

Hello and welcome to my Metal Gear Ac!d walkthrough. This game is the 2nd one in the series and it is one of my favorite games. The battle system is unique and is very rare to be put into this style of gameplay. Either way I hope you enjoy this guide and everything in it. If you feel like there is anything that needs to be added or said, feel free to send me an email. It can be found at either the top or the bottom of the page.

Snake - Our protagonist and daring hero, Snake is a deadly force, and confused. With amnesia, he searches for his past and everything that happened.

Venus - Our heroine who joins Snake in his quest.

Dalton - Ex-FBI agent who drags Snake into doing his dirty work. He has a past that he needs to be avenged. He does all his work out of "justice."

Wiseman - Snake's commanding officer in this mission, he tells Snake what his next mission is and any other useful information that he thinks.

B.B - His actual name is unknown but goes under the alias "B.B." because of the first thing he saw which is Blackboard. He is a hacker who found Snake's frequency and offers him help and whatnot.

Use the left and right buttons to select cards. Then a window will appear with USE, MOVE and so on in the screen. Use the up and down buttons to select an option. Press O to select your choice. If you select move, the area in which you can move will show up. Use the D-Pad to move. Your number of moves remaining are displayed at the bottom of the screen. To cancel a move, press the X button. The 00/00 displayed at the top of the screen is the numbers of cards the player is able to use in one turn. Once the number hits 0, the turn is over. The command menu will open and you will need to select END. You may still pick end by pressing the X button and ending your turn early.

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Turn 1

Snake - Move 4 spaces up. Move 3 spaces up. END turn.

Turn 2

Snake - Move 1 space up. Mission complete.

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|Results          |
|                |
|Cost:           7 |
|Found:          0 |
|Kills:          0 |
|Total Damage:   0 |
|PTS Earned:     500|
|Total PTS:      500|
|Rank:           S  |

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+-- (_/ UTORIAL 2: ENEMIES AND FIELD OF VISION----- MG.02 ---+

Turn 1

Snake - Move 4 spaces up. Move left 1 space and up 3. End turn.

Guard - Waits and ENDS turn.

Turn 2

Snake - Move up 1, right 1, up 1. Mission complete.

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|Results          |
|                |
|Cost:           7 |
|Found:          0 |
|Kills:          0 |
|Total Damage:   0 |
|PTS Earned:     500|
|Total PTS:     1000|
|Rank:           S  |

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+-- (_/ UTORIAL 3: CRAWLING----- MG.03 ---+

Turn 1

Snake - Move up 4 spaces then wait. Press square and move up one space, press square again to stand up, move up 1 space. Mission complete.

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|Results          |
|                |
|Cost:           0 |
|Found:          0 |
|Kills:          0 |
|Total Damage:   0 |
|PTS Earned:     500|
|Total PTS:     1500|
|Rank:           S  |

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+++ (_/ UTORIAL 4: KNOCKING ----- MG.04 ---+

Turn 1

Snake - Move up 4 spaces, press left on the D-pad, press square, press right on the D-pad. End turn.

Guard - Moves right 2, down 1. ENDS turn.

Turn 2

Snake - Press square and move up 2 spaces, press square again and move 1 space. Mission complete.

Results

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|Results          |
|                 |
|Cost:            4 |
|Found:           0 |
|Kills:           0 |
|Total Damage:    0 |
|PTS Earned:      500 |
|Total PTS:       2000|
|Rank:            S  |
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+++ (_/ UTORIAL 5: WEAPONS ----- MG.05 ---+

Turn 1

Snake - Move up the ladder and go right, press up on the D-pad, wait.

Select the MK11 and select the guard. It should kill him. Mission complete.

Results

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|Results          |
|                 |
|Cost:            0 |
|Found:           0 |
|Kills:           1 |
|Total Damage:    0 |
|PTS Earned:      500 |
|Total PTS:       2500|
|Rank:            S  |
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+++ (_/ UTORIAL 6: EQUIPMENT ----- MG.06 ---+

Turn 1

Snake - Move up and around the top side of the wall. Next card, EQUIP an M4 to one slot. END turn.

