

# Metal Gear Solid: The Twin Snakes Extreme Mode Guide (w/ Dark Angel 13)

by El Greco

Updated to v1.10 on Jun 23, 2005

-----  
--- Metal Gear Solid: The Twin Snakes - Extreme Mode Guide ---  
-----

Written by Dark Angel and El Greco for the Nintendo GameCube  
Released April 6, 2004

=====  
Written by : El Greco  
Created : April 6, 2004  
Version : 1.10  
Updated : October 22, 2004  
E-mail : REMOVED  
dark\_angel113uk(at)hotmail.com  
=====

Metal Gear Solid: The Twin Snakes is rated "M" for "Mature". This game contains mature sexual themes, graphic violence, and highly choreographed cinemataics. Do not play this game if you are offended by blood, suggestive language, or acrobatics of any kind.

- \* This walkthrough is intended for the US version of MGS: TTS. There may be some small discrepancies between this guide and the PAL version of the game but for the most part it can be used for both versions. Check out the PAL/US differences section between contacting me about an error.
  - \* For now, all suggestions will be taken into consideration and all submissions will be inserted into the guide. If you have something to share with me or the readers do not hesitate to send me an e-mail. E-mail me at the address provided above.
  - \* It is very much appreciated if you view the guide prior to asking me a question. Most of your questions will be answered by this guide. Any e-mails that ask about questions that are obviously answered in the guide will be promptly deleted. No exceptions. The e-mail provided should only be used to clarify information or ask about information not mentioned hereon after.
-

--- WHAT'S NEW? (Version History ---

Version 1.10  
Date October 22, 2004  
KB 275

I got a big correction to my translation of "The Best is Yet to Come". Thanks to Dan Craggs for that.

-----  
CONTACT INFORMATION

-----  
EL GRECO  
-----

If you have any questions, comments, suggestions, or contributions to make then you can e-mail me at the address provided below. I will only accept questions, comments, suggestions, and contributions if they abide by the guidelines outlined below. I do not think that I am asking much by doing that, but if you do have a problem with that then I ask you just not send me anything at all.

E-MAIL : REMOVED

SUBJECT LINE : Metal Gear Solid: The Twin Snakes

-----  
DARK ANGEL  
-----

E-MAIL : dark\_angell13uk(at)hotmail.com

SUBJECT LINE : Metal Gear Solid: The Twin Snakes

\*~\*

00) CONTENTS

\*~\*

00)	Contents	[0CNT]
01)	Version History	[1VHT]
02)	Introduction	[2INT]
03)	Game Overview	[3GOV]
	3.1 Metal Gear Series	[3MGS]
	3.2 Controls	[3CRL]
	3.3 Basics	[3BSC]
	3.4 Character Profiles	[3CHR]
04)	Extreme Difficulty Walkthrough	[4WLK]
	4.1 Dock	[4DOC]
	4.2 Heliport	[4HELI]
	4.3 Vent Shaft Entrance 1	[4VSE1]
	4.4 Vent Shaft Entrance 2	[4VSE2]







America. It was later put on the NES for the US market, on Konami's Ultra Games label in 1988 (see below).

In Metal Gear (set in 1995), you took control of Solid Snake, the newest recruit of the Special Forces unit FOXHOUND, then led by Big Boss. He is sent to Outer Heaven, to find out what happened to fellow FOXHOUND member, and their best member at that, Grey Fox. Fox was sent to investigate and gain further information on a new weapon of mass destruction that a mercenary group who took over Outer Heaven have apparently got their hands on.....enter Metal Gear, that big ass nuclear tank that Snake just can't stop getting messed up with from now on. So Snake goes in to rescue Fox and discover more about this Metal Gear. He enlists the help of Metal Gear's creator, Dr Petrovich Madnar (what a name....) to find out the machine's weakness as a way of defeating it. Down in the 100th basement floor of Outer Heaven, Snake succeeded in defeating Metal Gear and finds out the mercenaries who took over Outer Heaven were being led by no other than Big Boss himself, and that he was manipulating Snake all along, via his commandment of FOXHOUND. Snake then fights Big Boss and emerges victorious (was there any doubt?!). He disappears into the Canadian mountains and retires from FOXHOUND.

Looking back, it almost sounds like a standard Metal Gear game storyline, but the game introduced a whole new genre of gaming, that of stealth fighting and espionage, a nice change from the Zelda games or guns blazing fighters of the time. It focused on killing discreetly, moving silently and avoiding guards, for if you were seen a flood of guards would come after you, with the only way to escape them to hide and wait it out. This would become the core of the later games in the series. Much like later games in the series, Metal Gear introduced the Codec communication system and on site acquisition of weapons and items.

The game was ported from the Japanese version to the American NES in 1988, and was handled by Konami's NES label, Ultra Games. The conversion itself and translation wasn't handled by Kojima so some elements were lost in the conversion to the smaller NES cartridge, such as different maps and backgrounds and in the US version the eventual "villain", Big Boss isn't revealed until right at the end, before hand having players believe a terrorist called Vernon CaTaffy (another great name) is the group's leader, and gave us some classic quotes from the lousy translation such as "Uh Oh, the truck have started to move"" and "I feel asleep...". The original Japanese MSX version is generally thought of as the real version of the game due to poor conversion to accommodate an American audience, shame you have to be able to read Japanese to experience it.....

The game became one of the biggest titles released in the late 80's in Japan, as well as the exposure to the American market led to the release of the sub standard Snake's Revenge (see later episodes).

```
=====  
== EPISODE 2: METAL GEAR 2: SOLID SNAKE ==  
=====
```

Following the success of Metal Gear, it's sequel Metal Gear 2, was released in 1990 on the MSX2. It had evolved from it's predecessor in many ways, better graphics and sound, more depth in the game

concept, as well as the inclusion of the radar system and Codec (a continuing essential part in the games in the series afterwards).

The story of Metal Gear 2 was set in 1999, and had Snake setting off to Zanzibar where a military group had kidnapped Doctor Kio Marv, a researcher who had created a substance called Oilix, used to process crude oil, effectively solving the problem of diminishing oil supplies. Zanzibar then declared itself as controller of the world's energy and nuclear weapons, prompting the new commander of FOXHOUND, Colonel Campbell to call Snake back into service. Snake infiltrates Zanzibar Land, and meets up again with Dr. Pettrovich, the chief engineer of Metal Gear at Outer Heaven. He too was abducted to Zanzibar Land and was apparently forced to develop another Metal Gear. Snake also finds out that his former partner, friend and FOXHOUND companion from the previous game, Grey Fox is in charge of the Zanzibar mercenaries. Snake also discovers Pettrovich had ordered the abduction of Marv himself. Snake easily disposes of Pettrovich and recovers the OILIX formula. While escaping, he faces another Metal Gear, having been developed from the data in the remains of the one Snake defeated at Outer Heaven, four years previously. It is handled by Grey Fox, and even after Snake defeats Metal Gear, he and Fox fight in a hand to hand duel (sound familiar to anyone who has completed Metal Gear Solid on the Playstation??). Having finished off Fox, he also discovers that Big Boss had survived his defeat at Snake's hand before, and is back as the general commander of the military force at Zanzibar. The final battle commences, and even after discovering Big Boss is his father, Snake wins and flees Zanzibar in the midst of it's destruction, again retiring to the remote lands of Alaska.

The second game in the series was another huge success in Japan, but a NES or other console conversion never happened, leaving the United States and Europe without an official release. The sequel continued the gameplay elements of stealth and espionage so prominent in the first game, as well as an engaging, suitably complicated and rich storyline that would also be a huge part of the later official releases.

```
=====
== EPISODE 3: METAL GEAR SOLID ==
=====
```

The big one, the game that bought the series to the mass markets, of the United States and Europe. It was hyped for ages, with many-enticing trailer at E3, having been announced at the 1997 show, and released on the Playstation in 1998 in Japan and 1999 in Europe/USA. The technical developments of the Playstation over the MSX and NES, allowed Kojima to pursue movie like quality and the game went even further to being described as an interactive movie.

Metal Gear Solid is set six years after Metal Gear 2: Solid Snake, in 2005, where on the island of Shadow Moses, in Alaska's Fox Archipelago, a terrorist group made up of members from no other than Snake's old unit FOXHOUND, and demands the remains of Big Boss or they'll fire a nuclear weapon from a newly built Metal Gear that was being developed at the base. Snake is called back again by Campbell (no longer leader of FOXHOUND) to infiltrate the base, and neutralise the terrorist threat. He rescues the two hostages taken at the base,

Kenneth Baker, president of ArmsTech (the company developing the new Metal Gear REX) and the DARPA Chief who was collaborating with Baker. Both die of what looks like a heart attack, but what is later revealed to be FOXDie, a virus carried (unbeknown) by Snake, to be used to take out the terrorists and retrieve Metal Gear intact. Working with Hal "Otacon" Emmerich, the chief engineer for Metal Gear REX, Campbell's daughter, Meryl Silverburgh, and a mysterious ninja who turns out to be Grey Fox, who was resurrected and kept alive by his cyborg suit, Snake succeeds in taking out the FOXHOUND members (except Revolver Ocelot who escapes - see Metal Gear Solid 2) and then takes on Metal Gear, piloted by Liquid Snake, who is revealed to be Snake's brother, both cloned from Big Boss's DNA. After destroying Metal Gear, Snake and Liquid fight atop the machine's remains, brother to brother. Snake emerges victorious and escapes with either Meryl or Otacon (there is a choice of two endings), but not before finishing off Liquid with FOXDie. Also, right at the end of the credits, it is revealed that Ocelot was a double agent, who talks with the President of the United States, but more is revealed in Metal Gear Solid 2.

The game was (another!) huge success in all markets, and a PC version was released in 2000. It became a conversion of Metal Gear Solid: Intergral (released only in Japan - see The Others!!) an enhanced version of Metal Gear Solid that included extra VR missions.

While it didn't do much to change the formula of stealth instead of straight out action in the game, the gameplay was greatly improved, using the technology to full extent. The 3D graphics allowed the feel of the game to be more intimate, with greatly enhanced guard interaction that the previous games all adding to the sense of tactical espionage that was essential to the game formula.

=====  
== EPISODE 4: METAL GEAR SOLID 2 ==  
=====

Another very hyped sequel, especially after the success of the previous game. First seen at E3 in 2000 and a move to the Playstation 2, Metal Gear Solid 2: Sons Of Liberty was released in 2001 in America and 2002 in Europe on the PS2 and released on the XBox as Metal Gear Solid 2: Substance (see below) in 2002 in America.

The storyline of the sequel has even more twists than the previous, so describing the story is going to take some time. Firstly, the game is split into two episodes, Tanker and Plant. Most of what happens in the Tanker episode, as well as links to what happened at Shadow Moses is explained at the end of Plant episode to give one of the most confusing, open ended yet philosophically endings of any of the Metal Gear games.

After Revolver Ocelot stole the Metal Gear data at Shadow Moses, it was sold on the black market leading to a almost every organisation having their own version of Metal Gear. The story is set first in 2007 sees Snake return to investigate a new prototype of Metal Gear being transported aboard a tanker. Snake locates the tankers destination, and fights Olga Gurlukovich (Sergei's daughter), then proceeds ton the tanker holds to get photographic evidence of the new Metal Gear. The US Marines have developed the new prototype (Metal



Gear RAY) as a way to combat the increasing number of other Metal Gears, but Ocelot and Sergei Gurlukovich (whose mercenary forces were guarding the tanker) hijack the ship and steal Metal Gear RAY. Snake's presence to Ocelot causes Liquid Snake to appear using his body, via his arm that was surgically implanted on Ocelot's arm grey Fox cut it off at Shadow Moses. ocelot also kills Sergei and the Marine Commander, Scott Dolph before blowing up the tanker and escaping on RAY. Later, photos taken show Snake on the tanker and he is branded a terrorist, blamed for sinking the tanker and for killing Dolph and Gurlukovich.

Two years later, set in 2009, the second part of the game is played by Raiden, a new FOXHOUND recruit sent into the Big Shell plant that was set up over where the oil tanker sunk two years before, as a decontamination facility. Terrorists led by members of Dead Cell, Olga Gurlucovich and her mercenary forces (she took over after her father) had taken over the Big Shell, kidnapped 30 or so hostages, including the President, James Johnson, and demanding \$30 billion or they'll blow up the Big Shell. SEAL team 10 is also sent in, allowing Raiden to make an unnoticed infiltration. The SEALs are wiped out by members of Dead Cell, Vamp and Fortune. Raiden also meets Lieutenant Junior Grade, Iroquois Pliskin, the only apparent SEAL survivor, and Peter Stillman, a demolitions experts. Together they set to disarm the C4's set on the Shell to blow it up, but after Raiden and Pliskin disarm them all, it sets off a bomb at the bottom of one of the shells, killing Stillman and flooding some of the shells struts. Raiden progresses to fight Fortune and then Dead Cell's demolitions expert, Fatman, as well as meeting a mysterious Ninja calling themselves Mr X and bearing a close resemblance to the ninja on Shadow Moses. Raiden moves on to the President's location, after fighting the leader of Dead Cell, calling himself Solid Snake. It is now revealed that Pliskin is actually the Solid Snake supposedly killed in the tanker explosion two years ago, and that the leader of Dead Cell is Solidus Snake, Snake and Liquid's brother and the third clone of Big Boss. Raiden gets to where the President's location, where he is killed by Ocelot, essentially stopping the terrorists being able to launch a nuke as they needed the President's vital signs to launch. Before being killed, Johnson reveals the existence of an organisation called The Patriots, the real rulers of the country, and how the Big Shell is really just a cover up for the development of the new Metal Gear, Arsenal Gear. Raiden heads to find Emma Emmerich, Otacon's sister, who has a virus that can take out Arsenal Gear's control system, GW. On the way he fights Vamp and leads Emma to the outer fence to get to the computer room to use the virus. But before Emma gets there, she is stabbed by Vamp, and eventually dies before the virus can have full effect on Arsenal. Snake and Raiden then board Arsenal, with the help of the Ninja, revealed to be Olga, where Raiden is tortured by Solidus. Raiden's real past is then revealed, being a child soldier for Solidus's army, who had killed Raiden's parents. Raiden meets up with Snake later, and then faces a fight with a large number of mass-produced Metal Gear RAY's that protect Arsenal Gear. The virus kicks in, disabling the RAY's and GW, Arsenal's control system, as well as revealing that the Colonel Campbell Raiden has been taking orders from is really just an A.I, an apparition produced by Raiden's brain. Snake goes after Ocelot, taken over by Liquid who is after the Patriots real names and locations, on a disc that Snake has, unbeknown to Liquid. Raiden and Solidus then fight on Federal Hall and the AI Colonel reveals the reality of the Patriots and the S3 Plan to control human will and consciousness, to save the human race from itself, to stop

it drowning in the junk data now available to the individual due to technological advances in communication and information availability "unnecessary information and memory must be filtered out to stimulate the evolution of the species". They tell Raiden to kill Solidus, who intends to liberate the country from The Patriots rule. He does so, and eventually meets the "real" Rose (his girlfriend, and analyst throughout the game) who was also manipulated by the Patriots to collect information on Raiden, and replaced by an AI after GW takes effect. Snake also appears again, after Ocelot/Liquid got away and Vamp survives too (can be seen in the background in the ending sequences). From the list of the Patriots names, Snake has it is also revealed that the 12 top Patriots have all been dead for 100 years. The ending is left very open ended and lets the player draw their own conclusions from what has been seen.

The game itself was received with huge sales, but there was great reservation about the inclusion of Raiden as a main character for the majority of the game, especially to those who had waited for so long to play Snake again after Metal Gear Solid. This led to the development of Metal Gear Solid 2: Substance (see below). Graphically, the game was excellent, pushing the Playstation to its limits, and a familiar return of many voice actors in the previous game. As usual the gameplay was essentially the same, but with the inclusion of a first person shooting mode, like the ability in Intergral to play Metal Gear Solid from a first person perspective. The PAL version of the game also had extra features than the American version, with a Casting Theatre (changing characters in selected FMV's), Boss Survival, extra dog tags to collect and the inclusion of a "making of" DVD.

```
=====
== EPISODE 5: Metal Gear Solid 3: Snake Eater ==
=====
```

Here's a lengthy "summary" of the events in Metal Gear Solid 3: Snake Eater.

```
--- / VIRTUOUS MISSION / -----
```

```
-----
**                               Precarious Situation                               **
-----
```

The beginning of the game is a statement of world affairs at the time of Operation Snake Eater. After World War two the world split into two main parties, East and West, the Soviet allies and the American allies. This fact will be playing an integral role in the early parts of the story and the overall setting of the game.

The game then progresses into the beginning scene of the game, a lone American aircraft is flying high over Pakistan to drop a single operative into the Tselinoyarsk region of the Soviet union. That soldier is Naked Snake, his mission is to locate and rescue a Soviet scientist who is requesting asylum from the west.

Two years ago Nikolai Stepanovich Sokolov asked for asylum through an American mole. His family was smuggled out of the Soviet Union first and then Sokolov

followed a few weeks later. Major Zero, the man in charge of the operation was able to get him over the Berlin Wall undetected and into friendly territory. Sokolov took a few weeks to recover from the ordeal of escaping from the Soviet Union.

Shortly after Sokolov recovered from his ordeal the Cuban Missile Crisis was in full swing. The Soviets had deployed Intermediate Range Ballistic Missiles in Cuba, where they could strike at any city in the US. After the discovery of the missiles the American government demanded that the Soviets remove their missiles. Since, tactically, the Cuban missiles were of great value to the Soviets they refused. Standing on the brink of an all-out nuclear war the Soviets made their demand, return Sokolov. Weighing their options the US government acquiesced to the Soviets demands and handed Sokolov over to the Soviets a few days later. Sokolov hadn't been heard from since.

But just a few weeks before the Virtuous Mission Sokolov asked for asylum once again. This time the Americans had to go into Soviet territory themselves to extract Sokolov.

And thus we get to the lone American operative Naked Snake, he has just landed in Soviet territory undetected via a HALO (High Altitude, Low Opening) drop. Snake has already been briefed of the situation but his commander, Major Zero, introduces him to two more people who will provide him with advice and support throughout the mission. The second contact is a familiar one to Snake. It's his former mentor, The Boss. We get the first glimpse of his complex relationship with her in this conversation.

We find out that Snake hasn't spoken to her in years, he's surprised to find out she is helping him in this mission. He begins to ask, with some frustration, why she left him in the middle of his training. She responds simply, she was on a mission. She then tells him what it means to be a soldier, the political motivations behind war, and a philosophical statement that warns him "Today's ally could be tomorrow's opposition. Politics determine who you face on the battlefield." As we will see at the very end of the game, this statement plays a huge role in the story.

Signing off his radio Snake makes his way to the abandoned factory where Sokolov is being held before the test of his newest weapon. Sokolov informs Snake that his newest weapon is nearing completion, and it is about to undergo a critical test. But Sokolov is panicked. He has been informed that the GRU is coming to capture him and gain control of his new weapon. After asking into this Snake finds out that there's a man in the Soviet Union by the name of Yevgheny Borisovitch Volgin is one of the main forces in the opposition to Premier Khrushchev regime and he is vying for a weapon that he can use to gain control of the Soviet Union.

Snake makes his way out of the factory with Sokolov but he is stopped dead by a contingent of KGB troops. They have him surrounded. Suddenly an unknown man enters. He is self-introduced as the Ocelot Unit commander, Major Ocelot, as he prefers to be called. He then quickly dispatches the KGB soldiers with his automatic pistol and summons his unit with a feline call. Ocelot moves to kill Snake as well but his gun jams on him. Snake takes advantage of this and makes quick work of Ocelot and his unit using his tranquilizer gun and the close quarters combat techniques he learned from The Boss. During the fray Sokolov runs off into the woods.

Leaving Ocelot and his unit unconscious Snake finds Sokolov a short distance away, by a rope bridge spanning a wide chasm. At this point Snake is shocked to hear the sound of a projectile being fired. He whirls just as Sokolov points out the source. It's Sokolov's new weapon, known as The Shagohod.

Sokolov informs Snake of the consequences of it's completion and if Volgin gets his hands on it. Volgin would use it to seize control of the Soviet Union and threaten the western nations, starting World War III.

At Sokolov's suggestion they begin to cross the bridge to get to the designated recovery point. Snake slowly makes his way across the bridge with his gun at the ready and with Sokolov right behind him. Through a layer of mist Snake can see a lone figure coming across the bridge towards them. As the figure comes closer Snake can identify it as The Boss.

-----  
\*\*

The Boss's Betrayal

\*\*  
-----

The Boss doesn't speak to him, instead she drops two heavy cases onto the bridge and throw it off balance. Sokolov falls down and Snake loses his balance for a moment. He then cautiously asks The Boss what's going on. She replies, "I'm defecting to the Soviet Union." She also informs Snake that Sokolov is going to be going with her. At this point a cloud of hornets surround Snake and Sokolov. While Snake is fending off the hornets a camouflaged man comes down from above and grabs Sokolov. Sokolov is lifted off the bridge and into a helicopter.

Inside the helicopter is the entire Cobra Unit, The Boss's old unit. One of the members is leaning out of the cargo door and proclaims the Unit's loyalty to her. Two more of them follow up with similar statements.

Suddenly it begins to rain. Snake sees a ghostly figure appear beside The Boss, looking over her shoulder. The Boss senses him there and whirls around but he's gone. Through the rain comes Colonel Volgin. He's radiating electrical charges. He walks up to the cases The Boss was carrying and picks them up to examine them. Recoilless nuclear warheads, the Davy Crockett portable nuclear launch system the United States had developed a few years ago.

Volgin turns to leave and asks what's going on with Snake, whether or not he's going to be joining them. She informs him that he isn't and Volgin slowly sets down his cases. He makes to kill Snake but The Boss stops him. She deals with him herself. She disarms Snake, dismantles his gun, and snaps his elbow joint an a few short seconds. She then tosses Snake headlong over the bridge and into the water below. Snake's last-ditch effort before he was tossed off was to grab The Boss's bandana. A short time later Snake washes up on shore and patches himself up, biting through the pain.

Meanwhile in a helicopter above Tselinoyarsk Colonel Volgin is inspecting his warheads. "I think it's time I gave this marvelous new toy a try", he declares. He readies the weapon, aiming it at Sokolov's research facility. Ocelot, who was sitting on a seat nearby jumps in to stop him but he's pushed away. Volgin fires the nuke and it wipes out the research facility. Snake is caught in the resulting shock-wave just as the recovery balloon is dropped.

--- / OPERATION SNAKE EATER / -----  
-----

\*\*

A New Mission

\*\*  
-----

Shortly after the failed Virtuous Mission the President received a call from

the Soviet Premier Khrushchev. The Premier explains to the President that one of their weapons design bureaus was destroyed by a nuclear explosion. He also informs the President that an American aircraft was detected leaving Soviet Airspace shortly afterwards. Khrushchev demands an explanation. President Johnson gravely informs the Soviet Premier that America was not involved in the explosion. He tells Khrushchev that one week ago an American soldier had defected to the Soviet Union. When asked who this soldier was Johnson replies that it was The Boss, known in the USSR as Voyevoda.

Khrushchev is shocked. He asks if it's the person he thinks it is and Johnson confirms it. Johnson then tells Khrushchev that The Boss took two miniature nuclear shells along with her when she defected and used one of them to destroy the design bureau.

Khrushchev seems to be accepting the explanation but he still demands proof. He tells Johnson that the United States must kill The Boss themselves to prove their innocence. The US has one week to pull it off. If the US cannot prove its innocence in the matter within one week Khrushchev confesses that he would be unable to restrain his military's retaliation due to his weakened power in the Soviet Union.

Major Zero is telling all of this to Snake, who is recovering in a military hospital. Zero informs Snake that he must head into the Tselinoyarsk area again to stop the Shagohod and kill The Boss. Snake has no choice but to accept the mission since his military commanders are resting the blame on his shoulders, telling him that he is a traitor and a accomplice to The Boss's defection. One of the reasons why they insist on Snake's involvement in the new mission is because he was The Boss's last apprentice and he knows her well. They also know that he is a soldier with immense skills and loyalty so he will be able to carry out his mission effectively without questioning it.

So Snake is inserted into the Soviet Union once again this time with a new mission. He lands undetected and he is briefed on his first objectives by Zero. Snake is to head back to the old abandoned factory where Sokolov was being held and meet one of the two NSA code breakers that defected to the Soviet Union in 1960. They go by the codenames ADAM and EVA. Snake is to meet ADAM at the abandoned factory. Snake is also introduced to his technical advisor, Mr. Sigint. Major Zero also tells Snake that the password the agent knows is "Who are The Patriots?" and the answer is "La-Li-Lu-Le-Lo". Snake repeats the password to confirm it and then begins his mission.

Snake makes it about halfway to the factory before he encounters a problem. The Boss is standing in his path. She disarms him quickly and informs him that if she sees him again that she would kill him. With that she leaves on a horse but not before alerting the nearby guards to his presence. Snake quickly confers with Major Zero and he tells him to continue with his mission and to make it to the factory undetected.

-----  
\*\* Where's Adam? \*\*  
-----

Upon reaching the factory Snake finds it empty. Confused he heads out the back and he gets caught in the headlights of a motorcycle. It's a woman. She asks if Snake is the CIA agent sent by the US. Snake demands the password Major Zero told him before he began the mission, "Who are The Patriots!?" The woman on the motorcycle doesn't respond but appears flustered. Snake asks again. This time a group of enemies appears from inside the building and Snake is trapped in-between the woman on the motorcycle and the soldiers. The woman on the motorcycle pulls out a pistol and shouts for Snake to get

down. "There is your answer", she calmly informs him. She quickly eliminates all the enemies and shuts the light and the engine of the motorcycle.

She approaches Snake and unzips her jumpsuit down to the waist to reveal some especially nice cleavage. Snake stares at her chest while she introduces herself as the other American agent, EVA, the second NSA code breaker. They head inside to sit down and talk.

Snake asks EVA why ADAM couldn't come to the factory. She informs Snake that ADAM couldn't come because Colonel Volgin was suspicious of him and EVA came instead. Eva then provides Snake with a .45 pistol, a tranquilizer gun, and a scientist uniform to infiltrate the labs where Snake is going to find Sokolov. She then tells Snake to rest up. He's reluctant to but he obliges when Para-Medic butts in and orders him to get some sleep.

During the night we see Eva making a call with her radio. She looks all around for enemies before speaking. This is an important scene; take note of this for the ending.

At dawn the Ocelot Unit surrounds Snake and Eva. Eva slips underneath the factory floor and lets Snake dispatch all the guards. When Snake makes a move for the exit to the area he hears the sound of a revolver going off. Snake finds the source of the gunfire. It's Major Ocelot and he has Eva hostage. He grabs Eva's chest and smells her perfume and realizes that the spy that infiltrated Volgin's ranks is a woman. He tells Snake to stay back or else he'll shoot. Snake doesn't seem too frightened about this; he provokes Ocelot into firing at him...only Ocelot doesn't have any bullets left in his revolver. Once Eva realizes this she knocks him to the ground and dashes for her motorcycle. She gets on and starts it up with a single kick.

Ocelot stands up and faces her with a knife drawn. Eva thumbs the throttle and the flips the motorcycle's front wheel up and smacks Ocelot square in the face. Ocelot has now lost his knife and gun so he races off into the woods for safety. Eva pulls out her gun to shoot him but Snake restrains her. She then races off on her motorcycle to get back to the base before Ocelot does. On her way there she knocks open an iron gate and gives Snake free-passage to the forest ahead.

-----  
\*\*

Journey to the Labs

\*\*  
-----

After passing through a swamp Snake is contacted by Eva over the radio. She tells him that she reached the base safely and she's close to Volgin once again. Snake asks if The Boss is around and Eva tells Snake that she is and that they even get along well. She makes a remark about how the two traitors have a good relationship. This provokes Snake to ask a question, why would anyone want to betray their country, like The Boss or Eva did? Eva tells Snake how she was able to. Some time while she was working with the NSA she discovered that there were other ways of thinking, different cultures and ideologies to embrace and she realized something, that "half of what I'd been told was a complete and utter lie... the other half was a conveniently constructed lie."

Pressing on Snake encounters Ocelot once again. Ocelot forces Snake into a gun duel. Ocelot is wielding two SAA revolvers and shows off his skills by twirling and tossing them about. They fight but before either can prevail they are surrounded by a swarm of hornets, The Pain has found them. Ocelot swats away the hornets by twirling his revolvers and Snake swats them away with his arms. Ocelot dashes off and the hornets begin to swarm around

Snake. Panicked, Snake rolls into a crevice in the ground and falls into a dark cave to safety.

Snake gropes through the cave and he comes out into an open area where there's light filtering through the ceiling. Hornets swarm him again. This time he dives into a pool of water and swims up to the surface where The Pain is waiting for him. Snake battles The Pain and easily defeats him. Snake makes his way out of the cave and reaches a dock outside a storage facility.

Using his scope he can see what is going on outside the warehouse. A KGB soldier is pushing Sokolov around. Sokolov is putting up a fight and giving the soldier a hard time. Then Colonel Volgin comes out of the warehouse with Tatyana Sokolov's lover. He sends an electrical current through Tatyana and Volgin warns Sokolov that each time he resists he will torture Tatyana. Now Ocelot comes out of the warehouse and begins to "test" Sokolov by loading a single bullet into one of his revolvers. He then pulls out two more and begins to juggle them, pulling the trigger six times in a row. Frightened, Sokolov crouches back and puts his hands over his head. Just as Ocelot is about to pull the trigger once again The Boss grabs his revolver and pulls the trigger, firing the single bullet. The Boss dismantles Ocelot's revolver and hands it back to him, telling him to "stay in-line from now on." Ocelot stalks off into the warehouse.

Volgin inquires to The Boss about Snake and The Boss tells him that The Pain is dead, defeated by Snake. Volgin is aggravated by this and punches a nearby wall, neatly shattering the concrete. He then tells her that Snake has to be eliminated before The Shagohod goes for its final test. She agrees. The cargo door on the front wall of the warehouse opens up and The End comes out in a wheelchair. She says "I'm leaving him to you, The Fear." The Fear uncloaks himself and begins leaping over the harbor and into the jungle to wait for Snake, unaware that he is sitting just a few hundred feet away.

Volgin notices that The End is sleeping soundly. When he asks The Boss about this she replies that he's very old and is saving what little life he has in him for battle. Suddenly it begins to rain. Volgin walks over to Tatyana and tells her that she can entertain him until the rain stops. They both walk inside.

The Boss wonders aloud if The Sorrow is around, if the rainstorm is because of him. The rain stops and The Boss slowly walks inside, leaving Snake alone outside in the docks. Snake passes through the docks and a few more areas and arrives on one of the lower floors of the Graniny Gorki Labs. Snake approaches a man sitting behind a desk; he identifies himself as Aleksander Granin, the head of the design bureau.

-----  
\*\* Drunk But Useful \*\*  
-----

Granin proceeds to tell Snake that Sokolov isn't at the lab anymore; he was moved to the place where the Shagohod is being stored, the fortress of Groznyj Grad. Granin confesses that he doesn't like Sokolov at all because his Shagohod is taking all the weapons funding in the Soviet Union and his project is being by and large ignored. Granin proclaims that his project will be the missing link between infantry and artillery. He calls it a kind of "Metal Gear". Snake repeats the phrase...curiously.

Granin's Metal Gear is a revolutionary mobile weapons system. It can traverse any terrain due to its bipedal nature. Granin insults The Shagohod and Sokolov by claiming that it pales in comparison to his design. He says that a

tank does not need a rocket; it needs legs. The Shagohod is "pathetic" as Granin says.

Granin then mutters that the Philosopher's Legacy has been handed over to Sokolov so that he can continue work on The Shagohod. Snake is confused; he asks Granin to clarify what he means. Granin explains that the Legacy is an enormous sum of money that was collected after the last Great War by the three superpowers of the world: China, Russia, and the United States. This money was to be used to fund wars and the general operations of the Philosophers.

