         | - - - - - - - - - - - - - - - - - - - - |         |

```

| || | == BOSS BATTLE: Vulcan Raven == | || |
|_||_|- -|_||_|

This might take a few minutes. Raven has a big, BIG machine gun that will hit you if you even look at the guy, so shooting at him won't work. You need to place some claymore mines (which you can find in this room) on the ground where he will walk. This is the most effective way. You can also use C4 but you need to remember where you set it. With enough blasts to his side, this Native giant will be defeated. If you are collecting Dog tags, go back to where his gun is and his dog tag will be laying next to it. Go north through the doors.

== Warehouse North ==

Look for some cameras with guns attached to them and take them out on your way through here. Go through the north door.

== Underground Base ==

Walk north down this path and you will finally see what all the fuss is about - Metal Gear Rex! Go right and up the stairs. Watch for guards on the way up. When you get to the top near Rex, go south and you will find the Control Room. Listen in on what Liquid and Ocelot are talking about. Ocelot notices you and shoots at you, causing Snake to drop the PAL key into the drainage ditch.

Once you get to the bottom where the drainage ditch is, go on in the water and start searching. Watch your health because the water slowly damages you. While looking in the water, you might come across a Time Bomb - not a good thing. If you pick this up, go to the bomb in your items area and toss the thing before time runs out. If the card dosen't show up in the water, Master Miller will tell you that a rat most likely ate the card and that you need to find the rat.

There is a really small vent in the northwest corner of the room that rats will hide in. Put some C4 next to the vent and wait for a rat to come out. When it does, detonate the C4 and grab the card the rat dropped. Now make your way back up to the control room and equip the PAL card. Go to the first computer on the left and press Y. Snake will insert the card and active 1 of the 3 computers.

Now you need to take the PAL card to the cold Warehouse (where you fought Vulcan Raven). Wait there until the card turns blue. Now that the card is cold enough, quickly get back to the control room and insert it in the second computer before it become room temperature again. Now there is one last computer to activate.

Take the card to the Blast Furnace (where you had to sneak along the wall without falling). Now when you get there, go into the small area across from the exit. If you see steam coming out of the walls, you're in the right spot. Stay in that small room until the card turns red. Is your card red? Good, now make your way back to the control room before it turns back to room temperature. Once the last card is put into the computer, you will accidentally activate Metal Gear Rex. Ooops. Before you are able to get out of the room, the doors are locked and gas is pumped in the room. Call Otacón on the Codec and he will unlock the door for you. Leave the room and a cutscene will play.

Snake and Liquid talk for a while and then it's time for you to fight the giant mech.

```
|      | - - - - - |      | | | | |
| || |      == BOSS BATTLE: Metal Gear Rex == | || |
|_||_| - - - - - |_||_|
```

Take out the stinger missiles and aim for the right side of Rex. There is a round dish like thing called a radome. That is what you have to destroy. Keep attacking the radome until an old friend appears...

Grey Fox destroys the radome, and now you have to choose whether or not to shoot Liquid or Fox. The truth is you can't make a decision cause the game dosen't let you. After this scene, you go back to attacking Rex.

Aim for Liquid with the stinger missiles. Watch out for the rail gun and the missiles. Shoot one missile at a time to be safe. Eventually Liquid gives up and Metal Gear Rex is destroyed.

```
      |      |      |      | | | | |
| || |      == BOSS BATTLE: Liquid Snake == | || |
|_||_| - - - - - |_||_|
```

Now it's just you and him - man to man. Similar to the fight with Grey Fox, use punch and kick combos and knock away at his health. There is a time limit of three minutes during the battle, so don't waste time. During the battle, try to punch Liquid over the side of Rex and he will drop his dog tag. Grab it and continue fighting with him until he gives up.

With Liquid out of the way, you make it to the garage with the assault jeeps. When Otacon finds one with the keys still inside, jump in the back and shoot the guards in the way. Now you're almost out. There are two checkpoints you run into with guards blocking the way. Shoot the barrels and the guards and Otacon will continue to drive through the tunnel. Let's recap for a second. Liquid had been shot down in a helicopter, blown out of a giant walking mechanical beast and uppercutted off the side of Metal Gear Rex from 45 feet in the air. Now if that dosen't kill a man, I don't know what will. Even after all that, Liquid manages to catch up to you and Otacon in another jeep.

