

Metal Gear Solid: Peace Walker FAQ/Walkthrough

by Punisher_x

Updated to v0.5 on Nov 16, 2011

WALKTHROUGH

QUESTIONS

ANSWERS

INDEX

TABLE OF CONTENTS

Title: Metal gear solid: Peace Walker
System: Playstation portable
FAQ type: FAQ/walkthrough
Version: 0.5
Writer: Punisher_x2

TABLE OF CONTENTS

1. Introduction {INT01}
2. Version history {VER02}
3. Story {STR03}
4. Controls {CON04}
5. Characters {CHA05}
6. Enemies {ENE06}
7. Recherche & Development {R&D07}
 - 7.1 Weapons {WEP7.1}
 - Handguns
 - Shotguns
 - Assault rifle
 - Submachine gun
 - Sniper rifles
 - Machine guns
 - Missiles
 - Throwing weapons
 - Placable weapons
 - Close-range weapons
 - 7.2 Items {WEP7.2}
 - Recovery items
 - Equipment
 - Radars
 - 7.3 Mechs {WEP7.3}
 - Armored vehicles
 - Tanks
 - Helicopters
 - 7.4 Suits {WEP7.4}
8. Metal Gear ZEKE {MGZ08}
 - 8.1 Main parts {MGZ8.1}
 - 8.2 Optional part {MGZ8.2}

9. Main ops walkthrough {MOW09}

9.1 Prologue: An army without borders {PRO1}

- Opening/Investigate the supply facility

9.2 Chapter 1: A Country Without An Army {CHA01}

- Contact the Sandinista comondante
- Pursue Amanda
- Armored vehicle battle: LAV - Type G
- Rescue Chico
- Pursue the Jungle train
- Tank battle: T-72U
- Destroy the barricade
- Infiltrate the crater base

- Pupa battle

9.2 Chapter 2: The phantom hero {CHA02}

- Travel to the cloud forest
- Attack chopper battle: MI-24 A
- Head for the lab
- Locate the ID card
- Chrysalis battle

9.3 Chapter 3: A nation reborn {CHA03}

- Travel to the mine base
- Cocoon battle
- Infiltrate the underground base
- Torture chamber escape
- Head for Peace walker's hangar
- Peace walker battle

9.4 Chapter 4: The Illusion of Peace {CHA04}

- Infiltrate the U.S Missile base
- Head to the Control tower
- Peace walker battle 2

- Peace walker battle 3

10. Extra ops walkthrough {EOW10}

- Extra ops 001: Target practice: No limit
- Extra ops 002: Target practice: No limit
- Extra ops 003: Target practice: Score attack
- Extra ops 004: Target practice: Time attack
- Extra Ops 010: Fulton recovery
- Extra Ops 011: Fulton recovery
- Extra ops 012: Fulton recovery
- Extra ops 013: Fulton recovery
- Extra Ops 018: Target demolition
- Extra ops 019: Target demolition
- Extra ops 020: Target demolition
- Extra ops 022: Eliminate enemy soldiers
- Extra ops 028: Item capture
- Extra ops 029: Item capture
- Extra Ops 030: Classified document retrieval
- Extra ops 038: Base defense
- Extra ops 051: Obstacle demolition
- Extra Ops 052: Eliminate the Kidnappers
- Extra Ops 053: Clearing escape
- Extra Ops 054: Snake gear retrieval
- Extra Ops 069: Armored vehicle battle: BTR-60 PA
- Extra Ops 088: Attack chopper battle: AH56A-Bomber

11. Outer ops walkthrough {OUW11}

- Outer ops 01: Destroy the infantry 01
- Outer ops 02: Destroy the infantry combat unit 01
- Outer ops 03: Destroy the infantry combat unit 02
- Outer ops 04: Destroy the small armored unit 01
- Outer ops 05: Destroy the small armored unit 02