Colonel Volgin's father was the person in charge of the money in the years following the war but due to some of the confusion that followed it he was able to take the entirety of the Legacy and launder it in bank accounts all over the world. When Volgin's father died he was able to find out about the Legacy and get his hands on it. Granin explains that the Shagohod project is being funded by the Legacy that Volgin illegally inherited and all of his staff has been assigned to work on The Shagohod. Because of this Granin wants The Shagohod to be destroyed, to punish the people who ignored his design and so that he can become a hero of the Soviet Union.

Granin also points to his shoes, Snake comments on them. Granin says that Tatyana gave them to him. Take a mental note of this, it will come in handy later on. Before Snake leaves for Groznyj Grad, Granin hands Snake the key that he will need to get through a door that leads up into the mountains where Snake can access a tunnel that leads to Groznyj Grad.

Snake leaves and in the forest just south of the lab he is accosted by The Fear. Snake defeats him and moves up into the mountains using Granin's key. Eva contacts Snake during his trek and she informs him that he needs to hurry up because the final preparations for the final test of the Shagohod are almost complete. Eva also tells Snake that Volgin wouldn't hesitate to kill Sokolov once the Shagohod is completed. Before signing off Eva tells Snake that he's going to need another key to access the tunnel that leads to Groznyj Grad and that he should meet her at the top of the mountains, in the ruins. With this in mind Snake continues up into the mountains to meet Eva.

-----  
\*\*

Journey Into the Mountains

\*\*  
-----

Along the way Snake is accosted by The End. Snake tracks the Cobra sniper down and kills him. Snake then makes his way up the mountains and comes to the ruins. When he enters he sees Eva getting dressed. Snake alerts her by clearing his throat. She turns around and kicks a pair of dirty boots (take note) under the table. Snake spots some scars on Eva's back and asks her where they came from. Eva tells Snake that Volgin is a sadist; he enjoys making people suffer. Perceptive players may realize what this is alluding to that Snake is going to be tortured by Volgin later on.

She then informs Snake again that the final phases of the Shagohod's testing are almost complete and that he must hurry. Snake also finds out that Khrushchev is sending in his own troops to the area and that Volgin is preparing his own troops to go out and meet them when they arrive. The she gives him a key to the Groznyj Grad Tunnel. Eva also tells him all the necessary details about the layout of Groznyj Grad and the method in which he must infiltrate it to rescue Sokolov.

Snake then inquires as to how they are going to escape. Eva tells Snake that she has hidden a WiG ground effect vehicle in a lake 30 miles north of the weapons lab. Eva asks Snake to explain his relationship between The Boss and



himself, what exactly is going on between them. Snake tells her simply "For 10 years we lived and died together, you couldn't possibly understand."

Hearing a noise outside they rush to the area behind the ruins to see what is going on. Eva prepares to make her way to the fortress. Snake asks if she is going to be all right inside there with Volgin. Eva tells Snake that she isn't sure. The enemy knows there's a spy in their ranks and there's no way Snake could have gotten as far as he did all by himself. Eva takes off on her motorcycle shortly afterwards.

Snake takes a look at Groznyj Grad through his binoculars. He spots Volgin punching a barrel. Volgin keeps punching it and shortly Snake sees Granin fly out of the top, dead and quite battered. At this point Ocelot walks up and asks if Granin talked. "Unfortunately, he died before I could get it out of him", Volgin remarks with an amused voice. This leads Ocelot to realize that Granin wasn't the spy. Volgin grunts and rips off the sole of Granin's boot. He pulls out a transmitter and shows it to Ocelot. Apparently someone was tracking Granin. Wait a minute, who gave him the boots? It was Tatyana.

Now let's connect some things. First, Eva is the American spy in Granin's ranks. Second, Tatyana was tracking Sokolov using the transmitter. Third, Tatyana gave Granin the boots with the transmitter. Fourth, Eva says that her other role is usually right next to Volgin. It's highly doubtful that there are two spies in the enemies ranks and or another woman at Volgin's side and given the first three statements we can conclude that Tatyana is Eva's other role.

Ocelot becomes angry with Volgin, saying that it couldn't have been one of their comrades. Volgin retorts by saying that the C3 explosives have been stolen. It would be impossible for that to be Snake's doing because he couldn't have reached the fortress yet. At this point The Boss comes in with her horse and Tatyana (Eva) and warns Volgin against suspecting his own comrades. Volgin wonders aloud what Snake is after besides Sokolov. The Boss informs him that the United States is after the Philosopher's Legacy and they're also out for her head.

The Boss and Volgin leave. Ocelot begins to circle around Tatyana and sniff at her. He smells something familiar. He also notices her boots, that they are worn on the toe of the left boot. Ocelot is dawning on something, the worn left toe and the smell have something to do with each other but he can't quite put his finger on it. This will become important later on. Ocelot leaves Tatyana standing there.

-----  
\*\*

Into the Fortress

\*\*  
-----

Snake heads into the Groznyj Grad tunnel and is stopped by The Fury. Snake defeats the flamethrower-wielding Cobra member and makes his way up a ladder into Groznyj Grad and then into the Weapons Lab to meet Sokolov. He infiltrates the weapons lab by stealing the clothes of Major Ivan Raidenovich Raikov and using that to gain access to the room where Sokolov is. Inside the room where Sokolov is being held Snake can hear Sokolov talking to someone. It's Tatyana.

Sokolov hands her a spool of magnetic tape with the Shagohod test data on it. She asks him about the Philosopher's Legacy but he denies knowing anything about it. Tatyana then pulls out a lipstick container and moves towards Sokolov. He thinks it's some kind of camouflaged weapon and he shrinks back and holds his arms over his head. She reaches his and flicks a knob on the

container, it's just lipstick. She puts some on and leaves. As she is leaving the room Snake hides behind some boxes and when she's gone he enters Sokolov's room.

Sokolov immediately recognizes Snake from the failed extraction during the Virtuous Mission. Snake tells Sokolov that he needs to get out. Sokolov responds by telling Snake that the Phase 2 tests of the Shagohod have been completed. Sokolov explains that the Phase 2 tests were needed to ensure the stability of the Shagohod during the launch of IRBMs. He explains that the IRBMs were too large and too heavy for the Shagohod to launch unsupported and the only way to compensate for that weakness is to accelerate the Shagohod itself to speeds of over 300 miles per hour using nothing less than rocket engines.

Elaborating on this, Sokolov explains that the increased speed of the Shagohod when it launches the missiles increases the range of the missiles from a mere 2500 miles to over 6000 miles. That's far enough to hit any target in the United States from any location in the Soviet Union. He also informs Snake that the Shagohod makes missile silos obsolete since it takes their place, it improves upon their purpose. A mobile, nuclear missile platform. Volgin is planning to mass-produce them and deploy them across the Soviet Union and to the states of the Eastern Bloc.

Volgin would then use the power of the Shagohod to encourage an armed uprising of third world leaders against the United States and wipe them out. This uprising and the power of the Shagohod would render the long-standing concept of "deterrence" meaningless since America would be at the mercy of the Soviets, the Shagohod would make their weapons systems obsolete. The Cold War would end and the entire planet could ultimately become consumed in warfare.

Obviously frightened by this news Snake tells Sokolov that the Shagohod must be destroyed. Sokolov informs Snake that there are four tanks around the Shagohod used to store the liquid nitrogen used for its rockets. If Snake can blow them up the Shagohod would be blown up along with them. If only Snake could acquire some C3...Snake tells Sokolov that Eva stole the explosives. Sokolov breaks it to Snake that Tatyana might be the spy. Snake tells Sokolov that he thought Tatyana was Sokolov's lover but he reminds Snake that his wife and child are back in the United States. Apparently Tatyana came to Groznyj Grad just days before the Virtuous Mission. Sokolov thinks that she is a spy for Khrushchev.

-----  
\*\* Volgin, The Torturer \*\*  
-----

Soon they hear footsteps outside the room, Volgin is coming. Snake quickly dons his Raikov mask and salutes Volgin as he enters the room. Sokolov turns away nervously. Volgin senses the tension in the room and quickly catches on. He bends at the waist slightly and quickly grabs Snake's "package". Snake is shocked and he pushes Volgin away but he grabs him again and squeezes harder this time. Finally he pushes Snake backwards and asks suspiciously, "Who are you? If you think you can fool me you're sorely mistaken. I know the Major better than anyone else."

Volgin slowly takes out his gun and pauses, thinking. He spins and quickly fires two shots into Sokolov's kneecaps. Then he places the gun under Snake's chin. Snake pushes Volgin over and disarms him. While he has his gun trained on him The Boss enters the room. They fight briefly and The Boss removes Snake's disguise and disarms him. Volgin, having retrieved his gun, raises it to Snake's forehead. The Boss disarms him and knocks him over.

Volgin rises, brushes himself off and calmly takes control of the situation. The Boss hands over Snake. "Are you going to kill him?" The Boss asks. "Of course, but first I'm going to make him pay for hurting Ivan", Volgin replies. The Boss walks out of the door past Ocelot who is leaning against the wall spinning a revolver. She pauses as if to say something but continues past him. Ocelot looks into the room, through the closed door, with an indeterminate expression on his face. Volgin continues to beat Snake. Finally, he punches Snake one last time and Snake passes out from the relentless violence.

When Snake reawakens he finds himself blinded by a sack cinched tightly around his head. Nearby he can hear Volgin brutally beating Sokolov. He's asking him who he's working for and who he's reporting to. Sokolov finally gives one last cry and falls dead. Volgin chuckles and then turns his attention to Snake.

Volgin begins to punch Snake in the stomach. He begins to ask him what his target is; is it the Shagohod? Is it the Legacy? Or is it Sokolov? Snake refuses to talk no matter what he does. Volgin walks away from Snake, picks up a bucket of water and splashes it over him. Volgin raises his arms and informs Snake that "My body carries an electric charge of 10 million volts. Let's see how you like this!" Volgin electrocutes Snake repeatedly, going harder each time he refuses to talk. Finally The Boss walks in (with Tatyana right behind her) and informs Volgin that Snake has been trained by her not to break under torture.

Volgin is furious, "Admit it! You're after the Legacy! The secret fund established by the three great powers after the Second World War! One hundred billion dollars divided up and hidden all over the world!" Volgin then informs him that he won't be able to get his hands on it because it is safe in the underground vault of Groznyj Grad. His mentioning this attracts the attention of Tatyana, who gives The Boss a startled look.

After abusing Snake further Volgin finds a transmitter on Snake. He demands an explanation. Ocelot raises his arms, Tatyana simply looks bewildered, but The Boss steps forward and tells Volgin that she planted it on him to keep track of his movements. Volgin retorts that if they had known where he was they wouldn't have been so easily killed by Snake.

Suspicious Volgin asks The Boss to provide "proof that you and he were not in collusion." The Boss is unsure how to do this. "Let's see," Volgin is thinking but does not take long to come up with something. "Cut out his eyes." The Boss seems close to disgusted by this as does Tatyana who gives her a frightened look. The Boss slowly walks towards Snake and draws a knife out of her uniform. She pulls the bag off of Snake's head and brings the knife up to his eye. Suddenly Tatyana rushes over, "Stop it! He's suffered enough!"

Ocelot walks over to her and asks why she's defending him. Suddenly he realizes it, "Tatyana, you're the spy!" He grabs her and decides that he wants to "test" her as he did Sokolov. He draws his revolvers and loads one bullet into one of them and then proceeds to pull the trigger six times in a row. Snake, though still bound, lunges out and kicks Ocelot. This kick pushes Ocelot's arm with the gun over to Snake's face just as the trigger is pulled and the bullet takes out Snake's eye. Blood pours out and Snake howls in pain. Volgin leaves the room, satisfied.

Ocelot begins to taunt Snake, "So you survived the Colonel's torture, eh? Watching this has made me realize something, it really isn't that bad." With that he jams the transmitter that Volgin found into Snake's back. He and The

Boss exit the room, leaving Snake with Tatyana. She reveals her disguise to Snake and tells him to break out of his prison cell as soon as possible and to head for the sewers in the northwest section of Groznyj Grad. She also tells him that she will give him all his equipment back once they meet up at the end of the sewers.

-----  
\*\* Hallucinations \*\*  
-----

Snake is brought to his cell, breaks out, and reaches the sewers. As he nears the end he realizes that he is being followed and breaks into a sprint to the end, daylight is shining through. Ocelot's guard units and a few attack dogs are chasing him. As Snake nears the end of the sewers he slows up, the end of the sewers is a tall waterfall. Snake turns around to face his pursuers.

Suddenly Ocelot appears out of the crowd and pulls out his revolver. He once again loads a single bullet into it but keeps the one revolver. He pulls the trigger, nothing happens. Snake falls backwards off of the waterfall as Ocelot pulls the trigger a second time, once again to no effect. Snake plummets into the water and makes a smooth diving entry. Ocelot rushes to the edge of the falls and watches Snake drift away. Losing sight of him in a few moments, Ocelot walks back into the sewers with his unit following.

We catch up with Snake a few moments later. He is wading through a shallow river with his revolver and the forest is burning around him. Shortly, rain begins to fall and the fires get extinguished. Snake proceeds further but up ahead he can see the shadow of someone in the water. The figure rises up and turns around to face Snake. "Sad, so sad", the figure takes off his hood. "A host of sorrows, and you," the figure points an accusing finger at Snake, "one of them. This world is one of sadness. Battle brings death. Death brings sorrow... Now you will know the sorrow of those whose lives you have ended." The figure begins to float around the river and Snake tries to catch up with him but he cannot. Soon he reaches what appears to be the end of the river. The figure reaches out and touches Snake, killing...just a moment...Snake was just hallucinating.

-----  
\*\* Back to the Fortress \*\*  
-----

Snake finds himself floating underneath the water. He's out of breath. He scrambles for the surface and when he breaks to the surface he gulps in air. Snake crawls up onto the bank and after resting a moment he calls Major Zero. The major tells Snake that he almost drowned in the river. Snake contemplates what has just happened and he concludes that it was an unconscious encounter with The Sorrow, a former member of the cobras who died in a combat mission a couple years back. Zero informs Snake that The Sorrow had ESP and could communicate with the dead. Sigint informs the two of them that The Sorrow was killed by The Boss two years ago by the rope bridge that Snake was tossed off of during the Virtuous Mission. After the end of World War II The Cobras split up and The Sorrow went over to the Soviet Union. The US then sent The Boss in to kill him.

Eva then calls up and asks Snake how he's doing. He explains what just happened and Eva informs him that they can meet at a waterfall just north of where Snake is. Snake signs off and heads north to meet Eva. Upon entering the cave beneath the waterfall he hears the sound of a motorcycle approaching. He readies his gun but surely Eva was producing enough the sound of the motorcycle. He lowers his weapon.

Shortly we find Snake freshened up: clean, sporting an eye patch, and munching on some snakes that he roasted over a fire. The conversation between the two of them brings Snake to mention the C3 explosives that were stolen a short time ago. Eva tells Snake that she did indeed steal it. She pulls out a block of it and hands it tot Snake. She tells him that he needs to plant the explosives on the four liquid nitrogen tanks in the main hanger where the Shagohod is. Eva takes half of it for herself so that she can plant it on the rail bridge to prevent the enemy from following them while they are escaping.

Snake asks Eva about the Shagohod test data that she took from Sokolov and she tells him that part of her mission was to retrieve the data for Khrushchev. Eva tells Snake how to get back into Groznyj Grad from the cave and quickly snaps a picture of Snake before he can react. Asking why she did that she informs him it is so that he can't change sides, an insurance policy.

Snake makes his way to Groznyj Grad and sneaks back into the main hangar where The Shagohod is. Before he can enter Zero calls Snake and asks for an update. Snake informs the major that Eva has the data from the Shagohod tests. Thinking, Zero tells Snake that it isn't too big of a deal because Khrushchev wouldn't use it even if he did have it.

Snake proceeds to plant all the charges. After he plants the second one he receives a call from Eva telling him that she planted the C3 on the rail bridge and that she will be waiting for him there. Snake plants the final charge and begins to make his way out of the hangar. Suddenly Snake hears a voice call out "Snake!" He turns, it's Volgin and Ocelot. Snake turns but out of nowhere The Boss comes and disarms him.

-----  
\*\* The Philosopher's Legacy \*\*  
-----

Now Ocelot has Snake at gunpoint and Snake can see that Volgin is holding Eva captive. Ocelot explains to Snake that it was the smell that gave her away. Not the perfume, the gasoline from the motorcycle. She reeked of it. Volgin then claims that he found her sneaking around in his underground vault. He holds up a small microfilm disc. "We found this on her. The Philosopher's Legacy." This attracts the attention of all the people in the room: Ocelot, The Boss and Snake. They all peer at it.

Volgin explains that the disc contains a record of where all the money composing The Legacy is stored, all the accounts that were used to launder it through the world's banks. Volgin kneels down in front of Eva and begins to reach out. Slowly, Eva takes out her lipstick tube and raises it to attack Volgin. Volgin sees it coming and grabs her arm and forces her to drop it.

Snake asks Volgin to explain what the Philosopher's Legacy is and surprisingly Volgin acquiesces. He explains, ""During the last Great War, the most powerful men in America, China, and the Soviet Union had a secret pact. The pact was a blueprint for defeating the Axis Powers and creating a new world order. To secure victory in the war, the three countries pooled their resources to conduct the most covert types of operations and research. They amassed an enormous sum of money to fund these projects. That wealth is the Philosophers' Legacy. After the war was won, the three countries were to divide the Philosophers' Legacy amongst themselves. The money was divided up and laundered through banks all over the world. This microfilm contains a record of all of those transactions." He then goes on to say that using the money, resources, and the network formed by the Philosophers he was able to contact The Boss and suggest that she defect to the Soviet Union.

Volgin asks The Boss to take the microfilm and keep it safe. She takes it and then tells Volgin that Snake wouldn't have come back to the fortress unless he had a motive to do so. "The C3 has been stolen. Maybe he's planning some sort of sabotage." She tells Volgin that she'll check out the facility to see if there are any surprises waiting. She also tells Volgin that she'll dispose of Eva. She walks over to Eva and picks her up, whispering, "Leave everything to me." Eva looks at The Boss and she nods silently. The two of them walk off.

-----  
\*\*

Escape From the Fortress

\*\*  
-----

Ocelot now tries to get in a duel with Snake but Volgin forces him aside and tells him to watch the fight. Snake and Volgin fight. About midway through Volgin looks up towards Ocelot and motions in Snake's direction, "Shoot him." Ocelot doesn't move. After Volgin prods him further Ocelot tells Volgin, "I can't. I made a promise of The Boss." Volgin tries to electrocute but Ocelot quickly fires his revolver at the incoming charge and deflects it to the side. An announcement comes over the speaker, "C3 explosives have been detected. All none EOD personnel are to evacuate immediately." Volgin tells Ocelot to find the bombs and Ocelot walks off. Snake and Volgin continue fighting.

Snake defeats Volgin and rushes out of the hangar to avoid the bomb blast. Outside the hangar Eva pulls up on her motorcycle and orders Snake to get in. Snake complies and the two of them hurtle away from the hangar before the explosives go off. When they are a safe distance away the bomb explodes and the two of them stop the motorcycle and turn around to watch. "We did it!" Eva proclaims.

Eva turns to Snake and tells him "The Boss let me go." Snake is confused. Eva tries to explain to Snake. She tells Snake that The Boss is waiting for Snake at the lake where she hid the WiG. She also tells him something that The Boss wanted her to say, "I've never seen someone with such clear eyes." When they prepare to leave again they hear an earth-shattering roar from inside the hangar. It's the Shagohod; they didn't destroy it. Surely enough the Shagohod busts down a wall and starts chasing after them.

Snake and Eva escape through Groznyj Grad and make it out to the runway where they are pursued by the Shagohod and enemy attackers on motorcycles. They turn and make a dash for the rail bridge and force the Shagohod and all the attackers onto it. At the precise moment when the Shagohod is in the middle of the bridge, Snake shoots the explosives planted on the bridge with his sniper rifle and the bridge collapses taking The Shagohod down into the river below.

Just as soon as they start to rejoice the Shagohod begins to climb up the ruins of the bridge and makes it's way up to the dirt area beyond the bridge. Volgin spins it around to face them and snarls at them. Snake and Eva prepare for battle. Eva rides the motorcycle and Snake mans the RPG-7. Shortly, Snake immobilizes the Shagohod and forces Volgin out of it. Volgin doesn't seem too impressed. He kneels down and punches his fists into the roof of the cabin and wraps his hands around the wires there. He stands up and astonishingly, he can control it from there. Snake and Eva battle the Shagohod once again and it begins to rain. Volgin seems indifferent, "Who's afraid of a little thunder." As if by the hand of God a bolt of lightning comes down from the sky and strikes Volgin. The combination of the high-voltage wires wrapped around Volgin's forearms, the rain soaking the wires,

and the lightning sets something off and sparks begin to fly from the wires as they electrocute Volgin. Soon he collapses dead. "Struck down by a bolt of lightning; a fitting end," Snake says as he hugs Eva and watches Volgin's body simmer atop the Shagohod.

Their celebration is halted once more by the arrival of enemy attackers. Snake and Eva hop onto their motorcycle and escape through the woods. After either shooting all of them or losing them in the woods Eva guns the motorcycle down the path leading to the lake. As she rounds a turn they both look back to check for enemies. In this brief moment a log that was fallen on the path comes into view and they can't slow before they strike it. Both of them are thrown off the motorcycle and it goes flying off into the woods and explodes.

Snake gathers himself up and finds Eva; her belly is pierced by a branch on a log she fell against. Snake urges her to remove the branch so that they can get going. She tells him that it's useless. Snake gets angry and tells her that he never thought he would see her acting so weak. "I need you, Eva." This urges Eva on and she frees herself from the log. After patching herself and Snake up they set off into the woods and escape a horde of enemies that come to investigate the explosion in the woods. They have reached the lake. Eva sets off into a happy jog but Snake turns and looks towards a field beyond a hill. Eva turns and tells Snake to come back alive; she knows that he has to fight The Boss.

-----  
\*\*

Conflict of Ideologies

\*\*  
-----

Snake heads to the field while Eva readies the WiG. As he enters the field he can hear the sound of one of the Davy Crockett missile launchers being fired followed by an explosion and an immense shock wave. "Life's end, it's beautiful isn't it?" Snake turns to see The Boss standing behind him with an empty launcher. " Snake asks her why she's doing this and she begins to explain why.

At the end of the Second World War the conflict amongst the Philosophers had torn the world in two. She was going to try and heal the rift, to make the world one again. She then begins to explain how it is not a personal conflict that makes people enemies; it is simply politics, who the government says your enemy is. That is the person you will be fighting. She then asks Snake if the Soviet Union and the United States would still be enemies in the 21st century. She doubts it because enemies are like time... they change. She claims that if the Philosophers can stop the fighting amongst the nations then the world can be reunited.

Recalling the Cobras she considered them her family since she couldn't have a family of her own. She had been exposed to large radiation doses as a result of some nuclear tests in the Nevada desert in the 1950s. Snake was also an atomic test subject on the Bikini atoll some time earlier. She says that this is the reason she was originally drawn to him.

A few years later the Soviets and Americans were caught up in the heat of the Space Race. The United States was itching to send someone into space even though they couldn't shield that person from the radiation in orbit. They chose The Boss as their human to send up since she had already been exposed to radiation in the Nevada atomic tests. When she came back she began to realize that there was no point to this competition, where did it lead?

She then talks about a mission she led in Cuba. She says that she had to

stand by and watch the government slaughter a group of Cuban exiles because the US had refused to send in air support. After missions like this she realized that her dream would never come true, that the world couldn't be made whole unless she took action.

She explains the history of the Philosophers to Snake. "Early in the twentieth century, the true holders of power in the United States, the Republic of China, and the newly-formed Soviet Union gathered together in a secret meeting that would later be known as the Wisemen's Committee. The secret pact they formed there marked the beginning of the Philosophers." When all of the original members had passed away turmoil engulfed the Philosophers. They had control over almost all the major wars on Earth and could tip them one way or another but they had no sense of good or evil. There was a domino effect caused by these ill-fought wars. One war would influence the next and so on.

The Boss's father was one of the Philosophers, she tells Snake. This makes her the last surviving child of the Philosophers. She tells Snake that the Philosophers took her father and her baby away from her, one that she had during the Second World War. The Sorrow was the father of the baby. She opens up the front of her suit to reveal a huge scar that stretches from breast to waist. She runs her finger along it, "This is the proof that I was once a mother. Sometimes I can feel the ghosts creeping up inside me, like a snake."

She thanks Snake for listening and turns around with a radio in her hand. "Commence the operation." She turns back to Snake and tells him that they have 10 minutes before MiGs come and bomb the place. She readies her gun and tells Snake to complete his mission. In a tough battle Snake overcomes his master and uses the technique that they developed together to defeat her. She finally collapses in the field and Snake approaches her. She slowly reaches up towards Snake with the microfilm containing the Legacy, "Take this. It's our only hope." Snake takes it and then The Boss hands him the gun she was using, a special handgun called a "Patriot". "A Patriot? Why are you giving me this?" The Boss replies, "Snake, you're a wonderful man. Shoot me." Snake obviously doesn't want to but he knows that he has no choice. He slowly raises the gun and fires.

-----  
\*\* Over the Border \*\*  
-----

Snake returns to the plane and they take off. They think that they are in the clear but out of nowhere one of their engines goes out of commission. Looking out the window of the cockpit they can see Ocelot flying net to them on a hovercraft. Ocelot forces his way into the aircraft and the two of them fight. Ocelot pulls out his revolver and aims it at Snake's head. Panicked he asks for his gun from Eva and she tosses it to him. They both point their guns at each other and pull the triggers. Both the guns are empty.

Ocelot has a solution. He pulls a bullet from a necklace he was wearing and loads one of the guns with it. He then spins the chamber and begins to juggle them both. He lays them down on the floor of the plane and they both choose one. They walk away from each other, turn and pull the triggers. Snake's gun fires, Ocelot flinches, as if shot but then stands up and grins at Snake. "It was a blank." He walks up to Snake and says "Until we meet again." Then Ocelot jumps out of the plane and falls into the water below.

As they are about to escape MiGs come into view and lock their missiles onto the plane. Snake and Eva know that it is the end, they clasp hands and wait



for the end...but it never comes. The planes turn away on orders from Premier Khrushchev. They then fly their plane on a course for Galena Air Force Base in Alaska. They're going to meet the President and the CIA director at Langley afterwards.

-----  
\*\*

Eva's Reminiscence

\*\*  
-----

Snake and Eva spend that night together kissing and hugging until they fall asleep. In the morning Snake wakes up to find that Eva is gone. All that he can find is a picture, the picture she took with her button cam in the cave. He turns it over and there's two words written on the back, "Good Bye". Snake notices a tape roll on the table and winds it through the player on another table. Eva's voice comes on:

"Hello, Snake. I hope you slept well. First of all I have to apologize. I wasn't sent by Khrushchev. I'm not a KGB spy and I never worked for the NSA. I'm an agent of the People's Republic of China...For the General HQ Second Department of the People's Liberation Army...It was all a lie...I tricked you...and I'm sorry.

"The Philosophers still exist in China too. You see, my mission was to find out where Volgin was hiding the Philosopher's Legacy and steal it...So I infiltrated his base as a KGB spy. The two NSA code-breakers that defected in 1960 were actually both men. The real Adam never showed up at the meeting place, saving me the trouble of having to eliminate him. I sneaked in by pretending that I was Ea. And you and Sokolov and Volgin...you all believed me.

"The Philosopher's Legacy was originally held in common between the US, Soviet Union and China. We couldn't let the Russians and the Americans take it all for themselves. The Chinese government had its eyes on the Legacy too. I got the film containing the legacy. And also the nuclear launch data from the Shagohod. Five years ago, the Soviet Union stopped supplying us with nuclear weapons technology. Since then, China's "Liangdan yixing" - hydrogen bomb and space rocket projects - have fallen behind. But with this data our country will be able to develop its own nukes. We'll create a deterrent force to rival those of the US and Soviet Union. Everything has gone according to plan thanks to your help.

"I, too, am one of the Philosophers. I'm an agent of the Philosophers...a graduate of one of their "charm schools". I was raised in a joint US-Soviet-Chinese facility to become a sleeper agent. This was before the war. Back then, they were collecting children from all over the world. As a result, I'm indistinguishable from a native born American. So it didn't surprise me when you and Volgin couldn't tell the difference. But...she knew right from the beginning...She knew because before the war she was at one of the Philosopher's schools too -- as an instructor. The Boss was the only one I couldn't fool. She was the only one who knew I was a fake. She told me everything. Why did she open her heart to me like that?

"At the time I couldn't understand it. But now...I think I do. Snake, she wanted you to know the truth. She chose me to tell you. That's why she saved my life. I've lied to you so many times, but not this time. My orders from the government were to obtain the Legacy and to eliminate everyone who knew the truth about what happened. In other words, I'm supposed to kill you. But I can't do it, not because we loved each other. And not because you saved my life. But because I made a promise to The Boss...and I intend to keep it. I just wanted you to know. And...you have to live."

Snake walks into an ornate office, it's filled with diplomats, photographers, and his support team from the mission. He walks through, ignoring everyone in it. He stops at a desk in the front of the room where the Secretary of Defense, Robert McNamara, is standing. McNamara removes a small medal from a case and pins it on Snake's jacket with care. "You are above even The Boss. I hereby award you the title of Big Boss. You are a true patriot." Snake salutes and the Secretary holds his hand out. Snake looks down at it, hesitating. Slowly, he reaches down and shakes his hand. The two of them turn around for photos. Eventually Snake walks out of the room without a word.

This ending scene is perhaps the most important scene in the game. After Snake receives his medal from the Secretary of Defense we can see something is wrong. Look at how Snake reacts to the government officials around him. He's responding in a very distrustful manner. He ignores the President and a few other officials and he also walks past Major Zero, Para-Medic, and Sigint with an obvious disgust.

What this scene represents is the conclusion of Hideo Kojima's famous Meme x Gene x Scene theme for the Metal Gear Solid series. Metal Gear Solid was about Genes, passing them on to the next generation, to pass on your genetic legacy. Metal Gear Solid 2 was about Memes, basically your memories and knowledge, passing on what you have experienced and what you hold dear to your children. Metal Gear Solid 3 winds up this theme with the final part of it, scene.

What Hideo is trying to convey in the award ceremony is that Big Boss was lied to by Major Zero about the actual mission; he was used by the United States government to kill perhaps the closest person in his life, The Boss. As a result of this Big Boss developed an enormous distrust for government and began to formulate his plan to take down the Philosophers. This "scene" that Big Boss experienced shaped him into the infamous mercenary that built the warrior nation of Outer Heaven in the 1990's.

When we catch up with Snake again he is walking slowly through a cemetery carrying some flowers and a briefcase. He walks up to a gravestone and begins to lay out the Patriot handgun that she gave him and lays the flowers over them. He stands up and salutes the grave for a long time with tears running down his face. It's the grave of The Boss. Eva's voice is still talking..

"Snake, listen to me. She didn't betray the United States. No...far from it. She was a hero who died for her country. She carried out her mission knowing full well what was going to happen. Self sacrifice...because that was her duty. The Boss's defection was a ruse set up by the US government. It was all a big drama staged by Washington so they could get their hands on the Philosopher's Legacy. And The Boss was the star of the show. They planned it so that they could get the Legacy that Colonel Volgin inherited...and destroy the Shagohod at the same time. Only a legendary hero like The Boss could have earned Volgin's trust. Finding out where the Philosopher's Legacy was hidden was to be her greatest mission. Everything was going according to plan.

