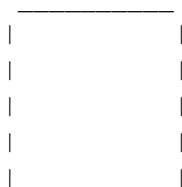
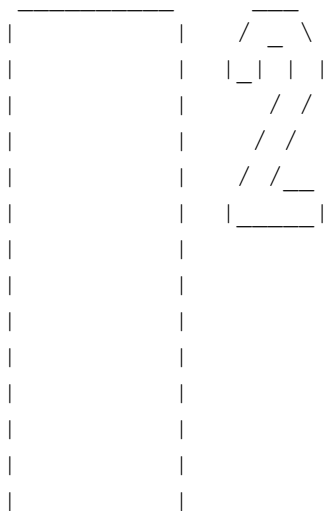


# Metal Gear Acid 2 Trial Missions Guide

by Cloud668

Updated to v1.03 on Aug 22, 2014

MISSION STARTS...



Metal Gear Acid 2

Trial Missions Guide

by Cloud668 (available under CC-BY-SA)

Last Updated: Version 1.03 (8/22/2014)

Welcome, this guide is a quick way for you all to earn points in a fast way.

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1) Table of Contents !2ToC  
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1) Table of Contents.....!2ToC  
2) Controls.....!2Ctl  
3) Trail Walkthrough.....!2Wlt  
4) Serect Cards (Passwords).....!2SCd  
5) Version History.....!2Ver  
6) Credits.....!2Cer  
7) Legal Information.....!2LeI

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2) Controls !2Ctl  
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D-Pad - Movement, Cursor  
Anglog - Camera  
Circle - Confirm  
Cross - Cancel/Menu  
Triangle - Facing (During Movement) / Browse (During Card)  
Square - Crawl

-----  
3) Trail Walkthrough !2Wlt  
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Note:

When needed the equipment slots will be referred like this:

[1][2][3] [1][2] [1][2]

[4][5][6] [3][4]

[7][8][9]

Stage-01 - Trial-01

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You should first use the Elsie and Francis card, and then a Pit Trap, sadly, you'll gain damage this turn, when it's your turn, you should use GRU Soldier and run to the oil barrel, then stay there, and end your turn, once he touches the trap, don't let him see you and don't use any cards, he'll die soon enough.

=====

Stage-02 - Trial-01

-----

First, move 1 block south, then face to east, place a Claymore. Then, move 1 block north and 1 block east, face to south and another Claymore. Next move 1 block east and 1 block south, this time face west and place a Claymore. Now move 1 block south, and then face west for another Claymore fun! You should now move 1 block south, and face to the north, and place another Claymore, then move 1 block east and 1 block north, face west and another claymore. Now move 1 block north, and face south then place a claymore, now move east, stick on the wall and knock knock, we need an ambulance :).

=====

Stage-02 - Trial-02

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Use Claymore and go all the way to the east, then place a C4, then end your turn, now you should do the same thing except it's only two blocks this time. In your last turn, go to the corner, and face to the guard in the middle, and now use RPG7 and aim towards him, and they're done.

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Stage-02 - Trial-03

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First, equip the M1891/30 in the slot 1 and the M9 in slot 2, then go behind the Soldier, and load the M9.

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Stage-03 - Trial-01

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Shoot a RC Missile out, and move it all the way to the stairs, then, go onto the stairs for 2 blocks, and now move back for 1 block, and the head to the Soldiers, here, move around until the fuel run outs, but make sure the missile is in the middle of all of them when it blow.

=====

Stage-03 - Trial-02

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First, move towards east for 2 blocks, and then knock, then you should go north, then end your turn. Next, if the guard didn't reach the 'knocked' area, end the turn. Once he reached there, punch him. Now move to the East and equip the Mine Detector.

Next, move one block east and knock, then go back west one block, and then north for one block. Then end your turn. Now go to the south of the soldier's death place, and stick to the nearest wall, continuing to end your turn until the other one woke up, and then knock the wall, then go north and west. And you're done.

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Stage-04 - Trial-01

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First, throw a Stun Grenade in the middle, then shoot the M47 Dragon to the guy in front of you. Next, shoot the RPG7 to the second guy over there. And the patrol bots are done.