- Outer ops 06: Destroy the small armored unit 03
- Outer ops 07: Eliminate the armored vehicle unit 01
- Outer ops 08: Eliminate the medium combat unit 01
- Outer ops 09: Destroy the infantry 02
- Outer ops 10: Capture the enemy facility 01
- Outer ops 11: Destroy the infantry unit 03
- Outer ops 12: Destroy the attack chopper unit 01
- Outer ops 13: Defend the base 01
- Outer ops 14: Eliminate the armored vehicle unit 02
- Outer ops 15: Eliminate the armored vehicle unit 03
- Outer ops 16: Eliminate the scout unit 01
- Outer ops 17: Destroy the small attack chopper unit 01
- Outer ops 18: Eliminate the scout unit 02
- Outer ops 19: Destroy the small attack chopper unit 02
- Outer ops 20: Defend the base 02
- Outer ops 21: Destroy the Attack chopper unit 02
- Outer ops 22: Destroy the small armored unit 04
- Outer ops 23: Destroy the Attack chopper unit 03
- Outer ops 24: Destroy the Attack chopper unit 04
- Outer ops 25: Destroy the infantry unit 04
- Outer ops 26: Eliminate the armored vehicle unit 04
- Outer ops 27: Defend the base 03
- Outer ops 28: Destroy the small tank unit 01
- Outer ops 29: Destroy the small tank unit 02
- Outer ops 30: Destroy the attack chopper unit 05
- Outer ops 31: Eliminate the enemy outpost unit 01
- Outer ops 32: Destroy the main enemy unit 01
- Outer ops 33: Destroy the attack chopper unit 06