"But then something happened that no one could have predicted. Colonel Volgin fired an American-made nuclear warhead at Sokolov's research facility. Khrushchev demanded that the US provide proof that it wasn't involved. They couldn't just abort the operation to steal the Legacy. So the operation itself was greatly expanded and revised. The authorities in Washington knew

that in order to prove its innocence they'd have to get rid of The Boss...and that one of their own would have to do the job. The public couldn't be allowed to find out about it...not ever. This, they concluded, would be the best way to keep the whole thing under wraps. The Boss wouldn't be allowed to come back alive. And she wouldn't be allowed to kill herself. Her life would be ended by her most beloved disciple...that was the way the government wanted it. That was the mission she was given. And she had no choice but to carry it out. Her death at your hands was a duty she had to fulfill. Out of duty she turned her hand on her own comrades. A lesser woman would have been crushed by such a burden.

"The taint of disgrace will follow her to her grave. Future generations will revile her. In America as a despicable traitor with no sense of honor. And in Russia as a monster who unleashed a nuclear catastrophe...She will go down in official history as a war criminal. And no one will ever understand her. That...was her final mission. And like a true soldier she saw it through to the end. But I think she wanted you of all people to know the truth. She wanted to live on...in your memory. Not as a soldier but as a woman. But...she was forbidden to tell you herself. And that's why she told me. Snake, history will never know what she did. No one will ever learn the truth. Her story...her debriefing...will endure only in your heart. Everything she did...she did for her country. She sacrificed her life and her honor for her native land. She was a real hero. She was a true patriot."

-----  
\*\*

Conclusion

\*\*  
-----

The credits have rolled and the screen is black with the exception of the name of the game. Ocelot's voice can be heard. He's talking to the head of the KGB, saying that Khrushchev is finished and that his time has finally arrived. He finishes talking to the head of the KGB and dials up another number.

Now he reveals that he has been double crossing the Russians all along. He's a CIA operative planted in Volgin's ranks to keep tabs on him, Sokolov, The Shagohod, and to find out information on the Philosopher's Legacy. He tells the person on the other line that the Legacy is now safely in America's hands but only half of the money has made it back. He also mentions that the data and the disc the Chinese took were fakes. He also tells the person that The Boss obliterated the Shagohod and Groznyj Grad with the Davy Crockett she took with her. "I'll continue to keep the CIA informed...Mr. Director."

=====  
== EPISODE 6: THE OTHERS!! ==  
=====

-----  
---- A) SNAKE'S REVENGE ----  
-----

Released on the NES in 1990 in the USA, it acted as a sequel to Metal Gear in place of Metal Gear 2: Solid Snake that was never released outside of Japan. Despite this, it is not an official part of the Metal Gear history, and not developed by Hideo Kojima himself, instead by Ultra Games, the same company who badly converted the original Metal Gear for the NES and American audiences in 1988. It is generally dismissed by Metal Gear fans, due to its substandard development and the fact it bears no resemblance to the essence of

all Metal Gear games: the emphasis on espionage, stealth and drama, instead ending up as more of a action adventure game.

Snake's Revenge is set somewhere between 1995 and 1999, after Metal Gear, but before Metal Gear 2: Solid Snake (as Snake is still a member of FOXHOUND, apparently now a Lieutenant - he is a member in Metal Gear but not Metal Gear 2). Also in this game, Colonel Campbell is already FOXHOUND commander (like in Metal Gear 2) and orders Snake, and two other commandos, John Turner and Nick "La Bomba" Myer (can you see the differences yet?) to kill a wealthy terrorist called Highrolla Kockamamie (.....oh dear...) who has an abundance of nuclear weapons and is threatening to take over the world and probably blow various parts of it up (do you really care?). Snake and the commandos infiltrate Kockamamie's base wonderfully named "Fortress Fanatic" and find that the terrorist had his hands on a new Metal Gear (named Metal Gear 1.....fantastic....). Snake succeeds in defeating Metal Gear and Kockamamie and some time afterward, but before Metal Gear 2 decides to retire from FOXHOUND.

-----  
---- B) METAL GEAR SOLID (GBC) ----  
-----

Released in 2000 for the Gameboy Color, and originally named Metal Gear: Ghost Babel (name of the Japanese release), the name was changed for European and American releases for marketing purposes and the recognition the name had gotten due to the Playstation version.

The story is set seven years after Outer Heaven in 2002, and Snake is brought in after a US Army cargo plane carrying nuclear weapons and a new Metal Gear is hijacked and held by terrorists in the Central African nation of Gindra, led by the GLF, the Gindran Liberation Front. They and their leader, General Augustine Eguabon (the developers really do have fun making up these names....) demand independence for Gindra and withdrawal of United Nations peacekeepers or they will use Metal Gear (which was developed by the US government after the retrieval of plans from Outer Heaven) to fire a nuclear weapon. A Delta Force team is set in and wiped out, prompting Snake to be asked in after Campbell reveals that the land the Gindra fortress, Galuade, is on is the same place as where Outer Heaven was situated seven years before, leaving Snake to head to Outer Heaven again to stop Metal Gear. Here, he works with Sergeant Chris Jenner, the only survivor from the Delta Force squad sent in and James Harks, the young designer of the Metal Gear housed in Gindra to take on the terrorist group Black Chamber who were working with the GLF and eventually head down to the 100th basement floor again to face Metal Gear.

The story has large similarities with the Playstation version as well as Metal Gear, but is also a very good standalone story, despite not being part of the official Metal Gear history (although not so apart from it as Snake's Revenge is).

-----  
---- C) METAL GEAR SOLID: INTERGRAL ----  
-----

Released in Japan only on the Playstation in 1999, this was an "enhanced" version of the original Metal Gear Solid, and while it was largely unchanged on the story side of things, it tried to tackle the complaints of the original being too short (13 hours at most for the main story). Intergral tried to solve this by adding VR missions and extras to be unlocked for the main game (English voice acting, with English and Japanese subtitles; very easy mode with a weapon straight away and unlimited ammo; first person perspective mode).

The VR missions were the main additions found in Intergral, with over 300 new missions along the lines of how the training mode was like in the original, with many testing ability with certain weapons, ranging from the use of the SOCOM pistol to the Stinger missile launcher, as well missions solving mysteries and even 3 missions allowing the gamer to play as the Ninja in the original game.

For unlocking a certain amount of VR missions, or obtaining certain items or goals in the story mode, Snake can take pictures of Doctor Naomi Hunter or Mei Ling in the original story mode, with the distance between the two decreasing as more is unlocked.

-----  
----- D) METAL GEAR SOLID: VR MISSIONS -----  
-----

Released in Europe and America in 1999, this was essentially a limited version of Integral, featuring only the VR missions section, without the extras available in story mode.

-----  
----- E) METAL GEAR SOLID 2: SUBSTANCE -----  
-----

Set to be released on the PS2 in 2003, and already out for the Xbox, Metal Gear Solid 2: Substance is essential what Intergral and Special/VR missions were to Metal Gear Solid. Both the PS2 and Xbox versions include 200+ VR Missions, 100 alternate missions, 5 miniepisodes called "Snake Tales" as well as, in response to the unfavourable reaction to the addition of Raiden in Metal Gear Solid 2, the ability to play the game fully as Snake, the ninja or even Raiden. The American version also includes many of the PAL additions from Metal Gear Solid 2, such as a European Extreme difficulty and Boss Survival.

-----  
3.2 Controls [3CR1]  
-----

B.....Punch  
X.....Crouch  
Y.....Action Button  
Z.....First Person View  
L.....Items Menu  
R.....Weapons Menu  
Control Stick.....Move  
C-Stick.....Move Camera (peaking only)  
Control Pad.....Move  
Start.....Pause Game/Codec

-----  
A: The Big Green Button  
-----

This is one of your most used buttons in the game. It confirms your menu selections, fires your weapon, chokes your enemies, and throws your enemies around.

-----  
B: The Little Red Button  
-----

This button will have Snake punch (or do a punch-punch-kick combo if it is pressed three times rapidly), detonate your C4 explosives, knock on walls, and swing your weapon at an enemy.

-----  
X: The Button Next to A  
-----

This will allow Snake to crouch, roll, stand up, and run while shooting.

-----  
Y: The Button Above A  
-----

The action button. This will allow Snake to hop over railings, activate elevators, open lockers, climb ladders and over various obstacles, and other miscellaneous actions.

-----  
Z: That Small Purple Button  
-----

The Z button will only allow Snake to enter First Person View mode. Nothing else. It is a boring button but it is very, very useful. The First Person View mode will allow Snake to pick off enemies more easily. Headshots become very easy with this button.

-----  
L: The Big Gray Button  
-----

The Item Menu button. This will allow Snake to access his item inventory and scroll through them. A quick press will quickly unequip the item being used so that he doesn't have to scroll through and select NONE each time. If it is pressed all the way down then the Item Menu will be brought up in its full form.

As an alternate button it will allow Snake to Strafe to the left while in FPV and move sideways along railings, walls, and other objects.

-----  
R: The Other Big Gray Button  
-----

This works the same way as the L button except that it is used for the Weapons menu and it moves Snake to the right.

-----  
START: That Button Right in the Middle  
-----

START will allow you to pause your game when pressed simultaneously with the B button and when it is pressed along with the A button it will open up the Codec for Snake.

-----  
3.3 Basics

[3BSC]  
-----

S T E A L T H G A M E  
infiltrate and avoid detection

STEAL

vt.{stole stolen} to perform an action in a silent, secretive manner.

vi. to proceed secretively, to sneak to move silently.

n. stealth the act of moving silently and secretly.

Metal Gear Solid: The Twin Snakes is a tactical espionage action game. If an enemy spots the player he will call for back-up and quickly eliminate any threat. The player should lurk in the shadows and avoid unnecessary conflicts.

-----  
/ BASIC MOVEMENT /\*\*/ /  
-----

I probably don't have to explain this but I guarantee that if I don't I will get an e-mail asking about this. Whenever you want to move your character around in this game you must use the left analog stick or the directional pad. The direction of the stick or pad will correspond to the on-screen movement of the character.

-----  
/ STRAFING /\*\*/ /  
-----

When in First Person View mode you will probably need to move to the side or peek over something. How can you do this without getting out of FPV and

moving to another place in the third person? Well, you can just press either the L Trigger or the R Trigger to move left and right (respectively) in the First Person. If you want to look over something then you will have to press down both of them at the same time. This is very useful for firefights and such.

---

/ ROLLING /\*\*/ /

---

Rolling is essentially a forward diving somersault (not a backflip). The rolling maneuver can be used for several different things. It can be used as a dodging maneuver (trying to avoid gunshots or otherwise). It can be used to move silently over noisy metal grates, this way is faster than walking so it is the preferential way to go over them. Or it can be used to knock over enemy attackers or unsuspecting guards.

Personally, I use the rolling maneuver to tackle sentries and move them out of my way. This is good because once they have been hit they will be very, very disoriented for a while, giving you ample time to do your dirty work. Be aware though that if you do knock somebody over they will attack you or call for backup if you are in the general area. Make sure you deal with them once you knock them over.

---

/ JUMP-OUT SHOT /\*\*/ /

---

You have been spotted by the enemy and are now engaged in a high intensity shootout with an attack team. You are bleeding badly and in need of help. Situation sound familiar?

What you would need to use here is a jump out shot. Get behind a box or another hard surface such as a wall and move to the corner. With a weapon equipped press the weapon button "A" and Snake will quickly jump out fire a shot and get back behind the wall. This method of shooting is also accurate. When Snake jumps out he will usually hit an enemy on the first shot, and sometimes in a vital area such as the groin or head.

If you wish to fire multiple shots you will have to rapidly press the weapon button once Snake is out in the open or else he will just go back to hiding.

---

/ FOOTPRINTS /\*\*/ /

---

Snow, snow everywhere! When you are outside, mainly the Heliport and Canyon, whenever you walk in the snow you will find that Snake leaves a very distinct trail of footprints in the snow. If this trail happens to be in the path of a patrolling guard then he will immediately become suspicious and begin to follow them around to the source. Unless he is distracted by something else then he will follow them to the source which is YOU. Yes, eventually the footprints will get covered up by the falling snow but until that happens you are putting yourself at risk of getting spotted.

---

/ CORNER MODE /\*\*/ /

---

Corner mode is when you are leaning against a wall and are close to a corner.



When you move to the corner the camera angle will change to show you what is around that corner without exposing yourself. This is very useful when you have the radar disabled or you got it disabled by getting spotted by a guard. While in Corner Mode you also set yourself up for the jump-out shot move.

---

/ CHOKING /\*\*/ /

---

Choking is an essential technique to master for this game. Choking is the main silent and effective kill tactic overall in the game. All that is needed to choke an enemy is to find an enemy that is either moving away from you or not facing you. Walk up behind them quickly (with no weapon equipped) and when you are within arms reach of them press down A. At this point Snake will flash out his arms, grab the enemy around his neck, and hold him there as long as you have the A button depressed. If you press A again Snake will tighten his grip on the guard, about 10 very quick presses will be enough to snap a guard's neck.

---

/ DRAGGING /\*\*/ /

---

Once you have a guard in a chokehold you may not wish to immediately dispose of him. Perhaps you wish to drag him to another spot or something like that. If that is the case then just keep holding down A and move along with the Analog Stick. Snake will walk backwards slowly and drag the guard along with him. If the guard is held long enough he will start to break out of it. If he does do this then Snake will begin to lose his grip on the guard. Just quickly tap A again to regain your hold on him. Once you have him in whichever place you want you may do whatever devious things you have in mind.

Once you have killed a guard in whatever manner you choose he will be lying on the ground in plain sight (most of the time). To avoid them being alerted or in caution modes you will have to hide the body somewhere where it will not be found easily. To do this simply walk up to any deceased guard with no weapon equipped, press A, and hold it. Once you have done that you may drag him wherever you wish. If you want to dump him through a gate of some sort, like in the Blast Furnace, then just drag him up to the gate and when Snake is close enough he will open the gate and toss him over.

If you wish to drag him into a locker then you will have to open it first. Other than that it works the same way as the gates.

---

/ SHAKE DOWNS /\*\*/ /

---

This is done when you have either knocked out a guard or killed him in any way. The guard will be lying on the ground so if you wish you can have Snake pick him up. If you do pick him up you can either drag him around or shake down his body for items and ammunition. To shake a guard down all you have to do is pick him up and repeatedly drop him until things start to fall out from his person. He will drop any number of items and ammunition and the amount that he drops will depend on the difficulty level that you are playing on.

If the guard is unconscious he will eventually wake up if you drop him often enough.

---

/ HAND-TO-HAND /\*\*/ /

---

Hand-to-hand combat is a last resort combat move. It should only be used when the enemy is extremely close (well, within arms length) to Snake. If they are further away than that then don't bother trying to punch them to death. Who is more likely going to win that match? You with two fists or a whole team of guards with assault rifles? I'm going to opt for the latter of the two. I also try to use it when I am out of or close to running out of ammo. This allows me to save it for more dire situations.

Hand to hand is very simple. By using the B button you will be able to throw in this order a punch, a punch, and then a kick. Press once for a single punch, three times in a row for a punch-punch-kick combo. The kick will knock over any guard it hits and if that guard is thrown in the right direction he may knock over another guard or two. That is probably the most effective part of hand-to-hand combat. It will disorient your enemy and put him out for a long enough time to either escape or regain yourself.

If you do beat on a guard long enough he will succumb to unconsciousness. You can't beat the crap out of him relentlessly and expect him to stay there and take it. He will fall sooner or later. The higher the difficulty you are on the more hits it will take. Very Easy, about 1 PPK combo and for Extreme it may take as many as four PPKs.

If you need a more powerful attack when doing hand-to-hand then you should try equipping a weapon, preferably an assault rifle. If you do this the character will use the weapon to strike a heavier blow to the enemy. The larger the weapon the more damage it will do to an enemy. Try using the Nikita for an example of this. \*chuckles\*

---

/ HANGING /\*\*/ /

---

Hanging is a VERY useful infiltration technique. Hanging is simply when Snake jumps over a railing or something like that and then holds onto the edge. The guard will then walk by him taking no notice of the person dangling over the edge. The only way a guard will see you hanging from a ledge is if he is coming towards you from a walkway perpendicular to where you are hanging or he is below you and he sees you hanging down like a drying sausage.

The biggest problem with hanging is that the Grip Gauge depleted very quickly. To counter-act this you will need to do pull-ups to strengthen Snake's biceps, so that he can hold on longer. Or you could do 10 hang-drop moves. See the Guages section for more info on this.

You can actually take out some guards (or at least knock them over) with the hanging mode. If a guard is passing below you then you can drop down onto his head and maybe knock him out or over. Or if there a guard passing right in front of you on the walkway then you can come back up and Snake will land on top of him and knock him over.

---

/ LADDERS /\*\*/ /

---

Ladders, well... there isn't much to say about them. There are very few in the game and they are few and far in-between. The only explanation that is

needed is that they transport you either straight up or straight down. To get on a ladder just go up to it, push the acton button, and then use the D-Pad or the Analog Stick to move up and down. You can't fall off of a ladder so don't worry about that, you will stay on until you either reach the top or bottom of it.

---

/ PEEKING /\*\*/ /

---

This is tied to the Corner Mode but it is an entirely different thing so bear with me. Peeking can only be done when you are in Corner Mode. If you need a better view of what is around the corner then you may press either the R or L trigger to peek right or left (respectively). Snake will lean out from behind the corner and peek around it.

This is also the way you can toss grenades around a corner. Just equip a grenade, go into corner mode, lean out, and throw.

---

/ KNOCKING /\*\*/ /

---

This is one of the best distractions you can use in this game. Knocking is basically what it says. It is just a knock on a surface to create a noise that will attract the attention of the enemy. Knockoing is done when your character is leaning against a wall or some other flat surface and you press B (the punch button) and Snake will rap his fist on the wall. This will attract the attention of any nearby guard and he will come to investigate the noise. This will give you a chance to move into the shadows and strike from a place of your choosing while he stands in the open looking around. Try to use the M9 to get a knockout shot from where you are. If taking the guard out is not your intention then you can use this to dreaw him out of your way so that you can proceed unheeded to wherever you are going.

---

/ QUICK CHANGE /\*\*/ /

---

This is an essentail technique to master for this game. Quick change is essentially where you can very quickly switch between two weapons or items (or from a weapon to no weapon quickly). A quick-chage is done by quickly tapping down on either the L or R buttons. This will allow you to quickly... say shoot off a Stinger missile unequip it quickly and move the hell out of the way.

Any quick change using a magazine type weapon will automatically reload the magazine with all the bullets inserted so that you don't have to waste time changing magazines. Just quickly tap down on the R Trigger twice in a row and you will have done it. I like to call this the tactical reload.

---

/ BOOKS /\*\*/ /

---

These little pieces of literature can be placed on the ground to attract the undivided attention of the enemy. These graphic novels contain pictures of scantily clad women and other interesting images such as that. If an unsuspecting guard happens to stumble upon your little stash then he will instantly drop to his knees and begin to browse through it, ignoring all of

his important duties. All that you have to do is lay it in his path or within his sight range, when he sees it he will go over to investigate and then do what I just described. Very useful and humorous to use.

---

/ DISTRACTIONS / \*\*/ /

---

One of the keys to successful infiltration is distracting your enemy using any means necessary. The best one that I find to use is the knocking technique. Knocking is basically what it says. It is just a knock on a surface to create a noise that will attract the attention of the enemy. Knocking is done when your character is leaning against a wall or some other flat surface and you press B (the punch button) and Snake will rap his fist on the wall. This will attract the attention of any nearby guard and he will come to investigate the noise. This will give you a chance to move into the shadows and strike from a place of your choosing while he stands in the open looking around. Try to use the M9 to get a knockout shot from where you are. If taking the guard out is not your intention then you can use this to draw him out of your way so that you can proceed unheeded to wherever you are going.

Books are the second distraction that you can use in the game, it is also the second most useful distraction in the game. These little pieces of literature can be placed on the ground to attract the undivided attention of the enemy. These graphic novels contain pictures of scantily clad women and other interesting images such as that. If an unsuspecting guard happens to stumble upon your little stash then he will instantly drop to his knees and begin to browse through it, ignoring all of his important duties. All that you have to do is lay it in his path or within his sight range, when he sees it he will go over to investigate and then do what I just described. Very useful and humorous to use.

Now you may be wondering what your character is doing saving all of his spent magazines in his inventory. Well now you will find out. These magazines can be thrown against walls or anywhere you please to attract the attention of your enemy. Simply toss the magazine in the direction you want him to move and when he sees the clip or hears it fall he will go over to investigate. This will create a good opportunity for you to either sneak past him or do otherwise.

Now for the simplest of the distractions. This one just involves shooting a bullet at the floor or wall by an enemy so that he is momentarily distracted. This will only give you a few seconds of time so this is only useful for getting time to sneak up behind him to choke him, hold him up, or something like that.

---

/ RADIOS / \*\*/ /

---

All guards in this game carry a radio. What you will find is that some guards in certain areas will use this radio to report in periodically to their commanding officers. Others will just let it sit in their hip holder until they need it.

What you need to know about the reporting guards is this: if they miss a report then their commanding officers will get suspicious and send out a search team to find out what happened. They will only miss it if you do something to them like kill them or tranquilize them. if the search team

finds a sleeping guard they will just kick him in the head and report in that there was nothing wrong. If, however, they find a dead guard they will immediately radio in and the game will go into Caution mode. A new guard will be dispatched to the area to take his place and then you will be back where you started. So try to avoid this.

You can take out a radio from a guard by shooting it. This will cause the same effect as in the above paragraph. The search team will come and find out what happened. However, there will be no Caution mode unless you shot the guard while you were trying to shoot the radio.

---

/ IR BEAMS /\*\*/ /

---

You will only come across these things a few times in the game but they can be a bitch to get past so pay attention. Whenever you find one of these then just look for a little control box on the side of it. Usually you can take them out with no problem at all. Just use the SOCOM or the PSG1 to take them out. Or if you have spotted three beams with the Cigarettes or the Thermal Goggles then you may be able to crawl under them.

As long as you don't break the beams no alarms will go off.

---

/ CARDBOARD BOXES /\*\*/ /

---

I hope you have heard at least something about this by now. If you haven't heard anything about this then I don't know what to say except to listen up! Starting in Metal Gear Solid (1998) there was a small (kind of) gag that involved hiding inside of a cardboard box to evade your enemies. The same thing has been implemented into Twin Snakes, much to my delight.

Using a box is very simple. All you have to do is equip it and Snake will immediately hide inside, out of view from enemy sentries. If the enemy has not seen you get into the box or you are not sitting right in the middle of their patrol route then they will not come over to investigate. However if they are in an Alert mode they will most likely pick up the box to see what is inside it. They\_aren't\_complete\_dumbasses.

In Twin Snakes there are three different boxes. Each of them is the same except for the writing on the side of it. The boxes are as follows: "To the Heliport", "To the Nuclear Warhead Storage Building", and "To the Snowfield". Each of those boxes can be used as a source of transportation when you equip it inside one of the three trucks of the game. Just equip it and wait for a soldier to come by and drive the truck to where you want.

Here's a humorous excerpt from Skar Kjoil's MGS fan-fic.

-----

Snake: Pipe down, there they are.

Several camouflaged terrorists search the deck nearby, carrying AKs.

Snake: I've got a bad feeling about this.

Raiden: What do you mean?

Snake: Hold on, let me try something.

Snake selects a cardboard box from his inventory and throws it away from himself. It lands behind the terrorists. One of them turns around and sees the innocent-looking cardboard box standing alone on the deck.

Soldier: Its him!

All the terrorists start firing their AKs, shredding the cardboard box to pieces. When its over one of them walks over and examines the remains.

Soldier: Just a box. All clear.

The soldiers walk away.

Snake: Damn!

Raiden: They've gotten smarter, huh?

Snake (whimpers): I've...had that box for ages. Ever since I... joined the boyscouts. (starts crying) Cut down in the middle of his prime, not even a wrinkle...the color hadn't even begun to deteriorate. I've watched that box grow ever since it came out of the factory press -

Raiden (slaps Snake): Hold yourself together, man!

Snake (panicking): This mission is over, we can't go on now!

-----

---

/ BLEEDING /\*\*/ /

---

Once you have sufficiently screwed up your game and been shot several times Snake's Life Guage will get very low and turn red. At this point Snake will begin to bleed. This bleeding will slowly but surely take away his health so you must find some way to counteract this. There are several ways; one is crouching. At any point while the guage is decreasing just stop moving and crouch (don't lean against anything or else it won't work). The nanomachine injection by Naomi will take care of the rest. The nanomachines will begin to repair the wound and the bleeding will slowly stop. The bar will turn green and you may continue on your jolly way.

The other ways are as follows. You may use a bandage to stop the bleeding immediately. The Life Guage will not increase however. The last way is to just use up a Ration, which will replenish enough health to stop the bleeding.

On a side note, if the enemy spots blood on the floor they will become suspicious and follow the trail to the source (you). So you want to tak care of this as soon as you can.

---

/ LOCKERS /\*\*/ /

---

If you remember back to MGS2 one of the big attention grabbers of the gameplay was that you could open up and access a locker in the game to either hide yourself or inconspicuously toss a guard into them. Well, lucky for you this has been implemented into Twin Snakes as well.

At different places in the game there are lockers that the Shadow Moses personell use to store various items of equipment and materials. To open one up all you have to do is stand in front of it, try and get close, and press the Action Button. Snake will then open up the locker. Depending upon what difficulty you are on you may or may not find an item or some ammunition in there.

If you want to hide inside the locker all you have to do is run Snake all the way into the locker and he will turn around, shut the door, and then he will be completely hidden from view. This is mainly useful during clearings, alert modes, or any other kind of situation where you have got a guard(s) looking for you.

There are a few things you can do inside a locker despite the low manueverability room. The majority of them are taken up by a few different ways to look out of the little vent in the top of the locker. If you want to see what is to the right or left of the vent then you can just press and hold either R or L to look right or left, respectively. If you want to see what is to the bottom of the vent then you should press both buttons together at the same time. Pressing the Z button will have Snake move his face up to the vent itself and peer out. Doing this will give you a much better view of the surrounding area. You can also duck down inside a locker, but I really do not see any point at all to this.

To drag a body into a locker you must have the locker door open and a body closeby. Drag the body over to the locker and then drop it. Open the locker, and drag the body inside it as far as you can. Snake will then stand the body up in the locker and shut the door. Now the body is safely out of sight of any patrolling guards. Please note that an unconscious guard will never ever wake up once he is stuffed into a locker.

If you are in dire need of a cover spot during a firefight a locker door can be used to provide this. Simply open the door and move behind it. This will only provide a brief moment of cover until it is blown away by th enemy attackers. It is only a thin piece of metal so don't rely on it too much.

Now for the fun stuff. If you encounter a locked locker there are two things you can do. The first is to move on and ignore it but that is not helpful to you in any way so I suggest you move to the second option. The second option is to break open the locker by knocking off the door. You can do this several ways: punching/kicking, shooting the hinges, or blowing it off with C4. I suggest that you do the first option since it uses less ammo and is considerably less noisy. Once the door has been blown off the door will fall (or to your misfortune it may fall into the locker, in which case it is still innaccessible) away and its contents will be revealed. On a side note, make sure you are not standing in front of the door when it falls or else Snake will get knocked to the ground by it.

I'm sure you have either seen or heard about the sexy model poster pin-ups inside the lockers from Sons of Liberty. It is my great pleasure to say that these are still available quite often throughout the game.

---

/ RADAR /\*\*/ /

---

The Soliton Radar is one of the defining characteristsics of Metal Gear Solid. The radar is basically a positioning system that Snake uses to pinpoint enemy locations ahead of time without exposing himself to danger.

The radar is shown as follows. The radar appears in the upper right hand corner of the screen as a semi-transparent box. Inside this box are green lines that represent any kind of major boundaries such as cargo boxes, walls, trees, stairs, and so on. The red marks indicate a door. These things together show Snake a fully functional wire-frame map of the surrounding area.

Snake is represented as a white dot in the center of the radar screen. If he is looking in first person view mode his cone of vision will be shown as a green cone extending outwards from the center in whatever direction he is facing in.

Any enemy sentries within the map on the radar will be shown as a red dot with a blue cone extending outwards from it. The cone will represent the guard's field of vision. If Snake enters the guard's field of vision the guard's cone will turn red signaling that he has spotted Snake. However, if Snake is just outside the cone of vision the cone will turn yellow, indicating his suspicion of an intruder in the premises.

Now this is where we get into the radar modes. There are five of these modes: Infiltration, Alert, Evasion, Caution, and Jammed. The first four follow a cycle and the fifth one is unrelated to the others.

The first one, Intrusion, is when Snake has not been spotted by anybody or aroused suspicion or alerts of any kind. The radar appears in the state I described above. Everything is normal.

Alert is when a guard has spotted Snake and has called for help using his radio. During this mode, the radar will be disabled; it will just turn to a red box with the word "ALERT" written on it. Under this word will be a bar, a gauge if you like, of how much time is left in this particular mode. If the enemy attack team has not seen Snake around for a while then the bar will decrease very slowly. If the enemy has Snake in their sights then the bar will not decrease at all, it will remain fully filled. When the bar reaches the end the mode will change to evasion.

Evasion mode is when the enemy attack team has not found Snake for a while but is still actively searching for him. In this stage they no longer charge to the point in which you were last seen. Instead they will perform a room by room clearing of the immediate area to look for him. If Snake is not very well hidden then chances are they will spot him. It is best to find a good hiding place such as a locker or a cardboard box. You don't want to be found, believe me. Once the bar under the word "EVASION" disappears then the game will enter the Caution mode.

Caution mode is when the enemy has not seen Snake at all for the last two modes. It usually takes a few minutes to get to this phase. In this mode enemy patrols are more vigilant than normal. Basically, it is like intrusion mode except that the guards are about 75% more vigilant than before. They move faster, respond faster, have slightly different patrol routes, and the attack team is still scouting around a bit impassively. Once the bar on the bottom of the radar screen goes to the end the guards will resume normal activity and the attack team will go back to wherever they came from. The game will then return to Infiltration mode.

Radar also comes in three different forms in this game. There is Radar 1 where it stays on even if the game enters an Alert or Evasion mode. This is only for real n00bs so I reckon you shouldn't need to use this. Radar 2 is basically the radar that has been explained for this entire section. It will go off for Alert and Evasion modes and then will come on during Caution and



Infiltration modes. The last is Radar Off. This is uh... no radar at all. Real sneaking.

If you happen to be in an area with multiple levels in it the radar will display the guards on your level normally but all the others will be displayed in a different fashion. The guards on the level right below you or above you will be displayed as red dots with faint cones coming out of them. As you get closer to their level the cones will brighten up. If the guard is more than one level above or below you then he will just be displayed as a dot.

Please take note that there are certain circumstances when the radar will not appear at all. Or rather it is jammed by one thing or another. The jammin is when Snake is in an area with very strong harmonic resonance, this will interfere a lot with the radar signal, rendering it quite useless. You can also shut off the radar by setting off a Chaff Grenade. This will not only interfere with your radar but it will also screw up any remote controlled missiles you have.

---

/ DIFFICULTY MODES /\*\*/ /

---

For those of you non-hardcore (or hardcore) gamers out there, Metal Gear Solid: The Twin Snakes features five different difficulty modes for you to test your skillz on.

You will be asked to select a difficulty mode whenever you start a new game, or continue a game that has been fully completed. You will be presented with four or five options depending upon whether or not you have already beaten the game. If this is your first playthrough you will only have Very Easy, Easy, Normal, and Hard available. If you are playing through a second time then you will be presented with all of the options: Very Easy, Easy, Normal, Hard, and Extreme available for your pleasure... or displeasure.

\* Very Easy \* I must say that this is very, very easy. Guards can't hear much of anything, they are nearly blind, they die easily, there is far less of them, and they are quite unintelligent. The bosses pretty much fall under the same category. They take a lot of damage from you and do little to you. If you leave an area with the alarm hooting it will be turned off when you enter another. Clearings are very un-thorough and cautions and alerts last for a very short time. This difficulty is not difficult at all.