Shooting at Liquid keeps him from bashing into the side of your vehicle. Keep this up long enough and it will take you to the final scene of the game. Now watch the ending to see if Liquid finally dies! There are two different endings depending on how long you could hold out during the torture scene with Ocelot.

=====
VI. Weapons and Items
=====

- - - - -
A. Weapons
- - - - -

Socom:

Main pistol used in the game. Can be found in a truck on the helipad in the beginning of the game.

M9:

Tranquilizer gun used to knock out enemies without killing them. All ready equipped at beginning of the game.

FA-MAS:

Automatic machine gun

PSG-1:

Sniper rifle used for shooting far away enemies or objects.

PSG-T:

Same as the PSG1 but uses non-lethal darts.

Grenade:

Throw it and it blows up, just like a grenade should. Found in the armory.

Chaff Grenade:

These can be used to knock cameras offline for a few moments. Found in the Tank Hangar.

Stun Grenade:

These can be used to make a big flash and knockout enemies.

C4:

Used to blow up concrete walls and other things and uses a detonator. Can be found in the armory.

Claymore:

These are motion sensed mines that are laid on the ground. If you are an enemy walk in front of one, it blows up and knocks you down.

Stinger:

Weapon that shoots homing missiles at enemies.

Nikita:

Remote controlled missile launcher that is used to blow up things in places you can't reach.

Book:

Lay down a book on the floor and if a guard finds it, he will become distracted for a while.

Magazine:

Not the ones you read. These are ammo magazines that can be thrown to distract enemies.

B. Items

Ration:

Used to fill health bar. Will automatically fill health bar when you would normally die, if equipped. Found in various locations.

Bandage:

Used to stop bleeding if your health is low. Various locations

Card Lv. 1-10:

Used to open security doors throughout the base.

Cardboard Box:

A box Snake can hide under and walk around in.

Scope:

An item that lets you see far away.

Thermal Goggles:

Goggles used to see enemies body heat or other differences in temperature.

Socom Suppressor:

Used to silence the fire from the SOCOM's barrel.

Ketchup:

When used, makes guards think you were wounded.

=====

VII. FAQ

=====

Q: Will this be coming out for PlayStation2 or Xbox?

A: I wouldn't count on it. The game didn't exactly sell though the roof.

Q: Is there VR missions on it like the first one?

A: No.

Q: Are there new voice actors?

A: Well I guess not. Before I said that Mei Ling and Naomi had new voice actors but I got about ten e-mails telling me I was wrong. So there are no new voice actors are in the game.

Q: How good/bad is the frame rate?

A: This can be an issue during a select few parts of the game, usually boss battles, but nothing that hampers the experience.

Q: Is there a lot of blood?

A: Yeah, especially for a Nintendo game. The "M" rating it received was well deserved.

=====
VIII. Bonus Features and Secrets
=====

- - - - -
Unlockables
- - - - -

Alternate ending theme:
Complete the game three times.*

Bandana:
Beat the game once with Meryl's ending.

Camera:
Beat the game once.

Extreme Difficulty:
Complete the game once.

Boss Survival Mode:
Beat the game once.

Meryl Demo:
Complete the game with Meryl's ending.

Meryl's Costume:
Complete the game twice with Meryl's ending.*

Otacon Demo:
Complete the game once with Otacon's ending.

Otacon's Costume:
Complete the game twice with Otacon's ending.*

Stealth:
Beat the game with Otacon ending.

Tuxedo Costume:
Complete the game three times.*

* Beat the game using the same (red) save file.

- - - - -
Easter Eggs
- - - - -

Mario and Yoshi Figures:
Go into the computer room where you fought Grey Fox and you can see them on a computer monitor.

GameCube:
If you look around the room where you meet Otacon, you will see a GameCube, a WaveBird controller and a screen with the GameCube options screen.

Eternal Darkness Poster:

In the armory room is a room full of nikita equipment. Inside is a locker. Open it up and there will be an Eternal Darkness poster inside.

Zone of the Enders: The 2nd Runner Poster:

In the computer room where you meet Otacon.

Psycho Mantis Memory Card Saves:

If you have save files of The Legend of Zelda: The Wind Waker, Super Mario Sunshine, Eternal Darkness or Super Smash Bros. Melee, he will mention them when he "reads your mind".

