

Metal Gear Solid: The Twin Snakes FAQ/Walkthrough

by minesweeper

Updated to v1.0 on Jul 18, 2004

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Metal Gear Solid: The Twin Snakes - Nintendo Gamecube version

FAQ/Walkthrough - VERSION 1.0

Last Updated - July 18, 2004

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NOTICES, READ BEFORE PROCEEDING ANY FURTHER:

- THIS WALKTHROUGH IS GEARED TOWARDS NORMAL DIFFICULTY. There could be differences between the difficulty levels.
- SUBMISSIONS ARE WELCOME NOW. Send in what you'd like.
- PLEASE, MAKE SURE YOU READ AND FOLLOW MY E-MAIL POLICY BEFORE SENDING ME AN EMAIL. We'll get along a lot better if you do.

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T A C T I C A L   E S P I O N A G E   A C T I O N

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T H E T W I N S N A K E S

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1: INTRODUCTION

College is great and I don't miss high school at all...but I haven't had any time to write for a good long while. I must say, this game came out at the perfect time for me to write about it. I got it right before Spring Break in my second semester at college. I thought I would never want to write again if I ever got the chance, since I was so absorbed in college, but I was wrong. I'm back in the full swing of writing this guide. After a period of semi-retirement, I am back again to write, at least for a little while. Let's hope that I'll be able to find time to write more often in the future.

And what better game for me to write about at this time? I would eagerly jump at the chance to write about the original Metal Gear Solid since it's one of my favorite PS1 games if one was needed, but it's most certainly not needed now. You see, there's already too many guides on it and the game is old, so another guide for it at this time would be silly. But with this remake of the original, I can use all of my old knowledge of the original Metal Gear Solid and put it to use in the guide for this game. Twin Snakes does stick quite close to the original MGS1 at some points, which is a big benefit for me having lots of previous experience with the older game. I really hope you enjoy the first guide I've made for a popular game in a good long while, and that it helps you to defeat this game.

2: REVISION HISTORY

VERSION BETA 1.0 - March 20, 2004

First Edition. Walkthrough, Game Basics, and all other standard FAQ sections added on, and most are basically completed.

VERSION 1.0 - July 18, 2004

I declare the walkthrough out of the beta phase. If you like, you may send in contributions now.

3: GAME BASICS

UNDER CONSTRUCTION

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BASIC CONTROLS

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CONTROL STICK

Normal Mode: movement

First Person View Mode: move view

CONTROL PAD

Normal Mode/Wall Mode: movement

First Person View Mode: move view

C STICK

Corner View: move view

L BUTTON

Normal Mode: hold for item inventory, release to select item

Corner View/First Person View Mode: peek left

R BUTTON

Normal Mode: hold for weapon inventory, release to select weapon

Corner View/First Person View Mode: peek right

A BUTTON

With Weapon Equipped: use weapon

With No Weapon Equipped: throw or choke enemy

In Item Inventory: Use item (if it can be used)

B BUTTON

Normal Mode: hand-to-hand combat

Wall Mode: knock on wall

X BUTTON

Normal Mode: switch between standing and crouching/lying prone

Hanging Mode: drop down from where you're hanging

Y BUTTON

Normal Mode: interact with environment (open lockers, climb ladders, etc.)/use items/jump over and hang from ledges

Hanging Mode: climb back up while hanging

While Aiming Weapon: safety trigger

Z BUTTON

Normal Mode: switch to First Person View mode

START BUTTON

Normal Mode: press with B Button for map screen/press with A button for Codec

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ADVANCED MOVEMENTS
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SPEED: The harder you press down on your control stick, the faster Snake will run. Be warned about this though: running faster will cause more noise when you walk on noisy floors.

CROUCHING/CRAWLING: Press the X Button while standing still to crouch, and press it again while down on the ground to stand up. If you move while crouching, you'll lie down on the ground and start crawling. Crawling is useful for going under low objects like tables or for entering air ducts. Crouching and crawling will also reduce how much your scope shakes when you are using a sniper rifle.

ROLLING: If you press the X Button while you're running, you'll do a roll on the ground. If you roll into an enemy guard when performing this move, you'll knock him down. This makes this move handy for when you need to get past a guard that's in your way. You can also use it to cross over noisy floors without making any sound, and for when you need to dodge an attack. If you hold down the X Button through the entire roll, you'll end the roll in a prone position.

CLIMBING: Press the Y Button next to an object that's about waist-height to climb on top of it, if the game lets you do it. This is also how you climb

ladders.

HANGING: Sometimes, you can jump over railings and hang from ledges with the Y button. Be careful though, because you have a grip meter and it will dwindle down the longer you hang from a ledge. If it runs out, you'll fall to the ground. If you fall too far, you'll take damage, and there are some places where falls are always fatal as well.

You can also use the L and R buttons to move left and right, respectively, along the ledge you're hanging on. The Control Stick can also be used for left and right movement. If you press L and R together, you'll do a pull-up. If you do enough pull-ups, your grip level will increase and you'll be able to hang onto ledges for longer periods of time. To climb back over a railing, press the Y Button. To drop down, press the X button. After dropping down from a ledge, you can catch a ledge you're dropping past by pressing the Y button as you pass it.

WALL MODE: If you run up next to a wall and press against it with the Control Stick, Snake will flatten himself against the wall. You can move up and down the wall by pressing left and right on the control stick. If you press the B Button, you'll knock on the wall and make a sound. You can use this sound to lure guards to certain locations for whatever reason, be it getting around his patrol route without being seen, luring him into a trap, or just to laugh at how stupid the guards are.

If you flatten yourself against the wall in certain areas, you'll also go into Corner View. This will allow you to survey your surroundings better by letting you see around corners. When you're in Corner View, you can also use the C-stick to move the camera's view around, and you can peek left and right with the L and R Buttons. Be warned though, there's a higher chance a guard will see you if you peek around a corner to get a better look.

LOCKERS AND TOILET STALLS: When you stand next to a locker or a bathroom stall, press the Y button to open the door. You might find items inside lockers, so check them when you get the chance. If you want to, you can also punch doors until they fall down. Get out of the way once a door starts to fall though, because it'll knock you down if you get in its way. Be warned that some of these doors are locked, and if you try to punch them open the locker door will simply fall inwards so that you can't get at the contents of the locker/stall.

If the door is still intact, you can also hide in lockers/stalls by pressing yourself against the back wall of the locker/stall. Snake will automatically close the door when you do this, and you'll go into First Person View mode. To exit out of a locker/stall, press the Y button again. The closer enemies are to you when you're inside a locker, the faster your heart will beat. Use this to judge when it's safe to step out of your hiding place.

Note that bodies can also be hidden inside lockers. If the guard you're stuffing in the locker is unconscious, then they won't wake up as long as they're in the locker.

ELEVATORS: To call an elevator, face the button on the right side of the elevator door and press the Y Button. This will call the elevator, but it will take a random amount of time for the elevator to arrive. Sometimes it will come immediately, other times it might not come for a good while. So, make sure you have somewhere to hide while you wait for an elevator to arrive.

Once you're in the elevator, move to the buttons on the left side of the

elevator car (from the top down view). You'll get a list of buttons to press. Press Y on the button of the floor that you want to go to. You can't use elevators to travel to other floors while in Alert Mode, so be careful not to be seen before you plan to board one.

DRAGGING/CHECKING BODIES: To perform this move, you must not have a weapon equipped. Stand near an unconscious or dead enemy on the floor, and hold down the A Button to pick up his body. You can then use the Control Stick to drag the body around. Use this to hide bodies so that enemies will not find them. To let go of a body, release the A button. Sometimes, enemies will drop items if you let them go. To do a quick check of a body for items, press and release the A Button next to a body and Snake will pick up and drop the body.

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COMBAT MOVEMENTS
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HAND-TO-HAND COMBAT: Press the B button to punch, and press it a few times in rapid succession to do a punch-punch-kick combo. If you equip a weapon while you use hand-to-hand combat, your attacks will do more damage because Snake will use the weapon in his hand as a melee weapon. The amount of extra damage caused depends on what weapon you have equipped. For example, hitting an enemy with the heavy Nikita missile launcher will do more damage than hitting the enemy with the lighter Famas assault rifle. However, equipping a weapon will slow down your attacks. Weapons that cause more damage as melee weapons tend to slow down your attacks more than lighter weapons.

CHOKING AND THROWING: To perform either of these moves, you must not have a weapon equipped. If you run towards an enemy while pressing the A button, you'll throw them to the floor. This can get an enemy out of your way quickly. If you stand next to an enemy and don't move the control stick at all, you can press the A button to choke them. If you press A enough times, you will kill the enemy with a neck snap. If you stop pressing A before that, you'll either simply drop them while they're still conscious or knock them unconscious, depending on how many times you pressed A.

USING WEAPONS: First, you need to equip your weapon by holding down the R button to cycle through your weapons inventory. When you find the weapon you want, release the R button to equip that weapon. Once the weapon is equipped, you press A to use it. You can also hold down the Y Button to activate the safety. You won't fire as long as you have that button held down. To reload your weapon without waiting for the magazine to empty, tap the R button twice in rapid succession. Weapons will also be reloaded if you deequip them and then equip them again later. A lot of the weapons operate differently from one another, so be sure to read the instructions for a weapon before you use it.

USING A WEAPON IN FIRST PERSON VIEW: Hold down the Z Button to activate First Person View, and then press the A Button to use your weapon. The Y button activates the safety so you won't fire. Use the Control Stick to aim the weapon you have equipped. This allows you to do precision shots that you normally couldn't do. For example, you can shoot guards in the head to take them out with one hit, or you can shoot their radios to keep them from calling in backup. You can also shoot out those pesky surveillance cameras and gun cameras. Aiming in First Person View is an extremely useful ability in this game, so be sure to master it. You can also use hand-to-hand combat in first person view to punch at specific body parts.

FIRING WHILE MOVING: When you have a handgun or the Famas assault rifle

equipped, you can fire on the run by holding down the B Button.

JUMP-OUT SHOTS: To do a jump-out shot, you must have a handgun or the Famas assault rifle equipped, and you must be flattened against a wall while in Corner View. Hold down the A Button, and you'll jump out from behind the corner with your weapon at the ready. Release the A Button to hide behind the wall again. If a guard is in range, you'll also do an automatic holdup on him if he's close enough. Read below on more details for holdups.

HOLDUPS: To hold up an enemy, sneak up behind or to the side of him without being seen, and aim your weapon at him. If you did it correctly, Snake will say, "Freeze!" and the guard will put his hands up in the air. Once you've done that, you have several options. You can walk away and just let him stand there like an idiot with his hands up, even though you're not there. However, don't walk away in front of him, or he will take the chance to fight back. You can punch him, and he won't do anything back either, just as long as you don't walk in front of him.

Or, you can try to steal his items. To do that, stand in front of him and point your gun at his head or his groin. He'll say something like "Don't kill me!" and he'll drop an item. Be careful not to lower your weapon while in view of your hostage, or his hands will start to drop towards his rifle. If he manages to reach his rifle, he'll start shooting at you and then he'll call for backup. To stop him from doing that, aim your gun at him again or punch him. Don't put away your gun in view of your hostage either, or he'll fight back then too.

Note that you can also do a holdup even if your weapon is out of ammo. However, if you pull the trigger and your hostage hears the gun click, he'll fight back and call for backup.

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METERS
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You'll be seeing a lot of meters in this game that measure a lot of different things, so I should tell you about all of them.

LIFE: This measures your health, and it is the most important meter of all. As you take damage, the meter empties. When it empties completely, you die. There are many things that can cause damage to you, so be careful as you proceed through the game. Note that the Life Meter will turn orange when it starts to get almost empty. This means that you're bleeding, and you'll gradually lose health until you only have a bare sliver left. To stop the bleeding, crouch or lie down without moving and your health will fill up again. If you stay like this long enough, the wound will heal and your health will fill up to about one fifth of its length. You can also instantly bind the wound with a Bandage.

The only items in this game that can restore your health are the Rations, so try to pick up all the Rations you can find. If you plan to stay in a cold area for a long time, equip the rations so they will not freeze. Frozen rations cannot be used if they are frozen, and the only way to unfreeze Rations is to equip them and let your body heat warm them. Also, Rations will be used automatically when you run out of health, so it's good to have them equipped when you're in a combat situation. Equipping Body Armor will reduce how much damage you take by half as well, so it is also a good item to have equipped when you are in a fight.

O2: This measures how much breath you have left in areas where you can't

breathe, either due to poisonous gas or the area being filled with water. The longer you stay in an area where you can't breathe, the more this meter will deplete. When it runs out, your Life Meter will start running down, and you'll die when your Life Meter drains empty. If you notice that you're in an area where you can't breathe, get out of it as soon as you can before you run out of breath. Equipping the Gas Mask will reduce how fast you lose your oxygen, so put it on so you can explore oxygen-lacking areas longer.

GRIP: When you hang from a ledge, this meter will appear. When it runs out, you'll lose your grip and fall. So, don't spend too much time hanging out, or you could suddenly fall at a pretty crappy time. You can increase your grip level by doing pull-ups. You do pull-ups by pressing L and R buttons at the same time when you're hanging off of a ledge.

BOSS LIFE: Bosses have two different meters. One is a life meter, and the other is a smaller stun meter beneath the health meter. You can deplete the health meter by using lethal weapons like explosives and weapons that fire regular bullets. You can deplete the stun meter by using nonlethal weapons like the M9 and the PSG1-T, and with hand-to-hand combat. If either meter is fully emptied, you'll win the boss fight.

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RADAR
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If you picked to have your radar on, this will be switched on in the top-right corner of your screen. This will be one of your best friends throughout the game, so you ought to get acquainted with it. There are three different radar modes.

TYPE 1 - The radar will be displayed at all times, even when hiding in lockers and crawling through low areas. This is better suited for newer players.

TYPE 2 - The radar deactivates when hiding in lockers and crawling through low areas. This is for players with more experience.

OFF - The radar is not displayed at all, which is more for expert players.

KEY: The white dot in the middle of the radar is you, and the red dots represent enemies. These enemies could be guards, surveillance cameras, gun cameras, etc. The cone shape next to enemy dots shows their field of vision. A blue cone means the enemy suspects nothing, and will simply go about his business and not worry about anything. A yellow cone means that the enemy is more alert than usual. Perhaps you made a noise and the enemy heard it, and he's coming to investigate. Or, you're holding him hostage. A red cone means that the enemy has seen you, he's been attacked, or he's going to investigate a report of a cut radio transmission.

When you are looking around in the First Person View, the green cone next to the dot is your field of vision. If you have a Mine Detector equipped, Claymore mines will show up on your radar as yellow dots, and they will have yellow cones that point out what their detonation range is.

OTHER NOTES: As long as you stay out of an enemy's cone of vision, you will not be seen. Be careful though, because enemy guards can catch glimpses of you if you're just outside of their visual range, and they'll walk forward a little to see if you're an enemy. Also, when you enter an area with jamming, or when you are in Alert Mode or Evasion Mode, you cannot use the radar.

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CODEC
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This is what you will use to keep in contact with all of the other people helping you out on this mission (and occasionally an enemy or two). You use this by pressing Start and the A Button at the same time. Left and right adjusts the frequency of the CODEC, pressing up will call whatever frequency the CODEC is currently tuned to, and pressing down will call up a list of everybody that you've called before. Note that there are some points in the game where people won't be available for talking, and you'll simply get "NO RESPONSE" when you call their frequency.

Sometimes, people will call you, and you'll hear the CODEC ring. There are two types of calls you will get: optional calls and required calls. When you get a required call, the word "CALL" will flash across the screen in a red box, and Snake will automatically answer it no matter what you do. Optional calls are just that, optional. You don't have to answer them if you don't want to, but you might get helpful information. When you get an optional call, the word "CALL" will flash across the screen in a green box. To answer the call, press the Start Button and the A Button at the same time.