\* Easy \* A little bit tougher than Very Easy but it is still very unchallenging. Guards can see a little bit further, hear better, and so on. Once gain in this difficulty the alarm will be reset upon entering a new area. Everything is just slightly harder but overall it is still pretty damned easy.

\* Normal \* This is where you should start if Twin Snakes is your first Metal Gear Solid game. Everything is pretty well balanced here for any player. It isn't too hard and it isn't easy either. Guards can see somewhat well and heare better than the lower difficulties. If you have an alert in one area and enter another it will stay. This is also the difficulty the walkthrough section is based upon.

\* Hard \* For those of you who are hardcore Metal Gear Solid fans. This is the difficulty I played through on my first time through the game. There seems to be a big jump in difficulty between Normal and Hard. The bosses do much more damage and you do less to them. Guards work the same way. There are many more guards, they can see, hear, and make better decisions. This is also for people who are looking for a challenge but not an incredibly hard

one. "Game over if discovered" option available for this level.

\* Extreme \* This is a smashing difficulty level. "Smashing" as in it will induce wild fits of rage that will send you smashing everything in sight. This mode is incredibly realistic. Three shots from a guard and you are dead, if you are in their line of sight across a large room they will spot you easily, they have excellent hearing, they aren't complete dumbasses when it comes to capturing you, and there are many more guards in each room. Bosses deal out one hit kills or something very close to that. In other words: this is only for the possessed or insane. "Game over if discovered" option is available.

Game over if discovered? : This means that if you are spotted by an enemy the game will be over. Do not pass GO. Do not collect \$200.

The difficulty levels differ in these ways,

- The amount of damage done when falling from a high distance
- duration of grip meter
- eyesight of guards
- hearing ability of guards
- intelligence of guards
- length of evasion mode/alert mode
- thoroughness of clearings
- damage done by bosses/guards
- damage you do to bosses/guards
- amount of time guards stay knocked out/tranquilized
- number of assault team members
- accuracy of guards
- how much cold exposure for your character to catch a cold
- availability of items and ammo
- amount of trembling when sniping
- number of Dog Tags in each level
- tranquilizer effect time
- health restored using a Ration

-----  
After completing the game  
-----

You may find yourself confused as to what there is to do after completing the game the first time through. Well, there are many things you can do. You can try and play through all the difficulty levels, get all the dog tags so that you can unlock some special bonus features in the game and elsewhere, replay just to watch the cinematics, try and find all the easter eggs and secrets in the game, look for the photo ghosts, or you can just plain mess around. There are almost no bounds at all in this game. Just try and use your imagination.

---

/ GUAGES / \*\* /

---

\* Life Guage \* This is the one guage that you will want to watch closest for the entire game. This guage represents Snake's life. The more of it that is filled up the more life he has, the lower it is the less life he has. This guage can be restored by using [RATIONS] or by crouching while bleeding.

When the Life Guage reaches a low enough point, Snake will begin to bleed. It will steadily decrease over time until it eventually runs out and Snake dies. To prevent this horrible tragedy Snake must either crouch for a while so that

it will slowly restore, use a [BANDAGE] to stop the bleeding, or using a [RATION] to recover some of his health.

Please note that smoking Cigarettes will slowly but surely decrease Snake's Life Gauge

\* Partner Life Gauge \* This is displayed when you are working with a partner in the game. It really only occurs three times in the game for relatively brief moments. This works in exactly the same way as the Life Gauge except that it will measure the life that is left for your partner instead of Snake. The lower it is the less life your partner has; the higher it is the more health they have left. If the gauge drops to zero then the game is over. No exceptions.

\* Boss Life Gauge \* This is the visual representation of the amount of health that a boss has left. It works exactly the same way as your life gauge. If the boss gets shot or otherwise injured in any way the bar will drop. When the bar reaches zero the boss battle will end.

\* Boss Stun Gauge \* This can only be affected with four weapons in the game: Stun Grenades, the M9, PSG1-T, or by using hand-to-hand combat. Other than the fact that it does not show the amount of life left for the boss it works exactly the same way as the Boss Life Gauge. If this is the first bar to drop to zero then the boss will not die in the sense that it counts as a kill on your final score. If the cinematic following involves the boss dying then they will die no matter what, it just doesn't count as a kill for you.

\* Bullet Gauge \* This only appears during one fight in the game. This just measures how many bullets the boss has until he has to reload his gun. There are six slots for bullets and as he fires them off the gauge will drop. When the gauge is empty he will have to reload his gun. The blue bullets are the bullets being loaded into the gun but note yet secured into the chamber.

\* O2 Gauge \* This gauge only appears when underwater. The blue line on the gauge represents one of Snake's breaths. It will gradually decrease as time progresses. When it reaches about 4/5 of the way down to zero it will begin to flash red. This means that Snake will have to take a breath soon. If he does not get this by the time it reaches zero then Snake's life will slowly decrease until he is brought to the surface or dies.

\* Grip Gauge \* This only appears when Snake is hanging off of a ledge or railing. As soon as Snake enters Hanging Mode the gauge will appear on screen. As it decreases Snake will gradually lose his grip on the surface he is holding onto. When it reaches zero Snake will fall. He may or may not die or lose health depending upon how high up he is. If you do not wish for him to fall then you want to get him back up onto a solid surface by pressing the "Action Button" (Y).

The grip gauge can be increased in duration by doing pull-ups or hang-drop moves. 100 pull-ups or 10 hang-drops will increase the grip level by 1. If you wish to go beyond level 2 then you can do 100 more (or 10 more hang-drops) to get to level 3. That is as far as you can go level wise. The Level 1 Grip is colored blue, Level 2 Grip is colored orange, and Level 3 Grip is colored white.

Please note that the duration of the grip gauge also depends upon how much life Snake has. The less he has the faster the gauge will drop and vice versa.

\* Time Gauge \* This only appears ONCE in the game. This appears during the "Interrogation Scene" in the game. This basically shows how much time is left

until the "interrogation" is over with. You will know what to do when the time comes. Saying anything else would spoil the game for those who have not played the original game.

### IMPORTANT!!!!

The rate of movement of the various gauges depends mainly upon the difficulty level of the game. All of the different gauges will either go quicker or faster depending upon the difficulty.

---

/ COLDS /\*\*/ /

---

If Snake is exposed too long to the cold he will catch a small case of the sniffles. If by chance this happens to you then you should know that Snake will sneeze sporadically until it either subsides or is treated with the necessary countermeasures; this countermeasure being a cold pill called [MEDICINE]. When Snake takes this [MEDICINE] his cold will be instantly cured. Snake's sneezing can alert nearby guards so be very careful when Snake has a cold.

---

/ CODEC /\*\*/ /

---

The Codec will serve as your only link to the outside world. Through your Codec you can talk to an entire supporting team of specialists, commanders, and such.

Before you can talk to any of them you have to get into the Codec menu by pressing START+A. After that you may use the Analog Stick or the D-Pad to scroll through the frequencies on the Codec. Just move side to side. Right will increase the frequency and left will decrease it. Press the B button to call a frequency once you have it selected. If the frequency is correct then you will corresponding person will respond. If it is wrong you will get a "No Response" message.

You don't have to remember all the frequencies because the Codec has a built in storage system that will remember all the frequencies that return a positive response. It will hold up to 8 frequencies and you will use about 7 of those blocks. Just press down on the D-Pad or on the Analog Stick and the menu will pop out. Scroll through the stored frequencies and then press B to call that one. If you wish to exit this menu without leaving the Codec then just press X.

The Codec is used very extensively in the game so get used to seeing this screen. You may spend up to two hours in a single game using the codec so it may get tiresome. To skip any conversation you will have to press X to stop it and then Y to quickly advance all the way through to the end. If you just want to slowly scroll through the convo then just keep pressing X. There is no way to go backwards in a convo so take note of that for the future.

I would recommend that you do not skip any convos in the game until you have played through at least one time. There are many important things explained in it and many a plot twist.

-----  
Codec Frequencies

-----

Meryl Silverburgh	140.15
Depthroat	140.52
Roy Campbell	140.85
Naomi Hunter	140.85
Mei Ling	140.96
Otacon	141.12
Nastasha Romanenko	141.52
Master Miller	141.80

There are different types of calls in the game. The first is one where you have to answer no matter what. When you receive one of these calls you will be brought immediately to the Codec screen. Then there is the optional one where the Codec sign will just flash on the screen until you either answer it or leave it alone to die out.

---

/ FLOORS / \*\*/ /

---

Yes, there is even a section about floor types. Anyway, in this game there are a few different floor/ground types you will come across. Most of the time you will just be on a solid, concrete floor with nothing else special about it. but sometimes you will come across iron grating that has been scattered around the game. When you come across this it is best to just walk slowly across the section by slightly tilting the Analog Stick. Snake will then noislessly walk across without alerting any guards.

Sometimes, rarely I should say, you will come across trap doors in the floor. When this happens you will hear a clicking noise and then the floor will drop away in the place where the door is. If Snake is standing over it then he will fall and you will be watching that Game Over animation. So make sure that you move out of the way quickly when this happens. Eventually the floor will return to its original state and the floor will be (somewhat) safe to walk over.

Only once in the game will you come across puddles but I figure that I should mention this anyway. If you run at full tilt over a puddle Snake will splash through and in the process make a great deal of noise to alert nearby guards. So what you want to do is go through them quickly, just like the iron grating.

Since it is winter and you are in Alaska there is a bunch of snow outside the base. When Snake ventures into any outdoor area he will be in an area with snow. As you have probably learned from experience, snow will leave indentations wherever you step in it. The same fact that holds true in real life will hold true in this game. If Snake walks around anywhere he will leave footprints. These footprints are easily spotted by the enemy and they will follow them whenever they do spot them. Be careful to not cross enemy patrol routes or anything like that because they will see your footprints. The only thing that could save you is if they were left unnoticed for long enough, in which time the falling snow will have covered them up.

---

/ SAVING / \*\*/ /

---

Unless you would like to or going to play this game non-stop (or just don't have a memory card) you will need to save your progress in the game so that you can continue from where you left off. Saving is simple in and of itself.

All you need to do is press START and A at the same time at any point in the game (aside from cinematics) and you will be brought to the Codec screen. Once here press the down arrow and select Mei Ling's frequency (140.96). Press A and Snake will call Mei Ling. mei ling will greet Snake and ask him if he wants to save. A little menu will pop up inside the Codec screen. Choose "Save Game" and you will be brought to the screen where all of your savegames are listed. Choose the appropriate file and confirm your selection.

After you save, Mei Ling will bid you goodbye with a small Chinese proverb that can be useful in both the game and in real life.

---

### 3.4 Character Profiles

[3CHR]

---

#### SOLID SNAKE

Solid Snake's real name is Dave and he has an IQ of 180. He is a highly trained, elite soldier with a personal preference for parachuting, S.C.U.B.A diving, free climbing, rappelling, small and medium range handguns, and various hand-to-hand combat techniques. He can also speak 6 languages.

"The man that makes the impossible happen", Snake is a living legend. A former elite soldier serving in the special FOX-HOUND unit, Snake is a past master of silent infiltration. He first demonstrated his unique skills in the Outer Heaven crisis, defeating Big Boss and the Metal Gear robot.

Not long afterwards, he voluntarily left FOX-HOUND. He was then recruited by the Central Intelligence Agency as a non-official covert operative. His affiliation with the CIA didn't last long as there was a conflict in philosophies and Snake ultimately found himself fighting the system that is the CIA. After this, Snake spent some years as a mercenary before leaving for the deep wilderness of the Canadian mountains for self-rehabilitation. It was there, four years later, that he was contacted by his former commander, Roy Campbell and in to assist in the Zanzibar Land Revolt.

In the Zanzibar Land Revolt, Snake found himself up against Big Boss and Metal Gear again. During the mission, Snake has to defeat his friend and former comrade in Outer Heaven, Grey Fox, as well as killing his own father - Big Boss. Snake had been cloned from Big Boss's DNA, making him the perfect fighter, from Big Boss's soldier genes.

After Zanzibar, Snake retreats to Alaska, to live in solitude. He pursues a frugal lifestyle in the Alaskan Mountains, an elementary existence living off the local flora and fauna and the wild animals he hunts. Blending in to his environment, he has become at one with his surroundings mastering the rough conditions of the great outdoor. Snake has been suffering post-traumatic stress disorder following his military career. Abnormal experiences and extreme trauma in the battlefield have brought about illusions as well as guilt, causing mental confusion. His new lifestyle is a search for some kind of inner peace, an attempt to forget about past events. Snake also

participates in dog sleigh racing to distract him from his psychological condition. He has been preparing for the world's longest and toughest dog sleigh race taking place in Iditarod.

----- ROY CAMPBELL -----

Retired from the armed forces, Colonel Campbell has been called in on this crisis, as he knows how to contact and work with Solid Snake. He accepts the position of operations commander to counter the terrorist attack. His primary motivation in coming out of retirement is to protect his niece Meryl, as he learns of her involvement in the mission. Campbell succeeds in contacting Snake in persuading him to accept this dangerous assignment. Operations Commander Campbell maintains communication with Solid Snake from the nuclear submarine Ohio.

Before being assigned Commander of the original FOX-HOUND following the departure of Big Boss, he served in the US Marine Corps, Green Beret and Delta Force. In FOX-HOUND, he was assigned Executive Officer of the unit following his experience and strategic planning capabilities.

----- MERYL SILVERBURGH -----

Meryl is a new recruit of FOX-HOUND and was assigned to Shadow Moses Island on the very day of the terrorist attack. She is inescapably dragged into this incident. She proves a valuable and capable ally to Solid Snake, both in person and via Codec. Her preferred weapon is a Desert Eagle pistol. Good hand-to-hand combat skills.

Meryl is Operation Commander Campbell's niece. (SPOILER: Meryl is actually Campbell's daughter. It's revealed in the Otacon ending that he didn't know about it until her mother - his dead brother's wife - told him). Although she has an excellent military training record, she has no real direct experience on the battlefield.

Meryl was born into a family of military tradition and has trained herself to be a soldier for as long as she can remember. She never once questioned her ambition and has pursued it rigorously. Although a genetically superior and capable combatant, she has only fought in a simulator environment. She handles a Desert Eagle pistol with only one hand, no easy physical achievement for a woman.

Meryl has undergone genetic engineering treatments. She was genetically enhanced to be a superior combatant. In addition, Meryl underwent psychotherapy so that she could not have any emotional dependence on others. This was an experiment in limiting the emotional potential of an individual soldier, thus keeping him or her focused on a defined area.

----- NAOMI HUNTER -----

Naomi is responsible for the upgrade and maintenance of FOX-HOUND members. She integrates newly discovered combatant genes to all members and conducts additional programme enhancement. She also provides expert information on genome guards and on any other enemy that may have received genetic treatment. Snake therefore has access to data on the characteristics of enemies, on how to defeat them, on their behaviour patterns and their personalities. She has conducted gene therapy on her own genes governing her sexuality, suppressing

her attraction to the male sex. Solid Snake becomes the exception to her own rule.

She is the medical chief of Colonel Campbell's team providing support for Solid Snake. A beautiful brown-skinned woman of mixed Japanese and Indian origin, she is responsible for genetic engineering and genetic therapy. She is affectionately called "Doctor Naomi" rather than "Doctor Hunter" by her staff.

After graduating from college, Naomi worked for the Toyko Police Science Lab (TPSL) as a DNA tester. She became disenchanted by both the lack of precision in DNA testing as well as by the weakness of the TPSL organisation. She moved to US and joined the commercial world working for the biotech business giant Advanced Technical Genetic Corporation (ATGC) in Biotech Bay, California. She discovered a means of using a gene (a spreading agent) as a vector without viruses and ribosome enhancement agents. Her work was quickly acknowledged and she was recruited to the medical staff of FOX-HOUND. The budget of the NIH (National Institute of Health) was reduced. As gene therapy was a priority area the NIH approached ATGC to enter into cooperative research. Military applications were discovered for the work of former employee Naomi Hunter. The combined ATGC - NIH research was redirected to FOX-HOUND under the direction of the Pentagon. This led to the Genome Army Project.

SPOILER: Naomi is revealed as a spy near the end of the game, and she isn't really Naomi Hunter, only assuming her identity. She also injected Snake with FoxDIE under orders of the government to kill off the terrorists and witnesses to the Metal Gear development. As it's kinda hard to explain here's the transcript of the conversation about her past she has with Snake after she's been arrested:

Naomi: Snake, can you hear me? It's Naomi

Snake: Naomi, what the hell?!

N: Campbell and the others are busy right now, I'm on a different Codec.

S: Naomi, is what the Colonel said true? [about being a spy, sending messages to the base]

N: Yes, but not everything I said was a lie.

S: Who are you?

N: I..I don't know myself. I don't know my real name, or even what my parents looked like. I bought all my identification but my reason for getting into genetics was true.

S: Cos you want to know yourself right?

N: That's right I want to know where I came from, my age, my race, anything.

S: Naomi..

N: I was found in Rhodesia, sometime in the 80's, a dirty little orphan.

S: Rhodesia? What's now known as Zimbabwe?

N: Yes, Rhodesia was owned by England until 1965 and there were lots of Indian labourers around, that's probably where I got my skin colour from, but I'm not even sure about that.

S: Naomi, you're too worried about the past. Isn't it enough to understand who you are now?

N: Understand who I am now? Why should I?! No-one else tries to understand me! I was alone for so long, until I met my big brother and him..

S: Your big brother?

N: Yes....Frank Jaeger [Grey Fox, the ninja]



S: What?

N: He was a young soldier, when he picked me up by the Zambezi river. I was half dead from starvation and he shared his rations with me. Yes, Frank Jaeger, the man you destroyed was my brother and my only family.

S: No....Grey Fox?

N: We survived that hell together, Frank and I. He protected me, he's my one connection, the only connection I have to my past.

S: And he bought you back to America.

N: I was in Mozambique when "he" came.

S: Who is "he"? You mean Big Boss?

N: Yes, he bought us to this "land of freedom", this America. Then he and my brother went back to Africa to continue the war. And that's when it happened. You killed my benefactor and send my brother home a cripple. I vowed revenge and joined FOX-HOUND. I knew it was my best chance to meet you and I prayed for the day that I would.

S: So, were your prayers answered?

N: Yes, I waited two long years.

S: To kill me? Is that all you cared about?

N: Yes, that's right, two years, you were all I thought about for two long years, like some kind of twisted obsession.

S: Do you still hate me?

N: ..Not exactly, I was partly wrong about you.

S: What about Liquid and the others?

N: I'll have my revenge on them too.

S: Naomi, you didn't kill that doctor too did you? The one that used Grey Fox for his genome experiments?

N: ..Doctor Clark? No, that was my brother, afterwards I covered it up and helped him hide out.

----- MCDONNELL BENEDICT "MASTER" MILLER -----

Master Miller is Snake's survival instructor. He contacts Snake via Codec and keeps him up to date with information on survival and on offensive and defensive tactics.

Master was born and raised in Ohio. His classical American schooling was limited and he spent most of his youth outdoors undergoing a less conventional education with his father. Although a third generation AJA (American of Japanese Ancestry) his family maintained the respect and discipline of their Samurai ancestry. He joined the US Marine Corps and served as a Green Beret. His respect for military code gained him great esteem within the military and he was the first raised American sent to serve with the SAS (where he first came into contact with Liquid Snake). He later became a member of FOX-HOUND with responsibility for survival training. The soldier he trained respected him and they referred to him as "Master Miller".

SPOILER: The Master Miller you encounter in the game is actually Liquid posing as Master so he can control him more easily and get Snake to use the PAL card to activate Metal Gear. The real Master is killed three days before the start of the game.

----- MEI LING -----

Inventor of the communication and radar equipment used by Solid Snake, she is responsible for the communication data processing in this operation. She saves all the data in this mission including

Solid Snake's infiltration records via satellite.

A Chinese (Kwangtung) national, Mei Ling was raised in San Francisco's Chinatown. She was an eminent pupil at school but suffered from an extreme inferiority complex due to very poor vision. She went on to participate in the ROTC program at MIT. Here she helped to develop a satellite codifying communication system, anti-wiring coding, digital real time burst transmission and sonar utilising radar. The brilliance of these devices immediately attracted the attention of the military and Mei Ling was recruited by the Armed Forces to develop image and data processing techniques. She now works at NOR in Fort Mead in satellite image processing and communications espionage.

----- NASTASHA ROMENENKO -----

In this mission, Nastasha acts as a counselor of NEST (Nuclear Energy Survey Team). She provides explanations and indispensable information on the nuclear weapons located at Shadow Moses Island. She also gives information on the handling and capabilities of hi-tech weapons.

Born in the Ukraine in the 1970's, Nastasha Romanenko experienced a devastating incident on April 26th, 1986. Both she and her family were showered by the radiation fall-out from the Chernobyl Nuclear Power Plant. She lost her parents in the disaster and moved to the US at the age of 10. She served in the DIA (Defense Intelligence Agency) and then in the NSA (National Security Agency) and was associated with a number of top security matters relating to nuclear power and nuclear weapons. She is against the nuclear deterrence theory and she opposes strategic arms reduction proposals such as SALT and START. Her cause is the total abolition of nuclear energy.

----- HAL "OTACON" EMMERICH -----

Otacon is caught in a personal struggle where his interests as a scientist conflict with the idea that his technologies are used as weapons. He is persuaded by his nature to co-operate with Solid Snake informing him on base facilities and on Metal Gear. His new persuasion is confirmed when he rescues Snake.

Hal Emmerich is a white American with a friendly nature. He has a passion for Japanimation (Japanese Animation "Anime"). His nickname "Otacon" comes from the "Otaku Convention", which is a US trade show of Japanimation which he never misses. He did not attend school but studied through the internet and matriculated at MIT. He earned his PhD from Princeton University whilst simultaneously developing a program to solve the Millennium Bug (the year 2000 digit changing problem in computers). This earned him much attention as the saviour of the computer world, although he earned no money from his research. Whilst in college he developed his passion for robotics and invented a radio controlled drone, which he called Metal Gear MX2. He was recruited by the FBI to the Engineering Research Facility (ERF) and was fired for hacking into restricted areas of the FBI's brain-centre. He was then offered a job at ArmsTech Inc. where he furthered development of Metal Gear as an MTMD (Mobile Theatre Missile Defence). He was not aware of the Rail Gun Unit nor of the new nuclear warhead planned for Metal Gear.

----- DARPA CHIEF, DONALD ANDERSON -----

As Head of DARPA, Donald Anderson has the PAL codes to disarm the detention device of the nuclear warheads on Shadow Moses Island.

Donald Anderson worked as an analyst in the CIA for more than 10 years and was awarded the most honorable Intelligence Star Badge. Whilst in the CIA he developed great expertise in international politics and military strategy and was an advocate of the nuclear retaliation theory. Following the end of the Cold War, he was assigned chief of DARPA, the Defense Advanced Research Projects Agency.

SPOILER: The DARPA Chief that Snake meets is actually Decoy Octopus, the real Chief having died in torture and his body is still in the Holding Cell when Snake is tortured. See Decoy Octopus's profile.

----- KENNETH BAKER -----

Kenneth Baker is imprisoned during the game. His only active involvement is to give Snake the optical data disk.

As president of ArmTech Inc., Kenneth Baker held the number 2 position in the military industry. ArmsTech Inc. is the primary supplier of advanced weapons and military technology and was the leading supplier in the SDI project and invested billions of US dollars in the development of mass destruction satellite weapons. The company suffered a huge loss due to the termination of the project. Following the Cold War and the ensuing military budget cutbacks, ArmsTech Inc. became concerned about revenue decreases. As a result ArmsTech invested heavily in stealth technologies, a sector traditionally dominated by Lockheed. A further loss was incurred when ArmsTech Inc., despite superior technology, lost the bidding for the next generation fighter plane F22 (ATF). In an attempt to maintain some lead in military technology, ArmsTech secretly proceeded in the development of Metal Gear. The project was in collaboration with the DARPA Chief.

Baker, along with the DARPA Chief has a PAL code to deactivate (or in the reserve way, activate) the Metal Gear. They both have metal shielding around their brains to ensure that Psycho Mantis can't read their minds and take the code that way. Despite this, the terrorists gain his code by torture.

----- REVOLVER OCELOT -----

A FOX-HOUND member and formally of the Soviet Spetsnaz (Soviet secret police associated with post-Stalinist concentration camps). He has a violent sadistic nature and is highly experienced in torture techniques. In conflict, his preferred weapon is the Colt Single Action Army revolver, which he sports single handed in "Western Movie Style". He is a formidable gunfighter, known to hit his target by calculating the ricochet angle, maximising the use of the bullets. After the fall of the Soviet Union, he joined the Russian Police Storming Party. Then he served in the Special Tactics Division of the SVR, formally the KGB. However he did not adapt well to the new KGB system and was recruited by the US to join FOX-HOUND.

----- LIQUID SNAKE -----

An elite former SAS soldier and pilot, Liquid Snake is the twin brother of Solid Snake with an identical appearance and equivalent IQ

of 180. He is fluent in 7 languages including English, Spanish, French, Malay and Arabic. He does not serve in an official military but offers his services to the underworld as a mercenary and assassin. Having been raised by the British SAS, his combat skills were first utilised when he was first put into real battle in his early teens. In his late teens he was part of the Desert Fox Elite Strike Force sent in to destroy the mobile launchers of SCUD missiles in the Gulf War. He was captured and imprisoned in a POW camp in Iraq. He has a great ability to withstand extreme heat and cold due to his experience in the Arab Nations and Middle Eastern Deserts. Following the Zanzibar Riot (after Solid Snake's departure) Liquid joined FOX-HOUND and thanks to his splendid fighting skills, rose quickly to combat leader.

----- SNIPER WOLF -----

A member of FOX-HOUND and probably the one of the most talented snipers the world has ever seen, Sniper Wolf has such incredible patience and concentration that she can keep aiming at her target for up to a week without moving a muscle. Born in a Kurdish village, Sniper Wolf lost her family at age 5 towards the end of the Iran-Iraq war in 1408 of the Hegira calendar (1988). They were victims to Saddam Hussein's gas attacks, which killed more than 3,700 people. In 1991, in the internal fighting in Iraq after the Gulf War, she ran to the Kurdish refugee camp set up by those fleeing from Hussein. She was picked up by Big Boss visiting with the US Secretary of State and was taken back to the US. She viewed Big Boss as Saladin, the leader who defeated the crusaders in the 12th century. On September 3, 1996 after the Iraqi military's intervention to the Kurdish residential areas (August 31 intervention), the southern flight prohibition area was expanded to 33 degrees north. This was not done to protect the Kurds in the north but more for the strategic benefits of the US. Sniper Wolf saw this as a repeat of the refugee problem that occurred at the Iraqi borders in the spring after the Gulf War. She was incensed by this incident and by the motivations of the Pentagon. She moved to India and learned sniping techniques from a Gurkha sniper from Nepal. FOX-HOUND on behalf of Big Boss, scouted her when he was charged with setting up the organisation.

----- VULCAN RAVEN -----

A member of FOX-HOUND, Vulcan Raven was born an Alaskan Indian. He is a giant shaman blessed with a strong physique and effective spiritual powers. His cultural background and stature enable him to withstand extreme cold temperatures. His preferred weapon is a Gatling Gun (ordinarily equipped on jet fighters) which he carries like a rifle. His name comes from a raven, which has been tattooed to his forehead. One winter, at the age of fifteen, he walked across the frozen Bering Strait, which separates Alaska from Russia. It was there that he first came in contact with the Soviet Spetsnaz. It was during this period that he met Revolver Ocelot. Yeltsin demoted him upon the coup in Moscow in 1993. Like fellow members of his secret unit, he left Russia and eventually joined the mercenary dispatching company Outer Heaven. It is unclear as to why he joined FOX-HOUND.

----- DECOY OCTOPUS -----

Little is known about Decoy Octopus, which demonstrates his mastery of his profession, namely disguise. It is thought that he was formally a Hollywood actor and SFX artist. He was scouted by the CIA

for his ability to pass himself off as anyone. As such his role at the Agency was to disguise himself as government VIPs to detract attention to him. This explains the name Decoy. He left the CIA to become a FOX-HOUND member. He has a good command of over 10 languages and wonderful voice dexterity. His disguise envelops the target person's habits and local traditions. To help his makeup, he has shaved his cheekbone, jaw bone and nasal cartilage. When seen without cosmetics, he looks facially deformed. Decoy Octopus can walk in any way and can dislocate his joints to crawl through thin gaps and narrow holes. He has also mastered biofeedback and can freely control his sense of touch (skin). This quality explains the second part of his name: Octopus.

SPOILER: Decoy Octopus is actually the DARPA Chief who Snake meets in the Cell, having assumed the identity of the Chief after Ocelot accidentally kills him during the torture to reveal the Chief's detonation code. Octopus acts as the Chief in order to influence Snake to use the PAL codes to activate Metal Gear, as the terrorists are unable to, having not been able to gain the Chief's code to do so. Snake then unknowingly at the time, kills Octopus with FoxDIE.

----- PSYCHO MANTIS -----

A FOX-HOUND member with powerful psychokinetic powers and a potent ability to read and control people's minds. He first discovered his ESP powers in his childhood when he entered his father's mind. Unwillingly his father revealed that he could never forgive Mantis because his mother died at childbirth. This shock changed his whole perspective on life. The overwhelming feeling of despair evoked a subconscious violent kinetic reaction causing him to kill his own father. The energy released wiped out a whole town of about 1000 people. He still bears the burn scars he incurred by the inferno he released and as such he frequently wears a gas mask to cover the marks on his face. There was no trace of Psycho Mantis until he reappeared much later as a psychic secret agent of the KGB. The KGB were impressed by his ESP abilities and gave him high priority special training. Following the fall of the Soviet Union he moved to the US and assumed a similar role at the FBI. He then became a freelance espionage agent and was approached by FOX-HOUND.

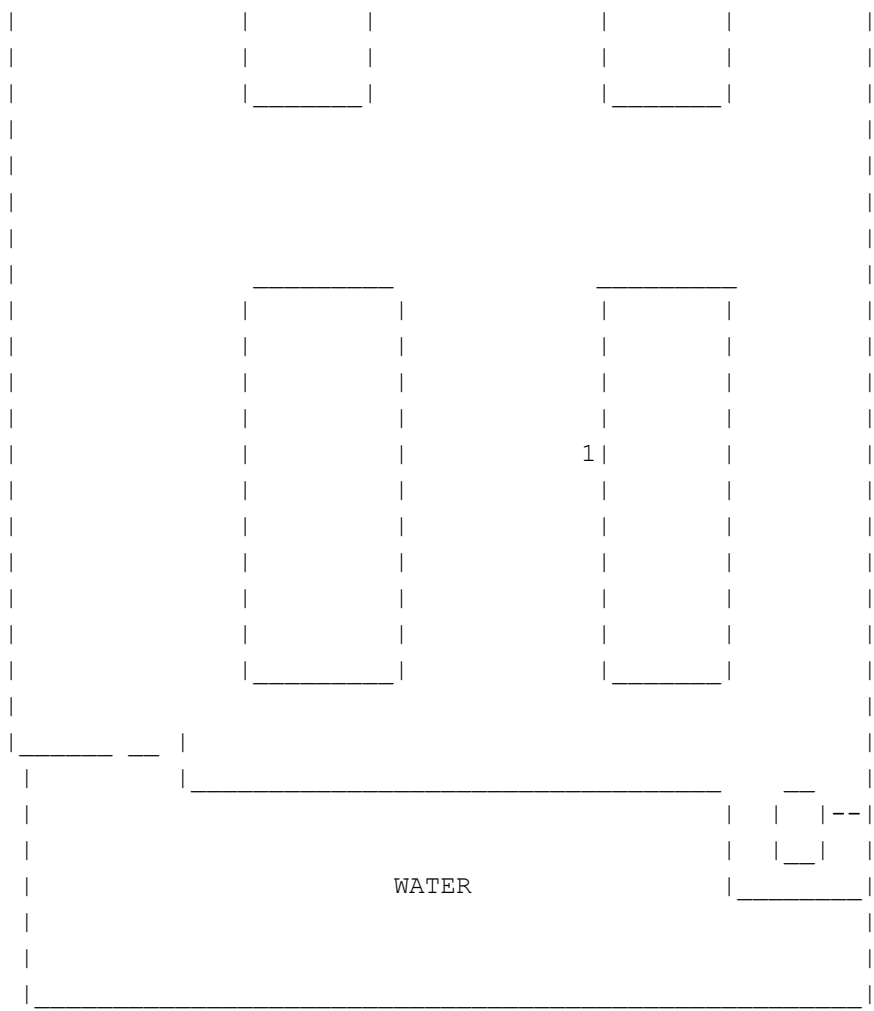
----- NINJA -----

A cyborg Ninja who is covered in high tech fibre stealth camouflage. He is both strong and nimble, and his katana can cut through steel and deflect bullets.