Meryl in her underwear, again:

The first time you past Meryl's cell in the vent, she is doing sit-ups. Go back down the ladder and the back into the vent. Now when you pass her, she will be in her underware, doing a different exercise.

Psycho Mantis' Portraits -

Behind his desk, he has pictures on the wall of (from left to right), Shigeru Miyamoto, Hideo Kojima and Denis Dyack (President of Silicon Knights).

- - - - -

Boss Survival Mode

- - - - -

This mode allows you to fight each boss in the order they appear in the game. You only get one ration per boss, so good luck.

- - - - -

Demo Theater

- - - - -

Demo Theater allows you to watch all the cutscenes during the game and the ending with either Meryl or Otacon. Unlocked after you beat the game with Meryl or Otacon.

- - - - -

Dog Tags

- - - - -

New to this version, you can now hold up guards for their dog tags like in Metal Gear Solid 2. Important dog tags, like the ones from bosses are included in the walkthrough. There are different dog tags for each difficulty you play on.

Hold - Up:

To hold up a guard, get behind him in first person view and raise your weapon. Snake will yell "Freeze!" and the guard will put his hands in the air. Now you have about 5 seconds to walk around and aim your gun at his head. He will shake around and drop a dog tag if he still has one.

=====

IX. Action Replay Codes

=====

If you have done everything possible in this game, then have a little fun with these codes.

(M)
TJCP-ZRP3-KCF2Y

U1HQ-C09X-AKTK4

Infinite Health
DAYT-ZZJU-59XY1
UC1E-K4BK-D9ZMW
CKK4-M516-3PDQQ
MZF2-ZP75-5CVJG
CUG4-3YT7-T81NP

Infinite Oxygen
02BF-20DY-XN5T5
U1EX-B2VM-FK4W3

Infinite Grip
UYVJ-K7XW-EV46H
BNR2-650M-ZTVWC

Max Grip Level
PDKA-W0CT-2ZR9K
T9H9-NGPH-P1KJP

No Reload
UECU-4UMV-4CZQP
C4NC-QBBC-JTHU5
ZZVW-2GDU-DGH8J
WV4Y-X9TW-UUE0G
UXK3-G83X-75FQZ

Keep Radar In Alert Mode
C63Y-HWFU-EFNHR
4Z3N-ZNB1-E4DR9
H5ER-TJUT-E380Y
UR7V-8937-QKY07
18JR-8ZQ2-6E5Z1
D35J-2XYU-8P4ZD
Z7RE-3GND-WH40F
KKRU-N0Z9-E7FDX

ITEM CODES:

Have Infinite Rations
AMUV-310Y-ZH9AK
E92K-7JU3-UUNRV

Have Infinite Medicine
P54Y-1EH6-C46HK
PDH6-U4HX-8HDKN

Have Infinite Bandages
0WP5-H3D9-QWVTD
VTER-F181-Y24MB

Have Infinite Pentazem
0Q2G-NRWR-N5G4U
NJ6X-Q89W-AR8PK

Have Body Armor
DK5G-868A-C2413
AP2B-J26J-0XYA0

Have Mine Detector

9GC4-YNBH-ZNRCJ
6NBP-GPUP-9920J

Have RP Sensor

3PDB-3N2U-TB7RP
6F1T-WWYA-R4YC2

Have Gas Mask

8A9G-P366-3V6ZM
7GQD-6TF2-5AXA4

Have Night Vision Goggles

EPNX-X7FD-ZAYHH
FD7N-11M1-1E2NH

Have Thermal Goggles

W5GF-5UXM-JU1YN
RGGD-JXYC-9E5CA

Have Scope

3N5Q-3008-M1Z2P
9UN2-24FU-WBH6Y

Have Digital Camera

W26R-TNXB-J3FAN
V0WA-BXJM-7A7ZN

Have Rope

