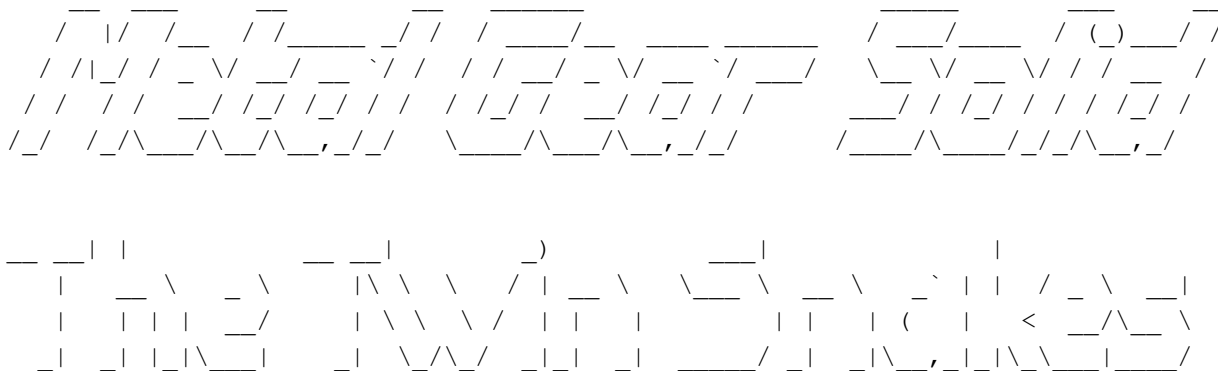


Metal Gear Solid: The Twin Snakes

FAQ/Walkthrough Final

by Astro Blade

Updated on Jul 14, 2005



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| For the Nintendo Gamecube           |
| By Astro Blade                       |
| http://www.GameFAQs.com             |
| Finished on 5/08/05                  |
| Version Final                        |
+-----+
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I. Introduction

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*****
Introduction
*****
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Hello, welcome to my Metal Gear Solid FAQ. Let's clear this up, incase you didn't read the text above this. This FAQ may only be used on www.ign.com www.GameFAQs.com. No other site may use this guide, not matter how much you

plea, give me gifts, or like my shoes, the answer is no. So don't ask.

Personally, this game is one of my favorites ever. I feel in love as soon as I picked up my M9 and began fighting. It is one of those kinds of games that come along rarely that are awesome. Konami gets an A++ on this game. Indeed. Also note that there are spoilers in this guide.

Story

The Dawn of The 21st Century -

The nuclear weapons disposal facility on Shadow Moses Island in Alaska's Fox Archipelago was being used to train the next generation special forces unit FOXHOUND when the unit suddenly revolted and captured the island.

The terrorists have secured hundreds of nuclear warheads and are demanding that the government turn over the remains of Big Boss. They warn that if their demands are not met within 24 hours, they'll launch a nuclear weapon.

Solid Snake is once again called back to duty in a top-secret mission to deal with the greatest terrorist threat the world has ever seen.

First, he must single-handedly infiltrate the nuclear weapons disposal site and rescue two hostages, DARPA Chief Donald Anderson and the President of ArmsTech, Kenneth Baker, and then eliminate the terrorist threat and prevent a nuclear launch.

Version History

April 5th, 2004: Version .1

Started, walked through first few areas.
Controls added.

April 6th, 2004: Version .5

Complete Disc 1 Walkthrough, Moves, Credits, Controls
Characters.

April 6th, 2004: Version .6

Walkthrough 100% Complete, just fixing errors and
spelling.

July 7th, 2004: Version 1.6

Fixed up tables, bosses etc.

December 24th, 2004: Version 1.7

Everything is done. Unless I redo the FAQ,
there will be no more updates.

February 18th: Version 2.7

Fixing the format, adding to the walkthrough and
fixing typos.

July 14th: Version Final

Everything is 100% done.

II. The Basics

(With help from the Instruction Booklet.)

2.1 Controls *

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#### Control Stick

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Quite simple, you move! You can also move with the D-Pad. While choking
someone, you can move this to move them. You can drag bodies by holding A and
using this. Useful, no?

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#### A Button

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The A button does many things, fires your weapon, chokes people etc. To choke
someone, sneak up behind them and press A. To fire, equip a weapon and press
A.If you hold down A, then you will be able to aim your weapon around you. A
can also activate what I call accessories (Like a Ration).

You can also hold A by an enemy (dead, knocked out or sleeping) to pick them
up. Now, you can move them and drop them somewhere else on the floor, in a
locker, or in a bathroom stall.

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B Button

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This is your button you use for attacking enemies, melee style. There will be fights where you are required to use punching and kicking. Also can be used to knock enemies against a wall (when near one).

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Start/Pause

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This can be used to toggle your Codec on/off when used with the A button. Being pushed together with the B button, you will pause the game.

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R Button

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With R, you can select your weapon which is if you didn't guess important. You can use R to equip or unequip a weapon as well. In first person view (see 'Z' button) you can peek right. And as cool feature, you can zoom the camera in a cut-scene!