SPOILER: The real identity of the Ninja is below:

Frank Jaeger (Code Name: Grey Fox) was picked up in Vietnam and raised by Big Boss as a war orphan. A devout follower of his adopting father, he trained to become a killing machine going through all sorts of rigorous exercises. He became a mercenary in his teens and experienced battle in the Rhodesia Independence War (now Zimbabwe). He was taken prisoner in Mozambique where he was tortured. Big Boss rescued him from his captors. He moved to the US, gained citizenship and joined FOX-HOUND. In the 90's, he gained great recognition within FOX-HOUND under the leadership of Big Boss. He was awarded the most honourable FOX-HOUND merit, that of the code name "Fox". Solid Snake was the new member of the original FOX-HOUND that saved Gray Fox during the Outer Heaven revolt in 1995. In the





L = Locker

If you have your own way of getting past this beat then by all means do it.  
 This is just the way I go about it:

First off, crawl under the pipe blocking your way and then get up and WALK (running through the puddle will attract attention from the guards) to point 1. Wait until the guard to the east continues on to point 2. When he does run to point 3. When he resumes his patrol south head to the elevator at point 7 and make sure that you get a Codec call from Campbell, the elevator will not come down unless you have done this.

Now all you have to do is wait for the elevator to come down, without getting seen and then get on. To do this just wait out inside one of the lockers next to the elevator (spot 4). Wait until you hear the elevator come down. When the guard from the elevator crosses in front of the locker, get ready to get out. He will cross back again in a moment, when he does get out of the locker and run into the elevator (point 5). It will start moving as soon as you go far enough in.

-----  
 --- Heliport ---  
 -----  
 [4HELI]







him out by strangling him. You will then have to move him out of the way of the camera so that he doesn't get spotted and by that time you will have to use another Chaff to disable the camera so that you can get into the vent.

\*breathes\* Anyway, I suggest that you take my word and skip this route but if you feel like it then go ahead.

```
-----  
--- Vent Shaft Entrance 1 ---  
-----  
[4VSE1]
```

As said before, this is the slower route so players going for high ranks on Extreme use the Vent Shaft Entrance 2. If not, once you are in the vent just move forward and when at the fork then turn around and go forward to take the right path. Keep moving forward through the water (don't stop as your O2 goes down) and follow the mice to the entrance to the Tank Hangar.

```
-----  
--- Vent Shaft Entrance 2 ---  
-----  
[4VSE2]
```

You'll end up here if you went in the vent near the searchlights from the Heliport. Just follow the path to the grating, press B to skip the conversation with the guards and when you get to the opening in the vent press Y to go down the ladder.

After climbing down the ladder you will be on the second floor of the Tank Hangar.

```
-----  
--- Tank Hangar ---  
-----  
[4TH]
```

This is very simple if you are coming from Vent Entrance 2. Just make some noise on the catwalk and attract the attention of a guard below. Then grab the Chaff Grenades and jump over the railing and drop down. You won't be seen because the guard is heading up the stairs and all the way around the catwalks to where he heard the noise, the other guard is still far away from your position. So drop down onto the floor and punch the elevator button. When it comes up go into the elevator and go to B1, the doors should close right after the second guard has gotten a yellow cone from catching a glimpse of you. Don't worry, he won't see you if you have done this fast enough.

On the other hand, if you are coming from Vent Shaft Entrance 1 (the slower way) you will have to stay inside the vent, looking out of it in FPV, until you see the guard by the elevator move away from it. Then just get up and move to the elevator and open it. Go to level B1.

```
-----  
--- Cell ---  
-----  
[4CELL]
```

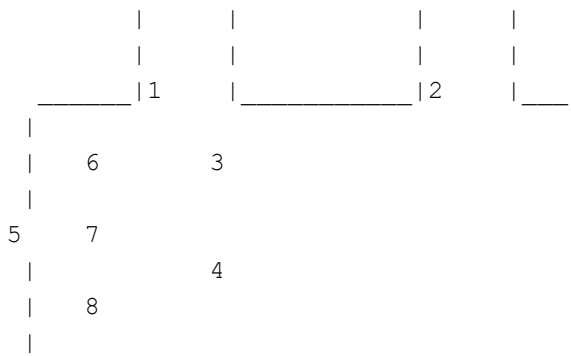
Once out of the elevator keep going down the corridor until the end then use O to get up the ladder. Once in the vent move forward until you get to a path to the left, which will take you to some SOCOM bullets. After this path, keep going forward and then down the next left turn, you can look in the grating to

see Johnny Sasaki complaining about his cold and also watch Meryl exercising (see below if you want to waste time watching her exercise eventually in her underwear). Keep going along the vent until you drop down to the DARPA Chief. If going for time, skip the FMV's here, until you hear the guard get knocked out and the door unlocked. Note on the FMV here, if you don't have the SOCOM Snake will grab Meryl's FAMAS with his hand, and if you have the SOCOM he will draw his gun and point it at here. Anyway again skip this for time and you'll be in the guard fight below.

To see Meryl exercising differently, just go back to the ladder and re-enter the vent, watch her again, then exit and so on. On the first time, she will be doing sit ups, second time it's single arm push ups, third stretching against the wall, and the fourth time she will start again at sit ups, but will be in her underwear :/. Same goes for the next two exercises, arm push ups and stretching will also be in her underwear. After the sixth time, it will have reset back at her doing sit ups fully clothed.

-----  
 GUARD FIGHT  
 -----

This battle can be very tough and it depends on what enemy kills count you want to end up with which determines the method you use.



- 1 - Attack position 1
- 2 - Attack position 2
- 3 - Meryl's start point
- 4 - Snake's start point
- 5 - Entrance for attacking guards
- 6 - Guard position 1
- 7 - Guard position 2
- 8 - Guard position 3

Be prepared because the battle starts STRAIGHT AWAY. Guards will come in from spot 5. Meryl stands at spot 2 during the whole battle and Snake starts at spot 4.

-----  
 Phase 1  
 -----

This is probably the hardest part of the fight because you are immediately standing out in the open with no cover whatsoever. Just quickly pull out either gun (the M9 if you are going for Big Boss ranking) and shoot the fire extinguisher to temporarily blind the guards. Now quickly pump in three head shots to take them all out. Once those three are down the game will move to a short scene.

-----

Phase 2

-----

After Meryl has shot the three guards in the cut scene she will now shoot at them as well. Now go into either of the cells and stand at either point 1 or point 2. I prefer point 2 because that means that Meryl will take out at least half the guards that enter the area before they can get to me. When you are there lean up against the doorframe and perform jump-out-shots to eliminate any guards that come into view. The only reason that you can do this is because Meryl doesn't have a Life Guage as of now so she can take a beating, but you can't so take advantage of this.

-----

Phase 3

-----

This is the part when the grenades are thrown and make sure you stand somewhere inside the cells. The grenades will not damage you this way. Now finish off the remaining guards ina similar fashion to what you did in Phase 2.

The 6/7/8 positions show where the guards will stand when they come into the area in groups of three.

=====  
SUBMITTED STRATEGY : JMcSquiggleII <JMcSquiggleII@netscape.net>

In Twin Snakes, it is possible to snipe guards that are coming toward the door, they don't actively fight you until they walk into the door, so any that you peg into the head walking down the hall tword you are free game. This goes quickly and is effective on any difficulty.

=====

After Meryl leaves the fight is over. Go back into the Cell rooms and grab the Book out of the Lavatory and the SOCOM ammunition out of the locker in the south part of the room. Now go to the elevator and head for B2.

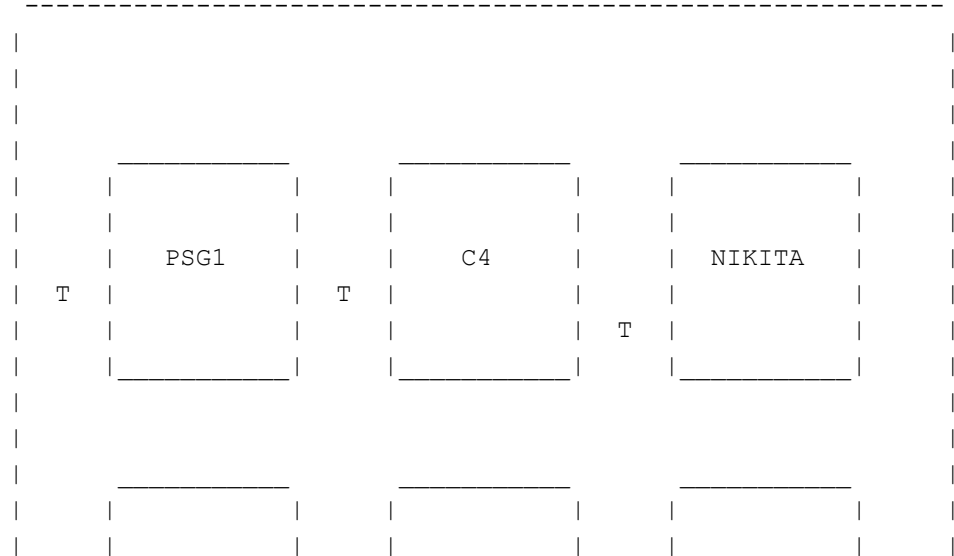
-----

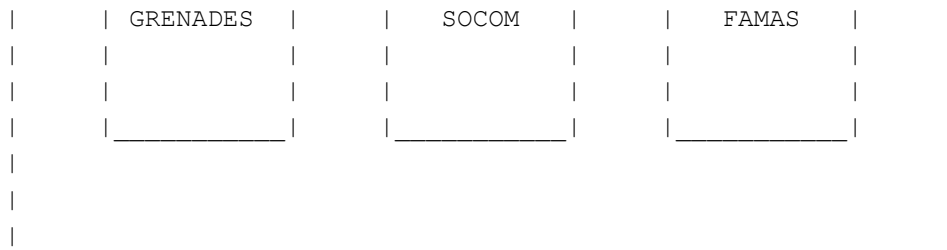
--- Armory ---

-----

[4ARM]

\_\_\_\_\_1\_\_\_\_\_      ELEVATOR      \_\_\_\_\_2\_\_\_\_\_





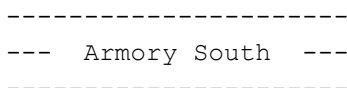
3

T = Trap

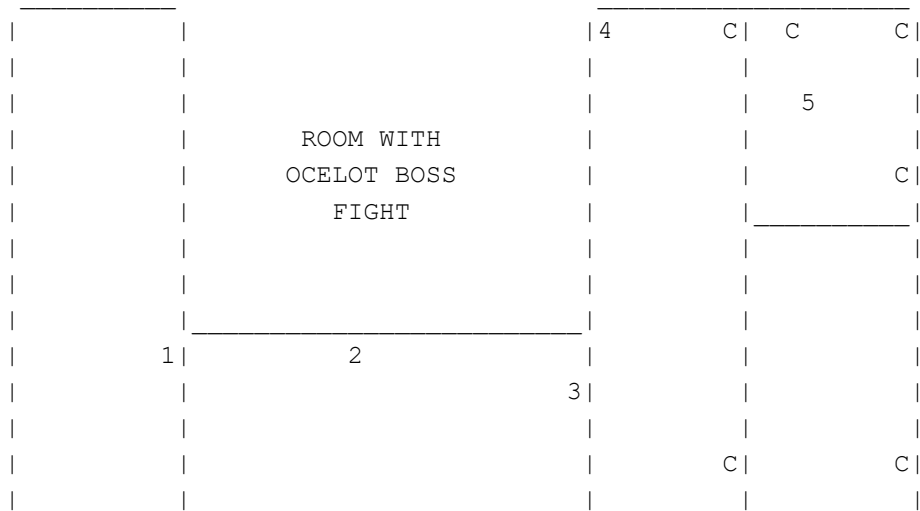
There are absolutely no guards in here as of now. So don't worry about getting caught. There is one thing that you need to pay attention to, however. There are three trap doors in this room. When you step on them they will open up underneath you. If you stand on them too long then you will fall into some random pit in the ground. So move over them quickly. You will know if you triggered it if you hear a clicking noise.

Moving on... go into the room labeled "C4". Grab all of the C4 in the room and look inside the lockers for some more. Then go into the room labeled "SOCOM" and fill your pockets with ammo.

Now for the walls. Go to point 3 and plant some explosives here. Move away and blow it up. Move through the hole that was made.



[4ARMS]



C= Gun Camera

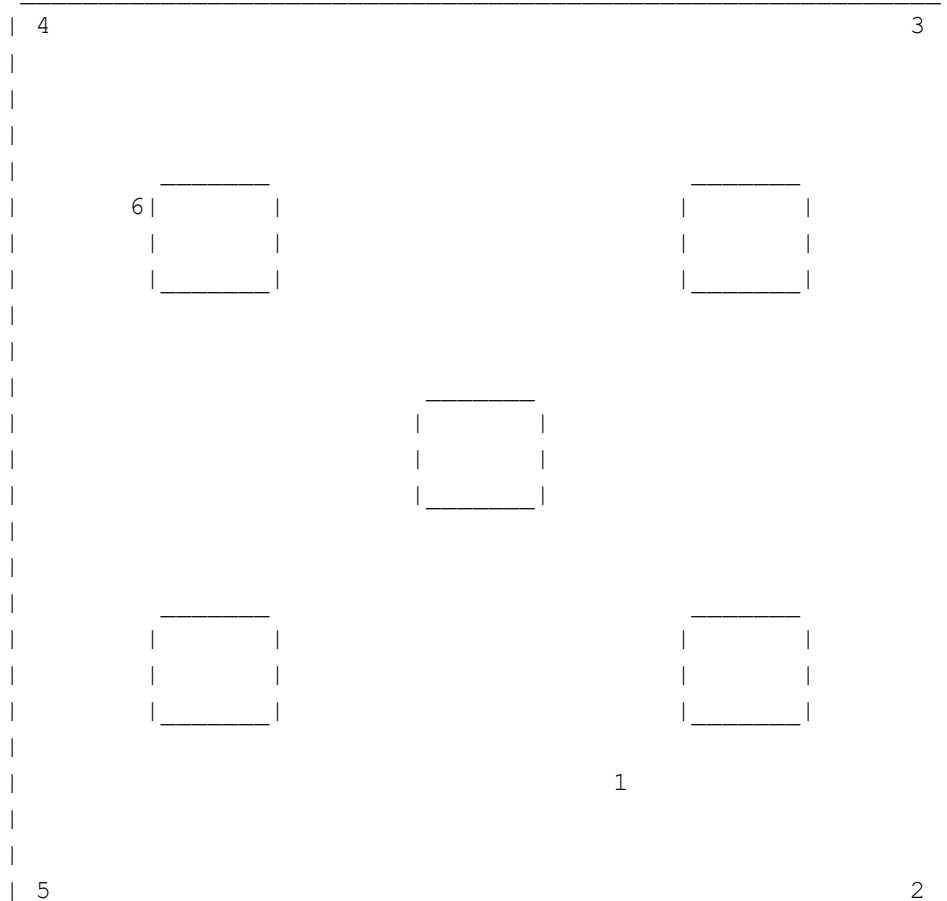
Blow the wall at spot 1, and move to spot 2 and blow it with your C4. If you are thinking of restocking... forget about it because the Armor has not been restocked since you were last there. So you should have 1 C4 left. Go through the blown wall at 2 to enter the Ocelot fight (see below).

Note that the extra area on the map above can't be reached yet. While you can blow the wall at spot 3, the rooms beyond require a higher level security card. You will acquire these cards later on in the game.

-----

BOSS BATTLE : Ocelot

-----



Difficulty : Hard  
Weapon : M9/SOCOM

Ocelot is most easily defeated using C4. On Extreme, it will take four C4 plus one bullet, which is just enough that it can be pulled off with style. If he was any tougher than that, it'd be an ugly shootout that would go on for too long. Luckily, there is a way to lure him into a C4 trap and dispose of him quickly. The key to a speedy success is being able to plant the C4 trap safely without coming under fire, and the best time to do that is when Ocelot is talking. And how you get him to start his speech is simply by hiding.

At the start of battle, get into first person view and get out either your M9 or the SOCOM. You will spot him at 4 (you are standing at 1). Aim to the left side of the pillar, approximately in-line with his head, and when he pops out from behind quickly fire off a shot. Now plant the C4 bombs. Plant them at points 2, 3, 4, and 5. If you plant it any closer to the main pillars in the room the explosions will set off the C4 planted there and that will mean the end of this battle for you.

Now you have to time this so that you explode the C4 when Ocelot runs over it. A good way of figuring this out is by keeping an eye on him with the corner mode. Another way to figure this out is to estimate his distance ahead of or behind you. He will usually be exactly opposite you or one pillar ahead of you. You just need to figure out which it is.

Just one note before I go on... planting C4 is kind of pointless if you are going for Big Boss. That will take away his Life Gauge not his Stun Gauge. You will have to do this the hard way, a shoot-out. Just keep hacking (by this I mean shooting him, no swords for you) away at him. Try and go for head shots, if you can nail three or four head shots then he will go down

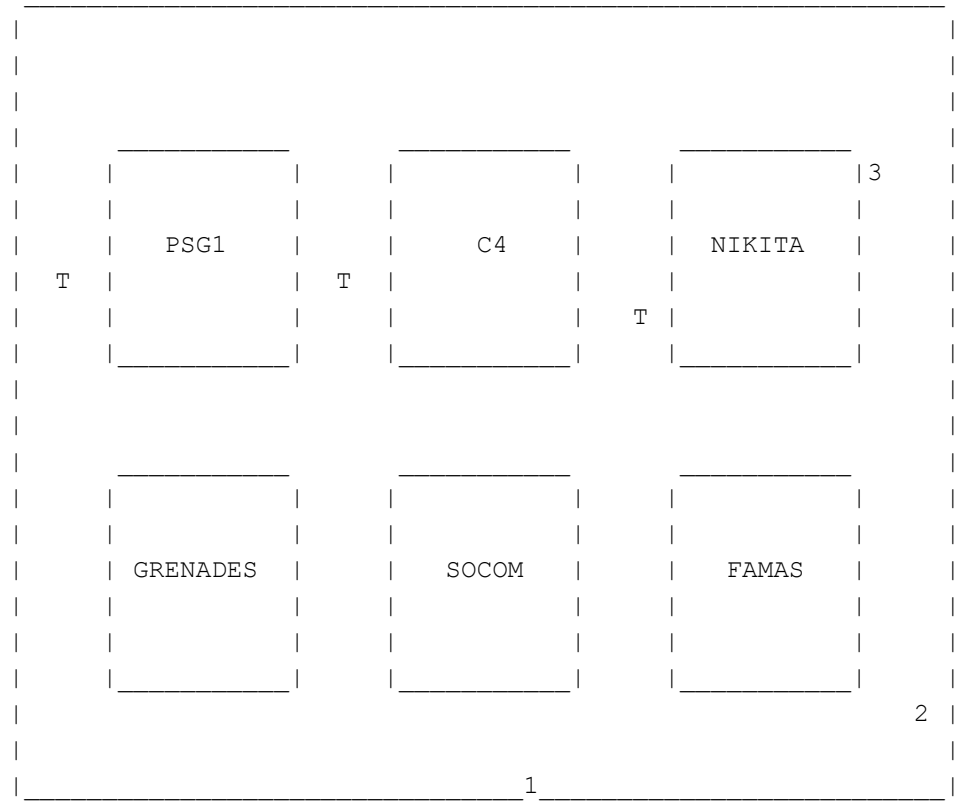
quickly. If not then just try and head him off and firing some shots at him.

A flashy trick is looking in first person view and using the L and R and X buttons to dodge and duck his bullets. It's a refreshing change of action if you're bored. Quite Fun.

=====
SUBMITTED STRATEGY : JMcSquiggleII <JMcSquiggleII@netscape.net>

The ultra easy/cheap way to defeat Ocelot is to be holding onto the duck button at the end of the cut-scene right before the battle. If you hold onto the duck button and the fire button you can run while aiming. This is great because for some reason Ocelot is very slow in this remake of the game. I found this trick in the PSX version of Metal Gear, however, the biggest difference is that in the PSX version Ocelot was faster than Snake and easily out ran him. In this version, he's a lot slower so keeping up with him is no problem. If you pull out your SOCOM/M9 (I use the M9 because I like to go out of my way not to kill people) and chase after him, he won't shoot at you so much as run away from you. Just keep the run button held down the whole battle, and fire at him.

=====
Getting out of the armory safely
=====



Go out of the door in the north part of the room where you fought Ocelot and you will find yourself at position 1. Look to position 2 and shoot the guard standing there with your M9. He will fall and will open up a passage for you later on.

Now go into the room labeled "FAMAS". As soon as you get into the doorway STOP! There are a set of IR beams in the middle of the room. Duck down to a crawling position and grab the Cardboard Box A and the FAMAS and some ammo for it. Now crawl back under the beams and grab the two packs of ammo on either side of the door. Slowly creep out of the doorway and look back towards

position 1 for a guard approaching. There most likely will be so be careful.

Once he has passed you going towards the elevator, go to postion 3. Wait for the guard by the elevator to turn away and then go up to it and punch the button for it. Get in and at this point you should place a call to Meryl. Her frequency is 140.15. Skip the convo and then go to level 1.

-----  
--- Getting through the cargo door ---  
-----

Once in the Tank Hangar Meryl will call on the Codec to tell you that she unlocked the cargo door. For now ignore that door. Move to the level 2 door on the right side of the screen. As soon as you enter the door\_move\_to the\_crate on the north\_side of the room. Just duck down because the guard will turn around almsot as you enter the room. If you are standing in plain view then it will be a game over. When he turns back around, stand back up and shoot him in the HEAD, if you miss he will turn around and see you. Grab the SOCOM Suppressor.

NOTICE : If you are going for Big Boss then skip the next two paragraphs. They are unnecessary and take up too much time.

Now Go back out and look in FPV. Any guards that you can see... shoot with the M9. There should be a guard patrolling by the tank and another standing somewhere in his proximity. Now move to the staircase in the east. When you reach the base of the stairs, scan the top level for another guard patrolling. When you see him, fire a shot at him. When he has fallen over throw a Chaff Grenade and pass the camera. Go into the level 1 door at the top of the stairs and grab the Chaff Grenades.

Now head around the catwalk. When you reach the next camera throw another Chaff Grenade and go into the room underneath it. Grab the Mine Detector and then head back out onto the catwalk. Jump over the railing and fall to the floor beneath.

Now go through the cargo door (ignore the Codec call) and get out your SOCOM and the suppresser. Shoot all the little green sensors on the left side of the room. When they are all dead go through the cargo door on the other side of the room. I am taking faith that I don't need to explain what happens when you screw this up (getting caught in the beams)...

-----  
--- Canyon ---  
-----

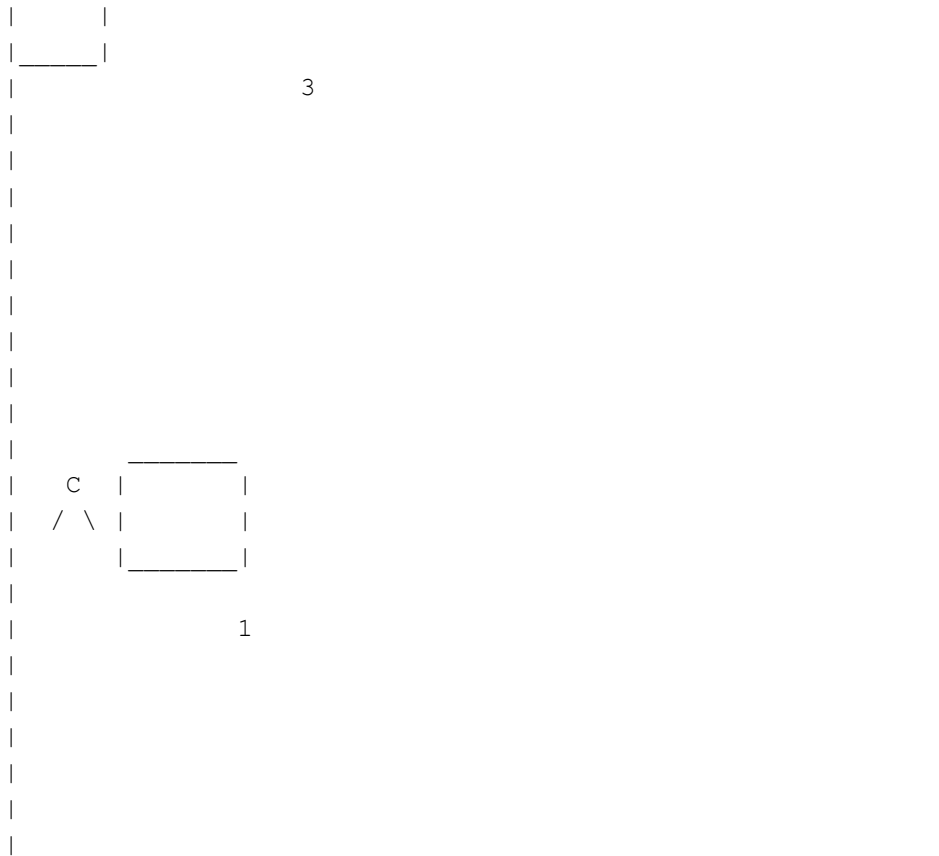
[4CAN]

Move forward until you get the Codec call. Don't acknowledge it. Just use that as a sign to start crawling on the ground. Crawl until you can see that you are past the big rock on the left. Then get up and run forward.

-----  
BOSS BATTLE : M1 Tank  
-----

---

	2	
	4	



Difficulty : Medium

Weapon : Stun Grenades/Frag Grenades

Once you arrive go left and pick up the claymore further up the path by crawling. Make sure you are as close to the left as possible and pick up the claymore without being hurt. You can do this after throwing the chaff but that's entirely up to you. You start at spot 1, throw a Chaff Grenade straight way to scramble the tanks sensors and main gun, letting you get closer the tank. Throw a stun grenade as well because this will stun the guard in the tank. Then run to where spot 3, the tank should be around spot 2, remember you must avoid the claymores at the bottom. By now the tank should have recovered so place a claymore at spot 3, in front of the tank to take out the caterpillar tracks and slow the tank down. The tank should run over it and explode if you place it correctly. The tank will be slow now and this offers you the opportunity to throw grenade in cockpit without being run over. If the grenade is thrown directly in cockpit the guard will lose about 30% health. With two more direct hits he will be stunned/killed.

While the guard is flying out of the tank get in the position for throwing a grenade in the cockpit and as soon as the second guard says: "See how you like this!" you throw the grenade and he shall be defeated. This does take practice though. There is an alternative way, you can throw stun grenades to stun the guards from firing at you. Use more chaff and the grenades again to take the tank out.

There are grenades to the left and right of the top area of the screen as well as more chaff.

Just some general strategies for the M1 Tank : use the little trench in the middle of the Canyon to your advantage. If you are bleeding then just hop in and lie down until it stops. The tank cannot attack you while you are in there.

If you see bullets coming towards you or are about to be run over by the tank roll away from it quickly. You can usually escape most situations that

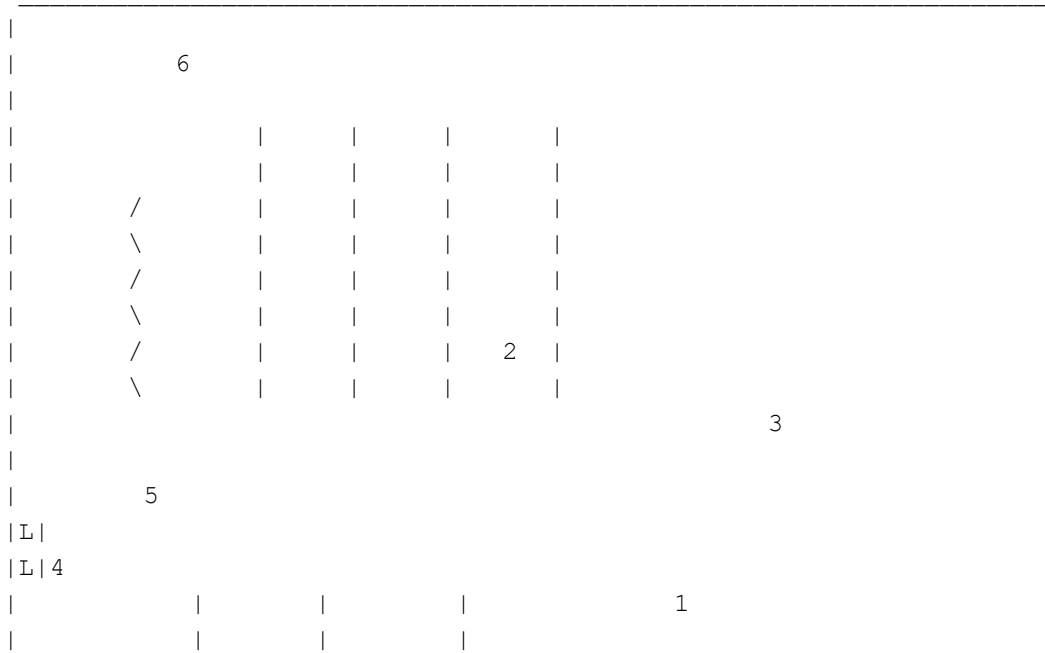


involve that in good health just by rolling.

-----  
--- Nuclear Weapons Storage Building, 1 ---  
-----  
[4NUKE]

OMGLOLWTFBBQ!? I CAN'T USE MY WEAPONS! : Tough shit.

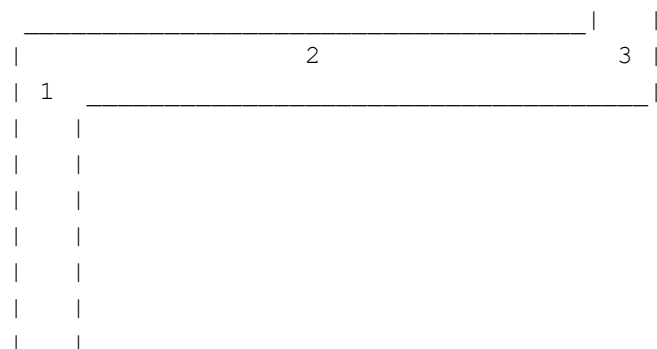
-----  
Ground Floor  
-----



Run as soon as you can and wait about a "Snake's length" away from the door. Get onto your belly and look out under the door. You should see one guard head back towards point 2 and one moving away from you at point three. Wait until they are both turned away and then crawl under the door. Skip the Codec conversation with the Colonel.

Run to one of the lockers at point 4 and get in. Wait until you see a guard move past you at point 5 going towards point 6. When he does, get out and run up the stairs.