Here's a list of every frequency in the game you can collect, who is on each frequency, and what they can do for you if you talk to them:

COLONEL RAY CAMPBELL - 140.85: He's the commander of this operation you're on, and he'll give out most of your orders. He will also restate what your objective at the time is, so call him if you forgot what you were supposed to do from an earlier conversation. He also might give you tips for getting past certain situations, and he will tell you about control features.

NAOMI HUNTER - 140.85: She's the expert on FOXHOUND and she also knows lots of tips about how to beat their members when you face off against them in combat. She is also a doctor, and has knowledge in medicine. She shares her frequency with Colonel Campbell.

MEI LING - 140.96: Mei Ling is one of the more important characters that you can call, since she's the only one who can save your mission data. Call her whenever you're about to enter a dangerous area so that you can save your game. She also likes to share lots of proverbs and quotes with you whenever you call her.

NASTASHA ROMANENKO - 141.52: She is an expert on nuclear weapons and various other kinds of weapons. While talking to her is purely optional, she will tell you some interesting things about weapons. If you talk to her with certain weapons equipped, she will also describe the weapons and how to use them properly.

MASTER MILLER - 141.80: He knows a lot about Alaska, so you should talk to him if you have questions about what this area is like. He also gives you tips on combat.

MERYL SILVERBURGH - 140.15: She knows a lot about this base, so you should call her if you need help getting around.

HAL "OTACON" EMMERICH - 141.12: Hal Emmerich, or Otacon (which is what he prefers to be called), knows a lot about Metal Gear Rex, since he is one of the chief developers of it. He also knows a lot about this base. Call him if you need to know about Metal Gear Rex or if you need help getting around the base.

DEEPTHROAT - 140.48: You do not call this guy; he calls you. He also never shows his face when he's talking to you via CODEC, so you won't know what he looks like. He only calls you to warn you when you're about to stumble into a trap.

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ENEMIES
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SOLDIERS: These are your most common foes, and they can be divided into two categories: guard teams and assault teams. Guard teams are the soldiers that regularly patrol areas, looking for anything suspicious. If they see you, they must call for backup on their radio, but you can stop them before they finish talking. Assault teams are the soldiers that come when you allow a guard to call for help. An assault team usually consists of two guys wearing heavy body armor and one guy with body armor and a bulletproof shield (however, the shield can be destroyed if you shoot it enough). They can also immediately call in an Alert Mode the second they see you.

SURVEILLANCE CAMERAS: Basically, these cameras survey an area. If you enter their field of vision, Alert Mode will be triggered. There are several ways to deal with a camera. You can simply walk underneath the camera, since there is a blind spot directly beneath each camera. Also, you can throw down a chaff grenade to jam the camera, or you can shoot the camera in first person view and destroy the camera altogether.

GUN CAMERAS: These are similar to surveillance cameras, but instead of calling in an Alert Mode, they will shoot at you. You can pretty much deal with them in the same way you deal with surveillance cameras.

DOGS: There's only one room you'll encounter enemy dogs in, but they can be pesky things. If they see you they will howl and let all the other dogs in the area know you are around. Until you leave the room, they'll keep respawning as you kill them. Even if you kill them before they know you're there, they'll still respawn as you kill them. Once the alarm has been howled, they'll run up to you and attempt to stop you. They can do this flying leap that will knock you to the ground, and they can bite you on the ground. Plus, they're extremely hard to hit with how agile they are.

The easiest way to deal with dogs would be to put them to sleep with a nonlethal weapon before they see you. Dogs won't respawn if you simply put the dogs already there to sleep. After that, you can breeze through the caves without having to worry about the dogs. Alternatively, you can use the Handkerchief with a special scent on it to keep them from attacking.

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GUARD MODES
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There are several different types of modes the guards will be operating in while you play this game. I'll list them out below:

NORMAL MODE: The enemy hasn't seen you yet, and he doesn't know you're there. The guards will patrol their regular routes, looking for anything out of the ordinary. You can get their attention by making a noise, by letting them catch a glimpse of you by walking just out of their line of sight, or by letting them see a dead body. Explosions and loud gunshots can and will cause guards to call in and trigger an Alert Mode right away.

If a guard sees you, he will attempt to call for backup on his radio. If he manages to finish talking, you will enter Alert Mode. If you manage to stop him somehow before he can finish talking, an assault team will be sent to find out why his message was interrupted. They'll go straight for wherever the guard called in at, so be sure to move his body if you killed him or knocked him out before he could call in. If they find a dead body, the guards will relay this and you will enter Caution mode. A replacement guard will be sent as well to replace the dead guard. If you let them find an unconscious guard, they'll wake him up and an "all clear" signal will be given.

If you attack (but do not kill) a guard, he'll look towards where he was attacked from over a much longer distance than normal. But, if the guard still can't find you, then he will call in that he was attacked and the game will enter Caution Mode.

ALERT MODE: The enemy knows that you're in the area, and they also know precisely where you are. Your radar will be jammed as well. When the enemies get to you, they'll start shooting at you. If you manage to stay out of enemy's sight long enough, you'll go into Evasion Mode.

You should try as hard as you can to get out of this status by running away until Evasion Mode is achieved. Fighting with the enemies is probably the least effective way to end Alert Mode (due to respawning guards), so it's advised that you run away. If you're near an exit out of an area, run to the next area and the Alert Mode will be called off. Don't try to hide while in Alert Mode, because it's highly likely the enemy will find you, and they'll try to flush you out of your hiding spot again. If you crawl under something, they'll fire under it. If you hide somewhere they can't go (like in the back of a truck), they'll throw a grenade in the truck.

EVASION MODE: The enemy knows you're around, but they don't know exactly where. Your radar is still jammed. If they think you're hiding in a certain area, they will do a thorough sweep of the area to find you. If they manage to find you, Alert Mode will be triggered again. If you manage to stay hidden long enough, you'll enter Caution Mode.

Like with Alert Mode, this mode can be cancelled altogether by running to the next area. However, if you can't do that, then it's critical you find a good hiding spot while you wait for this mode to end. Make sure you run to hide somewhere that the enemy wasn't following you towards, or they'll probably do a sweep of the area. That means they'll probably open up lockers and look behind boxes that you could be using to hide.

If you're going to use a cardboard box to hide under, make sure to hide under it near other boxes. You'll blend in better. However, a guard will probably fire at your cardboard box if he's doing a sweep of the area you're hiding in. If you stay still though and don't move, he'll stop shooting and you won't be detected.

CAUTION MODE: The enemy isn't sure if you're around, but just in case they're being more cautious than usual. Your radar has finally come back online. The enemies might stick together so that if you'll have to fight them all at once if you decide to attack them. The assault team is still around as well. Other than that though, this mode is just about the same as Normal Mode. If you are discovered during this time, Alert Mode will be triggered again. If you remain hidden long enough, you will revert to Normal Mode again and the assault team will leave.

If you attack (but do not kill) a guard, he'll look towards where he was

attacked from over a much longer distance than normal. But, if the guard still can't find you, then he will call in that he was attacked and Caution Mode will restart.

4: WEAPONS

M9

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LOCATIONS:

- CARGO DOCKS/In one of the lockers to the north, to the right of the elevator.
- HELIPORT/Underneath the transport truck to the north of the helipad.
- ARMORY/Behind the destroyable wall to the north, to the right of the elevator.

CONTROLS:

- A Button - Hold down to aim, release to fire
- B Button - Hold down to run while aiming
- Y Button - Safety, to prevent gun from firing

STRATEGY:

This weapon fires anesthetic bullets, which are designed to subdue rather than kill enemies. How long it takes your shot to knock your enemy unconscious depends upon the range and where you hit the enemy. Headshots will put the enemy to sleep faster than body shots, and shots at closer range cause the victim to go unconscious faster.

It also comes with a silencer and a laser sight, so it is very quiet and easy to aim as well. Because of these features, this gun is well suited for when you're being stealthy. However, the slide must be manually pulled back after every shot, so it has a low fire rate. As long as you use it only when you haven't been discovered, this gun's fire rate will be just fine.

Put it away as soon as you get in a firefight though, or you're going to get shot about seven times for every one time you fire this gun. Also, don't use it for sniping surveillance cameras and gun cameras, because it doesn't have the punch to knock them out of commission.

SOCOM

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LOCATIONS:

- HELIPORT/Behind a box in the transport truck to the north of the helipad.
- TANK HANGAR/In the west room on the second floor that's locked by a Level 4 door. However, this door will be open the first time you pass through the area, and you won't need a Level 4 Card Key. If you already have a Socom, the Thermal Goggles will be here instead.

CONTROLS:

- A Button - Hold down to aim, release to fire
- B Button - Hold down to run while aiming
- Y Button - Safety, to prevent gun from firing

STRATEGY:

This will be your primary weapon for the most of the game, because it can be upgraded with a suppressor that makes its gunshots impossible to hear. That makes this weapon very handy for when you need to be stealthy but have some

punch behind your shots. It's perfect for shooting out surveillance cameras and gun cameras without being noticed by the guards.

Even if you are discovered, it is a nice firearm to have at your side in a firefight. It can fire very quickly if you hammer down on the fire button fast enough, and it only takes a few shots to kill a guard. Plus, it has a laser sight for easy aiming. Make sure you position the laser sight a little lower than what you intend to hit though, because the gun barrel is above the laser sight.

FAMAS

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LOCATION:

- ARMORY/Inside the room locked by the Level 2 door.

CONTROLS:

A Button - Tap for single shot, hold down for full automatic fire

B Button - Hold down to run while aiming

Y Button - Safety, to prevent gun from firing

STRATEGY:

Yes, I know it's really called the FA-MAS, and I don't care. Shoot me with your FA-MAS if you don't like it. I'm used to calling it the Famas from playing Counterstrike a lot, and it's going to stay that way in this guide. Anyway, while this is a very nice assault weapon with its great stopping power and high rate of fire, you should only break it out when you've been discovered or if you're in a boss fight. It's very noisy when fired on full auto, and so every guard in the room is going to know where you are when you fire it. If you're going to go for a precision shot, make sure to hold down the Y Button to activate the safety while you press down the A Button to shoot. That way, you'll know where your bullets are going to go before you start firing.

Note that the last three bullets in your clip are marked red. These are special tracer bullets, and the only way to fire them is to fire the last three bullets in your clip. However, if you empty the magazine until only the tracer bullets are left and equip the Bandana for infinite ammo (you'll have to beat the game with Meryl's ending to get it), you can fire infinite tracer bullets.

PSG1

=====

LOCATION:

ARMORY/Inside the room locked by the Level 5 door.

CONTROLS:

A Button - Press to fire

B Button - Zoom in

X Button - Zoom out

STRATEGY:

This is the weapon to have for when you are doing some assault sniping. The gratuitous 20-round magazine is a very nice upgrade over the original MGS1's PSG1, which only had a 5-round magazine. Plus, you don't have to lie down to use this rifle anymore. It can be fired from a standing and a crouching position now as well. This gives you much greater mobility when you're trying to take out Sniper Wolf, and you also don't have to be as picky about your shots anymore due to the larger magazine. Just avoid using it in close range fights, because the scope can severely limit your vision.

If there are some downfalls to this gun, its that it's quite noisy, and that the design of many rooms in the game doesn't give you many good places to shoot from with it. In most places, the rooms will be too cramped, and the loud gunshots will give your position away.

I'm sure you notice that the scope shakes a lot whenever you use this gun. There are a few ways to reduce the shaking. First, you can crouch or lie down to reduce the shaking. Lying down gives you the greatest stability, but it takes a while to get up and move when you need to change position. Crouching gives you a little less shaking than standing, but at least you can move faster. Also, you can take Pentazimen to calm your nerves, and that will get rid of the shaking completely for a short time.

PSG1-T

=====

LOCATION:

NUKE BUILDING B1/Inside the room locked by the Level 5 door in the southern office. However, it won't be there until after Sniper Wolf shoots Meryl in the Underground Passageway.

CONTROLS:

A Button - Press to fire
B Button - Zoom in
X Button - Zoom out

STRATEGY:

This weapon is basically the same as the normal PSG1, except that it fires nonlethal anesthetic bullets, it has a 5-round magazine, and the gunshots are much quieter compared to its lethal brother. You can pretty much use this PSG1-T in the exact same way as the PSG1, only you'll need to be more picky about your shots since you have a smaller magazine. You can also use it more often in other rooms for when you need to be stealth, since it makes little noise when fired. Also, using this gun is a good way to revive the challenge of the original MGS1 Sniper Wolf fights, when the PSG1 only had five rounds in its magazine.

GRENADES

=====

LOCATIONS:

Various places

CONTROLS:

A Button - Hold to pull out pin, release to throw. The longer it is held, the farther you will throw it.

STRATEGY:

This is a standard grenade. Pull out the pin and there will be a big explosion a few seconds later. Make sure you throw it away before that happens, or you'll take severe damage. In my opinion, these grenades aren't very useful. They're difficult to throw properly to damage somebody, and they make a lot of noise that will get you a lot of unwanted attention. They do come in handy during one certain boss battle, but that's about it.

CHAFF GRENADES

=====

LOCATIONS:

Various places

CONTROLS:

A Button - Hold to pull out pin, release to throw. The longer it is held,

the farther you will throw it.

STRATEGY:

This grenade sends little metallic strips flying into the air. These little strips can confuse many kinds of electronics. This includes surveillance cameras, gun cameras, your radar, enemy radios, and lots of other things. So, if you think you're about to be discovered by a guard, try throwing a chaff grenade down and the guard won't be able to call for help.

These grenades used to be essential tools in the original MGS1 when you needed to get past surveillance cameras and gun cameras. However, their need has diminished quite a bit now that you can shoot out both surveillance cameras and gun cameras with regular firearms like the Socom and the Famas. They're still quite handy in boss fights though, when you're fighting a boss that relies on electronics to fight you (like the M1 Tank, or the Ninja).

Don't hold onto this grenade for too long after you pull the pin, or you'll be damaged when it explodes.

STUN GRENADES

=====

LOCATIONS:

Various places

CONTROLS:

A Button - Hold to pull out pin, release to throw. The longer it is held, the farther you will throw it.

STRATEGY:

This grenade emits a very loud noise and a bright flash when it explodes. It's used for temporarily disabling opponents so that they cannot attack. How badly disabled your opponent will be depends on how close they were to the middle of the blast. You should drop one of these if you're being pursued and you need to get rid of the enemies quickly. You might knock them out of commission long enough with one of these to slip away. However, don't use these unless you're in Alert Mode, because they often trigger an instant Alert Mode anyway when they go off. Don't hold onto this grenade for too long after you pull the pin, or you'll be damaged when it explodes.

MAGAZINE

=====

LOCATIONS:

One is automatically produced every time you fully empty a gun magazine.

CONTROLS:

A Button - Hold down to ready to throw, release to throw. The longer the A Button is held, the farther the magazine will be thrown.

STRATEGY:

You can throw these to make noise to distract guards, and that's about all you can do with them. Even if you hit a guard dead on with one of these things, it won't do any damage.

NIKITA

=====

LOCATION:

- NUKE BUILDING B1/In the northeast corner of the southern office, near the lockers.

CONTROLS:

A Button - Hold to ready missile, release to fire.

Y Button - Safety, to prevent gun from firing

Control Stick - Aim crosshairs before firing, and control missile while it is in flight.

STRATEGY:

This fires remote-controlled missiles that you can steer into targets. It's useful for when you want to blow up something, but you can't get to it. Be sure there aren't any closed doors between you and whatever you're trying to hit, because this missile can't open doors. You probably won't need to use this gun much, but it is useful in a few boss battles.

STINGER

=====

LOCATION:

- COMMUNICATION TOWER CORRIDOR/Right before the 9th floor entrance to Tower B.

CONTROLS:

A Button - Fire missile.

Control Stick - Aim crosshairs.

STRATEGY:

This is a portable SAM that can fire guided missiles towards targets. You aim the crosshairs at a target that's surrounded by a green box, and you will lock onto that target when the box turns red and you hear a fast beeping. Fire, and the missile will chase after the target until it hits it or runs into something else. Note that once you're locked on, it doesn't matter if the crosshairs are on the target or not. You can fire the Stinger away from the locked-on target, and it will still curve towards it. This will be a useful weapon in the boss battles towards the end of the game, so make sure you get acquainted with it.