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L Button

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The L button can be used to equip/unequip an item. In first person you view, you can peek left as opposed to peeking right.

~~~~~

X Button

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This button can be used to stand, crouch and crawling. Hit once when running to do a little dodge roll. If you hit it when standing still, you will be down crouching on the ground. If you are crouched, and tap X, you will be in a crawling position.

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Y Button

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The action button, if you will. This can be used for Climbing Ladders/Opening lockers/Hanging from the railing etc.

~~~~~

Z Button

~~~~~

This button will switch you into first person view. This is a new feature to MGS. This makes the game easier, luckily, you can't move ^_^ I say that as a good thing because the game would be much, much to easy if you could move. Useful for aiming a weapon accurately.

* See section 2.4 for the moves and their controls

2.2 Characters

~~~~~

### Solid Snake

~~~~~

This is who you play as. You are a former member of FOXHOUND. You can complete any task anywhere, any time. You have also been on previous missions which you have completed quite successfully. With skills like your own, you're a one man army and the right person for your upcoming mission.

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### Meryl Silverburgh

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This is the Colonel's niece. She was dragged into FOXHOUND by revolt. She thinks being a soldier will help bring her closer to...

~~~~~

### Roy Campbell

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He was the former commanding officer of FOXHOUND. He retired, but came back to aid Solid Snake who only he knew for this new found mission.

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### Naomi Hunter

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Chief of FOXHOUND's medical staff and gene therapy. There's more to her, however than there seems.

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### Mei Ling

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In charge of communications and data management. Inventor of the Codec which is one of the most important gadgets in the game.

~~~~~

### Liquid Snake

~~~~~

He is the Combat leader of FOXHOUND and the one man behind the huge terrorist attack. He also looks similar to Snake and is great at combat. Maybe he has a connection to Snake?

~~~~~

### Revolver Ocelot

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FOXHOUND member. An expert of torture and unmatched with a revolver (hence his name). Trust me, eventually, you might be able to see what he can do in terms of torturing.

~~~~~  
Vulcan Raven  
~~~~~

FOXHOUND member. Untapped spiritual power. Like's ravens. Also is a pretty big guy and carries around a gun the size of you and me.

~~~~~  
Sniper Wolf  
~~~~~

FOXHOUND member. Unmatched sniper skills, can remain in one place for a loooong time with out moving. Very good accuracy, friend of the wolves.

~~~~~  
Ninja  
~~~~~

Cyborg ninja, wields a Japense katana. Capable of deflecting bullets. He is a very mysterious guy also. He doesn't reveal much, and seems to know Snake and has always wanted to fight him.

~~~~~  
Hal Emmerich (AKA Otacon)  
~~~~~

ArmsTech develop and a fan of japense anime (^_^) Kind of a loser, but helps Snake out..a lot. He also is good at breaking security and generally smart.

~~~~~  
Big Boss  
~~~~~

Former FOXHOUND Commander. a.k.a. "The Legendary Soldier". Man, wish I could see him in action...

~~~~~  
Genome Soldiers  
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Reserves of the next generation forces. These are the enemies you fight through-out the game.

2.3 Game Screen

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Life Gauge  
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When empty, you will get a Game Over. If you continue to loose blood, you will loose health. This can be stopped by using a bandage.

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Radar  
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Displays enemies (red)/allies (green). Also shows enemies view of sight.
Types of Radar:

- Type 1: Radar for new players. Displays in Intrusion mode and in Locker mode.
- Type 2: Normal radar. Not displayed in Intrusion or Locker modes.
- Off: No Radar! For experts only.

- Blue Dot: Enemies have situation as normal
- Yellow Dot: Enemies are suspicious
- Red Dot: Player Discovered/Attacked

~~~~~  
Equipped Weapon  
~~~~~

Weapon in use, press A to fire. (Box on the RIGHT of the screen).

~~~~~  
Item  
~~~~~

Equipped Item. (Box on the LEFT of the screen).

~~~~~  
Boss Battles  
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Bosses Life Gauge, when depleted they die. Also includes bosses stun gauge, once depleted they will be knocked out (boss battle will still end).

~~~~~  
Grip Gauge  
~~~~~

Ability to stay hanging on a ledge. Appears when hanging from a ledge/bridge.

~~~~~  
O2 Gauge  
~~~~~

Displays oxygen when underwater as well as poison. Once depleted, your health will start going down. Press Y rapidly to have the O2 bar go down slower. You can also use the Gas Mask so the poison takes away your health much slower.

2.4 The Moves

Taken from the Game's Instruction Booklet

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Player Actions > Combat

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Combat should be avoided as much as possible. In some situations, Combat is needed.

~~~~~

Hand to Hand Combat

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Press B to attack, pressing B rapidly will result in punch kick combos. Hand to Hand attacks will damage enemies and knock them out. Punching with a weapon equipped will deal more damage.

~~~~~

Attacking in First Person V.

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Attacking in First Person view is also possible. Press the Z button to access first person view and A to draw your weapon. Some enemies that you can't hit in third person view, you can hit in first person view such as cameras. To put the weapon down while in first person view, press the Y button with the A Button.

~~~~~

Choking

~~~~~

To choke somebody, sneak up behind them with no weapon equipped and press the A button while the Control Stick is in the neutral position. If the enemy wiggles or moves out press A again to re-grab him. You can also hit A rapidly to render him unconscious.

You can also hold down the A button and move them around.