-----  
1st floor  
-----



The guard will be standing at point one but he will turn away and head for



Difficulty : Easy  
Weapons : Fists/FAMAS

The ninja's katana can deflect any bullets you fire, so you will have to fight this battle with no weapons, only hand to hand. You can jam his electronic camouflage with Chaff grenades but this way is slow and time consuming. Avoid his kicks and use the punch-punch-kick combo to hit him when you can. You start at spot 1 and ninja starts at spot 2, straight away do your combo on him. Then he will move to a random part of this area, run to where he goes and combo him. Then he will disappear and appear around by spot 3. This is the part that you may well get hit. From the start of this part run over to him and combo him. Then stay within the area of spots 4 and 5. Make sure you combo him before he tries to attack. He will then flip in the air and try to land on where you are, move before he lands, wait for him to start moving again and combo him. It is hard but you MUST get a combo in before he starts doing his spinning twirly stuff.

In the next stage of the fight, the ninja will hide with his stealth camouflage. You will be able to see his shadow behind various computers in the lab, you can also activate Thermal Goggles to see him better. Make sure you keep punching and kicking him until he comes out in the open again. He will appear at random spots in the room, the ones I've seen him at are spots 6-10 on the map above. He will then move out of the way of your punches and appear behind you. Punch once to make him go behind you, and then turn around and use the combo to inflict damage.

You can also use Chaff to immobilise him. However, I just make sure I avoid his punch and then move in for the combo. After his live is extremely low make sure you move out of the way because, a field of electricity will form around him. This protects him from punching and kicking, so you can now fire at him using a weapon. I suggest lining him up in first person and shooting him with the SOCOM. He will appear at spots 11, 12 & 13 before the battle is over. Shoot him from a distance though.

Additional strategy in intricate detail:

The ninja has six different attack phases, each one can be easily overcome by following a simple pattern. you can resort to using chaff grenades, but each one only grants you a single three hit combo that you can only execute once until the chaff fades away, which is time consuming, weak, and very unnecessary. I won't get into all the different ways there are of defeating the ninja, I will only briefly describe each phase and the pattern you use to defeat him most efficiently.

The ninja is only subject to a maximum of three hits before he will evade you and try to attack again. That means that if you know how to time your punches to string them many of them together in a single, unbroken combo, only the first three punches will connect. After three hits, the ninja will break away and you cannot attack him until he is vulnerable again. If you break the combo early after only 1 or two hits, then your attack has ended and the ninja will be able to break away. Being able to follow these patterns depends highly on your ability to articulately execute punch-punch-kick (PPK) combos without mashing the O button. If you're a button masher, you're more likely to fail using this strategy.

-----

## Phase 1 - Ninja runs around with the sword

-----

You will be allowed to land two attacks on the ninja in this phase. Whether those two attacks comprise of a single punch each, or a PPK combo, after your second attack is executed, the phase ends and the next begins, so it is in your best interest to do as much damage as possible in this easy phase. As soon as the battle begins, simply run up towards the ninja, and do a PPK. After the first attack, he will flip to the left, right, or down. Simply follow and execute another PPK the moment he is vulnerable. If he flips to the left into the little cubby hole, you can grab the SOCOM ammo after you land your 2nd PPK.

## -----

## Phase 2 - Ninja runs around and attacks you

## -----

The ninja will likely be coming at you from the top center area and you will be coming towards him from the top left area. Wherever you decide to meet, it doesn't matter, just don't try to outrun him or turn your back on him during this phase. The best way to get through this is to face him head-on and hit him before he hits you. Once you've started the cycle, it'll be easy from there. It is crucial to time your first attack correctly or else you will eat a mouthful of cyborg ninja foot. It's not very difficult, it just takes a few times before you get the feel of the timing.

The basic pattern goes like this: PPK, and then the ninja will flip away, follow him as he flips away so that you can execute another PPK on him the moment he lands on his feet. After this second PPK, instead of flipping away, this time he will jump up and try to stomp on you. Simply move away just a bit, and then move back to execute another PPK as he lands from his stomp. After this 3rd PPK, he will go back to flipping and you start the pattern over again. So it's PPK, flip, PPK stomp, PPK flip, PPK stomp, etc. But there is one more tweak to add to this pattern before it is perfect.

The problem with the phase 2 pattern as I've described it so far, is that occasionally in the middle of the pattern, instead of flipping away, or stomping, the ninja will decide to connect his elbow to your face in a very painful way. The solution to this problem is the 'echo PPK', and all it is, is just doing a 2nd PPK a split second after doing the first. You'll just be punching air, but it will ensure that the ninja responds to your first PPK with an evasive manoeuvre rather than an offensive elbow. Dear button mashers, please note the pause between the first and 2nd PPK. If you fail to pause in between, the echo is useless and you will likely still get an elbow. The pause is quite short, slightly less than half a second.

So, finally, the complete, polished phase 2 pattern looks like this:

First strike: PPK-pause-PPK, ninja flips away-follow him.  
Upon landing, PPK-pause-PPK, ninja stomps-dodge it.  
Upon landing, PPK-pause-PPK, ninja flips away-follow him.  
Upon landing, PPK-pause-PPK, ninja stomps-dodge it, etc etc.  
The Phase is over when his health reaches a certain point.

## -----

## Phase 3 - Ninja plays hide and seek

## -----

Simply put on the thermal goggles and look for him. He stands in 1 of 5 places:

- along the top wall next to the locker that Otacon is hiding in.
- along the left wall in the top corner where the SOCOM ammo is.
- along the horizontal glass wall that separates the top centre area with the middle centre area.
- in between the two lockers on the far right wall.
- in the south east corner in the open area.

You have only a few seconds to reach him and land a PPK before he starts to charge for you. Be sure to judge your ETA (for all you non military lot, that's estimated time of arrival) and anticipate his charge if you can't make it him in time. You will have to adjust your PPK execution to once again hit him before he hits you, just like at the start of phase 2. You only get three attacks in this phase, so make every attack count with a full PPK combo.

-----  
Phase 4 - Ninja walks towards you and teleports  
-----

When the ninja is in range, if you do nothing, he will very slowly throw a punch that can very easily kill you on extreme. If you attack him before he punches, you will miss as he instantly teleports behind you and tries to punch you. You button mashers who sloppily execute a full PPK combo will sadly be immobilised until the combo is completed, which is not soon enough to avoid the spine-shattering "Punch of Death". So be careful to press the button once only, prompting him to teleport behind you and thus, giving yourself plenty of time to remove yourself from the range of his fist and come back with your own ninja whopping PPK combo.

For those of you wanting a more aggressive challenge, this is an easy phase to deal with if you use the furniture to your advantage. You can force the ninja to teleport to a spot and actually land a PPK on him before he throws that killer punch. Do this by standing the middle of that little path between the upper left area and the upper middle area. That path is sided by computer consoles to the north, and the glass wall to the south. If you stand in the middle, as the ninja approaches you from one side, when you throw a punch, he will only be able to teleport directly behind you, so you can whip around and PPK him just as he appears. The moment he gets up again, throw another punch to force him to teleport and execute another PPK behind you. You will effectively bounce him back and forth until he makes that long speech, which brings us to the next phase.

-----  
Phase 5 - Ninja walks towards you with a double teleport  
-----

After the "clashing of bone and sinew" speech, he'll start to teleport twice. Just follow the same pattern except after the first teleport, punch twice, then after the 2nd teleport, you will land the PPK.

Life bar depleted. Encounter over.

=====

SUBMITTED STRATEGY : JMcSquiggleII <JMcSquiggleII@netscape.net>

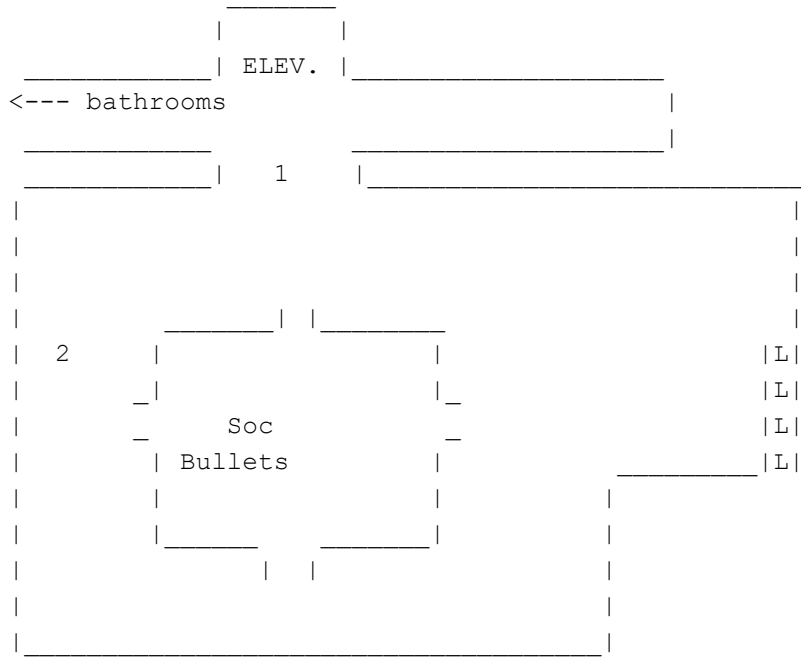
The first two forms of the fight are the exact same because of how he reacts to you pulling out a weapon. If you need to heal, a great way to do it is by throwing out a chaff to stun the Ninja, then fire your FAMAS at the Mario statue in the back. Once he starts going invisible, you can actually hit him with the nikita launcher and it will injure him more than your punch punch

kick combo. In fact, while I was doing this on extreme difficulty, the ninja didn't even get to say the "clashing of bone and sinew" phrase due to how fast I drained his energy away.

=====

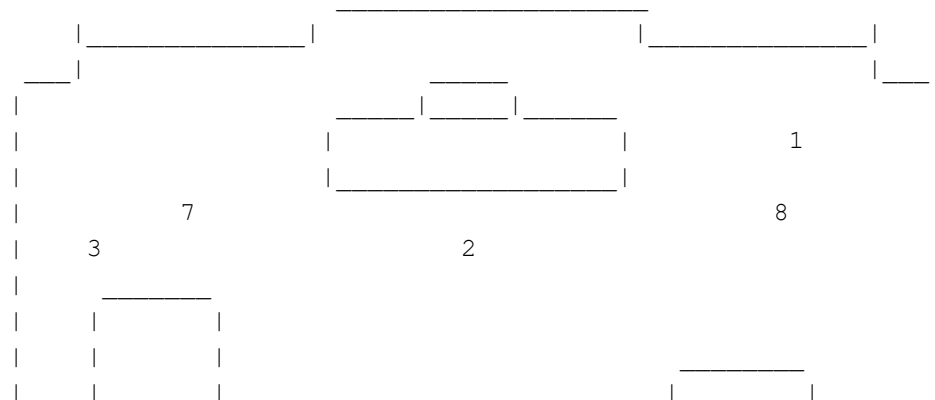
Exit the lab, and head for the elevator and go to floor B1.

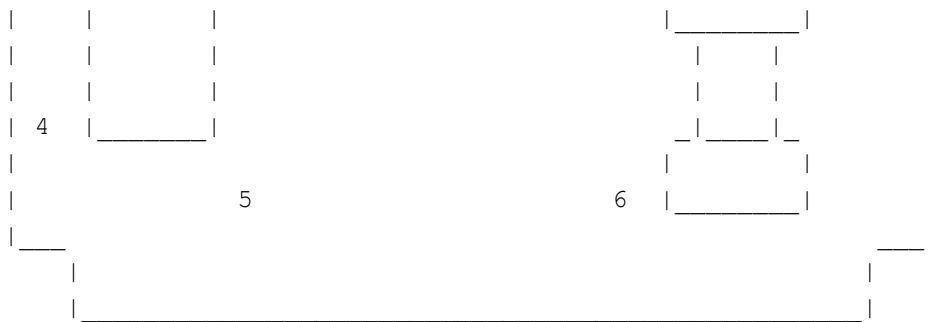
-----  
--- Nuclear Weapons Storage Building, B1 ---  
-----



Meryl is in the same place each time as you may well know. The map above shows you where she is just in case you don't know. You enter the room at spot 1 and the guard at spot 2 is Meryl, let her see you and follow her to ladies bathroom. For more fun you could wait for the soldier to walk away and look at the butt... If the soldier sways her butt, then let her see you, other wise, avoid. Follow the soldier to the ladies bathroom, run up to the 3rd stall and go inside. After the cutscene, walk outside the bathroom and take note of the missing music and guards, use this to your advantage to gather up ammo for the up coming boss fight. When you're ready continue to the door at the top of the screen for the boss fight.

-----  
BOSS FIGHT: Psycho Mantis  
-----





As he can read people's minds he can predict what you will do. He can also make furniture float and throw it at you. Firstly, put your controller into controller port 4 on you GameCube, or use the one in the fourth port. The boss fight had 6 phases, and Mantis can be especially easy if you first use the fourth port controller and know how to get through each of the phases.

-----  
Phase 1 - Controlling Meryl 1  
-----

When you first enter the room, Mantis will control Meryl and make her shoot at you. To stop her you can either punch her out which will deplete her life, or just throw a Stun Grenade to disable her with no health loss. And yes she will actually shoot at you. Now Mantis will show.

-----  
Phase 2 - Attacking Mantis 1  
-----

Firstly the screen will black out, and the word Hideo will appear in the corner (a little homage to the game's director and creator Hideo Kojima). When the screen reappears, Mantis will attack in one of 6 different ways:

1 : The first phase, is Mantis in stealth camouflage and starts at spot 1, shooting some sort of projectile at you. Use thermal goggles to see him and shoot at him with the Socom or FAMAS, I suggest Socom for this part. Once hit he will hover off to another spot on the map between 1 and 6. You can't him when he is flashing, much like the other boss fights. Once hit 3 times, he will change to the second attack.

2 : Starting at spot 2, Mantis will use his powers to levitate chairs, move them in a circle. To avoid getting hit, just lay down and wait for him to throw them all off screen and then get up and shoot at him, before quickly lying down again for the third attack. Or you can move to spot 3 and fire the FAMAS bullets from left to right, trying to lock on to Mantis of course.

3 : Mantis will send two statue figures at you very fast, so make sure you are lying down after the second attack, as it is hard to avoid if you are standing. Once they go off screen, it's attack four.

4 : Much like the last attack but with vases, two at a time, with each being moved four times. Again stay on the floor, standing up just after they have moved to attack, and then get down again. Or if you want to finish him off as quick as possible (which you will for the best times) you can try running away from the vase when it moves, then quickly lock onto Mantis, shoot and run away before the next vase tries to hit you. This applies for whenever the two figures try to hit you.

5 : Same as 3 but with animal heads instead of statue figures.

6 : Lastly, Mantis will move between spots 7 and 8, sending pictures and book cases at you, the 3 pictures on the inside, and the 2 book cases on the outside. They move from the north wall to the south wall then back to the north again. To avoid these lay down in the middle to avoid the pictures that will go flying over you and the book cases should be to the left and right and therefore not hit you. When they have gone back to the north wall, get up and shoot Mantis, then lay down again, getting up when it's safe to shoot him. Sometimes you can get away with standing in the middle (or wherever there is no picture frame flying around) and again try locking onto Mantis with which other gun you see fit. Once he has completed this stage, he will start again at attack 1. Phase 3 will begin when Mantis has half life left.

-----  
Phase 3 - Controlling Meryl 2  
-----

Like Phase 1, with Meryl trying to shoot you. Knock her out with a Stun Grenade, after she comes to, she will threaten to shoot herself, but like before just use the Stun Grenade to loosen Mantis's grip. And again like Phase 1, she will shoot at you and herself if you leave it too long.

-----  
Phase 4 - Attacking Mantis 2  
-----

Same as attack 1 in Phase 2, eventually move onto Phase 5 once he only has a small part of his life left.

-----  
Phase 5 - Attacking Mantis 3  
-----

Mantis will use a combo of the attacks in Phase 2, starting with attacks 3 (statue figures), 4 (vases) and 5 (animal heads). After that set he will use attacks 2(chairs) and 6 (pictures and book cases). It is best to attack him in-between him switching between sets of attacks.

=====  
SUBMITTED STRATEGY : JMcSquiggleII <JMcSquiggleII@netscape.net>

Note : This strategy requires a lot of M9 ammo, so unless you have the bandana, you'll have to improvise the second half of the strategy.

Meryl is most easily taken care of by shooting her with the M9 in the head. One shot to the head or four to the chest will knock her out, won't make her lose any health, and also doesn't give her the amount of time to shoot at you that the stun grenade leaves open. Also, when Psycho Mantis is trying to get her to shoot herself, I accidentally missed Meryl in first person mode and shot Psycho Mantis, this made him stop controlling her and instantly freak out. I wasn't on extreme difficulty when I did this, so I don't know if the difficulty changes anything, but you could try experimenting on this.

Phase One : When Psycho Mantis runs around invisible, equip the thermal goggles and the nikita launcher, then dodge the projectile he throws at you. When he's floating there, smack him with the nikita launcher and it will drain his consciousness bar. It is possible to get him stuck in a loop by timing your launcher swings with waiting about a second after he stops falling backward. If you time it properly, you should be swinging just as he flies into your launcher. I find a great way to locate him is to stand about in the center of the room and wait for him to throw a projectile at you, then dodge



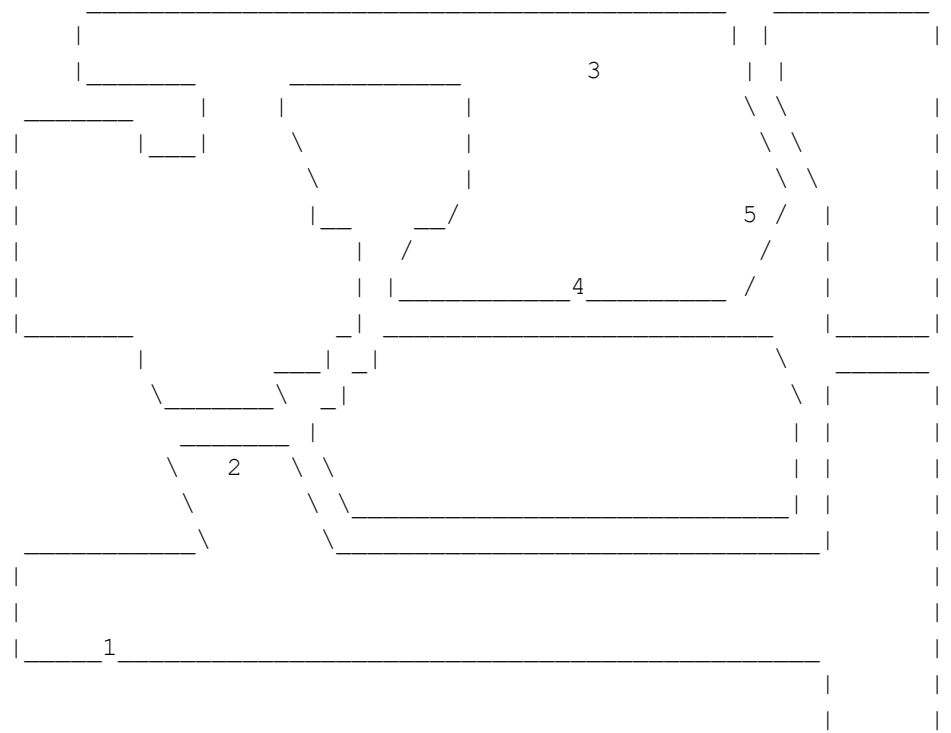
the projectile and run in the direction it came from. Eventually he flies to the center of the room and starts up phase two of the battle.

Phase Two : There's two ways you can do this. The first is to stay close to Psycho Mantis and keep hitting him with your nikita launcher. When something moves close to you duck under it and wait for it to pass, then stand back up and hit him again. The less aggressive and much safer way to do it is by laying prone in the cubby to the right of the door between the door and the table. Pull out the M9, aim in first person mode, and fire at Psycho Mantis. Everything will fly over you in this location, so it won't receive injury. In expert difficulty the amount of time you get to aim is next to null, if you're quick you can still manage to shoot Psycho Mantis in the leg, but it's still kind of tough. Better than receiving damage though.

=====

After his health is worn down enough the cutscene will start, after which go through the passage opened by Mantis and collect any ammo in the area before moving through the door to the Wolf Cave.

-----  
--- Wolf Caves ---  
-----  
[4WC]



You will start at position 1, after the little scene where Meryl takes point, equip Night Vision Goggles and go to spot 2. Crouch down with X and move forward, you'll crawl under the rock barrier and you can see a wolf dog just ahead. Shoot it with the M9. Go to point 3 and look towards point 4. You should see another wolf there. Shoot that one with the M9 and then go through the little overhang indicated by point 4. There is some Pentazem in this room.

Go to spot 5 and crouch again and crawl through the hole to get to a lighted area, there should be a wolf dog puppy running around. Go meet Meryl. If you want to be able to pass back here without using up M9 bullets go up to Meryl and punch her. Then quickly equip a Cardboard Box. The puppy will come



and get out your PSG1-T and pop a Pentazem pill to calm the trembling. Zoom in with your sniper rifle at the spot where you say Wolf last. You should either see her moving away or still there. Most likely it will be the former because she moves around a lot on Extreme mode. Now just track her until she stops moving and aims her gun at you. She will fire off a shot very quickly but you have the advantage as of now. Get in your shot before she does. Try and go for the head to reap the most damage.

Now just rinse and repeat. I, personally, don't see any way that you could have a problem with this fight if you have beaten it on any other difficulty. It is essentially the same except that she moves around more often, she does more damage to you, and she is more responsive.

If, by chance, you do get shot then just unequip the rifle and get back behind the wall. Do not stand out in the open trying to get your aim back. She will just shoot you until you are dead. Once she is stunned/killed just move up the Underground Passage to the Lv 6 door.

```
-----  
--- Torture Room ---  
-----  
[4TOR]
```

LMAO!! Snake got pwned! \*realizes people are watching\*

\*clears throat\*

Anyway... now you have been captured by Ocelot and the others. So I imagine that you remember that this is the button-mashing part of the game... well, the first one anyway. This still isn't incredibly hard on Extreme but if you are slow enough then you won't be able to do it.

My favorite way of doing this is to wrap my thumb in my shirt and rub it across the A button as fast as I can. The shirt reduces friction and lets you move your finger over faster. Try to move your finger along the bottom part of the button so that you are pushing on it just enough to register the press and you aren't spending a lot of time on the surface of the button.

I hear that you can use a spoon, marble, vibrator, pushy-click type pen, and a few other things but they all scratch up your controller pretty bad so I don't suggest that you try them out. Unless you are at your friend's house!

If you can't pass the torture then just submit to it. It also saves time (a lot) when going for Big Boss. Just submit as soon as possible. As soon as the Time Gauge starts filling up just press START+A.

If you endure the torture you will obtain the Bandana and if you submit then you will get the Stealth.

```
-----  
--- Escaping the cell ---  
-----
```

As soon as you skip over the Colonel's call, call up Otacon and get him on the way to rescue you. Once back in the cell for the second time, Johnny will rush to the toilet, allowing Otacon to arrive (providing you called him). He will give you a handkerchief and some ketchup. There are now two ways you can escape, but you have to do it before Johnny comes back. Either hide under the bed and wait for him to come back, or lay down and equip the ketchup, and press B to break the bottle, spilling it under you, making it look like you

are bleeding. Either way once the guard notices you "bleeding" or that you have disappeared, he will rush in and open the door. Take this chance to either run up and throw or strangle him (I could never quite make myself kill Johnny, and hey he must survive as he appears in Metal Gear Solid 2 :) ). You can also just run around him and out the door, to which he will follow, but then get caught with a rather nasty bowel movement and rush to the toilet.

An alternative escape comes if you muck up using the ketchup, as I did once, or get seen crawling under the bed, you will get called into a third torture session. Either submit or not and once back in the cell, a stealthed ninja will come and open the door once the guard goes to the toilet again.

Grab your gear and Snake will go behind the torture machine and dress himself up. Note that there is a bomb in your items (only if you endured torture), equip it and throw away with A. If you don't do this, eventually when it is about to go off, Deepthroat will call and warn you of it.

Now just throw a Chaff Grenade to get past the camera.

-----  
--- Getting to the Comm Tower again ---  
-----

If you want to grab the digital camera then go ahead and do so from the Armoury South. I would only get it if you are not concerned about time on this playthrough.

Anyway, throw a chaff and exit the room to be back in the corridor next to the DARPA Chief's cell. Use a Chaff Grenade or move under the blind spots to get to the elevator and go to the Tank Hangar.

There are a few ways to get back to the Communication Towers where you fought Wolf, and you also may have caught a cold off of Johnny, especially if you threw or strangled him. If so, you will start sneezing every now and then, alerting guards to your position. To cure this you need to the medicine in Nuclear Warhead Storage Building B1, the room where Meryl was patrolling, the medicine is in the second room down on the left.

You can either walk the normal way :

- through the Canyon where you fought the M1 tank,
- to the Nuclear Warhead Storage Building B1,
- through the room and passage behind Mantis's room,
- through the Wolf Cave (either using the handkerchief given to you by Otacon or the cardboard the wolf peed on to stop them attacking you or the M9) and up to the door where you were captured.

Or, from the Tank Hangar go through one of the vent shafts to get back to the Heliport and equip the Cardboard Box that is labeled Nuclear Warhead Storage Building once in the back of the truck here to get driven to the truck in the Nuclear Warhead Storage Building. From here you can continue normally, the advantage of doing it this way is that you bypass the Canyon which has now had a lot of guards patrolling it and 4 cameras installed so it just easier to avoid altogether, but the choice is yours. Eventually go through the level 6 door, without getting captured this time, to enter Communication Tower A.

DISC CHANGE

You will have to change your disc to the second one in order to proceed. Do

so quickly.

-----  
--- Communication Tower A ---  
-----

[4COMM1]

Go through the hallway and grab the ammo as you go along. When you go through the door at the end you will be caught by IR beams placed on the other side of it. THERE IS NO WAY TO AVOID THIS.

-----  
Normal Strategy  
-----

I prefer to use the FAMAS and Stun Grenades here (see next section for Big Boss strategy). To start out shoot the two guards rushing in from the hallway you just went through. Then head up the stairs after grabbing the FAMAS ammo and the Rope. Unless of course you want to come all the way back down for them once you reach the top.

If you think you have some Claymore Mines to spare then you should lay a few behind you to stop advancing guards.

To start off just keep your FAMAS at the ready and run up the stairs as fast as you can. Now run up and whenever there is a guard above you shooting just fire and keep going. If some guards catch up to you from below, turn around and pump them full of lead when they get close enough.

When you get to the top run around the walkway and climb up the ladder. Go out the door at the top and to the walkway between the towers.

-----  
Big Boss Strategy  
-----

Throw Stun Grenades about every four floors. Use the flip move whenever a guard is in your way. It isn't too hard so don't worry about taking a little bit of damage. Just make sure that you have enough Stun Grebades and you will be fine. If you have the Bandana then you could just throw them one after the other until you reach the top. When you get to the last staircase, just run around the walkway at the top and climb up the ladder before any guards have the chance to follow you. Go out the door at the top and to the walkway between the towers.

\*\*\*\*\*

CONTRUBUTED BY: phoenixdna

I've been doing it with the M9 and no rations. Here is what I do. But you could of course use the socom instead on the M9. (Actually I have never tried that. I wonder if you kill a guard will another reappear in his place. It might be better NOT to kill them so you don't keep getting new ones). The bandanna and stuns might be good (if you are using special items) but stuns are difficult to get to work because you have to be standing just about right on the guys when the stun goes off for it to work.

Anyway here is what I do.

Before running into the lasers pull out your M9 (or socom). Walk into the laser with it out and auto-aim on. You have to anticipate the split second the cut scene ends (showing you at the end of the long hall) and fire. If you get the first guy really quickly, then shoot another bullet and you got both of these guys without even getting hit. I find this the easiest way to get this guys. And the fastest.

Get the rope and stuns.

Run up the stairs with your gun out and aim on and at level 02 as soon as you hit the platform, turn around run down a couple of steps and shoot the 2 guards behind you. You only have to hit them once to put them down with an M9. You do not have to hit them in the head. (I don't use FPV on the guards "behind" in these instructions. But of course I do always use FPV for the guards ahead).

Run up to Level 05 and stop on the platform and look up to level 7. You can see the next guard and shoot him but he cant see you. Shoot him anywhere (leg, shoulder, head, whatever) and he'll go down. Now run all the way up to Level 09. This is the midway point. Run into the stun and the first m9 ammo box and to the door then turn right back around and shoot the 2 guards behind you. I find its a little easier to avoid some damage by running towards them a little bit. But not too much.

Now run past the door until the guard fires. Turn around and go back but not all the way to the door and fire the next 2 guards ahead. One is in the open. The other (the closest one) you will have to hit by leaning left with the L button.

Run around the square and midway up the first stairs. Right here you might have 2 guards on your tail. If you do not then shoot the next guy on the next stairs (not 2 levels up this time ... he is on the very next stairs and you can only see his legs). Then turn around and shoot the 2 guards behind. You might have to shoot the 2 guards behind first. Run to the Level 10 platform (the top of those stairs) and shoot the guard way up on level 11.

Now run to level 13 and shoot the guard on 15 way up at the top. You might have beat the 2 guards behind so you can keep running.

Run to level 17 and shoot the 2 guards on 19 and then the 2 guards behind.

With practice I think you can get to this point without getting hurt too much. You might have a little less than half your life. The last 2 guys are tricky. I think stuns work best on these guys. At this point I have 10 Stuns and I haven't used any. So on about level 21 or 22 I just start throwing them like crazy. When you approach the guys dive past them. Keep throwing the stuns until you get to the vertical stairs.

When approaching the vertical stairs I start pressing the Y button as fast as I can so that I grab the stairs without missing them. I've died at the stairs before spinning around and around trying to hit them.

The last time I did this I got through it without the body armor and had the tiniest sliver of yellow showing. But WITH the body armor I think with this procedure this battle isn't really that hard after a bit of practice.

\*\*\*\*\*

-----

## Rappelling

-----

If you did grab the rope (and I dearly hope that you did) then just equip it and the game will then send you into rapelling mode. Just push A to jump off of the wall. Avoid the steam jets and Liquid's gun-fire from the Hind D.

I find that the best way to avoid the gunfire is to move in the direction that it is coming from. So if it is coming from the right side then jump right and vice versa. The rappelling part is shorter than in the original so that makes it all that much easier.

-----

## Walkway

-----

There are so many ways that you can do this but I'll list the best four. Two lethal and two non-lethal

Lethal : Shoot the guards at the other end of the walkway with your PSG1 Sniper Rifle. Take a Pentazem and equip the Thermal Goggles. Quickly shoot all the guards down before they move off to the side. The best I have been able to get is two before the move. If you can get all three in one go then all the more power to ya!

Fire away at them with your Nikita Missile Launcher. It'll take at least three shots to take them all out.

Non-Lethal : Same as the PSG1 except use the PSG1-T.

Use Stun Grenades. Throw one and then start running across. About 2 seconds after it explodes toss another one and then go into the door at the end and grab the Stinger Missile Launcher.