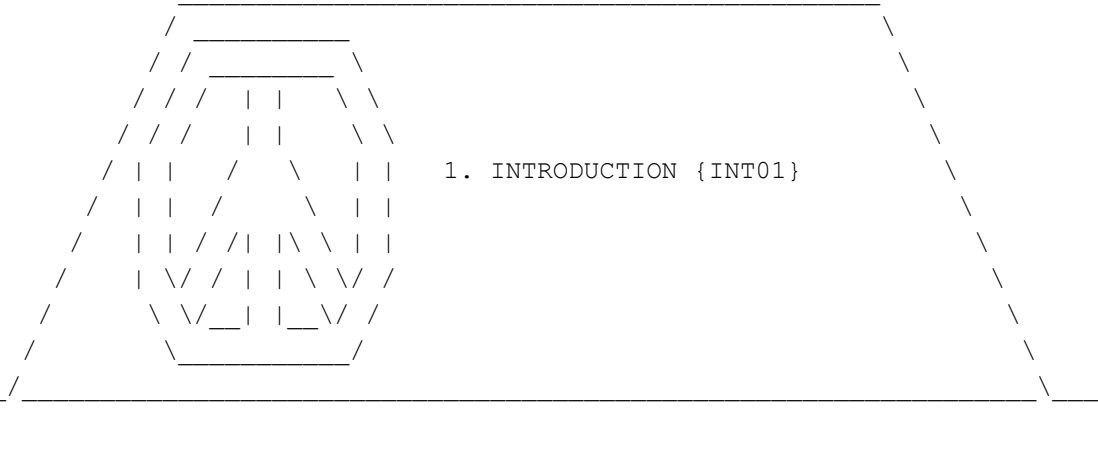
12. Unlockables {UNL12}

13. FAQ {FAQ13}

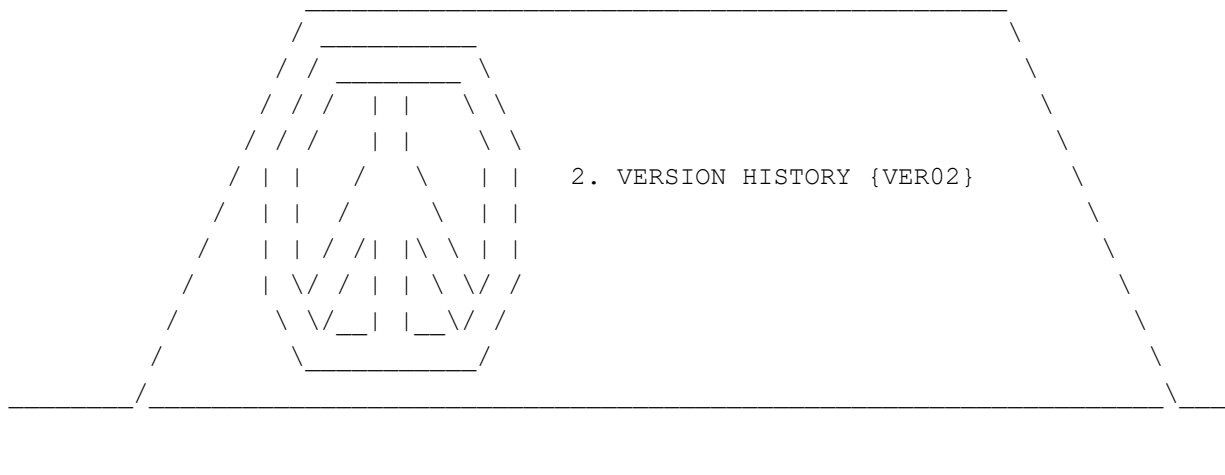
14. Legal stuff {LES14}

15. Contact info {COI15}

16. Credits and end {CAE16}



Hello fellow readers and did you miss me? It's been a logn time since the last guide but things are different so I have come back with our biggest and best guide for one of the best PSP games ever, Metal Gear solid: Peace walker. We used the same codes as before so press CTRL + F and enter the code of the desired section to view it. Enjoy!



History of updates for this guide:

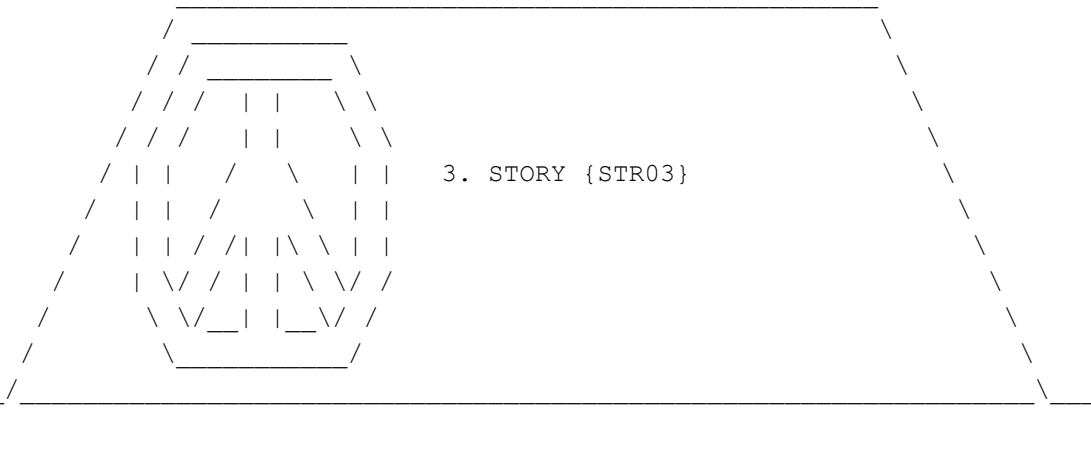
Version 0.1 - (15.07.10) Guide created and uploaded

Version 0.2 - (22.07.10) Completed walkthrough to main ops 12, updated the R&D section (weapons, items and suits), completed extra ops 10, 11, 18 and 30, outer ops is complete to mission 07.

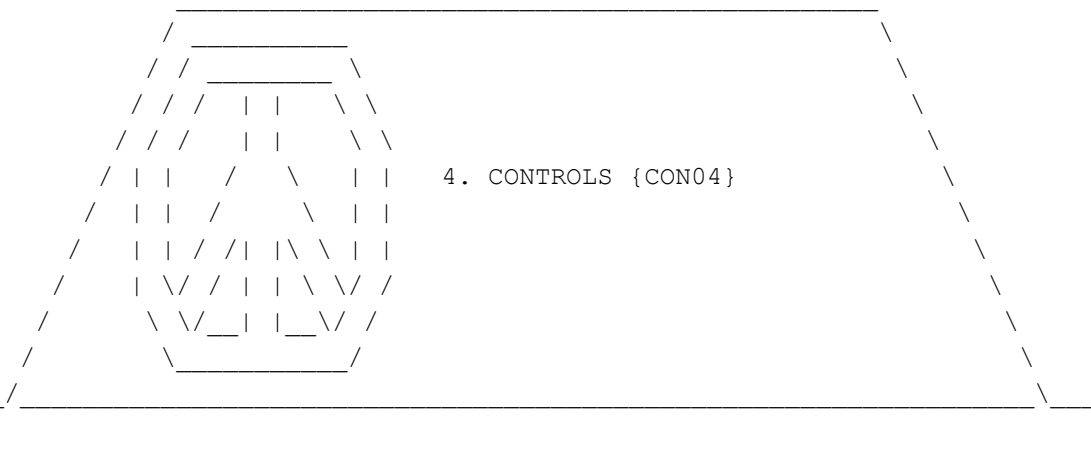
Version 0.3 - (27.07.10) Thanks to Brandon Dang, for helping me correct some spelling mistakes in the description of Big Boss, completed the the main ops walkthrough to mission 18, completed extra ops 12, 19 & 4 and the outer ops walkthrough is completed to mission 12 and last but not least, I updated the R&D section (weapons & suits.).