~~~~~

Dragging

~~~~~

With no weapon, you can press the A button near a fallen enemy to drag them. Use the control stick in order to move him around. This is great for hiding enemies. They can be hidden in lockers, stalls, and anywhere on the floor in other areas.

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Locker/Bathroom Doors

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While in front of the Locker or Bathroom door, press Y to open it. It is possible by entering to hide. Press Y to exit.

~~~~~

Elevators

~~~~~


1. Press Y near the panel on the elevator to call it down. It may take a while to arrive.
2. Standing in front of the panel inside the elevator will make the floor buttons appear.
3. Select the floor by pressing the control stick. And then press A to activate.

~~~~~  
Climbing/Descending Ladders  
~~~~~

Press the Y Button by the top or bottom of a ladder to use it.

~~~~~  
Hold Ups  
~~~~~

Fun. With a gun equipped, sneak up behind an enemy and press the A button. They will raise their hands and be unable to attack. They will take any chance to attack and strike back.

~~~~~  
Shakedown  
~~~~~

With no weapon, press A near a fallen enemy to rumble their body. Do this a number of times because they can leave items.

~~~~~  
Tactical Reload  
~~~~~

Reloading in the middle of a fight will leave you open to enemy attacks. Avoid running out of ammunition by tapping R twice in battle to reload the full clip.

~~~~~  
Shooting on the Run  
~~~~~

When a handgun or assault rifle is equipped, use the control stick while holding down the B button to run and shoot.

~~~~~  
Jump -Out Shots  
~~~~~

When a gun is out, and you are flattened against a wall and in corner view, press the A Button to jump out and fire a shot. This allows you to launch quick attack from cover. Grandes can also be thrown while peeking around the corner.

~~~~~  
Hanging Catch  
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When there are places to hang one above another, you can press the Y button to drop and the X button to grab hold.

III. Weapons and Items

3.1 Weapons

~~~~~  
M9  
~~~~~

Location: Leftmost locker in the northwest corner of the Docks.
Tranquilizer darts. Uses laser sight. Puts the enemy to sleep. Found as the first weapon in the Cargo Dock.

~~~~~  
SOCOM  
~~~~~

Location: Inside the truck in the Heliport area.
Semi-Automatic pistol with laser sight. Attach a superior to muffle. Found in the truck at the beginning of the game.

~~~~~  
FAMAS  
~~~~~

Location: The Armory, in the southeastern room behind a level 2 security door.
Assault rifle. Hold down A to have rapid fire w/reload. Damages enemies badly.

~~~~~  
PSG1  
~~~~~

Location: The Armory inside the room on the top left.
Sniper rifle, B button to zoom in, X button to zoom out. (Required for certain Boss fights. Found once you reach a certain boss.

~~~~~  
Grenade  
~~~~~

Location: All over.
You chuck it. Hold A to have a farther shot. Damages enemies. Found in the armory and other locations.

~~~~~  
Chaff.G  
~~~~~

Location: All over.

Electronic Jamming device, hold A to send farther. Disables electronic devices.

Found in the armory.

~~~~~

Stun.G

~~~~~

Location: All over.

Flash-bang grenade. Press A and hold for a farther length. Capable of knocking out enemies for a set amount of time. Found in the armory.

~~~~~

C4

~~~~~

Location: C4 response periodically in the top middle room of the Armory.

Plastic explosive. Press down with A. Then hit the action button to have it explode. Found in the armory.

~~~~~

Claymore

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Location:

Antipersonnel directional land mine. Place down with A, and if anyone comes in contact it will blow.

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Stinger

~~~~~

Location: Communication Tower Corridor

Portable surface to air misses. Keep target in view to lock on for better shot. Found once you see the Hind later in the game inside a building after you rappel down the wall.

~~~~~

Nikita

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Location: Nuke Building, Level B2 in the northeast corner of the offices.

Radio guided misses. Control then with the control stick. CANNOT go up/down.

~~~~~

Book

~~~~~

Location: Multiple places.

Press A to set down, useful for distracting enemies. If you put it down and look at it, you will see a character from Eternal Darkness.

~~~~~

Empty Magazine

~~~~~

Location: ----

Used to distract enemies. Hold A to throw. Not a weapon, but a distraction.

3.2 Items

~~~~~

#### Ration

~~~~~

Location: All over the place

Description: Military item. Replenishes health (heals more on easier difficulties). Rations are the most important item in the game. They heal back you health! You can leave them equipped so that when you lose your health fully, it will come back. These can be found virtually anyway. Enemies leave them behind also. So take the ones they leave behind :P

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#### Bandage

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Stops bleeding which will stop health loss. Pretty junky, if you ask me. Not that useful because it's rare when you need them. They can be found lying around.

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#### Card 1-X

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Location: Lv1 - Meeting the DARPA Chief in the holding cells ; Lv2 - Defeating Revolver Ocelot in the Armory South; Lv3 - Beating the Tank boss in the canyon; Lv4 - Meeting Otacon; Lv5 - Meryl gives this to you in the restroom; Lv6 - Otacon gives it to you in the holding cells; Lv7 - after you kill Vulcan Raven

Opens doors of equal or less levels. This is great because you need cards of different security levels throughout the game. The higher the number, the better because you can enter more doors. Usually obtained from people you come across.

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#### Cardboard Boxes

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Location: Box 1 - Bottom right room of the Armory. Box 2 - Top left office in Nuke Building B1. Box 3 - Southwest room after second Sniper Wolf battle.

Used to hide. Use in the recommended area as seen in the description. These can come in handy. For example, you can wear the box that says "Snow Field" in the snow field to be hidden from enemies. Don't try and put one on when an enemy is nearby. They will see and blast you to kingdom come. These are found in the designated areas.

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#### Scope

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Binoculars. Adjustable magnification. Used to see further down. I don't know about anyone else, but I find these great for seeing in dark areas just to see where I am going (like vents). You have these from the start of the game.

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#### Thermal Goggles

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Infrared goggles. Used to see things such as inferred trip wires.