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Stage-05 - Trial-01

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First, equip AKS74u (Laser S.) in Slot 3, then equip Uniform-B+ in Slot 1. also Uniform-G+ in Slot 2, and Uniform-R+ in Slot 4.

Now lay a Mine at right where you're, then move 1 block east, then face south. Now lay another Mine card, move 1 block south and face south. Lay down a mine. Next move 1 block south, then face north and lay down another Mine. Then move 1 block west, then face east, and as always lay down another mine. Now move 1 block west, then move 1 block north, and 1 block west.

=====

Stage-05 - Trial-02

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First, use Action+ as always, then use Makarov (com'on it has the smallest cost) to move one block east and two blocks north, and face to the west. And give them a little surprise of M47 Dragon, next, equip both Makarovs on both Slot 1 and Slot 2, and then use Hind D on the block the soldiers are.

=====

Stage-06 - Trial-01

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First, use GRU Soldier and move to the lane of the Soldier, and of course go north, and from now on only go north. You'll notice he'll move only once in certain turn, from there, use GRU Soldier, and then Use Raiden, he'll then be knocked out by you since you're standing on him :). From there, just continue to go north, the Claymore mine really doesn't matter, you can reach the goal before the guy wakes up.

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Stage-07 - Trial-01

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First, use GRU Soldier, move all the way to the north, and punch that guy on the right hand side of yours, then move south for one block and face north, throw a grenade to the back row guy, and use RPG7 to shoot it.

=====

Stage-08 - Trial-01

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Well, actually, this is not mine, but it's from the msg board, credited to Niccador Saxton. Edited by me.

First, use GRU Soldier to move 1 block west, 3 blocks north. Then use Para-medic to move 1 block east, 2 blocks north. Then End Turn. (From here, use only GRU Sold. or Para-medic when one isn't available.)

Now Move 8 blocks west, move 2 blocks south, 2 east, move 1 block east, 3 south, then End Turn, then move 2 south, 2 west. Now use Para-medic to move 1 block west, punch Guard. Then End Turn.

Now Use GRU Soldier, punch guard again (unless you were lucky enough to Faint or Kill him the first time), continue moving 3 west, 1 north. Now move 2 west, 2 north. Then End Turn, and then move 1 west, 3 north. And you should now move 1 east, 3 north. And you're done.

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Stage-09 - Trial-01

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Well I admit this one wasn't mine, I brought the PSP to the school dance, and it happens that my friend play MGA, so I let him see it, after a few moments, he told me to write it down how he moved to the goal when he did that at the same time. Only use GRU Soldiers and crawling.

Turn 1 - North 2 Block, West 2 Block  
Turn 2 - North 4 Block  
Turn 3 - North 1 Block, East 3 Block  
Turn 4 - East 3 Block, North 1 Block  
Turn 5 - West 4 Block  
Turn 6 - West 4 Block  
Turn 7 - South 4 Block  
Turn 8 - South 2 Block, Left 2 Block  
Turn 9 - West 3 Block, South 1 Block  
Turn 10 - South 4 Block  
Turn 11 - South 4 Block  
Turn 12 - South 2 Block, East 2 Block.  
Turn 13 - East 1 Block.

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Stage-10 - Trial-01

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First, discard both FIM-92B and then on the next turn, move 1 block north with GRU Soldier, then end your turn.

When the guard and the Cypher are both in front of you, throw two grenades in front of the Cypher, and one behind the guard, then walk to the bridge, and shoot the FIM-92B out.

=====

Stage-11 - Trial-01

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By Niccador Saxton

01. Start by having Snake equip the Ingram into either slot, and use any remaining weapon cards to Move Snake around to the square directly behind the guard, facing the guard's back. As you draw new cards, be sure to keep an Ingram handy. Do not use any other cards yet.
02. Have Venus Use Equip-Lv2 and Equip-Lv3. Equip the M4 in the upper left slot, then another directly below it, and the third below that one. Use the Ingram's to move to the square directly behind Snake, facing Snake's back. Cycle turns until Venus has 3 M4's ready to use, then hop back to Snake.
03. Use the Leone card on Snake, then End Turn.  
Now for the part you've been waiting the whole game for: Fill Snake full of lead. :-)
04. Have Venus load the M4 in the bottom left corner, and unload on Snake.  
Repeat twice more.  
(Warning: Venus CAN kill you, if she accidentally gets a few too many good hits in. If this happens, just drop out and try again.)
05. Back to Snake. Ouch. Equip Vamp, Use Mr. Goddard. Load the Ingram, and take out the guard.