Version 0.4 - (31.08.10) Completed the main ops walkthrough to # 22, Added extra ops 28, 51, 52, 54 and 69. Also completed outer ops from # 13 to # 20 and updated the weapons and suits section

Version 0.5 - (06.09.10) Completed the main ops walkthrough to # 26, also added extra ops 13, 20, 29, 38, 53 and 88. Outer ops is complete to # 33 and finally, I updated the weapons section and suits. Oh, and before I forget, I also updated the Metal gear ZEKE section.



Peace Walker is set in Costa Rica in November 1974, four years after the events of Portable Ops, and ten years after Snake Eater. A mysterious group equipped with the latest weapons, called the Peace Sentinels (PS), has been deployed in-country. Despite the PS being equipped with the firepower equivalent to that of a land army, the Costa Rican government cannot do anything about them because the country's constitution does not allow the creation of an armed forces. The PS presence threatens to endanger the balance of power between the East and West.



\Home/ ()vol() PSP () () \Select/ \Start/

Shooting type:

Normal mode:

Analog - move

D-pad - Action, crouch, Item selection & Weapon selection

X, square, circle, triangle - Move camera

L Button - Aim

R Button - Attack (CQC)

Start - Pause the game and menu

Select - Select between normal aim and auto aim.

Aim mode:

L Button - Aim

R button - Shoot

Action type:

Normal mode:

Analog - move

D-pad - Move camera

X button - Crouch

X butto (hold) - Lay

Square button - Attack, CQC

Circle button - Choose item

Triangle button - Aim mode, action button

R button - Weapon select

L button - Item select

Start button - Pause the game

Select - Auto Aim

Aim mode:

Triangle button - Shoot

Square button - Cancel mode

Hunter type:

Analog - Move

D-pad - move camere

X button - Crouch

X button (hold) - Lay

Square button - Attack, CQC

Triangle button - Aim, shoot

Circle button - Reload, action

R button - Select weapon

L button - Item select

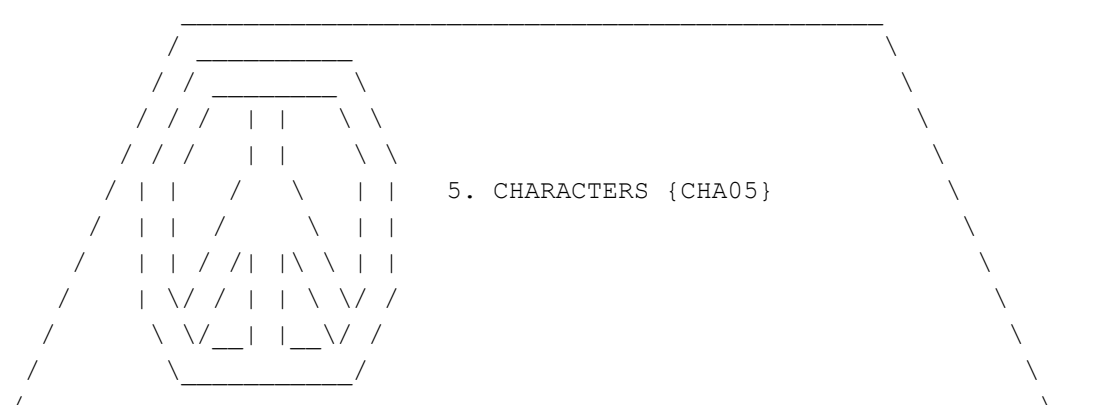
Start - Pause the game

Select - Aim

Aim mode:

Triangle button - Shoot

Square button - Cancel mode



5. CHARACTERS {CHA05}

Here we will look at all the main characters and their data and their role in the game:

Naked Snake/Big Boss

Real name: Jack

Birthdate: 1935

Stats:

Shoot: Reload: Throw: Place: Walk speed: Run speed: Fight: Defense:

A A A A A A A A

The main character of the game. Big boss has established his new military force know as Militaires Sans Frontieres (Soldiers without borders) in the coast of Colombia and recieves a mission from a young girl know as Paz and her mentor. He now travels through Costa Rica to defeat the mysterious soldiers located there and save the country without an army.