~~~~~  
Socom Suppressor  
~~~~~

Muffles SOCOM's shots so no one can pick up on them. Can come in VERY handy. This will make it so that you can kill an enemy and he won't come back.

~~~~~  
Gas Mask  
~~~~~

Location: Nuke Building, level B2.

~~~~~  
Handkerchief  
~~~~~

Location: Otacon gives this to you in the Holding Cells

Used to attract wolves into liking you.

~~~~~  
Mine Detector  
~~~~~

Location: Second floor of the tank hangar, northeastern room right next to the security camera

Used to detect mines, simply.

~~~~~  
Body Armor  
~~~~~

Location: Location: Behind a level 6 security door in the gassed lab area of Nuke Building B2 (bottom office on the left)

Description: Makes bullets deal less damage when worn.

~~~~~  
Rope  
~~~~~

Location: Bottom floor of Communication Tower A

Description: Lets you rappel from walls; used once;

~~~~~  
PAL Card  
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Location: Meryl gives it to you in the restroom

Description: Grants access to the puzzle near the end of the game.

~~~~~  
Ketchup  
~~~~~

Location: Otacon gives it to you in the Holding Cells

Description: Use to fake your death.

IV. Walkthrough

This will cover the game itself.

Walkthrough Disc 1

~~~~~  
Cargo Dock  
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As you start and the opening credits roll, head into the water and pick up the RATION. Then go to the right (in the water) and pick up the AP Sensor. Then go back and climb out of the water and pick up the M9. Knock out the two guards, and open up the lockers to find more M9 ammo. Take the ammo and the elevator cut-scene should trigger where you see it come down. Enter the elevator and see the next cut-scene.

~~~~~  
Heliport  
~~~~~

Now you are in the heliport. Make your way right and up to get the CHAFF.G. Then, go back to where you started and to the left of the elevator for a RATION. Now, dodge the searchlights and get to the truck past the central platform. Go inside the truck and behind the crate to get the SOCOM .45 pistol. Take out your M9 and shoot the guard to your left when your out of the truck. Then, climb down into the air vent that he was standing by.

~~~~~  
Tank Hanger  
~~~~~

Okay, follow the rats. Follow them until the Tank Hanger. Kill the enemies and go to the elevator which is up and to the left. Head down to the Holding Cells which is B1 on the elevator pad.

~~~~~  
Holding Cells  
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As soon as you exit the elevator walk down and to the right. You'll see a ladder. You can find out by using your Codec that you press Y while near a ladder to climb up. Now since there is a ladder, climb it (obviously!). Now crawl along the vent until you get to the triggered cut-scene with a girl working out. Now, continue on ward until you see the DARPA chief cut-scene triggers. Now this will be fairly long, but when its over go outside of the cell, and blast away at the enemies. Meryl will eventually start shooting too. Once they're all dead and stop coming, walk down to the locker at the bottom and open it up for the ammo. Head up to the elevator. Go to the Armory (B2).

~~~~~  
Armory  
~~~~~

Watch out upon entering because there are trapped floor panels that will get you a game over, so move quickly. Go into the room with a '1' on the door. Pick up the C4 charges. Now, go south and as left as possible. Place a C4 right on that wall. It will blast open. Run into the Armory South, and find the other discolored wall. Blast it open and run to the right, and you will see yet another discolored wall. Destroy that one with a C4 charge, and now be prepared for the first boss,

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+-----+  
| ^^^^^^^^^^^^^ Revolver Ocelot ^^^^^^^^^^^^^ |  
+-----+
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~~~~~  
Boss Difficulty: Easy: \*\*  
~~~~~

Okay, here's the situation. You have Baker, sitting in the middle tied up. You can't access the middle, just the area around the center square. For the wires in the center have C4 charges linked to them. So stay on one side, and wait till Ocelot fires. That will tell you if he's towards the top or bottom of the parallel side. If he's on the top fire that way, if he's on the bottom, fire that way. Also, when he's reloading, go into first person view (Z) and shoot at him. Go for his head because then you deal more damage. Once dead, hold in your excitement for you will see a cool cut scene.

~~~~~  
Amor/Tank Hanger  
~~~~~

Head to the Armory and call Meryl, her Codec number is on the package, which is your game box. Then go up the elevator, to the Tank Hanger. Once there, she should call opening up the door next to the elevator. Go through that door, and equip your Cigs. Use these to see the laser trip-wires. Go under them and you will be in the Canyon.