-----  
--- Communication Tower B ---  
-----

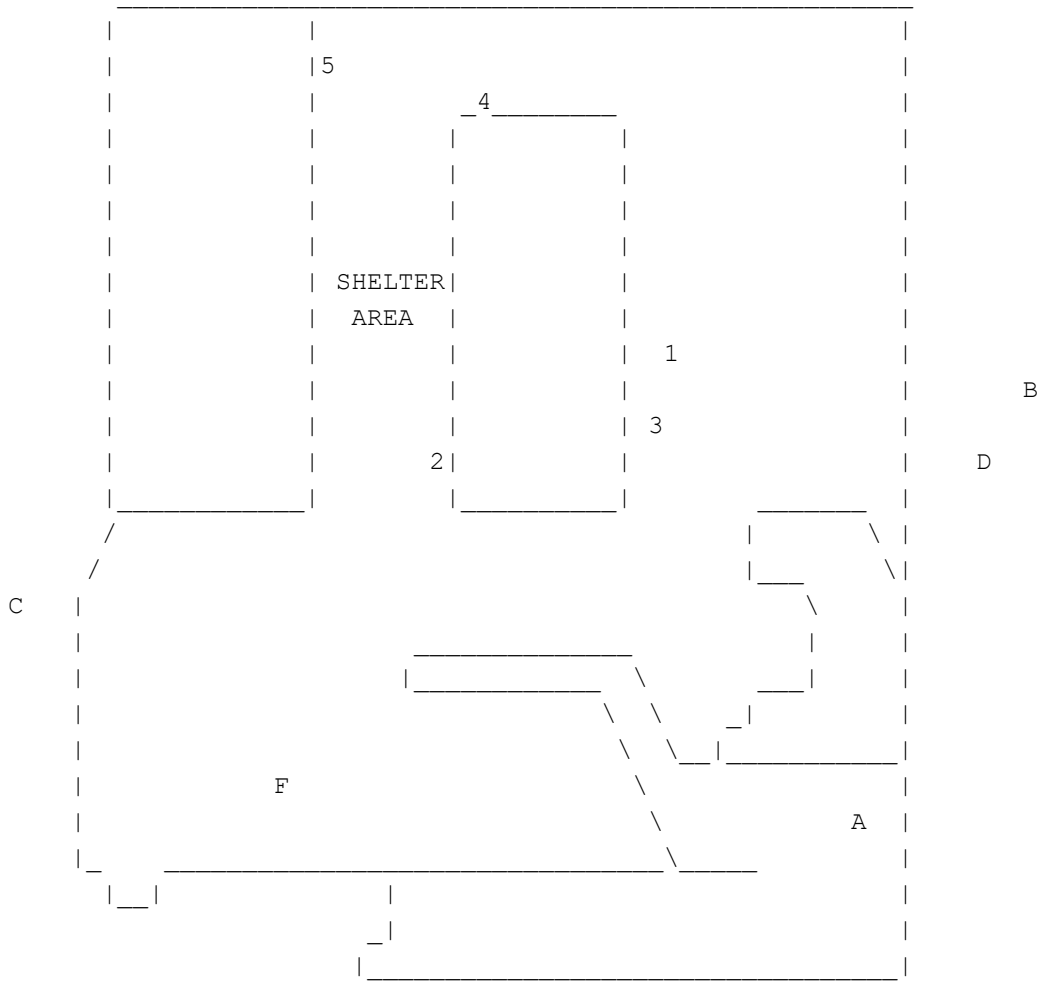
[4COMM2]

You are now in Tower B. Collect the stinger and stinger ammo as usual and go through door ahead. Now go right (snakes left) collect the ammo and keep going down the flights of stairs. Once you get to bottom snake discovers the lower staircase is broken (you must go down there to discover it though). Proceed back up the stairs and when at the top go left around to the elevator where you will meet Otacon again. After this scene equip your chaff grenades. It's advisable to have at least 6(I got away with 5 though and 4 is the absolute minimum). Go up the flight of stairs, throwing them at the right moments to avoid the gun cameras. I usually throw them two staircases before the gun cameras so they go off just before I reach the cameras. You may need to practice the timing but it isn't that difficult. You could also shoot out the cameras with your SOCOM but that wastes ammo that you are going to need later on.

Once up the top, you will see a ladder, go past it and collect the 10 stinger missiles and chaffs, however, DON'T pick up the stinger missiles next to the chaffs, you must get them after the hind fight in order to defeat Sniper Wolf 2 in quick time later on.

-----  
BOSS FIGHT : Hind D  
-----

E



Ugh, the hind battle, this one requires skill, luck and practice. You could try beating it as you usually do, but the strategy I offer here is the quickest way I know. Be warned though it took me lots of practice to get right on a consistent basis.

You should start at spot 1, the hind will be at spot B. Straight away, equip the stinger and aim for liquid at spot B. After the missile's been launched use the quick R1 equip/de-equip trick and run to spot 2. Liquid will fire for a while and should now be somewhere around spot C. Look around to make sure you find him, fire the stinger and run to spot 3. Equip the stinger facing spot D and Wait for him to hover over you, then when you see him fire stinger and run to spot 4. It's not necessary but use the wall/corner view so you can keep an eye on him. He should hover over to somewhere around spot E, fire stinger and run to spot 1. Equip stinger and face it where the hind was before you run. Follow the hind, he will appear in front of you so you have to be quick to fire the stinger, Then run to spot 2. Now he should say 'nice shot'. Run to spot A and collect the stinger missiles. If you did a good job you should have 14 missiles, don't worry if you have 12/13 though. This next part is the pain and the part you will die on most. This is the elusive 'hind trap' as named by jackal (gameFAQS user). Stay at spot 2 whilst the hind does his blowing things up. Use the wall view and wait for the hind to fly past, the hind should be in the air at about spot F. Get directly underneath him, equip stinger and fire at him. You must do this quickly or he will surface underneath the area. Fire stinger at him, wait till he stops flashing invincible and fire another and so



on until he dies. The hind may move around a bit and don't worry about have a direct hit, as long as you face the stinger at any part of the hind it will damage him. The hard bit here is to maintain the hind trap, if your too slow he will surface. Be warned, ive only successfully pulled if of a handful of times. Once you've finished battle, fire any stingers you have left over quickly, then go to spot A and collect the 5 stingers that reappear (only when you've run out of them). Then go to spot 5 and avoid the hinds final destruction.

#### Alternative Strategy

Liquid attacks on the roof of the Comm Tower using a Hind D helicopter. It is possible to shelter from the missile he will attack with. When you first go out the door watch the FMV and then position yourself between the door and the tank holder to the right. Move between here and the top of the tank holder next to the fencing. Watch Liquid's movement on the radar and equip your rations and Stinger to lock on and track him going past from right to left. If you have a lock on and fire the missile, you can then deselect the launcher and hide as the missile will still continue to the target. Avoid the machine gun fire by hiding between the door and the tank holder. Move back to the fence to attack again. There is a ration below the door you came in, and more Stinger missiles to the south on the platform. After hitting Liquid enough, he will shoot a missile to take out the roof, simply stay at the top of the area near the door to avoid it. He will also then hide below you and fly over you. Listen to the sound of the rotors and on the radar. The boss music will also come back in when he is about to attack again. Hit him a few more times with the Stingers and Liquid will try to blow up the roof again. Get as close to the door as you can to avoid the attack on the tank holders.

Once finished, leave via the door you came in, go down ladder and collect the stinger missiles I told you to leave behind earlier. Go down steps and use the chaffs to get past the gun cameras. Collect the FAMAS ammo at the bottom by elevator and go back to the room where you found the stinger, then come back and get onto the elevator.

-----  
Elevator Guards  
-----

Stand in the middle of the elevator and quickly whip out your FAMAS. Press B and the A button and run to any of the corners and shoot the guard there. Now just run around and shoot them again once they get back up. It isn't too hard, just like all the rest.

When you get off the elevator just run around the bottom area grabbing ammo of sorts and then head out the door in the southeast of the area. Immediately throw a Chaff Grenade and run all the way out of the hallway through the door at the end. Grab the PSG1/PSG1-T ammo next to the door before heading through (of course).

=====  
SUBMITTED STRATEGY : JMcSquiggleII <JMcSquiggleII@netscape.net>

There's a lot of ways you can do this, but I haven't found a very effective way of doing it with out receiving some damage. The two easiest ways I have found are by just constantly throwing out stun grenades, and using the launcher (once again) to knock the enemies senseless. On extreme mode it takes two swings from the launcher to knock them out of the picture for good, but because you can sometimes hit two guards at once it is very effective at getting rid of them quick.

=====

-----  
--- Snowfield ---  
-----

[4SNOW]

-----  
BOSS BATTLE : Sniper Wolf 2  
-----

Another easy fight. When the fight starts immediately run over to the east and hide behind the snowbank. Lean up against it and watch her to see when she moves to another location (the laser sight disappears). When she does move quickly get out from behind and whip out the PSG1 or whatever sniper rifle you picked up. Take Pentazem and equip the Thermal Goggles.

Scan the tree line at the back of the field and look for her to be moving around. I suggest starting at the left and moving over to the right until you spot her. When you have her spotted quickly zoom in and keep a bead on her until she stops. When she does just fire a shot as close to the head as you can. Rinse and repeat. If she does manage to shoot you then just get back behind the snowbank and watch her laser sight.

Alternate Strategy

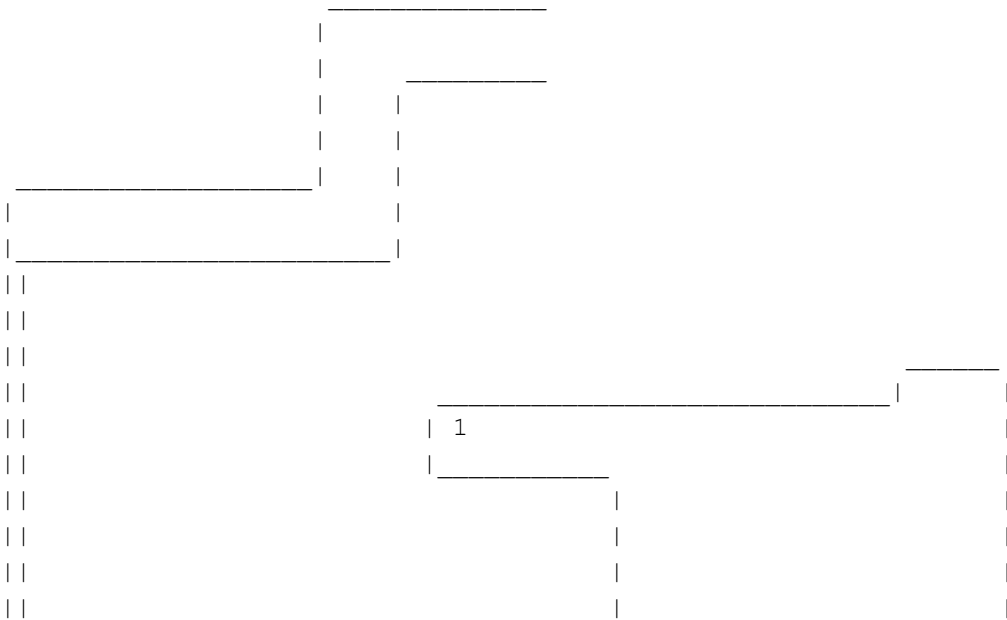
Launch Nikita Missiles at her from behind the snowbank. Just fire 'em up and over the bank and guide them towards her. Make sure you don't run out of flight fuel before you get to her. this is probably the easiest way to do this but it is also the most time consuming.

After the ending cinematics just go to the door just ahead of you and stop there. Throw a Chaff Grenade and sneak past the two cameras.

-----  
--- Blast Furnace ---  
-----

[4BF]

Top floor (the one you start on from the snowfield)





Now Shoot the guard at C as he stands up and repeat your previous pattern. If you like and you are a very good shot with the M9 then you may want to try head shotting all of them with it. No kills for this part if you pull it off. You will want to throw a Stun Grenade at the start to give you some extra time to work.

After you have won this fight, the elevator will stop at a halfway area, where you need to switch from Elevator 1 to the Elevator 2 down to the Warehouse.

After the second elevator descends, grab the ammo behind the crates then go through the door.

```
-----  
--- Warehouse ---  
-----
```

[4WAR]

```
-----  
BOSS BATTLE : Vulcan Raven  
-----
```

Personally, I think that the easiest way to beat him is to use the FAMAS and to keep doing jump out shots on him until he is down. All you need to do is get into a position where he is coming towards you in-between the crates and then just lean up against the corner. Jump out, fire a shot, get back, let him advance a tiny bit, jump out, shoot, and so on.

Anyway, I think that the following strategy is very good too. Kudos to Karma Hunter for the strategy.

```
=====
```

SUBMITTED STRATEGY : Karma Hunter

I first look to the south and throw a Stun Grenade there. Then, I run up and press up against the north wall on the left crate. When Raven runs around the corner, do a pop-out shot with the M9 to shoot Raven in the head. Then, run to the left and go all the way to the south. Look to the right now, and go prone with the PSG1-T. Pop a Pentazemin.

When Raven comes into view, shoot him in the head with a dart, then wait for him to run up a bit, then repeat with another shot. Keep going until he falls easily.

```
=====
```

^ This strategy and my FAMAS strategy should not take any longer than 1 minute. They are very quick and effective.

```
=====
```

SUBMITTED STRATEGY : JMcSquiggleII <JMcSquiggleII@netscape.net>

You can also throw stun grenades at Raven to stun him into submission. If you throw them right in front of him they do injure him quite a bit. This is a lot harder on extreme difficulty because of the fact that he starts out the battle running. On any other difficulty if you use this trick, he won't run at you even when his bar is nearly depleted.

=====

-----  
Armory North  
-----

Wait at the doorway and draw your M9 pistol. When you see the guard walk out in front of you just shoot him in the head. Now follow the wall on your right past the trap doors and lean up against the wall when you get to the corner. Look for the guard atop the platform behind you. When he looks away just move to the door in the north of this area.

-----  
--- Rex's Lair ---  
-----  
[4REX]

Okay... this part is simple but it is very easy to screw it up. So pay attention to what you are doing. First off head to the stairway up the next level on the right. Get near the top of the stairs and look to the next stairway thst is ahead and slightly to the left. You should see a guard moving up. Shoot him with the M9.

Moveing around the back of Rex you should keep a watch over on the west side of the room. theer is a guard patrolling there. You should be able to shoot him once you get to the end of the walkway that goes in back of Rex. When you have an open shot, take it.

Now just head up into the control center for a little bit of cinematics.

-----  
Finding the PAL key  
-----

The quickest way to find the PAL key is to hang over the railing on the walkway that goes north/south on the left side and drop down to a wire below. You\_must\_catch\_onto the wire or else Snake will die from the long fall.

If you don't think that you can do that then just move to the bottom level via the stairs. When you get to the bottom level just equip the Mine Detector and look for a dot on the radar. That will show you where the PAL key is. If it is in the drainage ditch then just hop in and grab it; do it quickly though because the liquid in the ditch drains your health for some reason. Watch out for the camera that is on the west side of the ditch. You don't want to get spotted at this stage of the game.

IF it is not in the ditch then do the following. Go to the wall next to the camera I just mentioned and look for a hole by the floor. Plant some C4 in front of it and then move back a respectable distance. When you see a mouse come out of the hole quickly blow up the C4 and grab the key. Now move up to the control center and input the key on the console all the way to the left. make sure that you have the key equipped or else it will not work. Shoot the cameras before entering the room though. Believe me when I say that it sucks to be caught in the control center.

-----  
Freezing the PAL key  
-----

Move all the way to the southeast part of the third level of the Rex Hangar. Lean up against the railing and look for a platform below that is just below. It should not have any ladders, walkways or such leading to it. Hang over the railing and do a drop-catch to the platform's railing. Climb up and over and then look in FPV at the pipes. See the blue pipe? Shoot it while you have the PAL key equipped and then move into the stream of liquid nitrogen coming out. The key will be instantly frozen. Now hang over the railing again and then drop down to the wire below and then again onto the lower level. Climb up and input the PAL key into the center console.

-----  
Warming the PAL key  
-----

Rinse and repeat the above paragraph except this time you should shoot the steam pipe. Input the key on the console all the way to the right.

-----  
Getting out of the control center  
-----

Quickly call up Otacon and have him open up the door. While you are waiting tap the Y button quickly to save oxygen. Either that or put on the Gas Mask. When the door opens, step outside.

-----  
--- Escape Route ---  
-----

[4ESC]

-----  
BOSS BATTLE : Metal Gear Rex  
-----

BIG BOSS STRATEGY:

You must have played the game a lot if you are going for big boss so if you have your own quick way for getting past Rex, use it. I found a way to beat him (without chaffs) from the first time I ever fought him and have used it ever since.

-----  
PART 1  
-----

Straight away equip the stinger (I had 26/35 missiles which is more than enough). Aim it at Rex's radome to your right and wait for the lock on, when it does, fire! Use the quick equip/un-equip by pressing R1 and move right avoiding the gunfire, when the gunfire stops, turn and aim at the radome again, lock on quickly, fire and press R1. You must now run in towards rex because he will be firing his own missiles, after the second missile (or just before) collides with the ground run back to where you were originally. Notice the distinct tiling in what seems to be the middle? Aim to reach that because then he will use his gunfire and you can move right to avoid it and quickly lock on, fire, un-equip and run back into rex. Follow this pattern until his life bar is down to zero. You will get what is most people's favourite cutscene now. However, your going for a quick time so skip them and get ready for Part 2 which is a bit harder than this part.

-----

PART 2

-----

Move backwards and then to the left, there should be another distinct tile line. Anyway, aim on to the cockpit (which is open now) and fire. Liquid will keep moving around trying to find you and it is this which makes this part harder. You have to try and get him to see you, avoid his gunfire and use the same method as part 1. If he has just spotted you he sometimes won't bother with gunfire and go straight to missiles. If you this is the case, use the stinger quickly and fire or just run inwards as with part 1. I usually stick my neck out rather than be cautious, the health is usually full for me at this part and seeing as your life is replenished afterwards I feel this is the better option. Keep plugging those missiles into the cockpit and eventually rex will be destroyed.

Alternative strategy:

-----

PART 1

-----

After the FMV of Liquid getting in Metal Gear Rex and before it start to move, throw a Chaff Grenade to disable its electronic sensors. Get out of its range by running to the south and throw another Chaff before the other one wears off.

There are more Chaff Grenades in the middle right of the screen behind the storage box. Rations are in the bottom right and top left, and Stinger missiles to the top of the left. Equip Stingers and rations. Aim at the disc on the left arm of Rex, and commence firing at it, you don't have to wait for a lock on so let off a few in a go, and remember you can hide while the missiles are heading to the target. Move and throw some more Chaff. Move along the right of the map, so you are on the left of Metal Gear. Fire again and continually move around to the left so you are at the back of Metal Gear, letting off Chaff then firing again. Keep going until the disc explodes. The FMV will run and to stop you from getting crushed by Metal Gear, Grey Fox will come and help you out. After getting pinned by Metal Gear, Grey Fox will die. Now it is time for the second part of the fight.

-----

PART 2

-----

The target is now different as the cockpit is now open and Liquid has been revealed. This is your new target. He will follow you so you can't go behind him like before. Throw Chaff again and move far enough away so he only attacks with missiles. As soon as the missiles are fired move forward towards Metal Gear, the missiles should overshoot you and as soon as the last of the 3 missiles has exploded move back and fire a Stinger. Keep doing this, making sure you always throw Chaff so your radar is jammed showing Metal Gear's systems are also jammed. Eventually Metal Gear will explode and Liquid Snake, still being alive, will take you up top of Metal Gear.

=====

SUBMITTED STRATEGY : JMcSquiggleII <JMcSquiggleII@netscape.net>

The strategy you have is solid (no pun intended) for the first half of the battle. This strategy is for the second half of the battle.

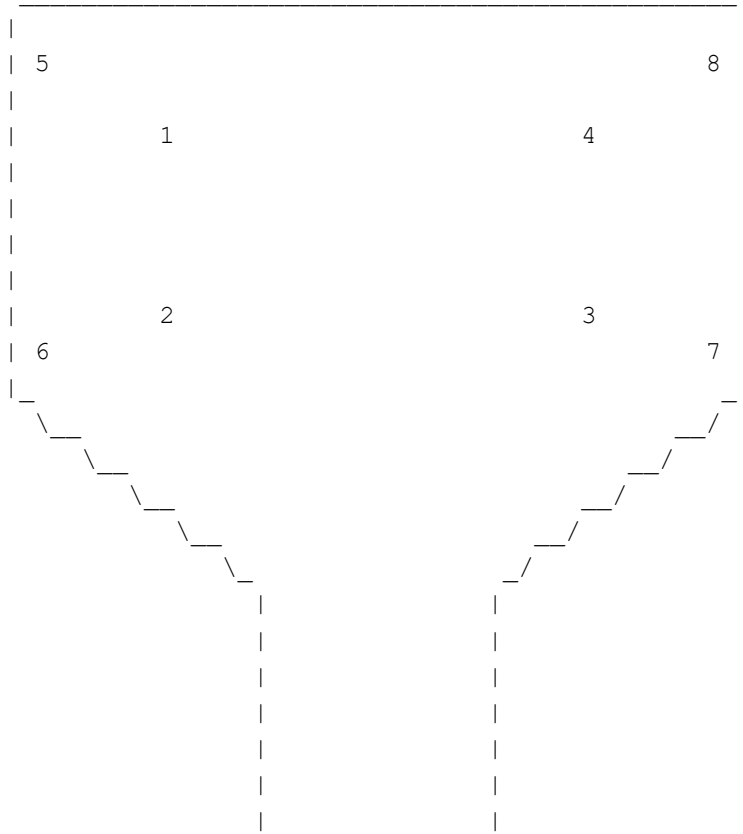
It is possible to get behind Rex in the second form, but it's kind of challenging, what you have to do is run between the legs. This is incredibly dangerous as you my have guessed, but it does work. You can dodge roll out of

the way of his foot as it comes down to stop on you. This also should get you clear of the shock wave. When you're behind him, Liquid will move around a lot trying to find you, keep close enough to keep behind him, but not close enough to get stepped and eventually he will stop actively searing for you but will scan for you. Alternatively, if you throw out a stun grenade, it will analyze Liquid long enough for you to shove a missile up his rear. Once the stun has cleared Liquid will start to scan for you and won't actively search for you. This is highly effective in front of him and behind him because he actually stand still for a few seconds.

=====

Skip the conversations, except the one you can't, the one where Liquid is still alive to Snake's amazement.

-----  
BOSS BATTLE : Liquid Snake  
-----



You will now have to fight Liquid in a hand-to-hand fight atop Metal Gear. The whole fight has a 3-minute time limit (well at least it says that, when in fact once Liquid is done talking near the beginning the countdown will be nearer 2 min 40 seconds. But if you die by getting blown up after the timer goes or by getting killed by Liquid then choose to continue you'll get the full 3 minutes in the fight). Also don't go too close to the edge of Metal Gear as you will fall off and hang onto the side. You don't have any of your equipment or even rations so fight carefully.

Firstly hit Liquid with a punch-punch-kick combo. When you approach him again he will move away usually positioning himself in one of the corners (spots 1-4). Keep on the same line as him and keep doing the combo, he will run away after getting hit and there is a few seconds when you can't hit him. When he goes in one of the far corners (spots 5-8) you wont be able to hit him, go up to him though and quickly move away, let him do his swing kick and move in



for the combo as quickly as you can. After a while Liquid will shout "nice shot" when he says this he will punch, punch, kick you and his damage you a lot more than yours do to him. There is a good way to avoid this, for example: Liquid is at Spot 4, go and combo him, move backwards in a circle to spot 1 and go back to combo him again, what this does is makes him miss his combo. Deplete his health to two-thirds of the bar and Liquid will start to attack differently. He will move away and crouch down. He will then charge at you to make you fall off Metal Gear. Avoid it by moving away from him when he crouches and after he attacks attack him from behind. Keep attacking him and move away when he crouches. After a while you will have to punch him off as he will regain a small part of health when it gets right down, so get him near the edge and combo him off. What I do is try and get him to his swinging kick, move away from it and combo him; if he is by the edge it is perfect for a combo to knock him off edge. However, this wont always be the case so if it isn't, get far away from and let him charge, he will most definitely be at the edge and will have his back to you, use this opportunity to quickly knock him off the edge.

-----  
BOSS BATTLE : Liquid's Jeep  
-----

After beating Liquid you will escape on a jeep, with either Meryl or Otacon. You have 10 minutes until the air strike destroys the base. Take the rations by the door, the stairs and the jeep. Equip them and when the guards come, avoid them and when the jeep is up and running jump on. You control the machine gun and fire with A. Fire at the barrels to escape and the parking area. It is here where you can be lucky enough to only kill one of the two guards near the oil drums or barrels. This can usually only be achieved luck or trying to get the guards out of position before you jump in the jeep. This often means you will get hit though. In the tunnel, turn the gun to the right to be ready to shoot the guards and barrels that come up. Use the first person whilst shooting; it makes this part mush easier. The first checkpoint is relatively easy, aim at the barrel on the left and if your quick enough you can shoot at the barrel on the right before the guard on the right shoots you.

The second checkpoint is a lot harder and you will be hit. Shoot the guard nearest to you, followed by the one on the right side of you; finally shoot the guard who seems to be shooting Otacon's way.

Liquid will make another appearance in the second jeep with a FAMAS. He will come up behind you going from left to right, but just fire in the centre to catch him in your fire as he sweeps across. Remember to use the Machine Gun in first person. He will then ram your jeep stopping you from firing when he does. Continue to shoot him as he goes from left to right. Liquid will then drive parallel to your jeep in another tunnel; position the firing to the left to hit him. He will move closer and shoot him some more and you will reach the exit.

The key piece of advice here is basically to swing the gun left to right whilst shooting him, he will only be off guard when he feels your off guard, this is the time to shoot him and quick. At the very end part though you will almost certainly get hit, just try to shoot him the 5 times that you need to.

=====  
SUBMITTED STRATEGY : JMcSquiggleII <JMcSquiggleII@netscape.net>

While you are stuck at the check points, any guards caught in the blast from the barrels will not count against your score at the end. I'm not incredibly sure of this, however when I cleared the game several times the kills didn't



performance. It is compact, light, streamlines, and perfectly balanced around the pistol grip. This French assault rifle has exceptional performance, and the ability to withstand almost all conditions makes it the preferred weapon of the French army. It fires 1100 rounds per minute and the last three bullets in the magazine act as a tracer to focus firing more accurately. Get the FAMAS from the Armoury on the 2nd floor Basement of the Tank Hangar.

-----  
--- Grenades ---  
-----

Also known as Frag Grenades or Fragmentation Grenades, these are explosive devices set to detonate after a five second delay. When the grenade detonates, it scatters small fragments that significantly increase the damage caused by the explosion of the grenade itself. Causing noise to alert any nearby guard or sensor, these are mainly used to take out vehicles or to blow away advancing enemies by less-than-subtle operatives. Get the grenades first from Armory on the 2nd floor Basement of the Tank Hangar.

-----  
--- Stun Grenades ---  
-----

Also known as Flash bangs or Sound and Flash Grenades, these temporarily disables all enemies within a user's line of sight. Highly charged and tightly packed magnesium reacts to friction, detonating after five seconds once the safety pin is pulled. Used for freeing hostages and such. Makes a big flash and lots of noise to distract and disable enemies temporarily by stunning them for about 8 seconds. Get the Stun Grenades first from the room to the left of the Heliport.

-----  
--- Chaff Grenades ---  
-----

Disperses thin, narrow metallic strips of various lengths and frequencies to confuse electronic equipment. Useful against machines that depend on electronic sensors. They can also paralyze enemies that have certain electronic implants. But they also jam your own electronic equipment such as your radar. Get the Chaff grenades first from the Heliport, between the searchlights.

-----  
--- Nikita Missiles ---  
-----

The Nikita Personal Remote Rocket Launcher. A prototype missile launcher code named Nikita, utilizing satellite radar tracking systems, AWACS aircraft data and soliton technology, a small, fully controllable rocket can be used to seek and destroy targets from enemy soldiers to machinery. Nikita's are remote controlled reconnaissance missiles with CCD cameras on the nose to allow visual data to be sent back to see where the missiles are going. They have a small amount of fuel to propel them for a specific amount of time. The primary purpose of the Nikita launcher is to eliminate enemies out of your sight of vision. Get the Nikita Launcher from the room with the Level 3 door in the 1st floor basement of the Nuclear Warhead Storage Building.

=====

SUBMITTED STRATEGY : JMcSquiggleII <JMcSquiggleII@netscape.net>

I'll start out with this one because this will be a great explanation for some of my other strategies. You can swing your launcher at enemies and hit them. It's incredibly slow to hit, but on all difficulties (save extreme) it will knock enemies unconscious in one blow as well as breaking the bullet proof shields some of the guards will carry if they're alerted to your presence. It also takes out a great deal of energy out of bosses if you can land it.

-----

--- PSG1 Sniper Rifle ---

-----

Arguably the most accurate semi-auto in the world. The accuracy standard has been field-tested: 50 rounds of ammo into an 80-millimeter circle at 300 meters. The main reason for utilization and procurement in this operation is that the PSG1 ejects spent shells to a distance of around ten feet, thus lessening a foe's ability to judge the shooters position. Another reason is that the extremely accurate sights have a default setting of 600 meters (42 times your vision), the optimal engagement range. The PSG1 fires 7.62 caliber rounds and the magazine fits 6 bullets. Get the PSG1 from the Armoury from the room with the Level 5 door.

NOTE: There is a similar model of this gun in the game. Instead of lethal rounds it fires tranquilizing rounds. The PSG1-T is found in the Office Area in B1 of the Nuclear Weapons Storage Building.

-----

--- Stinger Missiles ---

-----

The Stinger missile launching system employs a unique two-color, infrared-ultraviolet detector using fire-and-forget technology. This ensures high survivability and maximum impact, even in the heaviest countermeasure situations. The Stingers modular design and greater-than-90% hit ration have kept it at the forefront of missile technology. Equipped with a thermal homing device, once locked on it will pursue target. Very potent, short-range, low altitude SAM's (Surface to Air Missiles). Get the Stinger Missiles from the first room of the Comm Tower B, after the walkway.

-----

--- Claymores ---

-----

A directional anti-personnel mine. They are set up above ground unlike other mines. Claymores are designed to produce maximum damage in a wide area. They spray seven hundred 1.2mm steel pellets when set off in a 45° pattern. They are camouflaged with stealth and equipped with motion detectors. They can be buried under any surface, be it soil or steel. Get the Claymores by crawling over them from the Canyon before fighting the Tank; the Underground Passage to the Comm Tower; the storage room with a Level 6 door in the Snowfield and in the second area of the Cargo Elevator.

-----  
--- C4 Plastic Explosive ---  
-----

This volatile plastic explosive works by a remote sensor mechanism and can be set on a wall, a floor, or even another human. C4 explosive is 1.4 times destructive power as dynamite. It is highly stable and won't explode without detonation device. Can be shot, burned and beaten without going off. The detonator is equipped with a scrambler so you don't have to worry about interference from a radio source. It is generally used to destroy walls or structures, but it can also be used against less significant targets. Get the C4 first from the Armoury.

=====  
== Weapon Locator ==  
=====

Name	Found in
SOCOM	Armory
SOCOM	Heliport
FA-MAS	Armory
M9	Holding Cells
Nikita	Nuclear Warhead Storage Building, B1
PSG1	Armory
Stinger	Passageway Between Towers

-----  
5.2 ITEMS [5ITM]  
-----

-----  
--- Rations ---  
-----

Restore life. Equip and as soon as your life gauge runs out and you have a ration equipped you will be saved from dying. If you stay in the cold for a long time (like the Warehouse), your rations will freeze. To unfreeze them, stand in a hot environment (like the Blast Furnace) or use the hand dryer in the 1st floor basement of the Nuclear Warhead Storage Building. You can sometimes get rations from guards you kill without them setting the alarm off. They are positioned all over the base.

-----  
--- Pentazem ---  
-----

A powerful sedative that stops the sniper rifle zoom from shaking with your heartbeat. Slows your heartbeat, thus allowing you to be more accurate with

the sniper rifle. You first get Diazepam in the Level 5 door in the 1st floor basement of the Nuclear Warhead Storage Building.

-----  
--- Thermal Goggles ---  
-----

Picks up on heat sources, rendering targets with stealth camouflage and other optic concealment visible to the user. Once the goggles are worn, heat sources and objects will show up as a white, and everything else is red. The Thermal Goggles can detect mines, camouflaged objects and people, as well as traps in the floor, cameras and laser beams. Get the Thermal Goggles from the room with the open door on the second floor of the ground floor of Tank Hangar.

-----  
--- Night Vision Goggles ---  
-----

Enhances light in dark areas. Makes screen go green to allow you to see better. The goggles electronically amplify ultra-violet and infrared light to increase image clarity. The goggles don't help in well-lit areas, as when used in such areas will have a similar effect to that of Stun Grenades. Get from the room with the Level 4 door near the high voltage switchboard on the 2nd floor basement in the Nuclear Warhead Storage Building.