Guard - Waits and ENDS turn.

Turn 2

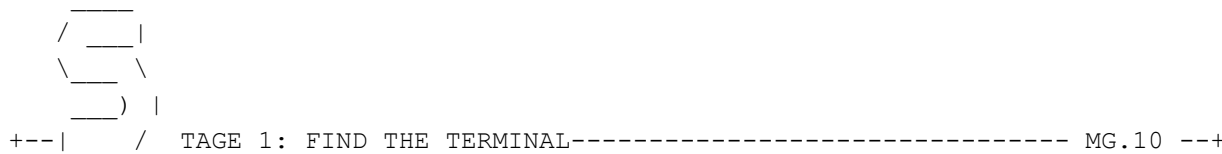
Snake - Move right behind him. Next card, EQUIP another M4 on the same slot and it will change to LOADING. Select the guard and fire.

Mission complete.

Results

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|Results          |
|                |
|Cost:           11 |
|Found:           0 |
|Kills:           1 |
|Total Damage:    0 |
|PTS Earned:      500 |
|Total PTS:       3000|
|Rank:            S  |
  
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Turn 1

Snake - Move left 3 spaces. Next card move up and into the door in the middle of the 3x3 square. END turn.

Turn 2

Snake - Grab the top first. Next card, grab the other one and end in the bottom right tile. END turn.

Turn 3

Snake - Move up 1. right 1, up 1. Next card, move up 1 and left 2. END turn.

Guard - Moves up 3 spaces. END turn.

Turn 4

Snake - Move left 1, up 1, right 1. Next card, move right 2, up 1. END turn

Top Guard - Moves right 3. END turn.

Right Guard - Moves up 1 and faces left. END turn.

Turn 5

Snake - Move up 1, left 2. Next card, move left 1, up 1, left 1. END turn.

Turn 6

Snake - Move down 1, left 2. Next card, move up 1 to the terminal. END turn.

Mission Change: Get through the gate

Turn 7

Snake - Move right 3. Next card, move up 3. END turn.

Top Guard - Waits and faces up. END turn.

Turn 8

Snake - Move right 3, you should be on the left side of the guard whose facing north. Next card, either put him to sleep, faint him, or kill him.

I killed him. END turn. □Bottom Guard - Moves down 3 spaces. END turn.

Top Guard - Waits and faces easr. END turn.

Turn 9

Snake - Move right 2, up 1, right 1. Next card, move right 2, up 1.

Turn 10

Snake - Move left 3, up 1 and put your back against the wall to your right.

Next card, either kill or put the guard to sleep. I put him to sleep with Mk22. I recommend killing him if you don't want to be spotted.

Turn 11

Snake - Move up 2, right 1. Move right 1, up 2. END turn.

Guard - Wakes up. (Depending if you killed him or not, he will spot you when you exit out of the door.)

Turn 12

Snake - Move right 1, left 2. Next card, go down 2, right 1.

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Results                |
                        |
Cost:                   |
Varies                  |
Found:                   |
0 (or 1)                |
Kills:                   |
0 (or 2)                |
Total Damage:           |
0                        |
PTS Earned:              |
3000(varies)           |
Total PTS:               |
6000                    |
Rank:                    |
A (or less)            |

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Now we are introduced to the deck editor. Basically, you can just rearrange your deck and upgrade cards. What I would recommend is that you start by upgrading both AKMs that you got, and your M1911, and your C96. I would also upgrade your GRU Sld to allow you to move farther. You should have about 500 points or so leftover. You can upgrade anything if you want, but these are necessities.

You can also travel back to previous maps and complete little mini-games if you wish. But that will be covered later on. For now, lets save our game. After that select "Map Select", then go up to "Control Section."