21V2-Y02C-3W6G5
K20K-6TE4-1VMHD

Have Handkerchief

1ZMV-8C1Q-BAZ74
44DE-AF60-EQTXV

Have Box 1

EKH0-HQPN-XMAN7
X8MZ-BQDA-BYBPT

Have Box 2

4YBM-WZYT-UT4BD
PQGX-9MNX-JQ3TV

Have Box 3

NZ1R-VQYM-ZNWK4
VY26-QW0H-ENHBE

Have Ketchup

48AT-FCWE-JAYAD
GJ3W-NKNE-ADXTF

Have SOCOM Suppressor

HKVK-RU3K-VGEUP
6EGD-BVXA-1WP0T

Have MO Disc

CEHV-RARX-NND3V
9EFH-T0P6-84KQ3

Have Level 99 Keycard

Z6P6-3UTA-FKVVY2

EQEP-XVH6-64VXR

Have Bandana

071M-T8WH-79262

1ZPU-3RNZ-RPZ0Y

Have Stealth Suit

33VQ-MJU0-YQEXY

23MQ-KVBK-9FRPG

WEAPON CODES:

Have M9 (Infinite Ammo)

ZMJY-M7C6-84XVX

JR26-75H9-7ZRQC

Have SOCOM (Infinite Ammo)

Q5U9-J8DQ-C3V8Y

4VA4-Q82Z-5WCG8

Have PSG1 (Infinite Ammo)

RA33-ENUV-RTQ5R

X8PE-XDQA-NP82J

Have Nikita (Infinite Ammo)

Q0KB-KJA0-KBD5J

QDVW-U2K6-YNRXX

Have Stinger (Infinite Ammo)

PFW5-D2XY-4DRM0

H6BR-X2MD-V4KAB

Have Claymore (Infinite Ammo)

C8MP-Y8RW-U3XB0

029V-NRHJ-VQVJJ

Have C4 (Infinite Ammo)

1BNP-Z2J9-T59AW

DRX0-3E69-9GPBD

Have Chaff Grenade (Infinite Ammo)

GFN4-0104-91AHC

V3WE-Z5YY-9778Y

Have Stun Grenade (Infinite Ammo)

97BJ-DR84-1UVWC

4QMB-TY93-JA7CH

Have Grenade (Infinite Ammo)

Q1MQ-1KTC-963RF

8J5U-H231-UGCVA

Have FAMAS (Infinite Ammo)

G038-6TBP-3RDDP

AZZ1-X3AH-YFPMV

Have PSG1-T (Infinite Ammo)

RBJF-300Q-3CE36

N6U4-F4TG-7RNAF

Have Book (Infinite Ammo)

J2AQ-1KHJ-ND31M

BJW8-0JW0-NN3JY

Have Magazine (Infinite Ammo)

M1M8-AE4B-DDW1W

EYQN-A0U6-3QM7Q

PAL KEYS CODES: (Use one code at a time)

Have No PAL Key

U16T-1030-AJPYT

ZK0B-970J-B4YF9

Have Warm (Yellow) PAL Key

4HTN-F90G-V8YYB

JQD2-0KMT-TGX3H

Have Cold (Blue) PAL Key

B1MK-Y4ZH-8UM5K

HP2D-0Z5A-WC9Q2

Have Hot (Red) PAL Key

Y223-755R-VPKR1

F416-T9AM-WFC8P

RESULTS CODES:

Low Total Game Time

EHKE-C6GA-92VCW

9BEH-RY6P-TA410

Saved 0 Times

4DF3-3ZNP-4P23F

A6HT-ZZM0-YZ3KZ

Continued 0 Times

AZB7-MMGJ-ZZ3GT

KG1A-UBMY-JF4UD

999 Kills

ZG4J-WF3K-3W5JC

10F4-RJYU-QAUBB

0 Rations Used

MDFK-Y8YQ-5V5C8

D2NT-KT4U-EQYAT

=====

X. Credits and Thanks

=====

A. Thank You -

- Konami! Another great (even though it's a remake) installment in the Metal Gear series. It's about time Nintendo got another exclusive piece of

"Metal". It's only been 15 years.

- Nintendo. Now GameCube owners have a chance to play a great Metal Gear game.
- Silicon Knights, for taking on this project and making the characters of Metal Gear Solid come to life even better than before.

B. Credits -

- ME! For writing this FAQ.
- Ogreatone. For giving me tips on the easter eggs.

This FAQ is to only be hosted on GameFaqs.com and GameSpot.com.

Matthew M. Jean

Copyright 2004

This document is copyright MetalGearRex2003 and hosted by VGM with permission.