-----  
--- Scope ---  
-----

Acts like a pair of magnifying binoculars, which are equipped with a zoom of 1000 times. You are initially equipped with the scope.

-----  
--- Cardboard Box A ---  
-----

Equip when in the back of a truck and you will be transported to the Heliport. The box also has a way of hiding from the guards as long as they don't see you moving in it. Get the box from the room on the second floor of the ground floor of the Tank Hangar with a Level 1 door. In First Person View Mode, you will see through the handle hole and will have restricted view.

-----  
--- Cardboard Box B ---  
-----

Equip when in the back of a truck and you will be transported to the Nuclear Warhead Storage Building. The box also as a way of hiding from the guards as long as they don't see you moving in it. Get the box from the Nuclear Warhead Storage Building, inside one of the rooms on the gas filled area. In First Person View Mode, you will see through the handle hole and will have restricted view.

-----  
--- Cardboard Box C ---  
-----

Equip when in the back of a truck and you will be transported to the Snowfield. The box also has a way of hiding from the guards as long as they don't see you moving in it. Get the box from the room on the bottom left of the snowfield. In First Person View Mode, you will see through the handle hole and will have restricted view.

-----  
--- Gas Mask ---  
-----

Slows O2 depletion in a gas filled area, such as the 2nd floor Basement of the Nuclear Warhead Storage Building. In First Person View Mode, you will see out the eyepieces and hear Snake's breathing. Give a supplementary supply of O2 allowing you more time to explore the gas filled area. Once this supply runs out, your life gauge will deplete.

-----  
--- Cigarettes ---  
-----

Snake's favourite brand. Can be used to see laser beams, but make life gauge deplete slowly. You are initially equipped with the cigarettes.

-----  
--- Mine Detector ---  
-----

Searches for metal objects. Will even find hidden Claymores with stealth technology and show 45 degrees arc of its sensor. This will show on your radar when the Mine Detector is equipped. Won't work when radar is jammed. Get the Mine Detector from the room with a Level 2 door on the second floor of the Tank Hangar.

-----  
--- PAL Key ---  
-----

Carries the deactivation codes for the nuclear weapon. Can activate or deactivate Metal Gear and nuclear weapons. Meryl give you this after you meet up with her in the ladies toilet on the 1st floor basement of the Nuclear Warhead Storage Building.

-----  
--- PAN Card ---  
-----

Uses a Personal Area Network to open doors. It uses the salt in your body as the transmission medium to give off electronic signals to the door receiver. When you have a keycard equipped, the door with the corresponding level will open when you approach it. There are up to Level 7 keycards. You can't use a Level 4 keycard to open a Level 5 door, but you can use a Level 5 card to

open a Level 4 door. Get the Keycards from various people, such as the DARPA Chief, Kenneth Baker and some bosses after you defeat them.

-----  
--- Optic Disk ---  
-----

Contains all the data for the Metal Gear Project. This disc is coded and can't be unscrambled by any of the computers on the base. Kenneth Baker gives you this after you save him.

-----  
--- Body Armour ---  
-----

This Kevlar coated combat vest significantly reduces the damage taken by bullets. If you are shot with the vest on, the amount of life energy depleted will be less. If the armour gets shot too much it will lose its effect. Get the Body Armour from the room with the Level 6 door on the 2nd floor basement of the Nuclear Warhead Storage Building, or from the area in the Blast Furnace where there are jets of steam, near the cargo elevator base.

-----  
--- Rope ---  
-----

This rappelling rope is made from nylon fibre and was specially developed to take on extra weight. It is guaranteed not to snap. Use it to rappel away from Liquid's Hind D. Get it from a small room just before the stairway in the Comm Tower A, where you set the alarm off.

-----  
--- Ketchup ---  
-----

Use the escape your cell after being tortured to fake an injury and lure the guard in. Otacon will give you the ketchup after the second torture session.

-----  
--- Hankerchief ---  
-----

This handkerchief has the scent of Sniper Wolf on it and will let you pass through the Wolf cave without them attacking you. Otacon will give it to you after the second torture session, and you will give it back to Sniper Wolf after her death.

-----  
--- Camera ---  
-----

This camera has the same zoom function as the Scope, and allows you to take photographs of whatever you want and the only way to capture all the ghosts of the developers in the game. Get the camera in the area south of the Armory



in the secret room by the hallway where you fought Ocelot.

-----  
--- AP Sensor ---  
-----

When you are operating without radar, this device can help greatly, vibrating whenever another person is near. It cannot tell directions, but it vibrates stronger the closer another person approaches. It is, however, fictitious. It must be equipped however for it to vibrate with enemy presence. Also, all other vibration (like when shot etc) will be turned off when the AP Sensor is equipped.

Where to find the AP Sensor : In the docks at the beginning of the game. It is below the water surface over by the steps on the east side.

-----  
--- Bandage ---  
-----

When you are shot or hurt enough so that your LIFE gauge is orange and slowly decreasing, this means you are bleeding. This can be stopped with application of a bandage. They should only be used when your health is in this situation, otherwise they are useless. Bandages are fairly common items so can be found in many places throughout the game.

=====  
== Item Locator ==  
=====

Item	Location
Bandana	Meryl Ending
Body Armor	Blast Furnace
Camera	Armory
Cardboard Box A	Tank Hangar
Cardboard Box B	Tank Hangar
Cardboard Box C	Snowfield
Cigarettes	Beginning
Gas Mask	Nuclear Warhead Storage Building, B2
Ketchup	Medical Room
Medicine	Nuclear Warhead Storage Building, B1
Mine Detector	Tank Hangar
NVG	Nuclear Warhead Storage Building, B1
Lv 1 PAN	Cell
Lv 2 PAN	Armory South
Lv 3 PAN	Canyon
Lv 4 PAN	Lab
Lv 5 PAN	Nuclear Warhead Storage Building, B1
Lv 6 PAN	Medical Room

Lv 7 PAN	Warehouse
PAL Card	Nuclear Warhead Storage Building, B1
RP Sensor	Cargo Docks
Scarf	Medical Room
Scope	Beginning
Stealth Camouflage	Otacon Ending
Thermal Goggles	Tank Hangar

5.5 Secrets [5SCR]

--- Bandana ---

Get the bandana by not submitting to Ocelot's torture. At the end when you leave with Meryl, she will give the bandana to you. Save and start a new game with the same file, the name will be in Red. When you reach the Dock, you will have the bandana in your items. It will give you unlimited ammo when equipped.

--- Stealth ---

Get the stealth by submitting to Ocelot's torture. You will leave at the end with Otacon, who will give you his stealth camouflage you see him wearing throughout the game. Save and start a new game with the same file, the name will be in Red. When you reach the Dock, you will have the stealth in your items. It will make you invisible to the guards, but not to any of the bosses, the wolves in the Cave or any of your allies.

--- Alternate Costumes ---

Get the tuxedo by completing the game on both endings, using the same continued game (the second time the name will be in red). When you reach the elevator, Snake will undress and will be wearing a tuxedo. Whenever you see the Ninja he will be wearing a red exoskeleton.

--- Embarrassed Meryl ---

When you're with Meryl before fighting Psycho Mantis and look at her in First Person View. She start to ask what Snake's doing, then continue to stare at her and her face will gradually do redder and start asking questions.

-----  
--- Kill Meryl ---  
-----

Yep, you can actually kill Meryl, before/during the Mantis fight and when you fight Sniper Wolf in the Underground Passage. You can use grenades in the Wolf fight, and guns in the Mantis fight. Needless to say, the game will end if you do kill her, but not before an annoyed Campbell and friends call you on the Codec.

-----  
--- Meryl's Slap ---  
-----

Again with Meryl before the Mantis fight, try punching her and she will retaliate with an attack of her own.

-----  
--- Johnny Sasaki ---  
-----

Johnny is the guard who gets his clothes nicked by Meryl and is also guarding you during torture sessions, and he isn't in the best of health. After your torture sessions, and you manage to escape without attacking Johnny, run into the room with the torture machine. Before he can attack you, Johnny gets hit with a rather nasty bowel movement and runs to the toilet! You can knock on the door to hear him moan. If you did submit to the torture and attack Johnny using a chokehold, you will most likely catch Johnny's cold. This will make Snake sneeze every now and then, alerting enemies. To heal the cold, use the medicine in the B1 level of the Nuclear Warhead Storage Building, in the room opposite the elevator. The box is in the room with a Level 6 door.

-----  
--- Scared Otacon ---  
-----

During the fight with the Ninja, knock on the door of the cupboard into which Otacon hides. You'll hear a fearful moan.

-----  
--- Annoyed Mei Ling ---  
-----

If you call up Mei Ling three times in a row, and choose to not save, she'll get annoyed at your non-action. The next 2 times you call, she won't say anything (only if you don't save). If you keep calling and not saving she will stick her tongue out at you. To get into her good books again, just choose to save.

-----  
--- Killing Ravens ---  
-----

Going down the Cargo Elevator to the Warehouse, ravens will fly about and some

will

settle in the guardrail. You can kill them most effectively with the Stinger launcher, or even by punching them on the rail. Eventually the Colonel and Naomi will call you on the Codec and tell you to stop mucking about. Also, Raven will yell at you when you meet him in the Warehouse.

-----  
--- Human Bombs ---  
-----

Interesting use of C4 is to stick it on a guard's back. You can use Stealth to get close and then press Square to place the explosive. You can then detonate it in a densely populated area to take out a number of nearby guards.

---

#### 5.4 Ghosts

[5GHS]

---

Use the camera to take photos of the base. In some areas and under some conditions you can take pictures of the ghosts. All the ghosts are picture of members of the development team of Metal Gear Solid. After taking a picture you can save the photo on your memory card (each picture takes up 2 memory blocks). If you get a photo of a ghost you can "exorcise" it to get rid of it from the photo. There are 41 ghosts in the game. Here's the location of all of them and which developer they are of.

Makimura : Area south of the armoury, past where you go to fight Ocelot, open the door numbered 4. Don't enter the room, but stand at the open door. Take a photo of the bottom right (right on the map) corner. Make sure to include pipes, which go down into the ground, and the other two pipes, which come out of the wall and go to the left (left on the map) in your frame.

Kutome : Underground Base, as soon as Ocelot has shot the PAL card, go down to the water to get it. The go back to the where the Command room is, kill the guard and before entering the Command room, throw a Chaff. Go inside the Command room and put your back to the middle computer. Take a picture of the world map on the opposite wall.

Tanaka : Heliport, kill the guard patrolling around the truck. Face opposite the sleeping guard but outside the camera view and photo the guard.

Shigeno : Heliport, position yourself close to the container located at the bottom of the stairs which go to the balcony. Position the camera at the left of the stairs.

Yamashita : Nuclear Warhead Storage Building, ground floor, Photo the two warheads, including the edge of the container on your left, and the boxes covered in a green canvas.

M.Kobayashi : Cell, after Meryl has left, open the door numbered 1, enter the room and photo Sasaki (the naked guard on the floor) from any angle.

Scott Dolph : Walkway, after rappelling, kill the guards and position yourself in the middle of the Walkway between the two towers. Take a photo of the guardrail on the left, pointing it downwards, getting part of the building on the right in too.

Muraoka : Dock, once Snake gets out of the water, take a photo of the tunnel you just swam through.

Ito : Tank Hangar, 1st floor basement, take a photo of the back of the lift.

Ishiyama : Heliport, kill all guards, position yourself across from the lower side of the landing platform near the mountainside on the right. Take a picture of the roof over the right hand spotlight next to the staircase.

Yoshioka : Blast Furnace, as soon as you arrive, kill the one guard and go onto the left catwalk. Take a photo of the wall with the ledge on (with the pulley on).

Mori : Cargo Elevator, get off when it gets to just before the Warehouse. Have your back to the door to the Warehouse and take a photo of the runs of the elevator at the back, including some of the control panels.

Kinbara : Blast Furnace, right at the entrance, at the top of the stairs going into the Blast Furnace. Take a photo of the steps leading down.

Korekado : First floor basement of the Nuclear Warhead Storage Building, go to the men's toilets to the left of the map. Look at the back of the guard at the urinals; take a picture to the left of the guard including the guard and the steam rising up.

Sasaki : Commander Room, where you fight Psycho Mantis. Stand at the front of the desk, facing the photos on the wall. Take a picture of the chair and the paintings on the wall.

Sonoyama : After the torture event, get your equipment and go behind the machine. Take a photo of the back of it.

Tougo : Blast Furnace, go across to the second bit of the first area. Opposite the door to the cargo elevators, is a crawl space to an area with jets of steam. Go here and around to the left until you get to some pipes you have to crawl under to get the Body Armour. Turn to the right, where the Nikita Missiles are and take a picture.

Mizutani : Supply Route, as soon as Metal Gear Rex starts up and you can move, throw a Chaff grenade. Go down to the barrels on the left of the room. Go to where the barrels are in the middle of the room and position the camera towards the bottom of the room. Snap the two barrels on the left at the very bottom.

Toyota : Warehouse, finish off Vulcan Raven and take a picture of the middle container in the warehouse from any side.

Kozyou : Canyon, go to the container at the top of the canyon on the right. Place yourself between the right side of the mountain and the container. Snap the container, including two pipes and the metal block.

Shimizu : Wolf Cave, crawl under the tunnel to get to the first area with a wolf in it, where the music changes. Turn around and take a photo of the tunnel you just crawled under.

Okajima : After the torture event, get your equipment and head back to your cell where the DARPA chief is. Position the camera to the left of the Chief, and snap including him and some of the wall.

Mukaide : Wolf cave, kill the wolves so they don't bother you. At the intersection of the three paths, is a puddle of water. Go here and turn right, then photo the puddle at your feet.

Nishimura : South of the Armoury, after seeing off Revolver Ocelot, and Baker's out of here. Stand opposite Baker's body and include him and some of the door to the right in the picture.

Onoda : South of the Armoury, after the battle with Ocelot starts, snap just above Baker, without Ocelot in the picture.

Yoshimura : Upper Vent Shaft from the Heliport, go up to the grid to enter the Tank Hangar. Before exiting the shaft, turn around and snap the ration at the end of the shaft.

Kitro : First Basement of the Tank Hangar, Cell. After the Chief gets it, take a photo of his body from any angle.

Hirano : Cargo Elevator, in the first area, before getting the first elevator, go the edge of the platform and take a picture of the shaft below.

Kojima : Lab, in Otacon's Lab is a poster of Policenauts (the one with the robots on). Take a picture of the poster.

Matsuhana : Second Floor Basement of the Nuclear Warhead Storage Building. In the corridor of dead guards, before fighting the Ninja. Go around the corner and after the Ninja finishes off the guard, take a photo of the dying guard.

Uehara : Nuclear Warhead Storage Building, take a picture of the back of the lift on any level.

Negishi : North of the Warehouse, go past the two floor traps, and getting the ration. Go to the middle of the catwalk, the gun cameras shouldn't be able to get you. Look at the water to the left. Lower the camera to get a picture of the water and some of the guardrail.

Kaneda : First Floor Basement of the Nuclear Warhead Storage Building, after the ninja scene, get the attention of Meryl in the guard uniform. She will run to the toilets. Go into the toilets, but don't go to the end of the stalls yet. Look into the mirror and take a photo of your reflection.

Sato : Roof/Comm Tower A. After Liquid blows up the walkway to the second tower, go to where you would rappel and take a picture of the destroyed rail, including the satellite dish below the rail.

Nakamura : Underground Passage, after defeating Sniper Wolf, go the left wall and photo the pool of Meryl's blood.

Shinkawa : Underground Passage, go to the end of the passage and up the stairs to the catwalk. Stand beside the first of the three pillars. Turn to the left and snap the middle pillar.

Fukushima : Heliport, beside the container near the lift from the Dock. Stand in:between the container and the lift. Go to the edge of the cliff and take a picture of the sea with the Heliport behind you.

Shikama : Second Floor Basement of the Nuclear Warhead Storage Building, on the spot where you fire the Nikita Missile. Take a picture of the corridor floor.

Kimura : Third Floor of the Underground Base, take out the patrolling guard. Stand in front of the stairs to the Command Floor. Turn a bit to the right and take a picture of the claw on Metal Gear Rex's left arm, including the tip of the claw.

Y.Kobayashi : Canyon, after the Tank Battle, go to the two rocks at the bottom of the Canyon on the left. Stand with your back to the higher rock, and take a photo of the middle of the lower rock.

Takabe : Lab, by the large computers on the left (surrounded by windows). Go to where the ration was in the Ninja battle, and take a photo of the lower middle section of the room through the windows.

---

#### 5.4 Dog Tags

[5DOG]

---

This is a listing of all the Dog Tags in Extreme Mode. In due time this section will contain a walkthrough on how to get them.

Kudos and many thanks go to DEngel for the info.

Tag#	D.O.B	BLD	NAME	Location
000	0314	O	Leon Shi	Heliport
001	0503	O	Itoh Yuuichi	Heliport
002	0430	B	Justin C Weber	Heliport
003	0912	O	Augusto M Piccio	Heliport
004	0320	O	Nam Huan Ho	Tank Hangar
005	0119	A	Vlad A Parfyonov	Tank Hangar
006	1215	O	Kris O R Sutton	Tank Hangar
007	0419	??	David P Newman	Armory
008	0406	AB	Tres Feia	Armory
009	1103	A	Kyle P Wright	Armory
010	0209	??	Markus A Lindgvist	Armory
011	1106	??	Ted Traver	Canyon
012	1104	AB	Solid Emad Yiaaj	Canyon
013	0808	O	Seosamh Gowran	Canyon
014	1031	A	Kiba Wang Amada	Canyon
015	0426	B	Iora Oda	Nuke Building B1
016	1017	??	James O'Reilly	Nuke Building B1
017	0903	B	Tomotaka Morita	Blast Furnace
018	0607	A	John H Weaver	Blast Furnace
019	1129	O	Jaeho Song	Blast Furnace

020		1020		??		Todd Macintyre		Blast Furnace
021		0905		O		Mike Lisman		Warehouse
022		0826		B		Wai K Lam		Warehouse
023		0604		B		Kenichi Rou Kudo		Warehouse
024		0116		B		Inhyuk Lim		Warehouse
025		0619		A		Eric Gatinaeu		Warehouse North
026		1123		AB		Brad Furminger		Warehouse North
027		1115		A		Theo Colin Tyler King		Underground Base
028		0630		O		Robert G Pring		Underground Base
029		0514		B		Jun Yo Kim		Underground Base
030		0828		A		Paris Alexandre		Underground Base
031		????		??		Johnny Sasaki		Nuke Building B1
032		????		??		Meryl Silverburgh		Nuke Building B1
033		????		??		Psycho Mantis		Commander Room
034		????		??		Sniper Wolf		Snow Field
035		????		??		Vulcan Raven		Warehouse
036		????		??		Liquid Snake		Supply Route

---

## 5.7 Song Lyrics

[5SLY]

---

The song was originally sung in Gaelic, in an Irish studio (by Aoife Ni Fhearraigh).

-----  
-- Gaelic --  
-----

An cuimhin leat an gra  
Cra croi an ghra?  
Nil anois ach ceol na h-oiche  
Taim siorai i ngra

Leannain le smal  
Leannain le smal

Lig leis agus beidh leat  
Lig leis agus beidh gra

Cuimhne leat an t-am  
Nuair a bhi tu sasta?  
Cuimhne leat an t-am  
Nuair a bhi tu ag gaire?

Ta an saol iontach  
ma chreideann tu ann  
Tug aghaidh ar an saol  
is sonas siorai inar measc

Ceard a tharla do na laethanta sin?  
Ceard a tharla do na h-oicheanta sin?  
An cuimhin leat an t-am  
Nuair a bhi tu faol bhron?

An cuimhin leat an t-am  
Go siorai sileadh na ndeaoir?



An ormsa na orainne a bhi an locht?

Ag mothu cailite s'ar fan  
Cen fath an t-achrann  
is sileadh na ndeor?

Ta ailleacht sa saol  
Ma chuardaionn tu e  
Ta gliondar sa saol  
Cuardaimis e

As that may not make much sense to those of you who don't read  
Gaelic, here's the English translation!

-----  
-- English --  
-----

Do you remember love  
The heartbreak of love?  
Nothing now but music of the night  
I am forever in love

A lover with a fault  
A lover with a fault

Allow it and you will have it  
Allow it and love will be

Do you remember the time  
When you were satisfied?  
Do you remember the time  
When you were laughing?

The world is wonderful  
if you believe in it  
Turn your face towards life  
and constant hapiness in our midst

What happened to those days?  
What happened to those nights?  
Do you remember the time  
When you were sorrowful?

Do you remember the time  
Forever crying tears?  
Was it me or you at fault?

Feeling used and lost  
Why the fighting and  
crying of tears?

There is beauty in the world  
If you seek it out  
There is joyous wonder in the world  
Let's seek it out

-----

-----

Here is a list/description of most of the changes made from the conversion from PlayStation to the GameCube.

- The graphics were completely redone from the ground up. Higher polygon counts, new textures, and so on.
- New voice acting. They kept the old voice actors but the only difference here is that they re-enacted all of the lines. There were a few line changes and other small things with the script so that is the main reason why they re-did the lines. The only major change is that Vulcan raven and Grey Fox have new voice actors. And if you care... Mei Ling, Nastasha, and Naomi no longer have their accents.
- All of the cinematics were re-created from the ground up by Ryuhei Kitamura. Now they look a little bit more flashy. Now there are a lot more acrobatics and bullet-time sequences than in the original game. Don't like it? Tough shit.
- There were a few level layout/design changes. Mainly in the Canyon and the Rex Hangar and the Warehouse North areas. In the Canyon you still have the Claymores during your first entrance of it but then they disappear and now there are guards patrolling the area! In the Rex Hangar the ladders have been replaced with stairs. You no longer go over the top of rex, you go behind it. In the Warehouse North you no longer have about 500 cameras watching over the place. Now there are guards patrolling it.
- All of the gameplay features from Metal Gear Solid 2: Sons of Liberty have been implemented into the gameplay of Twin Snakes. See below list.
  - First Person View shooting
  - Hanging from railings and hang-drops moves
  - Rolling
  - Leaning out
  - Moveable camera when in corner view
  - Ability to throw grenades around corners
  - New distractions (magazines, books)
  - Moving while crouched against a wall
  - Jump-out-shooting from corners
  - Hitting guards/bosses with the Nikita and FAMAS
  - Clearings
  - Caution modes
  - Punching and kicking in the first person
  - Hold-ups and Dog Tags
  - Disabling IR sensors by shooting the control boxes
  - Reporting guards
  - Shooting out radios
  - Dragging enemies
  - First person strafing
  - Fire extinguishers to blind guards
  - Shooting pipes to blind guards
  - Bleeding and blood loss
- The controller layout has been changed, since... the GameCube controller has a different button layout than that of the PlayStation.

- New music tracks for just about the entire game. The old boss battle music has been replaced as well as most of the in-game music. The only thing that has been kept from the original game is the ending song at the credits. Better known as "The Best is Yet to Come".
- New title screen that suits the name of the game better.
- No VR training missions.
- There is a new Boss Survival mode that becomes available after completing the game once. In this you will just fight all of the bosses in sequence with one life bar.
- Addition of the M9 and PSG1-T that will allow you to go through the game with no kills.
- There is no more leveling up of your life bar and equipment storage by defeating bosses. It remains constant throughout the game.
- Requirements for the Big Boss ranking have changed. Unknown as of now as to exactly what they are.
- You can now use your guns to fight the M1 tank. That is only because of the First Person View addition to the game.
- The Canyon now has a trench in the middle of it to help you hide out from patrolling guards and also provide a bit of definite cover when hiding from the M1 Tank.
- The Policenauts poster in Otacon's lab has been changed to a Eternal Darkness poster.
- In Otacon's lab there is now a purple GameCube sitting on one of the desks in there along with a Wave Bird controller.
- Item/weapon locations have been changed.
- The security doors open up automatically as long as you have in your possession a high enough card. You no longer need to equip it to open the doors.
- You also have to change discs at a different point in the game. It is closer to the halfway point than the previous game was. Now you have to do it when you first enter Communication Tower A.
- You can now save about 10 minutes of time while heating up and cooling the PAL key. Now all you have to do is drop down off of a little ledge and grab onto a platform. On the platform you can shoot the pipes to either get a blast of steam or liquid nitrogen.
- The look of the Thermal Goggles has changed. It isn't monochromatic red like before. It now has color gradients indicated by red, yellow, green, blue and other colors.
- When fighting Mantis there are now some new additions. He will now bring the statue out of the corner and swing it around at you. You can now use FPV to shoot at him but if you look for too long then you will begin to see out of his eyes. Also there is now a sanity effect that was taken from Eternal Darkness. The screen will begin to tilt at crazy angles and you will become rather confuzzled by this.

- Now Mantis will mention different games when he speaks to you. The games are Legend of Zelda: The Wind Waker, Super Mario Sunshine, Eternal Darkness, or Super Smash Bros. Melee. If you happen to have a save of Eternal Darkness he will mention Silicon Knights as well.
- The pictures on the wall in the Commander's Room have been changed. They now show Shigeru Miyamoto (Nintendo), Hideo Kojima (you should know who this is), and Denis Dyack (the head of Silicon Knights).

---

## 5.9 Frequently Asked Questions

[5FAQ]

---

This is just a compilation of all the questions that are commonly asked about Metal Gear Solid: The Twin Snakes. They don't all relate to the Extreme difficulty but I figure that I can cut down on unnecessary e-mails by including all the others.

---

Question : What's the quick way of freezing/heating the card?

Answer : In the Metal Gear Rex Hangar, top level, go all the way to the southeast part of the walkway and look down. You should see a small platform below you with no means of getting to it besides dropping. Hang over the railing and do a hang-drop move to get onto the platform. Get out the PAL Card and shoot the steam pipe if you need to heat it or the liquid nitrogen pipe if you need to cool it.

---

Question : Where is the Camera?

Answer : Armory South. Blow up the east wall before going into the room where Baker is. You will need a level 6 card to get it though so go there after the torture sequence.

---

Question : How do I unfreeze my Rations?

Answer : You were in a cold place for too long and the froze over. Just go inside and wait until they unfreeze.

---

Question : Why two discs?

Answer : The game is too long to fit on a single disc. Most of it is taken up by cinematics.

---

Question : Where is the M9?

Answer : It depends upon the difficulty level.

Very Easy : On that first concrete platform in the Docks.  
Easy : In the middle locker at the north of the Docks.  
Normal : In the right locker in the north of the Docks.  
Hard : Armory. In the hidden room in the northwest.  
Extreme : In the vent above the DARPA Chief's cell.

---

Question : How do I play Extreme mode?

Answer : Beat the game once.

---

Question : Where is the Rope?

Answer : You must have missed it in your blind panic to escape from the guards in Comm Tower A. It is in that room at the base of the stairs. Yes... you have to go ALL the way back down to get it.

---

Question : Where is the PSG1-T?

Answer : It is in the room where you found Meryl in the Nuclear Weapons Storage Building, B1. Room in the southwest of the Office Area.

---

Question : How do I make the Nikita go up/down?

Answer : If you are on a level surface... you can't. But it will go up/down automatically if you move it over a ramp or a staircase.

---

Question : What is Otacon's Codec frequency?

Answer : 141.12

---

Question : What is Meryl's Codec frequency?

Answer : 140.15

---

Question : Where is the SOCOM Suppressor?

Answer : It is in the Tank Hangar, bottom floor, large room on the right. Make sure to take out the guard before grabbing it.

---

Question : How do I lower my pistol when I have it drawn?

Answer : You can only do it by unequipping the weapon while in third-person view or by pressing the Y button while holding down the weapon button.

---

Question : Who is Ocelot talking to at the end of the game?

Answer : He is talking to the President of the United States. No I am not messing with you. Play MGS2.

---

Question : Are there three endings in this game?

Answer : Nope. Only the two you remember from the original game. The one where Meryl dies and the one where she lives.

---

Question : What is the song that plays at the credits at the end of the game?

Answer : It is called "The Best is Yet to Come" it was written by Rika Muranaka and it was sung in Gaelic by Aoife Ni Fhearraigh.

---

Question : How long is this game?

Answer : Since I played through on the Hard difficulty my first time through and am a veteran of the series I cannot say accurately but I would say that this game is a bit short no matter what difficulty you play on. Maybe that is just because it is so damn good? Anyway, it took me about 11 hours my first time through on Hard. That includes all gameplay time and Codec convos/cinematics.

---

Question : Do you know the link to Karma Hunters 1:10 Big Boss run?

Answer : Why... yes I do.

<http://planetquake.com/sda/other/mgstts.html>

---

Question : How did Baker (the ArmsTech president) know about FoxDie?

Answer : We can only assume that since he was very high up in the weapons industry he would be well informed or be paying attention to any new weapons developed, especially one such as FoxDie. Or maybe since the DARPA Chief was friends with the Secretary of Defense he probably found out about it and told Baker while they were collaborating on the Metal Gear Rex project.

---

Question : Should I bother getting the Body Armor?



\*\* Original guide Copyright Laura Guy and Andrew Squire 2002-2004.

\*\* Revision for Metal Gear Solid: The Twin Snakes by El Greco and Laura Guy. Copyright 2004.

This document is Copyright 2004 Don Fleming and Laura Guy. It may not be reproduced nor retransmitted in any form without prior consent from the author. It may not be altered, published, sold, given as an incentive to buy, etc. without advance permission from the author. All outside sources which have contributed to the making of this guide in some form have been cited in the guide. Violation of the above terms can and will result in a lawsuit.

-----  
SITES WHERE THIS GUIDE MAY BE HOSTED  
-----

- GameFAQs.com  
<http://www.gamefaqs.com/>

- Gamespot.com  
<http://www.gamespot.com/>

- Neoseeker.com  
<https://www.neoseeker.com/>

- IGN  
<http://faqs.ign.com>

- MetalGearSolid.org  
<http://www.metalgearsolid.org>

- Gamerhelp.com  
<http://www.gamerhelp.com>

-----  
SITES WHERE THIS GUIDE MAY NOT BE HOSTED  
-----

- CheatCodeCentral  
<http://www.cheatcc.com/>



The Official Metal Gear Solid Strategy Guide published by Cyber Press Publishing and Piggyback Interactive Limited : for some of the character info.

Sublevel 01 (also known as Jackal) : for some of the excellent info on boss strategies (Ocelot and Ninja) as well as for the videos he posted showing the quickest ways to get around some of the levels, and answering our constant questions on the board at GameFAQs. You can download these videos at: <http://members.rogers.com/x3mgame/>. If you hope to make your big boss rank better than I suggest you watch some of these, it helps to watch it happen rather than relying on words.

Lozzer3 (tallgesepiolt@aol.com) : for a small section of the walkthrough (Ninja to Mantis)

Samuel Riesterer : for use of the following maps: Armory and ocelot, Ninja, Mantis, Wolf 1, Hind, Raven and Liquid boss fights and strategies from his Big Boss Rank Walkthrough.

Grant Morrissey : for the translation of The Best Is Yet To Come in his Plot Summary FAQ, as well as his sources for the information (Aurora02 and Damian Dennehy).

Micro761 : For his video of the Raven Fight.

Squinky 45, Red Soul and The Unchosen one : For their torture strategies.

JMcSquiggII : Submitted a bunch of strategies for many parts of the guide.

Dan Craggs : For correcting the lyrics of "The Best is Yet to Come"

-----  
6.3 Conclusion

[6CNL]

-----  
I hope that I could be of extreme help (bad pun) to you with this guide. Now let's all hug and say goodbye.... okay let's not. Anyway, be sure to check out my other Metal Gear Solid guides as well as my script for Twin Snakes.

-- END TRANSMISSION --

---

Copyright 2004 Don Fleming and Laura Guy

This document is copyright El Greco and hosted by VGM with permission.