~~~~~  
Canyon  
~~~~~

Save! Guess what, another boss fight! Walk out, and a cut-scene will trigger with the next boss named....

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+-----+  
| ^^^^^^^^^^^^^ Vulcan Raven ^^^^^^^^^^^^^ |  
+-----+
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~~~~~  
Difficulty: Hard: \*\*\*\*  
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As the battle starts. pick up the RATION to your left. Then, dodge roll up to the tank. Take out a grenade and hold down A. Run around the tank and chuck the grenade at the tank. Hopefully it will go in to the gunner's turret and damage him. Keep running around the tank doing this. If he tries to run you over, dodge roll away. If you get far from him and he starts damaging you with the main gun, toss a CHAF.G his way and disable it. Do this for the second gunner who will come when the first one is done also. When you win, continue onward to Nuke Building 1F because that's are next target.

~~~~~  
Nuke Building 1F  
~~~~~

Once you enter go to the left and pick up the RATION. Also, note that you can't use most of your weapons because it has many nuclear warfare materials. Then, progress forward. You will see a giant door. Crawl under far enough just so that you can see the guards. Wait till the one by the door passes by, and run to the left and up the stairs. Walk until you see an elevator. Push the button and walk over to you right and shoot the guard with your M9. Go back into the elevator which should have arrived and take it to floor B1.

~~~~~  
Nuke Building B1  
~~~~~

Upon arrival, head left and into the first door. It's a mens bathroom. Well, since video games are all about fun, feel free to kill the loser using the bathroom. Then move him around a little for he will drop a RATION. Then if you aren't full with RATIONs, pick the one up in the corner of the bathroom. Exit the bathroom and enter the door on the opposite side on the right. Now watch out, there's a guard or two. Shoot them, and run to the right of the room and pick up the gun 'Niktia'. Go back to the elevator, and go to B2.

~~~~~  
Nuke Building B2  
~~~~~

Now as soon as you walk out of the elevator go straight. Walk until you hit the room with the electric floor. Oh and poison, yeah that's there too. You'll also receive a call telling you watch out for it. So equip you Niktia and fire a shot. Keep it going straight until the first bend. Go right. Then make a quick right. Guide all the way down that area and be careful of Sentry Guns. Keep going until you see what looks like a piece of glass section missing from part of the wall. Go through it, and make a quick right. Then upon entering that small room, turn right and fly into the generator which will deactivate the electric floor. Run over the floor into the third room which is the third door down. There is a gas mask. Take it and equip it. Now, go back to the two other rooms above this one and head down and make a left. Very soon, a cut-scene will trigger as well as another fight. Once its over, walk up to where ninja entered the door.
And....

+-----+
| ^^^^^^^^^^^^^^ Cyborg Ninja ^^^^^^^^^^^^^^ |
+-----+

~~~~~  
Difficulty: Medium \*\*\*  
~~~~~

...get ready for a fist fight with the Ninja. He's my favorite boss and so awesome because he has a katana which is a Japense fighting blade. Okay, first he will try to use his sword on you. Just give him a few punches and get used to hitting B because you can't use weapons because they don't affect him. Now after you hit him once when he has his sword he will then wish to fight with fists. You have no choice so don't try anything stupid. He mainly just jumps around. When he lands just punch the guy several times. Then after he gets a beating, he decides to fight you, but he's using one of those stealth camo's. He has basic spots. By the lockers where Emmerich is hiding, over in the glass contained area by the lockers, and where he does all his talking. Hit him as much as possible and be fast about it. After his second beating, he will say "I have waited for this pain". He will be crouched on the ground saying things like "Hurt me more." Punch him, then he will appear behind you. Keep hitting him, turning behind, hitting him until he has his third and final beating. More cut scenes. These ones with Otacon (Emmmerich).

When they're done, check out the Mario and Yoshi sitting on a computer top and a GameCube and Wavebird controller on one of the desks. Head back all the way to the elevator, and head back to B1.

~~~~~  
Nuke Building B1  
~~~~~

You are now in search of Meryl. Go south as soon as you exit the elevator into the room where you got your Niktia. There will be a guard but it's Meryl. Knock her out with your M9, and when she gets up she will run. So chase her. You will end up in the girl's bathroom. And get to see Meryl in panties! :D Anyway, when the cut scene is over, leave the bathroom and head to the door next to the up to the right of the bathroom. Enter it and you will have to fight again...

~~~~~  
Commander Room  
~~~~~

First Meryl will not be herself. She will have head issues. Oh and try to kill you. Punch her till she's knocked out because she will try to shoot you ^_^.
When she's knocked out you will be in a fight with Psycho Mantis, after Merly has more head trouble. Before the fight, Mantis will also tell you if you have played Super Mario Sunshine, Super Smash Bros. Melee, Wind Waker, Zelda Collectors Edition, and Eternal Darkness.

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+-----+
| ^^^^^^^^^^^^^^ Psycho Mantis ^^^^^^^^^^^^^^ |
+-----+
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~~~~~  
Boss Difficulty: Medium \*\*\*  
~~~~~

Personally, I think he's easy. Anyway, first let's know what you dealing with. He can read your mind in battle so you can't attack him. He shoots energy balls at you. He picks up armor and hurls it at you. He also picks up chairs and pictures to launch at you. So how do you win? First take your controller and put it in any slot but the first. I put mine in the 4th. Now, shoot at him. He won't be able to read you if you switched control sockets. So shoot him in first person. There is ammo all over as well as a RATION. So continue fighting him. Once his health reaches about 7 then he will bring Meryl up. She will try to shoot and kill you. Take out your M9 and knock her out. Continue fighting Mantis. Then he will stand behind Meryl, and she will have her gun up to her head and Mantis will be behind her. So use your M9 and knock her out. Then, kill Mantis. Use your FAMAS and blast him. Right before he dies, he will tell you interesting things in a cut scene.