BOOK

=====

LOCATIONS:

Various places

CONTROLS:

A Button - Put down on floor

STRATEGY:

These magazines are full of adult literature, or so the description says. It seems like every one of them has nothing in it but a picture of Alex Roivas from Eternal Darkness, and it's pretty hard to get excited about her. The guards in this game seem plenty interested in her though, because when a guard sees this magazine that you set down he'll stare at her picture for hours on end. While this is pretty silly, these magazines make an excellent distraction for bored guards.

C4

=====

LOCATIONS:

Various places

CONTROLS:

A Button - Place charge

B Button - Detonate charge

STRATEGY:

This explosive is more fun to play around with rather than seriously use, however these bombs are handy in a couple of boss battles. You can plant these things just about anywhere, even on guards! To plant C4 on a guard, get right behind him and press the A Button. If you were successful, it will look like Snake is trying to plant the C4 in midair when he places it. These can also be placed on walls by flattening yourself against them and then pressing the A Button. When you're ready for the fireworks, press the B Button to detonate them. They will detonate in the order that you placed them, so be sure to plant the first charge where you want the first explosion to be.

CLAYMORES

=====

LOCATIONS:

Various places

CONTROLS:

A Button - Hold to plant, release to set down.

Control Stick - Change direction Claymore faces while planting.

STRATEGY:

These are aboveground mines that are set to detonate if someone or something enters the detonation range in front of the mine. The explosion only blasts in the direction the mine is facing, so if you're standing behind the Claymore you don't have to worry about getting hurt. These mines do their job well in killing enemy soldiers...but they make a lot of noise and cause an Alert Mode. And that means that a replacement guard will simply arrive later after the assault team. However, you have to admit it is pretty funny to place this in a guard's path and watch him get blown up by your trap. Also, they're quite useful in a couple of boss battles.

5: ITEMS

This section lists every item in the game, more or less. Read this section with caution though, because you might accidentally stumble across a spoiler. I will try my best to keep the spoilers out of the item descriptions though. However, I'll put "*SPOILER*" next to each item where revealing something critical about the plot is pretty much unavoidable.

RATION

=====

LOCATION:

- Various places

USE:

You use this to restore your health. The amount of health that is restored by this item depends upon your difficulty level. Not only that, it will also cure bleeding. However, if you stay around in cold areas too long, the rations will freeze and you won't be able to use them. That's easily solved though by equipping them for a while. The rations will heat up again in a short time, due to your body heat. If you equip this item, you will automatically use it when you run out of health. Because of this, you should try to have this item equipped in a combat situation, at least until you find Body Armor.

SCOPE

=====
LOCATION:

- You start with it

USE:

You can use this to survey your surroundings. It also has a zoom feature. However, a lot of the areas in this game are fairly compact, so this item is largely useless. Snake will use it a lot in cut-scenes for one reason or another though...

DIGITAL CAMERA
=====

LOCATION:

- SOUTH ARMORY/Behind the Level 6 door in the secret corridor. The secret corridor is behind the extra destroyable wall in the hallway before you run into Revolver Ocelot. Also, you'll have to crawl through a hole in the bottom of the fence that the camera is behind.

- After you collect it, you will always start with this item for every new game you use on the file where you have the Digital Camera collected.

USE:

You use it to take pictures, obviously. No other real purpose for it. You can use it to find ghost images of the game's staff though, if you take pictures of certain objects.

NIGHT VISION GOGGLES
=====

LOCATION:

NUKE BUILDING B2/In the office in the east lab that's locked by a Level 4 door.

USE:

You can see in the dark when you have this equipped, but that's about all it does. Plus, you can only see everything in green when these goggles are on, which makes it hard to distinguish what you're looking at some times. In my opinion, this item is largely useless, since you can easily get around having to use it by turning up the brightness on your monitor. I do the same thing in Counterstrike all the time to get around having to buy night vision goggles.

THERMAL GOGGLES
=====

LOCATION:

- TANK HANGAR/Behind the level 4 doors on the east side of the second floor. However, when you pass through this room for the first time, the doors will be unlocked and you can pick them up without the proper Card Key. Also, if you didn't collect the Socom outside, the Socom will be in the Thermal Goggles' place instead, and you'll have to wait until later when you get the Level 4 Card Key to pick up the goggles.

USE:

When you have these goggles equipped, you'll see the world through heat signatures. Colder objects are colored blue and green, and warmer objects are colored yellow and red. Because of this, you'll be able to easily see persons or vehicles, even when its dark or when they have stealth camouflage equipped.

GAS MASK
=====

LOCATION:

NUKE BUILDING B2/In the office in the electric hallway that's locked by a Level 3 door.

USE: This cuts your oxygen consumption by half in places where you can't breathe the air. Apart from that though, it doesn't have any other use. Plus, it's hard to see in first person when you have this mask equipped.

MINE DETECTOR

=====

LOCATION:

TANK HANGAR/In the northeast room on the second floor, locked by a Level 2 door.

USE:

When you have this item equipped, you can see hidden Claymore mines on your radar, and you can also see their detonation zones show up as yellow cones. However, this item is useless without your radar.

RP SENSOR

=====

LOCATION:

- CARGO DOCK/In the eastern side of the water.

USE:

When this item is equipped, you can sense when enemy soldiers are close. The closer an enemy is to you, the stronger the controller's vibration will be. It's quite useful when traveling through an area full of enemies and when you don't have any radar. If you do have radar though, it's quite unnecessary to equip it.

BOX

=====

LOCATIONS:

- BOX 1: ARMORY/In the room locked by the Level 2 door.
TANK HANGAR/In the western second floor room with the Level 1 door.
- BOX 2: NUKE BUILDING B1/In the room locked by the Level 4 door in the southern office.
- BOX 3: SNOW FIELD/In a western shed locked by a Level 6 door.

USE:

As silly as you may think it is to carry around cardboard boxes, these things can be lifesavers if you know how to use them. Whenever you have this item equipped, Snake will put the box over himself and he will hide under it. If you stop moving, Snake will settle the box down on the floor and he will stop moving. When you're not moving like this, the guards will probably just think you're an ordinary box and they'll pass you by. Make sure you hide in your box next to other boxes, so you will fit in better. Also, don't lie down in your box in guards' paths, or they'll move the box and you'll be discovered.

Another feature of the boxes is that they allow you to travel to other areas in the game in the back of the trucks (or snowcats, if you want to get technical, since they have treads). Anyway, if you sit still in the back of a truck with a box equipped long enough, a guard will come by and drive you to the location written on your box. Box 1 has "Heliport" written on it, Box 2 has "Nuke Building" written on it, and Box 3 has "Snow Field" written on it. Make sure that you collect the box from a new area before using an older box in a truck, so that you'll be able to travel back in the truck with the new box.

BODY ARMOR

=====

LOCATION:

NUKE BUILDING B2/In the office in the east lab that's locked by a Level 6 door.

USE:

When this item is equipped, you sustain only half the damage you would normally take when you take damage. This item is extremely useful in boss fights, when you need to conserve your rations. It's not bad for regular encounters with normal enemies either. Once you get this item, you should always have it equipped until you need to use something in your left inventory.

CARD KEYS *SPOILER*

=====

LOCATIONS:

- HOLDING CELLS/Level 1 Card Key received after speaking with the DARPA Chief.
- SOUTH ARMORY/Level 2 Card Key received after defeating the boss in the area.
- CANYON/Level 3 Card Key received after defeating the boss in the area.
- NUKE BUILDING B2/Level 4 Card Key received after defeating the boss in the area.
- NUKE BUILDING B1/Level 5 Card Key received after meeting Meryl in the women's restroom.
- MEDICAL ROOM/Level 6 Card Key received from Otacon after he appears.
- WAREHOUSE/Level 7 Card Key received after defeating the boss in the area.

USE:

Card keys are used to unlock doors around the base, and each card key you find has a certain level for it. The higher level your card key is, the more doors you can open with it. The highest level you can get is Level 7, and it can unlock all doors. To see if you can open a door, look at what number is written on the door and compare it with your card's number. The number on the door must be the same or less than the number on your card for it to open up to your card.

As you can see from the locations list, you get new higher-level cards after defeating bosses, and from meeting with certain characters at certain times. You'll automatically get these cards as you proceed through the game, so don't worry about having to do silly side quests or stuff like that to get more cards. Also, don't worry about equipping cards to unlock doors, because the doors will automatically read the card in your inventory without you doing that.

PAL KEY *SPOILER*

=====

LOCATION:

- NUKE BUILDING B1/received from Meryl after meeting her in the women's restroom.

USE:

There's three of these things (well, sort of), and you need to use them to try and disable Metal Gear Rex. Read up on the walkthrough for more specific details on how to use these cards.

CIGARETTES

=====

LOCATION:

- You start with it

USE:

Snake likes to smoke, and so he smuggled his cigarettes with him on this mission. When you have these equipped, you'll gradually lose health, since smoking is hazardous to your health. However, the smoke that Snake blows out while smoking will allow you to see normally invisible laser grids.

BANDAGE

=====

LOCATION:

- Various places

USE:

When you start bleeding, use this item to stop the bleeding. However, crouching or lying down without moving for a short time will also cure bleeding, so this item should only be used in emergencies when there's no time to rest.

PENTAZIMEN

=====

LOCATION:

- Various places

USE:

This will calm your nerves when you take it, and it's used to stop your scope from shaking while you're sniping with a PSG1 or a PSG1-T. The effect will wear off after a while though, so make the most of your shake-free time.

MEDICINE *SPOILER*

=====

LOCATION:

NUKE BUILDING B1/In the small office locked by the Level 6 Door in the large office to the south.

USE:

If you caught Johnny's cold while you were locked up in the Medical Room, take this medicine to make the cold go away.

MO DISK *SPOILER*

=====

LOCATION:

- SOUTH ARMORY/received after defeating the boss in the area.

USE:

This item has absolutely no use, at least to you as the player. It is a critical item in the overall plot though, because it's got Metal Gear Rex's test data in it.

KETCHUP

=====

LOCATION:

- MEDICAL ROOM/received from Otacon after he appears.

USE:

WHAT?! What IS this?! What is IT?! BLOOD!!! No, not really. You just need to use this when you need something that looks like blood. Read up to the Medical Room part in the walkthrough for more details.

HANDKERCHIEF *SPOILER*

=====
LOCATION:

- MEDICAL ROOM/received from Otacon after he appears.

USE:

This is Sniper Wolf's handkerchief, and it has her scent. If you equip this while you go through the Caves, then the dogs will not attack you since they like Sniper Wolf.

TIME BOMB *SPOILER*

=====
LOCATIONS:

- MEDICAL ROOM/received after collecting your items again.
- UNDERGROUND BASE/hidden underneath the bridge leading into the room, in the drainage ditch.

USE:

This is a little surprise you might find hidden in your items. If you discover you've got one of these things, throw it away by pressing A on it in the inventory. That is, unless you like being blown up.

SOCOM SUPPRESSOR

=====
LOCATION:

- TANK HANGAR/Behind the Level 1 doors in the northeast corner of the first floor.

USE:

Equip this item when you have your Socom pistol equipped, and you'll automatically fit the suppressor on the Socom. When you do that, your Socom will make a lot less noise when you fire it. This makes the Socom a whole lot easier to use without drawing attention.

ROPE

=====
LOCATION:

COMMUNICATION TOWER A/It's just past the door that's rigged by the laser grid.

USE:

You need this to climb down from Communication Tower A's roof. Run up to the north edge of the tower's railing with this item equipped, and Snake will use it automatically.

STEALTH

=====
LOCATION:

- You always start with it in a new game when using a file with Otacon's ending completed.

USE:

With this, you can turn invisible like everybody else who uses stealth camouflage throughout the game. It's loads of fun to toy around with the guards while you use with this thing, because they can't see you! Unfortunately though, it doesn't work against bosses, and in some other places.

BANDANA

=====
LOCATION:

- You always start with it in a new game when using a file with Meryl's ending completed.

USE:

When you have this equipped, you will have infinite ammo and you'll never have to reload either. Go! Have fun! =)

6: WALKTHROUGH

Before we get started with the walkthrough, I'd like to issue some disclaimers:

- This walkthrough is geared towards Normal Mode. There could be differences between the difficulty levels. Be aware of that if you're using this walkthrough with another difficulty level.

- Concerning items, this walkthrough is going to primarily focus on the more important ones like weapons and key items that you need to get through the game. There's too many items lying around in this game to write about without this walkthrough getting really long and tedious, which is why I'm doing this. So, don't expect me to write about where all the Socom Bullets are in some room, for example.

- I'm also trying out a new format in this guide that I've never tried before in all of my previous guides. I'm not going to be taking you by the hand all the way through every room (like I normally do in my other guides). Instead, I'm going to list "points of interest" about each room that you should know about, and I'll only tell you to do what's really important. You can make up your mind about what else you want to do based on the information I give you.

=====
CARGO DOCK
=====

NEW OBJECTIVE: Board the elevator in this room.

- After the introduction cut-scenes are over, you'll be in control.

- Don't be in a big hurry to get to the elevator on the north end of the room, because it won't come back down for about a minute and a half or so. You oughta get some practice with the controls while you're waiting, and look for some items while you're at it.

- Before you run off onto the land when you get in control, jump back in the water. To the west side of the underwater stairs, you'll find a Ration. If you search the underwater area to the east, you'll also find the RP Sensor. After you have collected those items, you can start running around on the dock. You'll need to crawl under the machine that you're standing next to if you want to proceed.

- There will be two guards patrolling around the dock area at first, and a third guard will be in the elevator when it arrives. While running around here, take care not to step in any of the puddles around the dock, because it makes noise for the guards to hear in addition to leaving behind wet footprints for the guards to follow around. However, you can easily get over the puddles without making noise or getting wet feet by doing a roll over

them. If you're discovered, you can jump in the water to get away. The enemy won't follow you into the water, but they will shoot in the water if they see you jump in there. Get into the southern part of the water so that they can't fire at you anymore. Alternatively, you can flatten yourself against the dock wall underwater.

- If you get to the elevator early, then there are two places close by where you can hide while you wait. You can go behind the forklift to the right of the elevator doors, or you can jump into the lockers on the left. When the elevator comes down, be sure not to stand right in front of it. A guard will be coming out of the elevator, and he'll see you through the bars if you're standing in front of them. Rather, wait to the side of the elevator, and slip in after the guard walks away from the elevator car. Be careful not to get spotted, because you can't take the elevator up if you're in Alert Mode.

- You can find an M9 in the lockers next to the elevator. The gun will be in the locker on the far left.

- If you want more Rations, there's one behind the machine on the southeast corner of the dock, and another behind the forklift in the northeast corner of the room.

=====
HELIPORT
=====

After about a lot of cut-scenes, you'll be in control once again. You have a new objective now.

NEW OBJECTIVE: Enter the disposal facility to the north through an air duct.

- Before you try to get into the disposal facility, you should hunt around this area for items. The Heliport contains two very useful weapons that you'll probably use throughout the game, in addition to various other goodies.

See that truck on the north side of the helipad? That's where the weapons are hidden. You'll find the Socom pistol behind the box in the back of the truck, and you'll find the M9 tranquilizer gun hidden underneath the truck if you didn't get it in the Cargo Docks. Get over to that truck as soon as you can.

You may notice the item in the middle of the helipad. That's a box of Chaff Grenades. Don't boldly charge onto the helipad to get them though, because the lights moving back and forth across the pad will trigger Alert Mode. In my opinion, the grenades are not worth the risk. To get them, you'll either have to shoot out the searchlights on the upper balcony (which will make a whole lot of noise with your currently unsuppressed Socom), or you'll have to charge across the helipad and time it just right so that you don't get spotted in the light.

One of the less risky items to get would be the Stun Grenades hidden in a locker in the storage shed to the west. Watch out for the surveillance camera in the room though. Also, there's another Ration in the snowy area to the east.

- Beware of moving around on certain metal floors and in the snow. Running on metal floors makes noise that alerts nearby guards, and you'll leave behind footprints when you walk in the snow. Guards can follow these footprints to find you.