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+---| _____ / TAGE 1: SNEAKING ----- MG.11 ----+

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The object of this is to reach the end of the level without being detected by guards. Much like the elimination mission, I completed it by killing all guards first then making my way towards the end. You can choose to sneak by all of them but I believe that this way is eaiser.

Start off by going down the stairs like the regular mission. The one guard will move up and face left. Go to the end of the yellow container and go out in the public. The guard on the right will continue to wait while the guard that moved before will make a square and just end up back where he started. I would recommend going behind the guard and to the left when he faces North and fire

Turn 4
Snake - Move up, left, down. Next card go down, down, right.
Turn 5
Snake - Go down, right 2. Next card go right 3 spaces.
Turn 6
Snake - Go right, down 2. Go right 3 spaces.
Turn 7
Snake - Move right 3 spaces. Go right 2, up 1.
Turn 8
Snake - Go up 3 spaces and put your back up against the wall.
Guard - Waits then ENDS turn.
Turn 9
Snake - USE either a weapon or something to put the guard to sleep. END turn.
Turn 10
Snake - Go up, left 2, up 2. Go left, up, left. END turn.
Turn 11
Snake - Go left, up, up. Now if you upgraded your weapons use this turn to equip one of them. END turn,
Turn 12
Snake - Now go up, right 3, and face up behind the guard. Equip the other one of your guns, and use it on the guard. END turn,
Turn 13
Snake - Move right 2 to grab the pack, then go back left 1. Next card, go left 3 spaces. END turn.
Turn 14
Snake - Go 3 spaces left again. Go left, up, left. Next card go
Guard - Goes 4 spaces down and faces up.
Turn 15
Snake - Go 3 spaces down. Then go down 2, left 1.
Guard - Goes 4 spaces up, faces down.
Turn 16
Snake - If you have 2 more guns you wish to equip, now is the time to use it. END turn.
Turn 17
Snake - Go left 3 spaces. Now go up 3 spaces.

Mision Change: Find the Communications Tower

Turn 18
Guard - Moves 2 spaces right, 1 down. Calls for backup. ENDS turn.
Snake - Move up 1 space, then right one. Attack and kill the guard.
Turn 19
Snake - Move up 1 space to complete the mission. Mission Complete.

Results(all vary) |
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Cost: 230 |
Found: 3 |
Kills: 4 |
Total Damage: 0 |
PTS Earned: 2700|
Total PTS: 3200|
Rank: C |

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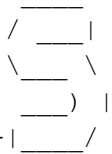
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Just save, upgrade and get ready for either the extra misions or for the next stage.



+++|_____/ TAGE 1: SNEAKING ----- MG.21 -----+

Start by going up the stairs and around the camera. Make sure you don't get spotted by it. The guard will just stay there so stand on the weird looking tile right before him and shoot him. Continue into the next big room but watch out for the camera again. Continue on down the stairs but watch out for the guard at the bottom. Move along the right side of the wall and the guard should make his rounds down. When he is on the bottom, step into the exit and thats it.



+++|_____/ TAGE 2: ELIMINATION ----- MG.22 -----+

Start off by killing the guard thats a little up and to the left of where you start. Then go up the stairs and kill the guard that waits for you there. You can either go around or you can crawl through the duct that sits on the weird colored thing. A guard will come from the right and attack you. Kill him and another guard will come from the north. Go to him or let him come to you, don't matter. There's only 4 enemies, nothing hard.



+++|_____/ TAGE 3: TRIAL-01 ----- MG.23 -----+

I have yet to complete this mission, will update when done.



+++|_____/ TAGE 3: TRIAL-02 ----- MG.23 -----+

I have yet to complete this mission, will update when done.



+++|_____/ TAGE 3: TRIAL-03 ----- MG.23 -----+

I have yet to complete this mission, will update when done.



+++|_____/ TAGE 3: SPEICAL MISSION ----- MG.23 -----+