Leave the room and enter the small room. Get the ammo by the stairs and then leave and you will be in the Caves.

~~~~~  
Caves  
~~~~~

Meryl will want to go up ahead. So walk to the right and get the ammo. Walk back and go straight. It will look like it's a dead end, but you can crawl under it. Crawl under and put the wolf to sleep. Now walk to the right and crawl under. Walk up and you will see Merly. She and you will walk up into the door.

Now there are all mines so she will walk over and set the correct path for you to follow (she leaves footprints). Follow them carefully and once you reach her, it is Sniper Wolf time. After the cut scene, you have to get back to the ARMORY (!) to get a sniper rifle to take down the Sniper.

Caves> Commander Room> Nuke Building 1F> Canyon> Armory

~~~~~  
Commander Room  
~~~~~

Just run out of the room. Grab the ammo for the FAMAS and SOCOM also.

~~~~~  
Nuke Building 1F  
~~~~~

As soon as you exit the elevator, take out the M9 and shoot the guard to your

right. Head down the stairs to the left and go into first person view to look forward to see if there guard is there or not. If not, walk over and crawl under the mechanical door. Run out, and you will be in the Canyon.

~~~~~  
Canyon  
~~~~~

In the canyon, shoot out the Sentry Gun.

~~~~~  
Armory  
~~~~~

When you reach the Armory (pew long walk), then go into the rooms until you find the one containing the Sniper Rifle (PSGI). You will then get a call from Campbell telling you what you found. Head back to the Underground Passage.

Armory> Canyon> Nuke Building 1F> Nuke Building B1> Commander Room> Caves> Underground Passage.

~~~~~  
Underground Passage  
~~~~~

```
+-----+  
| ^^^^^^^^^^ Sniper Wolf ^^^^^^^^^^ |  
+-----+
```

~~~~~  
Difficulty: Medium \*\*\*  
~~~~~

Okay, pick up the Pentazem. These will stop your hands from shaking when you aim. It's not a fun battle, unless you love sniping. You have to hit her this way she won't have a chance of hitting you. She's on the second story balcony. Once you shoot her once, just follow her movements and keep shooting at her. If you get a head shot, it deals more damage. She shouldn't be too hard, but if she hits you, it can get bad. Once she runs out of health, head down the passage.

Keep running and enter the door on the right. It will be a cut scene and you get captured.

~~~~~  
Medical Room  
~~~~~

You will be tied up. Ocelot will be here talking with Liquid. Eventually, he will begin to torture you. You have the choice of resisting or surrendering. You can resist by tapping A rapidly to regain health. You can hit Start + A to surrender. It's your call. When you wake in the cell, bang on the door or

something. Eventually, the guard will complain about his stomach. He will run to the bathroom so Otacon will come in his Stealth Prototype. He will talk with you and when the cut scene is over, you will have some items. You will have Ketchup, a Handkerchief, and some other things. Quickly, lie down on the ground and use the ketchup. Now, it will look like your dead when the guard comes back. He will then come into your cell and see. Stand up and punch him. RUuuuuuuuunnnn!! Run and you will see a big box. It will have your gear so pick it up. Get to the elevator. Now you must venture to the room where you got captured by the Underground Passage.

Tank Hanger> Canyon> Nuke Building 1F> Nuke Building B2> Commander Room> Caves> Underground Passage.

~~~~~  
Underground Passgage  
~~~~~

When you arrive, go up and right into that door you were in before. Disc 2 time.

Walkthrough Disc 2

~~~~~  
Communication Tower A  
~~~~~

Walk straight up and pick up the ammo for the SOCOM and FAMAS. Then go left through the door. The alarm from the inferred wires will go off. You can't avoid it so don't try. Just run and pick up the Rope. Now you will have to keep running up the series of stairs, run, run! As you go up there will be guards on the stairs. Shoot'em. Once you reach the top, take the ladder up to the roof.

~~~~~  
Communication Tower A Roof  
~~~~~

Run out a little bit and a cut scene will trigger with Liquid Snake in his Hind. When it's over equip the rope you found earlier and rappel down the wall after the next short cut scene. Now, take out your Night Vision Goggles and sniper rifle. Aim it out ward and you should three bodies. Shoot them, they're guards. Once all three are dead. Run along the bridge and you will see the Hind Liquid's in. It will shoot and since you can't do anything. Run into the eastern door. Pick up the Stinger. Run through the next door.

~~~~~  
Communication Tower B  
~~~~~

okay, run down all the stairs. Eventually you will find out that the rest of the stairs are gone(!). Run back up the stairs and head the other direction and you will se an elevator and a cut scene will trigger. Once it's over go up the stairs. Watch out; there are Sentry Guns. Every few set of stairs

there will be one more Sentry Gun then lasttime. Once you reach the top, take the ladder.

~~~~~  
Communication Tower B Roof  
~~~~~

Get out you RATION's and your Stinger weapon. Equip up and get ready for the next boss, Liquid Snake and his Hind.