- If you've got a body on your hands, you can dispose of it by carrying it towards the gate on the fence to the south. You'll drop the guard through the gate when you get close enough to it.

- There are two air vents you can enter through to get into the disposal facility. One is on the west side of the upper balcony, and the second one in the northwest corner of the lower area. I prefer the upstairs vent, because it lets you out closer to some items that you'll find useful later. To get to the upstairs vent, you'll have to use the stairs to the east. A guard patrols up here, but his patrol route will have him move away from the ventilation cover to the east if you wait long enough.

The one on the ground is easier to reach, but there's a guard standing in front of it and a surveillance camera right above it. The guard's easily taken care of though with a shot from the M9, and the surveillance camera is looking away enough so that you can barely slip into the vent without being noticed.

=====
TANK HANGAR
=====

NEW OBJECTIVE: Reach the elevator on the north wall, and take it down to the B1 level.

- If you entered through the upper ventilation duct, Master Miller will call you on the CODEC and he'll give you his frequency. You'll also have a cut-scene on the way through, with some guards talking about an intruder. The ventilation duct will let you out on the second floor catwalk at the end.

- If you entered through the lower ventilation duct, you'll encounter some rats in the vent. Master Miller will call you and he'll give you his frequency. Do as he says and follow the rats to the exit out of the vent. You'll come to a part of the vent that's full of water, but don't worry about it too much. If you move through quickly, you won't run out of oxygen. You'll come out of a hole on the east wall of the first floor.

- There are Thermal Goggles in the room on the west end of the second floor. If you don't take them now, you'll need a Level 4 Card Key to get them later, so it's a good idea to go after them at this time. Watch out for the camera watching over the room. However, if you didn't collect the Socon pistol before, they will be in the Thermal Goggles' place instead, and you'll have to wait until later when you get the Level 4 Card Key to get the goggles.

- When you press the button next to the elevator to call it, you might have to wait for a while for it to come. This increases the chance that you'll be spotted before you can get in the elevator and get out, so watch out. You can't take the elevator down if you're in Alert Mode.

=====
HOLDING CELLS
=====

NEW OBJECTIVE: Get to the DARPA Chief in his cell.

- You've reached the Holding Cells, where the DARPA Chief Donald Anderson is being held. You can see him on your radar as a green dot. You can also get a look at him if you flatten yourself against the wall of the room that his cell is next to. Anyway, the door to the cell area is locked, so run to the

end of the hall where you'll see a ladder going into a ventilation duct.

- Before you climb up the ladder though, search the ventilation duct on the floor to the right of the ladder. You'll find a Ration in there. If you're willing to crawl all the way to the end, you'll get a look through a grate at a room you won't be visiting for a while.

- Anyway, once that is done, go up the ladder into the upper vent. You may notice the vent branches off to the left shortly after you start going down it. If you go this way, you'll get a bonus cut-scene where you'll look down into the guard's bathroom through its vent cover. A guard called Johnny Sasaki will be in there, talking to himself about random stuff. If you keep going down this vent, you'll eventually reach a dead end with M9 bullets. Turn around and go back to the junction you were at before, and head right.

- While going down this vent, you'll see a woman exercising in her cell through the vent cover in her room. At the next vent cover, you'll come to the DARPA Chief's room, and a long cut-scene will begin. He'll talk with Snake for a while about Metal Gear, and he'll hand you a Level 1 Card Key. Then, he mysteriously dies of a sudden heart attack. Gee...I wonder why that happened?

- After the DARPA Chief dies, you'll hear a struggle outside of your cell. Then, the cell door will mysteriously open. As you step outside, the woman in the last cell will be wearing the guard's clothes, and she'll be holding you at gunpoint. Then, after some talking, guards will storm the room.

MINI GAME - HOLDING CELL FIREFIGHT

This shootout will take place in three phases. In the first phase, you'll be the only one shooting at the guards while the woman stands in the background and doesn't do anything. After you kill all of the guards, Snake will yell at the woman to shoot. She'll kill the entire next wave of guards, and that'll be the second phase. In the third phase, you and the woman will fight together. Watch out in this part, because part of the way through the fight the guards will throw grenades into the room. You can easily escape the explosion by running into a cell, or into the area behind the desk.

Anyway, throughout this whole fight, you should spray everywhere with the Socom and let the autoaim do most of the work. It'll make this battle go by much faster. You should also use the woman as a distraction, since she has infinite ammo and health. If you're a coward, try hiding inside one of the cells and shooting from there or behind the desk at the back of the room.

- Once the battle is over, the woman will run away towards the elevator, and you'll get an odd flashback cut-scene involving the DARPA Chief and Psycho Mantis. The woman will then wildly fire at you before going up in the elevator.

NEW OBJECTIVE: Go down to the B2 level in the elevator and rescue the ArmsTech President Kenneth Baker.

- Head for the elevator and take it down to B2, where the Armory is.

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ARMORY
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- While you're running around down here, watch your step. While the Armory is currently empty of guards, there are trapdoors to watch out for. If you step on one of these, the floor will open up to reveal a hole. Fall down the hole and you die.

- Unfortunately, all of the ammunition and guns down here is in rooms in this area, and a lot of the rooms won't open up to the Level 1 Card Key you have right now. However, there are a couple rooms you can get into. In the upper center room, you can get C4 explosives, and in the lower center room (which is already open), you'll find ammo for your Socom. You can also get Grenades in the lower east room.

- When you're done looking around, you need to search the walls in this place for the area that's not painted, like the DARPA Chief recommended you do. There are two walls in this area that you can blow up:

1. One is on the northern wall, just to the west of the elevator. If you blow it up, you'll find a secret room. In here, you can find the M9 if you didn't get it earlier at the Heliport. You'll also find some other goodies.

2. The wall you need to blow up to proceed to the next area is in the southwest corner of the room, near the Grenade room. Plant a C4 charge on the wall or next to it, and detonate the bomb. Go through the new hole in the wall.

=====
SOUTH ARMORY
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- Like in the last room, look for the wall that's a different color from the other walls. The one you're looking for is the white wall that's near the south end of this hallway. Detonate some C4 next to the wall and blow it open.

- In this next hallway, you'll find another odd-colored wall on the northeast wall. However, don't be so quick to blow it open and go in there yet. Note that the east wall at the end of the hall is also discolored. Blowing open this wall will reveal a secret corridor with some drone guns, a Level 4 door, and a Level 6 door. Remember this location for later, when you get a higher level Card Key.

- Anyway, you might wanna save before you go through the hole in the wall on the northeast wall, because your first boss fight is coming up.

- As you step through the hole, you'll see the ArmsTech president surrounded by wires. The wires are rigged up to C4, so you can't untie the president. After that discovery, Revolver Ocelot decides to make his entrance, triggering the first boss battle.

BOSS FIGHT 1 - REVOLVER OCELOT

The first thing I must say about this fight is DO NOT touch the wires in the middle of the room. If you do, the C4 will detonate and the explosion will kill Baker. Also, avoid using any explosives during this fight, or they'll probably blow up the C4 and/or kill Baker. Be careful not to accidentally shoot any of the C4 either, or again Baker will die and you'll get a game over.

Near the start of the battle, pay attention to when Ocelot talks about how

the caliber and muzzle velocity of a gun doesn't dictate its power. He'll stand still when he says that line if you let him get far away enough. You can take the opportunity to pop a cap in his head with your Socom for some easy damage.

Anyway, Ocelot's only real attack is to fire at you with his revolver. Watch out though, because he's a good shot with it, and his bullets sting a lot. Also, he can even recoil his bullets off of walls to hit you, should you decide to hide like a coward behind a pillar. However, if you hide near the hole you blew in the wall, he won't be able to do a recoil shot on you there because the bullets leave through the hole. He also runs very fast, so you're not going to be able to catch him if you try to run after him.

His one major weakness would be that it takes him a long time to reload, since he uses a revolver. Also, if you don't get too close to him, he won't even move while he's reloading. So, a good strategy would be to wait to shoot him until he's out of ammo.

There are a couple of different ways to defeat Ocelot that work rather well:

1. This is the Slap Match strategy. Basically, you and Ocelot stand still and shoot at each other until only one of you is left. Allow Ocelot to get far way so that he'll start shooting, and then step out so that the two of you can clearly see each other. Shoot at him until he's dead or moves away, and he'll pretty much do the same thing to you. This strategy works rather well, actually, if you can consistently pull off headshots and shoot fast. It's a great way to end the battle quickly and conserve your rations and ammo.

2. This is the Cheap Ass strategy, where you will only shoot Ocelot when he reloads. Let Ocelot get far away so that he'll start shooting. Listen for when you stop hearing his footsteps, because that means he's about to shoot. When you hear his footsteps stop, take off running to dodge his first shot. When the first shot hits the wall, run in the opposite direction to dodge the second shot, and keep changing directions like this every shot until Ocelot's out of ammo. While you're dodging bullets, note where the shots are coming from so that you'll know where to fire when it's your turn to shoot.

When you see Ocelot's bullet indicator on the top of the screen run out, he's out of bullets. When that happens, run towards where the bullets were coming from, and aim in that direction. If you don't get too close Ocelot should just be standing still there, putting bullets in his gun. In the meantime, you can pop him in the head with your Socom for severe damage, or you can go for a body shot for less damage if your aim is crappy. Repeat this pattern over and over until Ocelot's defeated.

Note that you can shoot the steam pipes in this room to cause steam to pour out. If Ocelot runs into the steam, he'll be temporarily blinded and you can get easy hits on him.

- Once you have defeated Ocelot, the Ninja will appear and slice off his right arm. Ocelot will then run away, while the Ninja attacks you. Anyway, after a bit, the Ninja will cease with the cheesy Matrix tricks and he'll run off as well. Then, you'll have a talk with Baker. He'll tell you to get in contact with Meryl, the woman from the cell, as well as Hal Emmerich, one of the scientists who worked on Metal Gear. He'll also give you an optical disk with Metal Gear's test data and a Level 2 Card Key. Unfortunately...he also dies of a heart attack... Man...what a coincidence...

NEW OBJECTIVE: Get in contact with Meryl.

- Baker said that he can't remember what Meryl's frequency was, but he did say it was on the back of the package. Do you know what package he's talking about, though? Believe it or not, he's actually talking about the package that your game came in. I mean the physical game case that you can actually touch with your hand. You'll get the frequency from the screenshot that shows Snake having a CODEC conversation with Meryl. However, if you rented the game or something and don't have the game case, don't worry. I'll tell you the frequency right now. It's 140.15.

- When you call Meryl, she'll tell you that Hal Emmerich is in the Nuclear Warhead Storage Building to the north, and that they need to talk to him to find a way to destroy Metal Gear. She says that she'll open up the Level 5 door in the Tank Hanger that's blocking the way for you, and that she'll call you back once it's open.

- For now, take the door on the north wall in this room.

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ARMORY
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- Watch out, because guards are patrolling this area now. If you kill one of them or knock them out and need to get rid of the body, drop them in one of the trap door holes.

- Now that you've got a Level 2 Card Key, you can open up the Famas room, which is the southeast room in this place. Watch out when you go to get your shiny new Famas Assault Rifle though, because there's a laser grid set up in this room. You can't see the lasers with your naked eye, but you can see them if you equip your Cigarettes or your Thermal Goggles. If you crawl underneath the laser grid, you can make it through without being detected.

- When you're done in this area, take the elevator up to Level 1.

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TANK HANGAR
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- When you're in this room, Meryl should contact you. She'll say that she's opened the door, and that she's going on ahead of you.

NEW OBJECTIVE: Head through the opened security door on the northeast side of the first floor.

- Before you go there though, try searching this area again with your new card key. You can open some doors now that you couldn't get through before.

- The most important new item to get here would be the Socom Suppressor. It's in the room in the northeast corner on the first floor, next to the security door that Meryl opened. With that item, you can suppress your Socom pistol and get rid of all the racket that it makes when you fire it. This makes the Socom pistol a whole lot simpler to use, since you don't have to worry about the noise attracting guards.

- There are more rooms that you can now open upstairs as well. One important item you should get upstairs would be the Mine Detector. It's in the northeast room on the second floor. You'll need it in a minute when you first encounter the Claymore mines.

- When you're done exploring around, head for the opened security door. Remember what Meryl said about the security beyond that door. There are invisible lasers coming out of the walls. To see them, use your Cigarettes, your Thermal Goggles, or shoot the fire extinguisher in the back of the gas room. All of these will expose the lasers to your sight. Time your movements to move past each of the lasers as they go up and down. If you get caught in a laser's beam, then you're basically screwed. The area will fill with poison gas, and there's nothing you can do to get out (which means certain death).

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CANYON
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NEW OBJECTIVE: Enter the Nuclear Warhead Storage Building up ahead.

- As you proceed into this area, a mysterious guy who calls himself Depththroat will warn you that Claymore mines are hidden in the snow in front of you. To locate the Claymores, either pull out your Mine Detector or your Thermal Goggles. The Mine Detector will show the mine's detonation field on your radar, and the mines will be glowing orange rectangles when you use the Thermal Goggles. If you crawl over them, you can collect them without detonating them.

- You might want to save your game here. Once you cross an invisible line about midway through the canyon, you will trigger the appearance of an M1 tank. Raven, the guy commanding the tank, will fire some "warning shots" at you, and then the battle will start.

BOSS FIGHT 2 - M1 TANK

At the start of the fight, the tank will be on the north end of the canyon, waiting for you to come running over. Don't do that. If you do the tank will blow you up with its main cannon. First, throw a chaff grenade to confuse the tank's radar, so that you can safely approach. Once that is done, charge across the field towards the tank before the jamming wears off.

From here on, I'll list the tank's attacks. Obviously, there's the tank's main cannon, but the tank can only fire it at you if you're far away. So, as long as you stay relatively close to the tank, you'll never have to worry about its main gun. If you do get caught far away from the tank though, throw chaff grenades to confuse its radar so that you can safely get out of its firing range.

Another attack the tank has is that it can run you over if you get in its way. Getting run over by the tank causes severe damage. However, this is easily countered by detonating explosives next to the tank's treads. If you successfully blow up something next to the treads, you'll get a little cut-scene showing you the point of the explosion. You will keep getting these cut-scenes until you can't damage the treads anymore. By that point, the tank will be moving at a snail's pace, and it will be much easier to stay out of its way.

The easiest way to blow up the treads would be to equip claymores, and then set them down directly next to the tank when it stops. They'll detonate immediately and do the job once you plant them, but they won't harm you. You also can detonate all of the explosives on one side to do the job, and you don't have to blow up both treads to get the most slowdown.

The tank's third method of attack is the machine-gunner on the roof. He'll periodically fire at you when you get in his sights, and when he runs out of ammo he'll have to go back inside the tank to get more bullets. He'll also retreat back into the tank if you hit him with an attack. If you keep running around the tank though, he won't be able to keep you in his sights, and so he'll have to spend time turning around.

While we're on the subject of the machine-gunner, I'd like to mention that he is the tank's weak point. By attacking him you'll destroy the tank. Be careful though, because you'll have to go through two gunners to win this fight. There are two ways to damage the gunner. You can either use your first person view to shoot him with your guns, or you can throw a grenade on top of the tank. If the grenade lands perfectly in the hatch where the gunner is, you'll get a special cut-scene pointing this out. If the gunner is out when that grenade blows, it'll do severe damage. You can also get higher damage than normal by pulling off headshots with your guns. Don't be afraid to shoot at the machine gun the soldier is behind, because your bullets will pass through it and hit him.

While going after the machine-gunner, keep moving around the tank while you attack him. See, the tank's cannon will keep rotating around to aim at you. While this can't cause you any damage unless you're far away from the tank, the main cannon will block your view of trying to hit the gunner. This makes the gunner much harder to hit. Also, since the machine gun on the roof is typically pointed in the same direction as the cannon, it will be easier for the gunner to shoot you first if you attack from the front of the cannon. This is another good reason to continually stay away from the front of the tank's cannon.