Kazuhira Miller

Real name: Kazuhira Miller

Birthdate: Unknown

Stats:

Combat: R&D: Mess hall: Medical: Intel: GMP+ 7875

B B A B A

Miller plays a vital role in the management of the MSF and supports Snake during his missions. The child of an American GHQ officer and a Japanese woman, he was born during Japan's occupation by US military forces and was given the name "Kazuhira" - a name that represents "Peace" in Japanese. Upon graduating from college in the US, he joined the Japanese Self Defense Force. After being discharged, he drifted from one region to another as a mercenary, eventually meeting Snake in Colombia.

Paz Ortega Andrade

Real name: Pacifica Ocean

Birthdate: 1958

Stats:

Combat: R&D: Mess hall: Medical: Intel: GMP+ 4500

- - A B A

A young Costa Rican girl who cherishes peace. She is studying the nation's Peace Constitution under the guidance of Galvez at the yet-to-be-sanctioned United Nations University for Peace. She was held captive by the mysterious armed force initiating military deployment in various parts of Costa Rica. She, alongside Galvez, entreats the "Soldiers Without Borders" to eliminate the armed force and restore peace to the nation. Her name, Paz, means "Peace" in Spanish.

Ramon Galvez Mena

Real name: Vladimir Alexandrovich Zadornov

Birthdate: Unknown

Paz's former instructor. A professor who has lectured on the subject of peace for decades. Galvez currently teaches at Costa Rica's University for Peace. He accepts Paz's request to ask the "Soldiers Without Borders" to investigate and eliminate the armed force that threatens the region.

Amanda Valenciano Libre

Real name: Amanda Valenciano Libre

Birthdate: Unknown

Stats:

Combat: R&D: Mess hall: Medical: Intel: GMP+ 6778

B C B C A

Daughter of FSLN Comandante and sister of Chico. Amanda and most of her FSLN troops were ousted from Nicaragua forcibly by Somoza's National Guards and they fled into Costa Rica by crossing the Rio San Juan. Due to her father's death she is now an acting Comandante. She also is a heavy smoker.

Chico

Real name: Chico Libre

Birthdate: 1962

Stats:

Combat: R&D: Mess hall: Medical: Intel:

D D C D A

During the Somoza regime, he and his sister, along with their FSLN unit, were forced to flee from Somoza's National Guards into Costa Rica by crossing the Rio San Juan. His unit attempted to keep him out of the fact that his fellow troops and his sister, in order to amass funds for weapons, food, and their "compas", had to resort to drug trafficking using a drug purifying plant owned by the KGB with a banana factory as a front, as well as using a route encompassed of bringing a barge in the marshes from the port to a train station, then offloading the cargo into a train to the banana plant, then

taking another train to the coffee plant, and then loading it by truck to the United States to sell the drugs for their revolution.

Huey

Real name: Huey Emmerich

Birthdate: August 6, 1945

Stats:

Combat: R&D: Mess hall: Medical: Intel: GMP+ 1125

E S - D A

One of the lead Peace Walker project researchers. He was behind its body design and the Reptile pod. Due to his unique body structure he is unable to walk, so he uses his custom-made wheelchair that looks pretty much futuristically. Huey's father was involved in Manhattan Project. Huey is the father of Hal "Otacon" Emmerich from MGS. Also, his favorite film is 2001: The Space Odyssey.

Cecile

Real name: Cecile Cosina Caminades

Birthdate: Unknown

Stats:

Combat: R&D: Mess hall: Medical: Intel: GMP+ 2573

E D A C A

An ornithologist that came into Costa Rica in order to study some birds. Unfortunately, one day while trying to watch and record a Quetzal, she accidentally recorded a voice that apparently belonged to The Boss in an ancient Mayan Temple, which led to her capture by the Peace Sentinels. She was blindfolded, although a female member was kind to her. Despite this, however, the Peace Sentinels kept her prisoner and confiscated everything she had except her undergarments.