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+-----+  
| ^^^^^^^^^^^ Liquid's Hind ^^^^^^^^^^^ |  
+-----+
```

~~~~~  
Difficulty: Medium \*\*\*  
~~~~~

The only way you can damage the Hind is with your Stinger. Equip it and put on your Night Vision Goggles. Now find the Hind and when your Stinger locks on, fire a shot. Repeat the process. Eventually he will shoot a missile at you. Dodge roll! It will deal it a massive chunk of health. Keep shooting. Stinger ammo will also respawn when you need it towards the right side of the roof. After his Hind is done with, go through the door you used to enter the roof.

~~~~~  
Communication Tower B  
~~~~~

Go down the ladder and walk back to that elevator. In the elevator, four soldiers with stealth prototypes will attack you. Take out your FAMAS and blast them. When you arrive at the basement, exit through the door nearby and you will be engaged in another battle.

```
+-----+  
| ^^^^^^^^^^^ Sniper Wolf (Fight 2) ^^^^^^^^^^^ |  
+-----+
```

This battle will be harder than the first because your going to be using a tree as your cover, which is funny yet sad. Take out your Sniper Rifle and as I said, take cover behind the tree. Look for her, and fire. If you hit her and keep your eye on her movements, you'll win. Watch out for her hiding and then taking a shot.

If you could beat the first one, you can beat this one.

~~~~~  
Snow Field  
~~~~~

When it's over, run up a little and a cinema scene will trigger. When its

overhead into the building up ahead. Shoot the Sentry Guns out and go to the door that will lead you downstairs. Instead of going into that room right away, you can access the other rooms and get new ammo and RATIONS.

~~~~~  
Blast Furnace  
~~~~~

Now, I don't know what others do, but here's what I do. Knock out the first guard and hang over the ledge on the first bridge jump down and flatten yourself against the wall to avoid the Sentry Guns. Shoot them out and walk up. Crouch down and go into the room with all the pipes. Follow the path and exit the room. Head through the door in front of you. Go into the elevator. Activate it and head down (default way). Now wait till it comes down and walk over to the next one and go down. Enter the next area, the Warehouse.

~~~~~  
Warehouse  
~~~~~

Now you will be in a boss fight again. With the Vulcan Raven!

```
+-----+  
| ^^^^^^^^^^^^^^ Vulcan Raven ^^^^^^^^^^^^^^ |  
+-----+
```

~~~~~  
Difficulty: Very Hard \*\*\*\*\*  
~~~~~

The one way to hurt him is with claymores. Find some in the left side of the Warehouse. Place some down in the center to damage him. Don't try using misses or anything because he will fire back and hurt you. Pretty simple, but very annoying. You can also take out your FAMAS and use it on him at a safe location.

~~~~~  
Warehouse North  
~~~~~

Run along the side because there will be trapped doors. Then shoot out the two guards with your M9. Shoot out the security cameras, and head to the next area.

~~~~~  
Underground Base  
~~~~~

Okay, your near the end of the game. Run up the stairs and keep going and knocking out any guards along the way. When you reach the Control room, it'll be a cut scene and you'll know what to do. Now, run all the way down and jump in the water to find your Pal key. Run back up and activate the first

computer. After more Codec usage, you will know that you have to freeze the key for the second computer and heat it for the third.

Run back to the Warehouse (where you fought Vulcan Raven). Wait till your Pal key turns Blue then run back to the second computer and activate it. You must have the Pal key equipped to freeze it I believe.

Now for a warm place, how about the Blast Furnace? Head back that loooong way and wait till it turns Red. It will take longer then it did with freezing it. Bring it back to the third computer after heating it, and then it's cut scene time.

After the cinemas and all your Codec calls, it's time for Metal Gear Rex!

~~~~~  
M E T A L G E A R R E X  
~~~~~

~~~~~  
Difficulty: Hard \*\*\*\*  
~~~~~

Okay, it's not that hard. Take out CHAFF.G's and chuck them at its feet. This will disable him from attacking for a little. When this happens, use your Stinger on the Radome. This will damage Rex.

His attacks are four different things. A laser, three misses, machine gun fire, and stomping (like a dinosaur!). Dodge the misses with the dodge roll. Dodge the laser by walking away ^_^, dodge the stomping by backing off from his feet and for the machine gun fire, your on your own.

After you kill him, you will see a cut scene with Ninja or . This time when you fight Rex, his crotch is the spot to hit. Follow the same battle plan.

When defeated, gaze at a cut scene or a few and be prepared for