Try to stand on top of elevated areas when aiming at the tank's gunner. This gives you a better view of him, and the main gun won't interfere as much with your aim. Also, you can get a better view around the cannon by getting farther away from the tank. Don't get too far away though, or the cannon will shoot at you.

Try knocking the gunner out instead of killing him by using the Stun Grenades and the M9. The Stun Grenades can wear down the gunner's stun meter if the grenade lands right on the hatch, even if the gunner isn't outside the tank. That's a big edge over using lethal force to take down the gunners.

If the tank is getting you down, you can run and hide behind the rocks or the machines on the perimeter of the battlefield for cover. You can also lie down in the trench crossing over the middle of the battlefield.

- After you defeat the tank, a guard will be blown out of the tank through the hatch during the ensuing cut-scene, and you'll collect a Level 3 Card Key from him. You will then automatically move onto the next area while Raven speaks to his superiors from the destroyed tank.

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NUKE BUILDING 1F
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NEW OBJECTIVE: Reach the elevator on the second floor catwalk in this area.

- Before you go down the ramp in front of you, go down the catwalk to the left. You can find a ration at the end of that walkway, and you can see into the next room through the window there.

- After that is done, head down the ramp next to the catwalk. When you start to crawl under the door, you'll be told via CODEC that you can't use any weapons in this area due to the nuclear weapons stored here. The Colonel and Naomi don't mention this, but it's important that I do tell you about it. If you're seen in this area by a guard, the area will immediately be filled with plutonium gas and it'll stay that way until Caution Mode is achieved. In the meantime, there's a pretty strong possibility that you'll die, since you run out of oxygen quickly once the gas pours into the area. So...try very very hard not to be seen in this area!

- To proceed to the next area, you need to reach the elevator on the second floor catwalk. Remember though, like the last elevator, you'll have to wait a random amount of time before the elevator comes. It might come immediately, or it might come only after a good long while. Anyway, there's one guard patrolling the catwalk, but his patrol route takes him far away enough from the elevator for you to call it down (assuming the elevator cooperates by arriving fairly quickly). While waiting for the guard to leave, you can wait behind the crates to the right of the elevator.

- Take the elevator down to the B1 level when you get to it. Hal Emmerich is being held on the B2 level of this building, but you won't be able to get to him unless you have a certain item that you get on the B1 level.

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NUKE BUILDING B1
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NEW OBJECTIVE: Collect the Nikita Missile Launcher on this floor, and go down to the B2 Level afterwards.

- The guards on this floor regularly visit the restroom to go wee wee. You can use that to your advantage. While one guard is held up in the bathroom, there will be only one guard in the office on the south side of this area. That will make it easier to move around in this office. That's good, because the office is a virtual treasure trove of items. While most of them are locked up in offices needing higher-level keycards than the one you have now, you can still get quite a bit of stuff here.

- The most important item to collect here would be the Nikita Missile Launcher. It's in the northeast corner of the office, near the lockers. You can find a lot more stuff if you hunt around here.

- When you're done searching around, take the elevator down to the B2 level.

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NUKE BUILDING B2
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NEW OBJECTIVE: Blow up the electric floor's switchboard so that you can reach Hal Emmerich's lab down the hallway.

- You can lean against the east wall in the room just outside the elevator to see Hal Emmerich pacing around in his lab. You don't get anything out of doing it, but I'm just pointing it out so you'll know you can do it.

- When you go through the airlock to the south, you'll see the electric floor I mentioned in your new objective above. You will now get a quick cut-scene pointing out how to get to the electric floor's switchboard. After that scene is over, Deepthroat will warn you via CODEC about the obvious, and

he'll tell you to blow up the switchboard with a remote-controlled missile.

- You should already have your Nikita launcher right now, assuming you're following this walkthrough correctly. Anyway, to reach the switchboard, fire the missile and let it fly down the hallway to the south, over the electric floor. Make a right turn at the T-junction, and then turn right again when you get to the lab at the end of this hall.

Watch out, because this lab is full of drone guns that can shoot down your missiles. To make things easier here, try steering a few Nikita missiles at the drone guns to blow them up. If you hit the wall underneath a drone gun, then that should take it out.

At the north end of this lab, you should see a glass door on the left. Fly between the two colored parts on the glass to keep the missile going through. Make a right turn in this room, and through the next doorway you'll be in the switchboard room. Crash the missile into the switchboard, and you'll deactivate the electric floor.

- After you have turned off the electric floor, you should start searching the rooms on the east wall of this hallway. Specifically, check the room that requires a Level 3 Card Key to enter. You'll find a Book in there, but more importantly you'll also get the Gas Mask. If you wear the Gas Mask, you'll be able to move around in gas-filled areas (like this one) without losing oxygen as rapidly. It'll make it easier to search this area for items.

- When you're ready to move onto the next area, go through the doorway at the southeast end of the electric floor hallway. As you enter the airlock to the second part of this area, you'll start hearing...weird noises... When you leave the airlock, you'll see a firefight in the next hallway. Hey! It's the ninja, kicking ass and taking names! Once the cut-scene is over, you might want to save your game. Follow the Ninja through the Level 4 door at the end of the lab. Don't worry about the fact that your cardkey is only Level 3, because the Ninja was a nice guy and shorted out the door lock for you.

- In the next room, you'll see the Ninja making Hal Emmerich piss his pants. When the Ninja sees you, Hal will take the chance to hide in a locker. The Ninja then says that he wants to fight you to "feel alive again". I dunno, ninjas always say weird stuff like that. Ninjas also are always right, they have cool swords, and they can fly. I wish I could fly.

BOSS FIGHT 3 - NINJA

First, I must say is don't use a firearm against the Ninja. If you don't jam his systems with a chaff grenade first, he'll simply dodge your shots or deflect them with his sword. Also, even if you do use a chaff grenade on the Ninja, you can only shoot him once per grenade. So, if you decide to use such a cheap strategy, it'll take you a while to beat him. Explosives like grenades, C4, and claymores can also hurt the Ninja without having to use a chaff grenade, but these do little damage.

The Ninja is a frustrating opponent, since he is so agile and your punches do little damage. He can punch you, kick you, and even do these spin kicks that make him fly across the room and knock you down. He also has this stomp move. If he uses it, get out of the way of the shockwave, or you'll be knocked down. Not to mention, he's got that sword which dramatically increases his attack range and lets him block your bullets.

However, if you use hand-to-hand combat, he can't block those attacks and you can hit him. The easiest time to hit the Ninja with a punch is after he has executed an attack. He stands still for a short time after using one of his flying kicks, for example. If you're lucky, you can also stop his attacks in mid-stride by punching at him, but more often than not you'll be the one who gets hit. Diving rolls work well for attacking the Ninja, since you move quickly and you can execute the attack fast.

If you fight the Ninja for long enough in hand-to-hand combat, the Ninja will say that he'll fight you in hand-to-hand combat with no weapons. Don't try to be cheap and pull out a gun though, because he'll still block the bullets if you decide to be lame and shoot at him. Plus, he'll use his sword again if you have a weapon in your hands, and the only way to make him put it away is to put away your own weapon.

There is a way to increase the damage your punches do to the Ninja when you fight him. You do it by equipping a weapon (like the Famas or the Nikita), and then punching while you have it out. However, you will punch slower and the Ninja will use his sword when he sees what you're holding. Oddly...the Ninja attacks you with his sword even if you have the Book in your hand... Gee...does he really think a porno magazine is a lethal weapon? =) The ninja does hesitate a little when he goes "!" after seeing your weapon out, so you can take advantage of that time to hit him. If you keep equipping and unequipping your weapons, you can keep punching him every time he goes "!".

After you have attacked the Ninja for long enough, he'll decide to use a new tactic. He'll turn on his stealth camouflage, and he will only turn it off right before he's about to strike. Also, right after he attacks, he will warp to a location in the room and prepare for his next surprise attack. However, the Ninja will warp to only predetermined spots in the room, so you can catch him if you know the places he'll go. The Ninja stands still for a moment at the place that he warps to, so you can get in free hits if you attack him quickly enough. Here are some places he likes to warp to:

- Behind the supercomputers in the northwest corner of the room.
- Next to Otacon's locker.
- North side of the central cubicle.
- On the east wall of the room, next to the computer that has the Mario and Yoshi dolls on it.
- Southeast corner of the room.
- Southwest corner of the room.

After you damage him enough while he's using this strategy, the Ninja will try out another plan. He'll slowly yet intimidatingly walk towards you, but when he gets to you he'll warp to some other place next to you and deliver a surprise attack. The easiest way to deal with this would be to do a roll into him to make him warp. If you don't hit him, he'll warp and punch, but most likely miss since the roll took you far away from him. You can then easily get behind him and hit him while he's punching in the wrong direction. Also, he never uses his sword to attack in this part of the fight, so feel free to equip a gun for extra punching damage.

I'd like to make one final note on this room. If you shoot the Mario doll on top of the computer in the northeast corner of the room, "1UP" will pop out

of Mario's head and you'll hear the distinctive Mario 1UP noise. This doesn't give you any free lives...but it does restore your health. =) If you shoot Yoshi, he'll say "YOSHI!" but nothing else will happen.

- After you defeat the Ninja, he'll go psycho and destroy everything in the room, and then he'll run away. Hal Emmerich will come out of his locker and he'll talk with you a while. He'll tell you how to stop Rex, and that you need to find somewhere to contact Meryl while she's alone. He will also hand you a Level 4 Cardkey, and tell you to call him Otacon from now on.

NEW OBJECTIVE: Find Meryl.

- If you want more health, then keep shooting the Mario doll to get more. Leave the room afterwards and go towards the gas-filled electric hallway.

- You can get into a handful of new offices in here with your new Level 4 Cardkey if you want. The middle office in the electric hallway has some Stun Grenades if you want them, and the northernmost office in the small lab to the west has Night Vision Goggles (although it's easy enough to beat the game without them by simply turning up the brightness level on your TV).

- When you're done looking around, go up to Level B1.

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NUKE BUILDING B1
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- Cool...this area's got some new creepy music. I'd recommend saving your game now though. Anyway, this is the area that Meryl is hiding in, but she's disguised as an enemy. To find her, look for the guard that walks slightly differently from the others. She sort of...umm...wiggles her behind...and she's normally patrolling around on the west side of the office to the south. You'll know if you've seen her, because when she sees you she'll run straight for the women's restroom instead of calling for backup.

Follow her in there to meet up with her, but be warned. Once you meet up with her, you'll be trapped in this area until you defeat the next boss coming up. Anyway, once you talk to Meryl, she'll give you her PAL Key for disabling Metal Gear, but she's only got one... Where are the other two? In addition, she will give you the Level 5 Cardkey, and the two of you will agree to work together. She says that to proceed closer to where Metal Gear is, you'll have to go through the Commander's Room on this floor.

NEW OBJECTIVE: Pass through the Commander's Room to get around the blocked overland route that leads to Metal Gear.

- Once the cut-scene is over, use your new Level 5 Cardkey to raid the nearby office for items. There aren't any guards around at this time, so don't worry about looking out for them. You'll find Box 2 there, in addition to some other miscellaneous things. When you're ready to move on, head towards the Commander's Room to the north.

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COMMANDER'S ROOM
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- As you enter this area, Meryl will start acting...strange... In a creepy voice that doesn't seem to be her own, she'll tell you to head into the next room. When you get into the commander's office, the door will lock behind

you.

- Meryl acts even stranger once you're in the office. After a moment or so, it becomes apparent that Psycho Mantis has taken control over Meryl's mind. The Colonel tells you to knock her out instead of killing her. If you do kill her, it's game over.

There are a few different ways to knock Meryl unconscious without killing her. You can shoot her with your M9 tranquilizer gun, or you can throw a stun grenade. Just be sure to stay away from her, so that she doesn't start shooting at you. You can also use hand-to-hand combat to knock her out, but that will damage her so I wouldn't recommend doing it that way.

- After you knock out Meryl, Psycho Mantis will reveal himself, and he'll read your mind. First, he'll evaluate your progress on how you're doing in the game. Then, he'll tell you what games you like. Actually, he's just looking at all of the game saves on your memory card, and telling you what games you've played. => Then, he'll ask you to put your controller on the floor, so he can move it with his mind, when all he's really doing is turning on your vibration function, hee hee hee. Anyway, after all of these cute little tricks, the battle will start.

BOSS FIGHT 4 - PSYCHO MANTIS

Unless you know the trick for beating this battle, this will be the hardest fight in the game. Psycho Mantis can read all of your controller's movements, and he can easily react to dodge your attacks. He'll also taunt you all throughout the battle that he can read your mind. The reason that HIDEO screen comes up when he says "Blackout!" is because he's trying to tune in to your controller.

Anyway, the trick I spoke about up ahead is a way to stop him from predicting your movements. Mantis' primary advantage is gone once he can't predict your movements anymore. To do that, plug your controller into Controller Port 4 on your Gamecube. You'll then notice Mantis complaining about how he can't read your mind anymore. Once you've done that, this battle is about a hundred times easier. A little disclaimer: this boss walkthrough is going to assume you did this at the start of the fight.

Most of Mantis' attacks consist of psychically manipulating objects in the room to hit you. These are all of the attacks he can do with the objects in the room. Note that later in the battle Mantis will start using more than one of these attacks at a time:

- Three chairs in the southeast corner of the room move to circle around Mantis as he moves around the room.
- Two vases from the table in the northeast corner of the room fly around the room and chase after you.
- The suit of armor in the southwest corner of the room flies around in circles in the middle of the room, with its arms spread out for greater reach to hit you.
- The red books and paintings from the north wall of the room fly across the room and back to where they were.

While these attacks are dangerous, you can disable a lot of them. You can shoot the vases, the paintings, and the red books so that Mantis can't use

them at all, and you can shoot the chairs and the suit of armor so that they'll fly back to where they belong. However, the chairs and the suit of armor cannot be permanently destroyed like the books, vases, and paintings.

Mantis' last main attack is to use his stealth camouflage to go invisible, and then fly to some point in the room to throw a strange ball of energy or something at you. However, you can use your Thermal Goggles to see him perfectly, even with his stealth camouflage on.

The easiest way to kill Mantis would be stand in the corners of this room, and snipe him with your firearms through the first person view mode. A lot of the attacks that Mantis does with the objects can't hit you at all if you hide in the corners of the room, so those are the perfect places to shoot from. Mantis will try to counter this by using his psychic powers to mess up your view, but you can keep going in and out of first person view mode to prevent this from happening. Make sure you shoot fast in first person, before Mantis can control your vision again. Try for headshots on Mantis, because they do a lot of damage.

Once you've damaged Mantis enough, he'll decide to be cheap by forcing Meryl to do his dirty work for him. He'll make her walk slowly around the room to shoot at you. However, if you stay far away enough from Meryl, she can't shoot you. To stop Meryl from attacking you without killing her, shoot her with your M9 tranquilizer gun, or shoot at Mantis himself. Be careful, because Mantis will try to hide behind Meryl so he won't get shot. You can also punch Meryl, but it's not advised since that will cause her harm in the process.

After you knock out Meryl again, Mantis will once again make her get up and pull out her gun...only this time he'll make Meryl aim the gun at herself! You have to stop Meryl before she can shoot herself in the head! You can do this in the exact same way as before when she was attacking you. You can shoot her with your M9, you can shoot Mantis, or you can punch Meryl until she's unconscious.

After you stop Mantis from using Meryl, he'll start getting desperate. He will start using multiple object attacks at once on you, and he'll also use his stealth camouflage to sneak attack you with energy balls. Keep on sniping him with your guns, and using the Thermal Goggles to locate him when he vanishes. You'll get him eventually.

- Once you've defeated Mantis, he'll release Meryl from his mind control, and he'll open the secret door behind one of the bookcases that leads to the next area for you. He'll then die shortly thereafter. Head through the secret passageway once the cut-scene is over. Before heading through the next door, search in the little place next to the stairs to find some items.

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CAVES
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NEW OBJECTIVE: Reach the exit at the other end of these caves.