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4) Serect Cards (Password) !2SCd

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Thx to me(yep yup, me for the japanese passwords), we got JP Version Password.

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Japanese Version

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Vrs.....Card No.046 - Strand  
Cct.....Card No.099 - Gijin-san

Sgnt.....Card No.188 - SIGINT  
Hrrr.....Card No.197 - Sea Harrier  
Dcyctps.....Card No.203 - Decoy Octopus  
Rgr.....Card No.212 - Roger McCoy  
Xx.....Card No.281 - Hinomoto Reiko  
Kinoshitaa.....Card No.285 - Kinoshita Ayumi  
Shimeg.....Card No.286 - Ishii Meguru  
Nonat.....Card No.287 - Sano Natsume  
No Place.....Card No.288 - MGS4

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North American Version  
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Thx to the following persons, we got passwords for the NA version too, and thx to those who tend to stick to the format I used, no much formatting are needed.

sailordth, SolidSnake14180, Khazard, essence of halo, Couz1, Metal\_Gear\_EH, Tidus6135, bith\_the\_black, y2kmisty2000, The\_Ocean, Appleseed629, Bill Rizer

Nojiri.....Card No.046 - Strand  
Shinta.....Card No.099 - Gijin-san  
Konami.....Card No.119 - Reaction Block  
Viper.....Card No.161 - Viper  
Mika.....Card No.166 - Mika Slayton  
Karen.....Card No.170 - Karen Houjou  
Jehuty.....Card No.172 - Jehuty  
Xmeight.....Card No.187 - XM8  
Sigt.....Card No.188 - Mr. Sigint  
Shrrr.....Card No.197 - Sea Harrier  
Dcy.....Card No.203 - Decoy Octopus  
Mccy.....Card No.212 - Roger McCoy  
Hnmt.....Card No.281 - Reiko Hinomoto  
Aym.....Card No.285 - Kinoshita Ayumi  
Mgr.....Card No.286 - Ishii Meguru  
Ntm.....Card No.287 - Natsume Sano  
Nextgen.....Card No.288 - MGS4  
Ginormousj.....Card No.289 - Emma's Parrot  
Gekko.....Card No.296 - Gekko  
Ronaldsiu.....Card No.290 - Banana Peel  
Sonofsully.....Card No.291 - Jack  
Snake.....Card No.294 - Solid Snake (MGS4)  
Otacon.....Card No.295 - Otacon (MGS4)  
Mk2.....Card No.297 - Metal Gear MK. II (MGS4)  
Smoking.....Card No.298 - No Smoking  
Thespaniard.....Card No.292 - Possessed Arm  
Tobidacid.....Card No.293 - Solid Eye

-----  
5)Version History

!2Ver  
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Version 0.67(Basicly it's 0.66666666....)

=====

ASCII made by me

Layout stuff

Passwords added

Most of the Trial Missions are in the walkthrough (10/15 done)

Done on Mother's Day 5/15

Version 1.0

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Well, all done....

Maybe Special Missions next time

5/17/2006

Version 1.01

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Hey thanks, Neoseeker

Version 1.02

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There's a new site out there, named Gamerhelp.com and the guide is available at this AWESOME new site!

9/7/2006

Version 1.03

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Fixed some typos and released under CC-BY-SA

8/22/2014

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6)Credits

!2Cer  
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Cloud668.....Me who written this guide  
My Friend.....For Stage 9 Trial 1  
Jeff "CJayC" Veasey.....For creating this wonderful website, GameFAQs  
GameSpot.com and GameFAQs.com....For hosting this..  
Kojima Productions.....For the game  
Hideo Kojima.....For Metal Gear  
Harry Gregson-Williams.....For MGS3 Main Theme  
Niccador Saxton.....Well for those two levels I can't figure out,  
if you want me to remove them email me.  
You.....For playing MGA2 after all these years.

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7)Legal Information

!2LeI  
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