~~~~~  
LIQUID SNAKE  
~~~~~

I am not mentioning his difficulty, it's sad. Use punch kick combos. Dodge his counter attack and you'll win. Also note that if you fall you die.

Now for the rest of the game your on your own because I wouldn't want to spoil a different ending.

Congratulations, you beat MGS:TTS!

V. Extras

Dog Tags

Since I did the Walkthrough on Easy difficulty, here are the possible Dog Tags for that difficulty.*

Easy

Total= 28 Dog Tags

+=====+		
Sasa Radosevic	Heliport-000	
Huang Rongsheng	Heliport-001	
Damian Di Carlo	Heliport-002	
Randy W. McAllister	Tank Hangar-003	
Carlos Costa	Tank Hangar-004	
Federico A Elli	Tank Hangar-005	
Kevin Leung	Armory-006	
David Falcon Marrero	Armory-007	
Elran Joseph Ettinger	Armory-008	
Miguel Barreiro	Canyon-009	
Jan Olbrich	Canyon-010	
Alistair Kan	Canyon-011	
Benjamin T Turner	Nuke Building B1-012	
Henk Van Den Brink	Nuke Building B1-013	
Daijyu Sato	Blast Furnace-014	
Ryan G Vicera	Blast Furnace-015	
Diogo M Fernandes	Warehouse-016	
John D Eriani	Warehouse-017	
Chris Kohler	Warehouse North-018	
Pat RW Hart	Warehouse North-019	
Matt Davies	Underground Base-020	
Aurora Portet	Underground Base-021	
Johnny Sasaki	Nuke Building B1-022	
Meryl Silverburgh	Nuke Building B1-023	
Psycho Mantis	Commander Room-024	
Sniper Wolf	Snow Field-025	
Vulcan Raven	Warehouse-026	
Liquid Snake	Supply Route-027	

Ghost Pictures

+=====+		
Name	Location	
+-----+		
Kevin Leung		
Doug Tooley		
Mike Janes and Paul Rogozinski		
Rich Barnes		
Pam Pagayonan		
Peter Handrinos		
Byran Abad		
Kevin Gordon		
James O' Reilly		
Andrew Paton		

Don Toledo	
Dave Miner	
Scott Williamson	
Gerry Eng	
Ted Traver	
Brad Furminger	
Will Barry	
Denis Dyack	
Frank Chen	
Jeff Feth	
Randy McAllister	
Rob Elsworthy	
Kayrn Derby	
Scott Derby	
Dan Amadio	
Sean Dwyer	
Jung Yoon	
Daniel Ebanks and Carman Dix	
Clove Roy	
John Dobbie	
Carey Murray	
Paul Caporicci	
Steve Henifin	
Mike Seto and Dawn Blair	
Blair Wilson	
Pat Ingoldsby	
Sanford Kong	
Dan Tozer	
Peter Anderson	
Brain Lee	

+=====+

 Secrets/Easter Eggs

~~~~~  
 Bandanna  
 ~~~~~

Unlock for beating the game with the 'good' ending. This gives you unlimited ammo when equipped.

~~~~~  
 Stealth  
 ~~~~~

Get this for beating the game with the 'bad' octacon ending. This will make you invisible to everything but Sentry Guns, Wolves and bosses.

~~~~~  
 Mario and Yoshi  
 ~~~~~

In the room where you battle Ninja, on one of the computers are Mario and Yoshi standing next to each other. Shoot the Mario for a 1UP! sign to appear.

~~~~~  
 Eternal Darkness

~~~~~  
Place down any book, and look at the cover in first-person view. You will see a picture of the main character from Eternal Darkness.

~~~~~  
Gamecube and Wavebird  
~~~~~

In the room where you fought Ninja, look on one of the desks in the center of the room. You'll see a Gamecube and a Wavebird controller.

~~~~~  
Boss Survival Mode  
~~~~~

Beat the game once.

~~~~~  
Tuxedo  
~~~~~

Beat the game twice.

VII. FAQ (Frequently Asked Questions)

Q. How do I disable Metal Gear Rex's attacks in the second battle?

A. You can't.

Q. What's the Tuxedo do?

A. Makes you look like James Bond.

Q. So, what are the differences from the PSX version?

A. Here:

* Graphics/Sound

* First Person Mode

* M9

* Lockers

* Dog Tags

* New Cutscenes

* Ledge Hanging

* 5 Additional Bosses...kidding

Q. How to I get Dog Tags?

A. Walk up behind the enemy and keep your gun on there back. If they have one, you will get it.

Q. Is it bad to always be stealthy?

A. That depends. I say that this game is based around it so they enforce stealth through out the game. But its your choice. Also note its harder when all the guards know your there :)

Q. I am new to MGS...what difficulty should I try?

A. My suggestion is that you should do Easy first. If thats too hard, try Easiest.If Easy is too easy, go for Normal and so on.

Q. The two endings, what happens?

A. Meryl Ending- Meryl survives and ride away with her into Alaska. Otacon didn't make it.

tacon Ending- Otacon and you escape, and Meryl does not. Poor Merly :'(

VI. Credits/Legal Information (Contact Information)

E-mail astroblade@gmail.com

Need help with this game?

Have a contribution?

Have a question that wasn't answered in the guide?

Want to send me praise (not that it will happen...)

E-mail me.

Just don't send any spam/porn/links to things. Only things relevant to the guide that were mentioned above.

Credits

- Thanks to CJayC. He created GameFAQs.

- Thanks to all the other FAQ authors

- Thanks to GameSpot's Guide where I got the weapon locations as well as item locations

*Thanks to Daniel (FecalLord) Engel for the Dog Tag Information

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