- You'll hear dogs in the distance when you enter this room. Meryl will say that she'll run on ahead of you in this area. First, examine the area to the east in this little area. You'll find a Ration and Socom Bullets there.

- Once that is done, head through the snowy passage heading north, the one that's near the entrance into this area. You'll have to crawl under a rock

to get into the next part of the cave. You should see dogs as you're moving under the rock.

These dogs are the enemies for this area. If they see you, they'll keep jumping on you and knocking you down, and they'll also bite you up. The easiest way to deal with these dogs would be to shoot them with the M9. It'll put them to sleep for a while, and plus it won't kill them. I just can't stand seeing the dogs die...those doggie woggies are so cuuuuuuuuuuuuuute and they're so cuddly wuddly! In addition to being humane, this keeps the dogs from respawning. See, if you kill them, the dead dogs will vanish and live dogs will come in to replace them. However, sleeping dogs won't vanish and no new dogs will come to replace them.

- When you reach the other end of the dog caves, there isn't an obvious path to follow. Turn on your first person view, and you'll see holes you can crawl through on the south and east walls of this area. The south hole leads to a cave with some items, while the east hole will take you farther into the game.

- As you exit the east hole, you will run into Meryl waiting for you at the exit out of here. She'll say that she thought you were good with dogs, while all the dogs stand around her with hearts over their heads. Head for the door to next area when you're ready to move on.

=====
UNDERGROUND PASSAGEWAY
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- As you enter this area, Meryl will say that this area is mined. She'll then walk through the minefield without getting blown up, and she'll leave a trail for you to follow. She says she could do it because some of Mantis' psychic power rubbed off onto her or something. You COULD follow Meryl's trail if you want to, but myself I just prefer to crawl through the mined area and collect all of the Claymores, using the Thermal Goggles to help.

- When you reach the other side of the little minefield, a sniper will pick off Meryl. The Colonel says it's Sniper Wolf! However, you can't return fire with any of your weapons and save Meryl, because you don't have a sniper rifle. You also can't save Meryl, because there's an invisible line in front of her. If you cross the line, then you automatically get shot and knocked back by Sniper Wolf.

NEW OBJECTIVE: Find a sniper rifle to return fire to Sniper Wolf with.

- Leave through the door, since you can't do anything to help right now.

=====
CAVES
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- There are two sniper rifles that you can find and use to shoot back at Wolf: the PSG1 Sniper Rifle and the PSG1-T Tranquilizer Sniper Rifle. The PSG1-T is nearer to your location in the Nuke Building B1 level, but the PGS1 has a much larger clip size, making it the better sniper rifle. However, you'll have to go all the way back to the Armory near the start of the game to get it.

It's up to you which guns you want to pick up. Personally, I'd just get the PSG1-T right now and use that to fight Sniper Wolf with, because you'll be required to go back near the Armory later anyway. You can pick up the PSG1

when that time comes. If you're a crappy sniper though, do yourself a favor, and go ahead and get the PSG1 right now. Just be prepared for a long run to the Armory and back though. I'll give directions on how to get to both rifles below. This part involves a lot of running and not much else, so don't expect anything exciting to happen.

- Head back towards the door leading back into the Commander's Room.

=====
COMMANDER'S ROOM
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- Head through the room to the door to the south.

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NUKE BUILDING B1
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- The PSG1-T is in the main office to the south. It's hidden in the small southwest office that requires a Level 5 Card Key to enter. If you're satisfied with using this rifle, then retrace your steps back to the Underground Passageway right now to save Meryl. Skip down to the boss walkthrough for Sniper Wolf from here.

- If you're going to go get the PSG1, take the elevator up to Nuke Building 1F.

=====
NUKE BUILDING 1F
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- Run for the exit door. It's through the airlock door over to the southeast, remember? The fastest way there would be to hop over the second floor catwalk rail and make a run for it.

=====
CANYON
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- Before you sprint through the canyon to the southern exit, you ought to snipe the new drone guns to the left and right of the entrance door. Don't forget about the new cameras on pillars about midway through the canyon either.

=====
TANK HANGAR
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- Hop in the elevator and take it down to the B2 level.

=====
ARMORY
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- The PSG1 is waiting for you in the northwest room down here. Watch out for the laser grid that crosses through the middle of the room though. You can shoot the bag of flour in the back of the room to expose the lasers, or you can use your Cigarettes or the Thermal Goggles to see the lasers. While you're down here, you might want to replenish your supply of Nikita rockets in the Nikita room to the northeast.

- Once you've got the PSG1, retrace your steps back to the Underground Passageway where Sniper Wolf is waiting for you. I'll meet you there.

=====
UNDERGROUND PASSAGEWAY
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BOSS FIGHT 5 - SNIPER WOLF

This is one of the simpler boss fights in the game. The only thing Sniper Wolf can do to attack you is snipe you, of course. You can also take cover from her shots by hiding behind the walls on the left or right of the area you're shooting from. The only word of warning I should give you is that if you try to walk down the hallway towards Sniper Wolf, you'll be automatically shot back by her. You cannot be lame by running up to kill her at close range. You must snipe at her from where you are right now.

Anyway, the key to this battle is finding where Sniper Wolf is hiding, and then shooting her before she can shoot you. Fortunately, there aren't all that many places for Wolf to hide at her sniper's nest down the hall on the second floor balcony. She will hide behind the wall on the left side, the pillar in the middle, and the wall on the right. Sometimes, she'll try to shoot you in the open though, but more often than not she'll try to hit you from a hiding spot.

An easy way to locate Sniper Wolf is to go into first person view while facing her balcony. You'll hear a click when she's about to fire, and then you'll see her laser sight. That laser sight is a dead giveaway to her location, so fire towards the origin of the laser sight as quickly as you can to hit her. Use your Thermal Goggles to help you if you can't see her that well. After you hit her, she tends to try to run for another hiding spot, so feel free to shoot her up some more while she's moving to find new cover. Aim a little bit ahead, because the bullet takes a second to reach where Wolf is. When Sniper Wolf is hiding, watch for her cloud of breath or the red of her laser sight to find where she is. Repeat the process of spotting and shooting Sniper Wolf over and over until she's finished.

If you're having trouble controlling the shaking of your scope, there are a few things you can do to fix that. You can crouch or lie down on the ground, but it'll take longer to get out of the line of fire if you do that. You also take Pentazimen to calm your nerves. Be sure to make the most of your time when you use Pentazimen, because the effects will wear off after a short time.

- Once you nail Wolf, head down the hallway towards where she was shooting. If you search the first alcove on the left on your way down the hall, you'll find PSG1 Bullets. Watch out for the gun camera in the last alcove on the right though. The area around Sniper Wolf's sniper nest has a lot of ammunition, so be sure to look around and collect the bullets there.

- Make sure you save before you try to go through the door at the north end of this area. When you try to exit through the door in the to the right of the second floor balcony, you'll automatically be captured by some guards and Sniper Wolf. I'm sorry, but this is a scripted event. There's no way around it.

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MEDICAL ROOM

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- You'll wake up on a bed in Ocelot's torture room, in the company of Sniper Wolf, Liquid Snake, and Revolver Ocelot. There will be some talking between the bad guys, before you're left alone with only Ocelot, for a little torture session...

NEW OBJECTIVE: Survive Ocelot's torture.

MINI GAME - ELECTRIC TORTURE

Revolver Ocelot will lay out the rules for this little mini-game. Ocelot will send a high energy electrical current through your body for a limited amount of time, causing your health to go down. To regain your health, rapidly press the A button. Don't use auto-fire, or the game will act like it's not even on. However, semi-auto will work just fine. =) The goal is to maintain your health until time is up. If you can't take the torture anymore, press the submit button to give up. If you do that though, you'll get the bad ending. If you successfully resist every torture session you're in, then you'll get the good ending.

If you die during the torture, then it's game over, no continues. So, you'll have to start over from a previous save if you die here. Hopefully, you saved right before you got captured, like I advised you to. On the other hand though, you need both endings to get all the secret items, so it's no biggie which ending you get if this is your first time through the game.

- After you survive the torture, you'll be tossed into a cell near the torture room. Oddly, the DARPA Chief's corpse is in this cell with you. He appears to have died several days ago though...rather than the few hours or so that passed between the last time you saw him.

NEW OBJECTIVE: Find a way to break out of your cell, while surviving Ocelot's periodic torture sessions.

- Now that you've gotten through Ocelot's first torture session, it would be a good idea to save.

- Your jail cell guard is good ol' Johnny Sasaki, the guard who's pants got stolen by Meryl. If you wanna piss him off, knock on the wall a lot. He'll also react if you crawl under the bed in your room.

- Periodically throughout this part, you'll be subjected to a torture session. The rules are exactly the same as in the first torture session.

- After the second torture session, you'll get a call from the Colonel and Naomi. Do what Naomi says and put the controller up to your shoulder. She'll give you a massage by using the controller's vibrator feature. =)

- Shortly after that, Johnny will get a nasty stomachache, and he'll run off to the crapper. While he's gone, Otacon will visit your cell and he will give you a Ration, a bottle of Ketchup, a Level 6 Card Key, and Sniper Wolf's Handkerchief. He then has to run away though, because the guard's coming back.

MINI GAME - CELL ESCAPE

The goal of this part of the game is to find a way to get out of your jail cell. Every time you're locked up in this cell (except for the first time), Johnny will run to the toilet once due to his nasty illness. He will also fall asleep once while he's guarding you (due to his cold medicine that doesn't even work). These are the two times when you can launch your escape attempt when you're in your jail cell. There are three ways to break out of your cell:

1. Hide under the bed when Johnny's not watching. When Johnny notices he can't see you in the cell, he'll get scared and think you escaped. When he comes into the cell to search for you, crawl out from under the bed and get out of the cell before he can slam the door on you.
2. Lie down on the floor when Johnny's not watching, and press the A button in your left inventory to use the Ketchup. Snake will break the bottle, creating the illusion that he's dead. When Johnny sees you lying on the floor in a pool of "blood", he'll open up the cell door. Bust out of the cell before he can close the door on you.
3. The Ninja will automatically bust you out if you stay in the cell through five torture sessions.

After you've escaped, don't bother attacking Johnny. Simply run for it instead. When you reach the torture room, Johnny's stomach virus will hit him again, and he'll have to run for the crapper. And that makes for an easy getaway for you.

- Once Johnny's illness has taken care of him, collect your items in the box next to the electric bed. Snake will suit up behind the bed. However...look in your inventory, and you'll find a little surprise. Throw away the Time Bomb in your inventory by pressing A when you have it selected in your inventory. If you don't throw it away, Deepthroat will call you and warn you about it.

- You can leave this area once you've taken care of the bomb and gotten your stuff. Shoot the drone gun over the exit door while you're on your way out.

SPECIAL NOTE: If you submitted to Ocelot's torture, you'll catch Johnny's cold. While you have a cold, you'll sneeze every so often, and that will alert nearby enemies to your location. You will be able to find something to get rid of the cold later though.

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HOLDING CELLS
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NEW OBJECTIVE: Return to the Communication Towers.

- As you can see, you're back at the Holding Cells, near the start of the game. Your goal is to get all the way back to where Sniper Wolf captured you, and proceed to the next area, which is the Communication Towers area. For now though, we'll make a slight detour to the Armory. To start off, shoot the two new drone guns here. Take the elevator down to the B2 level afterwards.

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ARMORY
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- Collect the PSG1 if you didn't get it earlier for the Sniper Wolf battle. Also, take this opportunity to restock the ammunition for all of your weapons.

- Head for the South Armory area.

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SOUTH ARMORY
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- Remember a long time ago, before the Revolver Ocelot fight, how I had you blow up an extra wall? And how there was a secret corridor behind that wall with two doors you couldn't open yet thanks to your crappy Level 1 Card Key? Well, now with your Level 6 Card Key of pwnage, you can open both doors there! The Level 4 door hides nothing but three drone guns on Normal mode, but the Level 6 door conceals a cache of Stinger bullets. Unfortunately, the Stinger is all the way at the Communication Towers. However, you can collect the Digital Camera behind the fence by crawling through a hole in the bottom of the fence, and you can get Stun Grenades and Chaff Grenades here.

- You're basically through with this area of the base for the rest of the game (unless you want to search for more supplies). It's now time to run all the way back to the Communication Towers. I'm sure you already know how to get there, since you've already been through the areas between them a few times. I'll let you make your own way there for now, but do join me when you get to the Nuke Building B1, okay?

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NUKE BUILDING B1
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- There's one last room you can unlock in this area with your new Level 6 Card Key. It's the middle office on the west wall, and it contains Medicine. If you submitted to Ocelot's torture, you will have caught Johnny's cold. Take the Medicine to stop your cold.

- Once that's done, take the elevator down to B2. There's a useful item you can get down there with your new card key.

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NUKE BUILDING B2
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- Search the office in the small lab to the west that's locked with a Level 6 door. Inside, you'll find Body Armor. This item is EXTREMELY useful, since it cuts down a lot on damage inflicted on you when you get hit. You should keep it equipped whenever you don't have any other items to use, since it will save you rations by reducing your damage.

- That's the end of this special detour in the Nuke Building. I'll join you again when you make it to the Caves.

=====
CAVES
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- Equip Wolf's Handkerchief while you run through the dog caves. The dogs won't attack you when you have it equipped, since the dogs like Wolf and her Handkerchief has her scent. You'll have no problems at all passing through

this area with that item out.

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UNDERGROUND PASSAGEWAY
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- When you get to the leftover bloodspots from when Meryl was lying there, you'll get a flashback cutscene. Basically everybody on CODEC will encourage you to stop Liquid, and Naomi will lay out her past for you. Once that's over, enter the door to the right of where Sniper Wolf was sniping at you when you were fighting her.

=====
COMMUNICATION TOWER A
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- Time to change discs. Take out Disc 1 and put in Disc 2 at this time.

NEW OBJECTIVE: Escape the guards.

- Save your game before you walk through the next doorway in this hall. After you step through the door, you'll set off the alarm via a laser grid. This is a scripted Alert Mode, and there's nothing you can do to get around it.

- It's REALLY IMPORTANT that you grab the Rope immediately after you set off the alarm. It'll be in one of the spinning boxes right after the laser grid. You can see it in the same camera angle as the laser grid. It wouldn't be a bad idea to get the Stun Grenades either.

- When you reach the interior of the tower, start running up the stairs. You can find some items if you search around the bottom floor, but it's not a good idea to do that with all of the guards after you right now.

- In this part, you need to run up the stairs while the guards are all chasing you. The easiest way to get through here would be to spam Stun Grenades as you run up. The grenades will keep the guards from shooting while you get away. Throw one grenade, then throw another one about the time when the last one blows. Keep doing this as you run up the tower.

- When you reach the ninth floor of the tower, you'll pass by a door that you can't open, even though you've got the correct level card key. That's because the door is frozen on the other side, and you can't open it from here. Collect the items here, and keep running up the stairs to get away from the guards.

- The last floor of the tower is the 27th floor. To escape from the guards, climb up the ladder on the west wall at the end of the catwalk.

=====
COMMUNICATION TOWER ROOF
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- You'll get a brief cut-scene pointing out the next door you need to go to. It's across the platform the satellite dish is on top of, and over to the next roof. However, when you try to go over there, some missiles blow up the dish and send it crashing to the ground. Then Liquid shows up in the Hind D you saw in the opening. Unfortunately...you don't have anything you can use to fight back against him now, so you'll have to run away.

NEW OBJECTIVE: Defeat Liquid in his Hind D.

- To escape Liquid, equip the Rope (which you hopefully grabbed at the bottom of the tower) and run towards the north end of the railing circling the roof. Snake will automatically use the rope to start rappelling down the side of the tower.

MINI GAME - RAPPELLING

The goal of this mini-game is to get to the bottom of the tower, while avoiding the Hind D's shots. Here are the controls:

A button - kick away from the wall
B button - walk along the wall
Control Stick - movement

If you hold onto the rope too long without standing on a ledge, you'll fall when your grip meter runs out. So, it's important that you don't spend too much time swinging out in the air. In this part, it is easiest to stay along one side of the tower, rather than go down the middle. If you go down one side, you can walk along the bars on the side of the tower that lean down, which will conserve your grip. If you get on the center of the tower while going down, you can nab two rations.

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COMMUNICATION TOWER CORRIDOR
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- Ah, feels good to be back on solid ground, doesn't it? Anyway, you're standing next to the frozen up door you saw while you were running for your life on the inside of Communication Tower A. You can blow it up with C4 to open it if you want to. Also, collect the nearby Ration if you want it.

- Before you boldly stroll across the tower bridge to tower B, pull out your PSG1 and aim it down the bridge. They're hard to see, but there are three guards waiting at the other end of the bridge for you to walk into their line of fire. Pull out your Thermal Goggles so you can see them easier, and start shooting them up with your PSG1. They'll fire back, but you have the advantage in having a scope.

- Once they're defeated, go across the bridge. Uh oh...Liquid's back... Hurry down the remainder of the bridge and get inside the tower to escape his machine gun fire. You can collect a Ration around the corner, if you want one.

- After you escape to safety, pick up the Stinger Missile Launcher and the ammo for it. Don't bother trying to run outside and shoot Liquid with your new gun, because he'll just fly away like a chicken if you do. Instead, head for the door inside to the next area.

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COMMUNICATION TOWER B
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- You can't head upstairs right now (because of a crate barricade), and the elevator doesn't work. The only way to go is downstairs...so...go that way. After a bit, you'll see that the stairwell's been destroyed. You've got no choice but to head back up. When you get back up there, Otacon will arrive on the elevator... He says it was working when he used it...but it wasn't

working before... You then agree to go up on the roof and destroy the helicopter while Otacon fixes the elevator.

- Otacon must have moved around the crates, because they're all stacked up now. Anyway, head upstairs to the top floor past the crate stack. Watch out, because you'll encounter drone guns at the tops of the staircases on these floors: 11, 15, 19, and 23. Make sure you pause before going up the flight of stairs before these stories, and look up so that you can snipe the drone guns before they get you.

- Gather up the supplies on the top floor of the tower, and then head up the ladder to the roof.

=====
COMMUNICATION TOWER ROOF
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- You might want to save before running outside. As you walk out onto the roof, Liquid will pop up in his Hind D. Now that you've got your Stinger though, you can finally get rid of that dumb old helicopter and send Liquid crashing down!

BOSS FIGHT 6 - HIND D

Like some other bosses, this battle will take place in phases, and the boss will use a different strategy in each phase as you fight with him and wear down his life meter. While Liquid continually changes strategies, this is one strategy you should use constantly throughout the battle: hide between the small building with the ladder in it and the air conditioning unit in the middle of the roof. From that position, Liquid can only hit you when you're standing there if he is on the north or south side of the tower, so you'll have a lot of cover. Even if he does attack from one of those directions, you can easily move to the other side of one of these two objects.

Also, if you have problems trying to see the Hind D in the storm, use your Thermal Goggles to spot him.

Anyway, in the first phase, Liquid will resort to the following strategy: He will fly straight towards the tower, trying to hit you with his machine gun, and then he'll fly over the tower. He will then turn the helicopter around again for another rush. He continually repeats this pattern all throughout the first phase.

The easiest way to counter this pattern would be to hide while Liquid does his attack run over the tower, and then pop out and shoot him with a Stinger while he's flying away and getting ready for his next attack run. His helicopter will be facing the wrong way during this time, and so he won't be able to fire back at you for a short time. After you shoot him, hide again. Repeat the pattern over and over until this phase of the battle is over.

When Liquid gets fed up at you hitting him several times, the second phase will begin. He'll decide to fire a missile at the tower. However, this missile ALWAYS hits the south side of the tower, so as long as you move away from that area you'll be fine. In the meantime, you can shoot at the Hind D and get some free hits. Liquid won't fire back at you, because he's too busy watching the fireworks. After the missile blows up the south part of the tower, the third phase will start.

In the third phase, Liquid's going to try to hover just underneath the

tower's roof. In this way, you won't be able to lock onto him and shoot him. Every so often, he'll suddenly pop up from underneath the tower to fire at you, and then he'll retreat beneath the roof again. While you can't shoot at Liquid during this time, you can tell where he is just fine by looking around through your Stinger scope. You can still see the boxes marking his helicopter through the floor of the roof. When Liquid pops up, you'll already be aiming in his general direction, and you should be able to hit him before he can shoot you.

After you've worn out the Hind D's life meter, watch out. Liquid will try a last-ditch attack by firing another missile at the roof of the tower. This one will hit the box in the middle of the roof, so get away from the center of the roof until after the explosion.

I've heard from the MGSTTS Gamefaqs.com message board that during this battle that you can damage and even destroy the Hind D with other weapons like the Socom, Famas, and PSG1. However, their shots do very little damage, so it's not really worth killing the Hind D with these guns unless you're after bragging rights.

- After Liquid has made his last attack, you'll automatically fire the final shot, and the Hind D will crash into the ground below. I don't know about you, but I just love the way Snake says "See you in hell...Liquid," and walks away right before the Hind explodes when it crashes on the ground. He looks so badass in that part, heh heh.

- Anyway, Otacon will call you and say the elevator is working again. Head back inside and climb down the ladder.

=====
COMMUNICATION TOWER B
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NEW OBJECTIVE: Take the elevator down to the first floor of Tower B.

- Head downstairs towards the elevator. I advise you to save before you get on it. You'll find out why in a minute. Anyway, collect the Famas Bullets nearby and get on the elevator. Before you press the button, equip your Famas and your Body Armor. As the elevator goes down, Otacon will warn you that there are four guys in the elevator with you and they're all using stealth camouflage!

MINI GAME - ELEVATOR FIREFIGHT

Don't worry though, because this part is easy. Equip your Famas, hold down the fire button, and let the auto-aim and auto-reload do the rest. Preferably, try to get in one corner of the elevator before you start firing. You could try to do it some other way, but this is by far the simplest and fastest way to do it.

- After the shootout is over, you'll arrive on the first floor of Tower B. Search around for items here if you want them, and then go through the door to the southeast. Get to the end of the hallway to proceed to the next area. Be careful, because this hallway here is littered with drone guns. You can't see them on the radar though because it's jammed right now. So, make sure to carefully search up high for those gun cameras.

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SNOW FIELD
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NEW OBJECTIVE: Enter the underground base.

- As you enter this area, a sniper will take a potshot at you, and then you'll hear wolves in the distance. Pretty good bet Sniper Wolf's nearby... Otacon will then call you on the CODEC and then ask you not to kill Wolf. Wolf will then contact you over the CODEC herself and she'll taunt you. Then, the battle will start.

BOSS FIGHT 7 - SNIPER WOLF: THE REMATCH

This battle is pretty much exactly the same as the last fight you had with her. The only major difference is that she now has more places to hide and you have a wider area to shoot from. For cover, you have the snow banks on the left and right sides of your part of the field, as well as a little tree next to the door leading into this area. Sniper Wolf has a whole lot of trees to hide behind on the north end of the field, as well as a big snow bank.

The only thing Sniper Wolf can do to attack you is snipe you, of course. The only word of warning I should give you is that if you try to walk towards Sniper Wolf's half of the field, you'll be automatically shot back by her. You cannot be lame by running up to kill her at close range. You must snipe at her from where you are right now.

Anyway, the key to this battle is finding where Sniper Wolf is hiding. An easy way to locate Sniper Wolf is to go into first person view while facing her part of the field. You'll hear a click when she's about to fire, and then you'll see her laser sight. That laser sight is a dead giveaway to her location, so fire towards the origin of the laser sight as quickly as you can to hit her. Also, when you're dodging Sniper Wolf's shots, note the angle of the laser sight so that you can trace it back to her location on the field and fire back.

After you hit her, she tends to try to run for another hiding spot, so feel free to shoot her up some more while she's moving to find new cover. Aim a little bit ahead, because the bullet takes a second to reach where Wolf is. When Sniper Wolf is hiding, watch for her cloud of breath or the red of her laser sight to find where she is. Repeat the process of spotting and shooting Sniper Wolf over and over until she's finished.

If you're having trouble controlling the shaking of your scope, there are a few things you can do to fix that. You can crouch or lie down on the ground, but it'll take longer to get out of the line of fire if you do that. You also take Pentazimen to calm your nerves. Be sure to make the most of your time when you use Pentazimen, because the effects will wear off after a short time.

Thanks to the design of this sniping battleground, there's another way to beat Sniper Wolf here besides using one of your PSG1s. If you hide behind a snow bank, you can equip your Nikita and send it flying after Wolf. The distance between you two is closer this time, so the rocket should be able to reach her before it runs out of fuel. However, if you do decide to resort to such a cheap strategy, expect to be doing this for a while. Even if you do hit Wolf before you run out of fuel, the rockets don't do a lot of damage.

- Once Wolf has been defeated, run over to where she was shooting. Prepare for an overly long death sequence courtesy of Wolf. However, I actually like this death conversation myself, since everything in it was done right to provide the proper mood.

- Anyway, once Wolf finally dies, you can now explore the area. The sheds in this area are virtual treasure houses of items. You can also open all of them right now, except for one shed that's got Level 7 doors. That shed has Stinger ammunition in it. Be careful when entering these sheds, because gun cameras guard some of them while others are guarded by invisible Claymore mines. Check each room carefully before you walk into a potential trap.

- When you're ready to move on, go into one of the northern sheds near Sniper Wolf's corpse and take the stairs down.

=====
BLAST FURNACE
=====

- Watch out for the pits of molten steel down here. If you fall in one, you'll die immediately.

- The exit out of here is in the northeastern corner of the first floor, but there are no stairs you can use to get down there. There are two ways to get down there from here:

1. Cross over the narrow ledge on the western wall by flattening yourself against the wall on the catwalk and sidestepping down the ledge to the next catwalk. A crane will move back and forth over this little ledge, but you can get around it by ducking down as you sidestep down the wall. You can also blow the crane out of the way with the Nikita and get out of crouching, but you'll trigger an Alert Mode if you do that.

2. Jump over the railing on the southern catwalk and land on the platform below the catwalk, to the east and south of the pits of molten steel. You'll take damage if you go down this way though. From there, you can crawl underneath the pipes blocking the door on the eastern wall here, and pass through the steam room to the exit.

- If you didn't get the Body Armor at Nuke Building B2 before, you can find it on the platform I mention in Method 2 of getting to the exit.

=====
CARGO ELEVATORS
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- You can find some goodies if you search around behind the crates up here. When you're ready to go down, press the Y Button next to the console on the big cargo elevator to the north. As you go down though, four guards will ambush you. Time for a quick shootout...

MINI GAME - ELEVATOR FIREFIGHT

Remember the elevator firefight with the stealth camouflage soldiers? This fight can be taken on in pretty much the same way. Equip your Famas, hold down the fire button, and let the auto-aim and auto-reload do the rest. Preferably, try to get in one corner of the elevator before you start firing. You could try to do it some other way, but this is by far the simplest and

fastest way to do it.

- When the elevator stops, head to the east for the next cargo elevator. Watch out for the drone gun between the two elevators. Like last time, press the Y Button next to the console on the elevator to go down.

- You'll notice ravens circling around you as the elevator goes down. Consider that foreshadowing. If you wanna have some fun, shoot the ravens and you'll get an angry call from the Colonel and Naomi. For even more fun, drop a Stun Grenade and watch all the birds collapse to the floor in a flurry of feathers.

- Head through the door at the north end of the hallway when you hit bottom of the second elevator.

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WAREHOUSE
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- Raven will confront you in here, and he's ready for a fight to the death in this freezing cold room. If you killed the ravens before, he'll say an extra line about that before fighting. Anyway, let's get onto the fight.

BOSS FIGHT 8 - RAVEN

This fight is pretty fun, since Raven is kind of slow and wanders around aimlessly, but you're very fast. This battle will take place in two phases. In the first phase, Raven will trundle around the room, shooting at everything with his minigun, including you if you're unlucky enough to get caught in front of him. If he shoots a pile of boxes enough, the boxes will fall down to block the aisles in this warehouse. Sometimes, items will drop down with these boxes. The second phase is basically the same as the first phase, only Raven will start running around the room and he'll be harder to keep up with.

Raven's only attack is his minigun, but it is a very fearsome weapon. He can fire it infinitely without having to reload, meaning it would be very bad if you got caught in front of him, and couldn't find somewhere to dive to safety. Whenever Raven sees you, I'd strongly encourage you to find over, since it's not advisable to take him head on.

Also, if you try to shoot him in the back, you may notice that his large ammo canister blocks his body. However, you can still hit his legs beneath the canister for damage, or you can shoot him in the exposed part of the back of his head. He also shows a lot of his body from the back while he's firing. When you successfully hit Raven in the back, get behind cover. Raven will turn around and he'll hit you with his minigun if you're slow.

Anyway, there's a lot of different ways to approach this battle, since you can use just about every one of your weapons to defeat him. I'll list out a separate strategy you should follow for each weapon down below:

M9, Socom, and Famas: Get behind him and aim for his legs or his upper head. His ammo canister will block shots to other areas unless he starts firing. If you want to attack from the front, lean against a wall around the corner from the direction he's coming, and do a quick jump-out shot on him. Dive back behind cover after making your shot, and repeat the maneuver to hit him again.

PSG1 and PSG1-T: Approach Raven from behind, preferably from far away. Use your scope and try to aim for the exposed part of Raven's head behind his ammo cylinder while he's walking away from you. If you can't hit that, then aim for his legs. Anyway, once you make a successful shot, duck back behind cover before you get shot into Swiss cheese.

Nikita: Hide in some obscure corner of the warehouse, and fire the missile. Steer it towards Raven, but be careful to approach from the back. He'll shoot down the missile before you can hit him with it if he sees it in front of him.

Stinger: Like with the PSG1 and PSG1-T, you need to get behind him and shoot once with your Stinger before hiding behind cover again. Don't try to attack from the front, or he'll just shoot down your missile before it can reach him.

C4: Plant the C4 somewhere you think Raven will walk, and then detonate it when he walks over it. This is a good weapon to use against Raven later in the fight, because you can detonate it precisely when he runs over it.

Claymore: Like the C4, plant this somewhere you think Raven will walk. When Raven walks into the Claymore mine, it'll blow up on him and you'll get some easy damage. Just be careful not to walk into your own Claymore traps, and be careful not to trap yourself so that you can't run away from Raven without going over your Claymores. This is the best weapon to use later in the fight, since Raven will start running around in unpredictable directions and these things will always detonate automatically whenever he randomly decides to run into their path.

An alternate way of defeating Raven that I've seen on the GameFAQs Metal Gear Solid: The Twin Snakes messageboard is taking Raven from the front. Then, you simply shoot at him (preferably with a Famas) until he dies. Make sure you equip Body Armor while you do this, to reduce damage. Also, use Rations as needed. This will wear out your Rations supply some, but it will end the battle quickly.

- After Raven has been defeated, he'll hand over his Level 7 Card Key and he will let his ravens eat him. Yeah...it's weird ain't it? Anyway, go through the north door in this area.

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NORTH WAREHOUSE
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- In the original game, this room had two trap doors and about two bajillion drone guns in it. Not so anymore. This time, the two trap doors are still there, but only two guards and a handful of drone guns join them. Speaking of the trap doors, you should be careful where you step so that you don't fall into them. Both of them are right next to each other in the first hallway in this area.

- After you've gotten past the miniscule forces in this area, head through the door to the north to reach the next area.

=====
UNDERGROUND BASE
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- As you exit out of this long hallway and into the big room at the end, you'll finally see Metal Gear Rex with your own two eyes. Impressive, isn't it? Anyway, what you need to do here is get up to the top floor of this place to the control room. To do that, you should take the stairs on the east side of Rex and climb up them. You'll reach the top soon. Head down the walkway to the west to get to the control room, but watch out for guards.

- You'll see Ocelot and Liquid discussing things in the control room, and you'll learn from Otacon that the laptop terminals you see in the control room are the ones you need to use with the PAL keys to deactivate Metal Gear Rex. Unfortunately, you only have one key...until Otacon tells you the trick about the PAL keys.

See, the one PAL Key you have is actually three keys in one. The key changes into a different key depending upon the temperature. You need to use the key at all three different temperatures that it changes at to deactivate Metal Gear Rex. First, you need to use the key at room temperature, then you need to use the key when it's cold, and finally you need to use it when it's hot. Unfortunately, before you can get to work, Ocelot spoils the moment of triumph by shooting at you and causing you to drop the key in the drainage ditch by mistake.

NEW OBJECTIVE: Get the PAL Key back and use it to deactivate Metal Gear Rex.

- Run downstairs very quickly to get the PAL Key again. Use the Mine Detector and it will show up on your radar as a white dot. The key is usually found in the northwestern part of the drainage ditch, but if you're slow a rat will eat the key. When the rat sees you, he'll run to hide in his mouse hole near the west side of the drainage ditch. What you have to do is back off enough so that the rat will come out of his hole so that you can kill him and get the key back. Try laying C4 outside of the hole, or possibly sniping the rat with the PSG1 as it exits the hole.

- Beware, because there's another white dot in the drainage ditch that's not the PAL Key. Instead, it's a Time Bomb, and this bomb is hidden under the bridge you walked over while entering this room from the south. If you do collect the bomb, select it in your inventory and press A to throw it away.

- When you get the PAL Key back, run upstairs to the control room and use the key at room temperature on the yellow laptop on the left. After that's done, run back downstairs and exit this room. You now need to cool the key. The closest cold place is the Warehouse, so run there now.

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WAREHOUSE
=====

- Guards have entered the area, so hide from them until you see the PAL Key turn blue in your inventory due to the cold. Equip the PAL Key so that you'll know right when it turns blue. Leave once that has happened.

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UNDERGROUND BASE
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- Place the PAL Key in the central laptop that's colored blue, then leave this place again. You now have to go somewhere hot to heat the key up. The Blast Furnace seems like a nice, hot place, doesn't it? Take the cargo elevators back up there right now. I'll meet you there.

=====
BLAST FURNACE
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- Wait here until you see the PAL Key turn red, and then leave. A good place to wait for the key to heat up would be the steam room to the southeast, because no guards ever patrol in there on their regular routes. Leave once the key turns red, and be quick about it so the key doesn't cool down too much. Head back towards the Underground Base as fast as you can. I'll meet you there.

=====
UNDERGROUND BASE
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- Use the warmed PAL Key in the right laptop that's colored red. You'll now be told that Metal Gear has been activated... You've been tricked! Master Miller will reveal himself to actually be Liquid, and he says that you were being manipulated to use the keys to activate Metal Gear Rex since they never really did have the two passwords to activate it before. Man, this sucks!

- Afterwards, you'll be locked in the control room and poisonous gas will flood the area. Call Otacon to make the doors open, and he will do it if you give him a little while. Equip your Gas Mask to slow the gas loss while you wait.

- As you exit, you'll see Liquid walking towards Metal Gear. You know, I really want to shoot Snake in this part for being so freaking stupid here. He could have easily shot Liquid at least a hundred different times during this whole conversation, but he's stupid enough to let Liquid ever so slowly get closer to Metal Gear throughout the talking until he's actually inside the thing. Thanks to his stupidity, you're gonna have to fight Metal Gear Rex now.

NEW OBJECTIVE: Stop Metal Gear Rex.

BOSS FIGHT 9 - METAL GEAR REX

This fight will take place in two phases. In the first phase, Liquid will use the radome (the thing that looks like a shield on the upper left side of Metal Gear Rex) to track you. Once you destroy it with Stinger missiles, he'll be forced to open up the cockpit and use his own two eyes to track you. You must then fire Stinger missiles into the cockpit until it's destroyed to win the fight.

Anyway, Metal Gear's attacks consist of missiles, a laser cannon, and two machine guns. All three are easy enough to dodge as long as you stay on the move while he's using them. However, the machine guns are especially easy to dodge. Rex will also be vulnerable for a while if he misses you with those since he only fires in a straight line for a while, even after he's missed you. Be careful to stay away from the explosive canisters littering this room, because Rex might hit them and you could get caught in the resulting explosions.

When you're fighting Rex in the first phase when the radome is still intact, you can use chaff grenades to confuse the radome. That will cause Rex to be unable to attack for a while, giving you free hits on the radome. You can fire at the other parts of Metal Gear Rex if you want, since this will destroy his machine guns and other weapons. However, I don't think it's worth it, and

usually fully concentrate on the radome. After you've damaged the radome enough, the Ninja will step in and he will reveal himself to be Gray Fox. He will then blow up the radome for you with his cool beam cannon, but unfortunately he dies in the process.

Once that is done, Liquid will have his cockpit open. You must now fire inside the central cockpit to damage Rex. This part isn't all that different from fighting with Rex while the radome was still intact. It's just that now you can't use chaff grenades to stop Rex from moving, and you must fire at the middle of the robot. It shouldn't be too hard though, since you've got an opening for an attack after you dodge one of Rex's attacks.

- Amazingly, after Metal Gear Rex is blown to smithereens, Liquid actually manages to climb out of the wreckage and capture you. You'll wake up a little later on top of Metal Gear, and you'll discover that Liquid has Meryl nearby. However, he triggers a bomb for three minutes to be the time limit for a final battle between the two of you. You must now fight to the death with Liquid to save Meryl.

NEW OBJECTIVE: Defeat Liquid within the time limit.

BOSS FIGHT 10 - LIQUID SNAKE

Liquid took away pretty much all of your items, so you've got no choice but to take him on with nothing more than hand-to-hand combat. However, he's limited to hand-to-hand combat as well, so this will be a fair fight. Liquid has only two attack moves in this fight: a simple punch move, and a rush where he puts his head down and charges you head on. The punch does little damage, but the rushing move does a lot more. Liquid will start to rush more later in the fight, so watch out for that.

Also, you're fighting on top of Metal Gear, and a fall from up here will be fatal. So, if you fall off the edge of Metal Gear, be sure to climb back up and not fall, or you'll lose the fight. Liquid can also fall off of Metal Gear, but he'll always grab onto the edge and pull himself up. Not only that, it does no extra damage. So, only knock him off of this platform for amusement.

Liquid moves very quickly, so don't try a full punch-punch-kick combo on him. If you miss him with the first punch, the rest of the combo will probably miss him and you'll look pretty stupid. That will also give Liquid an opening to punch you. Rather, in this fight, throw only one punch at a time. If you miss, it's no biggie since you can immediately punch in a new direction. Also, try the rolling move with the X Button if Liquid is far away. You'll go right up to him in an instant, and you'll potentially cause some damage.

Watch out for Liquid's crazy rushing attacks later in the fight, because they cause a lot of damage. The easiest way to counter his rushing attacks would be to get up close to him and attack him before he can execute a rushing move. If he does manage to get off on a rush though, roll aside and hopefully he'll miss you. Keep attacking him while avoiding the rushing attacks, and you'll defeat Liquid in the end.

- After you defeat Liquid, you'll run over to check on Meryl. Whether or not she's alive depends upon what you did when you were having torture sessions with Ocelot. If you didn't submit to the torture, she will be alive. If you

did though, she will be dead. If Meryl is alive, she will accompany you for this last bit of the game as you escape the base. If she's dead, then Otacon will do the same thing in her place. Anyway, you'll run for a nearby parking garage with whoever is your partner during this part.

NEW OBJECTIVE: Escape the base.

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ESCAPE
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- You have no items, so be sure to pick up the Ration next to the small stairs you go down. As you get into the garage, your partner will set off the alarm by walking in front of a surveillance camera. You know...I really wonder why the guards are still worried about catching you when this base is about to be bombed to death... Anyway, your partner will jump in the eastern jeep in this garage. While you wait for them to get the jeep started, grab the Ration on the south end of the garage. Climb into the car after them after they start up the jeep.

- Once you're in the jeep, use the machine gun to blow up the oil drums next to the gate blocking the exit. Use the first person view here, because it helps a lot with your aiming. The explosions from the drums will blow a hole in the gate for you to escape through. Not only that, it will automatically get rid of the guards once you do that.

- You'll drive down the tunnel a little, but then you'll arrive at a security checkpoint blocked by guards. You can either shoot the guards to proceed onward, or you can shoot the oil drums to blow them out of the way. I'd prefer shooting the oil drums, since the explosion will blow the guards away anyway. A second security checkpoint will be further up. Treat it exactly like the first checkpoint.

- Soon though, Liquid will appear again in his own jeep and he'll be chasing after you.

BOSS FIGHT 11 - LIQUID SNAKE: THE REMATCH

Basically, in this part you need to keep shooting Liquid so that he can't shoot back. As long as you keep shooting Liquid, you've got nothing at all to worry about in this fight. Try very hard to keep the gun sights on him as he swerves crazily all over the place. He will also pull up on the right side of your jeep at one point, so be ready to aim in that direction. Also, try to shoot out the headlights in Liquid's jeep, so they won't blind you while you're firing at him.

- If you manage to stay alive long enough during this fight, you will reach the end of the tunnel and both jeeps will crash. Liquid will make one final attempt at killing you before he succumbs to FoxDie. Afterwards, you and whoever your partner is will escape in the base in a nearby snowmobile, and the game will end. If Otacon is with you, he will give you the stealth camouflage he had throughout the game. If Meryl is with you, she'll give you the bandana, which gives you infinite ammo. Both of these items will be available for your next playthrough if you use this save to start your next game.

- Congratulations on beating the game!

7: SECRETS

Credit for most of this information goes to the Metal Gear Solid: The Twin Snakes Codes and Secrets page.

ENDINGS

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MERYL'S ENDING: Endure Ocelot's torture without submitting, and Meryl will turn out to be alive when you rejoin with her at the end of the game. She will be your partner in the ending parts of the game. She will drive the jeep while you two are escaping, and she will join you on the snowmobile in the end.

OTACON'S ENDING: Submit to Ocelot's torture, and Meryl will be dead when you rejoin her at the end of the game. Otacon will basically do everything Meryl would do in her ending.

UNLOCKABLES

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BOSS SURVIVAL MODE: Beat the game once.

START WITH DIGITAL CAMERA: Beat the game while finding the Digital Camera in the South Armory.

BANDANA (INFINITE AMMO): Beat the game with Meryl's ending.

MERYL DEMO: Beat the game with Meryl's ending.

STEALTH: Beat the game with Otacon's ending.

OTACON DEMO: Beat the game with Otacon's ending.

SPECIAL COSTUMES: Beat the game on the same file with both endings. You will now have Tuxedo Snake, Crimson Ninja, and Sneaking Suit Meryl.

MERYL DEMO (WITH SPECIAL COSTUMES): Beat the game with Meryl's ending with the special costumes.

OTACON DEMO (WITH SPECIAL COSTUMES): Beat the game with Otacon's ending with the special costumes.

CINEMATIC ZOOM

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Whenever you're watching a cut-scene, you can press the L and R Buttons to zoom in, and you can use the C-stick while zoomed in to make the camera move around.

ETERNAL DARKNESS REFERENCES

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In the locker in the C4 room in the Armory, you can see an Eternal Darkness poster. It's got a picture of Pious Augustus and some red zombies on it. Also, whenever you lay down a Book, look at what is on the book's pages. You'll see that it is Alex Roivas, another character from Eternal Darkness. Also, one of the magazines on the magazine rack in Otacon's lab in Nuke Building B2 has a magazine with "Eternal Darkness" written on it.

Psycho Mantis will ask you if you enjoyed Eternal Darkness if you have an Eternal Darkness save on your memory card when you meet him. The screen will also tilt to the side when Psycho Mantis controls Meryl while you fight with her. This is the most common sanity effect in Eternal Darkness.

NINTENDO REFERENCES

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In Otacon's lab in Nuke Building B2, he has a Mario and a Yoshi doll on top of the computers in the northeastern corner of the lab. If you shoot Yoshi, he will say "YOSHI!" and if you shoot Mario "1UP" will pop up out of his head while making the Mario 1UP noise. Shooting Mario will also increase your health slightly. Otacon also has a Gamecube and a Wavebird controller on a table in the center of his lab, and the TV next to the Gamecube and the controller is displaying the Gamecube startup screen.

When you meet Psycho Mantis, he will say that you enjoy Nintendo games if you have saves from certain Nintendo games on your memory card. He will also mention if you have played the following titles if you have saves for them on your card: Legend of Zelda: The Wind Waker, Super Mario Sunshine, and Super Smash Bros. Melee.

ZOE 2: THE SECOND RUNNER CAMEO

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A poster in Otacon's lab in B2 has a poster from Zone of Enders 2: The Second Runner.

CARGO TRUCKS AND THE CARDBOARD BOXES

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There are three trucks in the game, and they can be found at the Heliport, the Nuke Building 1F, and the Snowfield. Anyway, if you wait long enough in a truck with a Box equipped, a guard will come by and drive you to the location that's written on your Box. It's pretty handy if you want to make a trip to an earlier area in the game for some reason.

HOW LIQUID SURVIVED THE HIND D CRASH

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After you make it to the Snowfield where the second Sniper Wolf battle takes place, lean against the southeast wall in this area. It's next to a snow bank you can hide behind during that fight. You'll see a parachute caught in a tree outside the fence, which is the parachute Liquid used to escape the crashing Hind D.

SEE MERYL IN HER UNDERWEAR

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If you watch Meryl exercising in her cell in the Holding Cells, go down the ladder and then come back up again, Meryl will be exercising in her underwear. If you chase Meryl to the women's bathroom quickly enough in Nuke Building B1, she won't have time to change out of the guard's clothes and she'll be in her underwear when you find her.

MAKE MERYL BLUSH

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When Meryl is with you, stare at her in first person view for a while, and you'll notice that her face is starting to get redder.

GET MEI LING MAD AT YOU

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Repeatedly call Mei Ling at 140.96 while clicking on "DO NOT SAVE" every time you call her, and she'll start to get annoyed at you. First, she'll tell you to stop calling her for no reason, then she'll stop talking completely, and

finally, she'll stick her tongue out at you.

GET NAOMI TO LECTURE YOU ON CIGARETTES

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Call Naomi at 140.85 with your Cigarettes equipped, and she'll lecture you on how cigarettes cause cancer.

RAVEN CONVERSATIONS

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If you shoot lots of ravens in the cargo elevator area before the second fight with Raven, the Colonel and Naomi will call you on the CODEC and they'll be angry at you for killing the birds. You'll also get an extra line from Raven when you meet him in the Warehouse, with him yelling at you for killing his friends.

8: CONTRIBUTING READERS

This is where I will make a list of everyone who has contributed something to this guide. As long as whatever you sent in isn't fake, your name will be posted here. I don't have any contributing readers yet, but that will probably change soon enough.

9: E-MAIL POLICY

Please DO:

- put the name of the game in the subject of your email. It's VERY IMPORTANT the name of the game is in the subject, so I'll know what game you're talking about. Also, this will reduce my response time and it will reduce the chance that I'll mistake your message for junk email.

- read the guide BEFORE you send an email. At least read the sections that could probably answer your question. Use Ctrl + F to help you seek out specific items.

- use proper spelling and grammar in your emails. This will reduce response time, since I won't have to waste time deciphering a badly written message.

- send your email in English. If you send your message in any other language, it will be deleted because I won't be able to understand it.

Please DO NOT:

- send an attachment with your email. Almost every attachment email I get is a virus email, and so I will probably delete your attachment email along with the virus emails without even glancing at it.

- ask me to send you a copy of my guide. If you want a copy of my guide, go

to an address where it's being displayed, click "File" on top of your screen, and then click "Save As."

- send three or more emails at once. I'd rather you put everything that you want to talk about in one email, because it cuts down on my inbox space and the amount of messages I for me to look at.

10: THANKS...

- To Konami for continuing to produce the Metal Gear series. I absolutely love this series' imaginative plots.
- To Silicon Knights for helping to make this remake of Metal Gear Solid a possibility, and for producing Eternal Darkness.
- To all the sites who host my guides, especially www.gamefaqs.com.
- To you, for reading my guide.

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