Dr. Strangelove

Real name: Unknown

Birthdate: Unknown

Stats:

Combat: R&D: Mess hall: Medical: Intel: GMP+ 4893

E S B B A

She was recruited by the Peace Sentinels by Coldman for the Peace Walker Project, commissioned to build the Mammal Pod, a highly advanced AI that was capable of handling complex decisions such as deciding to launch a retaliatory nuclear strike. She chose The Boss to be the model, as she was "the most

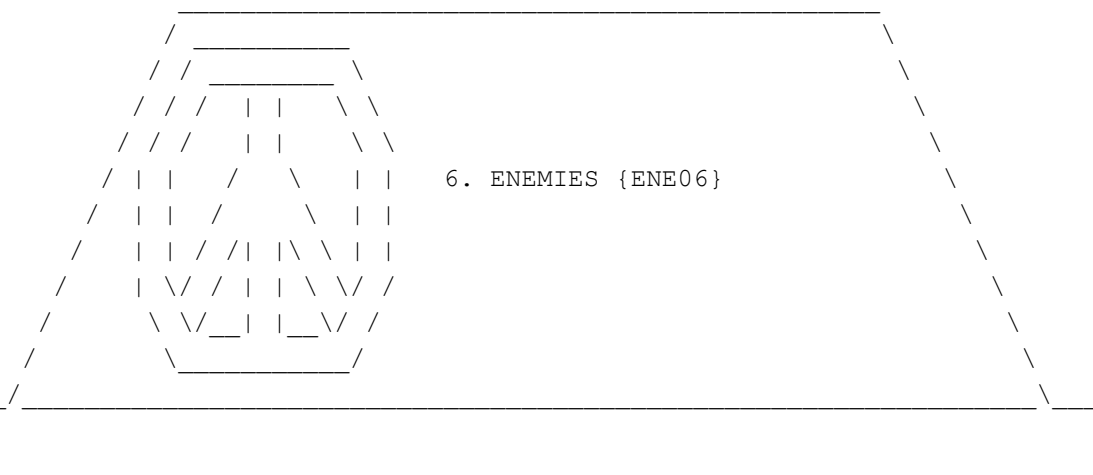
logical" of the minds to do so, and requested all information on The Boss in exchange for her help in the project. Despite her participation in the project, she didn't care for Coldman's goals, as she only wanted to revive The Boss so she could learn the truth about what happened in Tselinoyarsk and then clear her name.

Coldman

Real name: Hot Coldman

Birthdate: Unknown

A mysterious high ranking member of the CIA. His past is shrouded in secrecy, what little is known about him is that he was formerly the head of the CIA, but demoted sometime in the 1960's to being the head of the CIA Latin America station . He is head of the Peace Walker project, overseeing all of the weapons and AI development. He is also in charge of the Peace Sentinels, an elite unit not officially sanctioned by the US Government, a shadow organization formed especially for the Peace Walker project. He intended to use the Peace Walker project to build the ultimate retaliatory strike necessary should a nuclear war prevail.



Here is a list of all the enemies in the game:

Patrolman:

Weapon: M16A1

Thread level: *

CIA patrolmen. They are less seen then the other guards and are not a thread.

Soldiers:

Weapon M16A1

Thread level: *

Guard in green uniforms. Pretty weak and can be easily taken down by using

CQC.

Soldiers with helmets:

Weapon: M16A1

Thread level: **

They have higher psyche and wear helmets which means you have to shoot two times in the head.

Commando:

Weapon: M16A1

Thread level: ***

They appear once you trigger the alarm. They are tough and can be a thread.

Scout:

Weapon: Different

Thread level: ****

They hide in the grass during night so they can be hard to see.

Guard:

Weapon: M16A1, Shield and handguns

Thread level: **

They have big headphones on their ears and they can be seen in Peace Walker's hangar.

Russian soldier:

Weapon: AK47, Grenades

Thread level: ***

They have flatjackets, helmets and a tie. Also they throw grenades which is a problem.

Russian commando:

Weapon: Shotguns

Thread level: ****

They have powerful shotguns, huge armor and a powerful helmet.

Escort:

Weapon: M16A1, grenades, smoke grenades and LAW

Thread level: *****

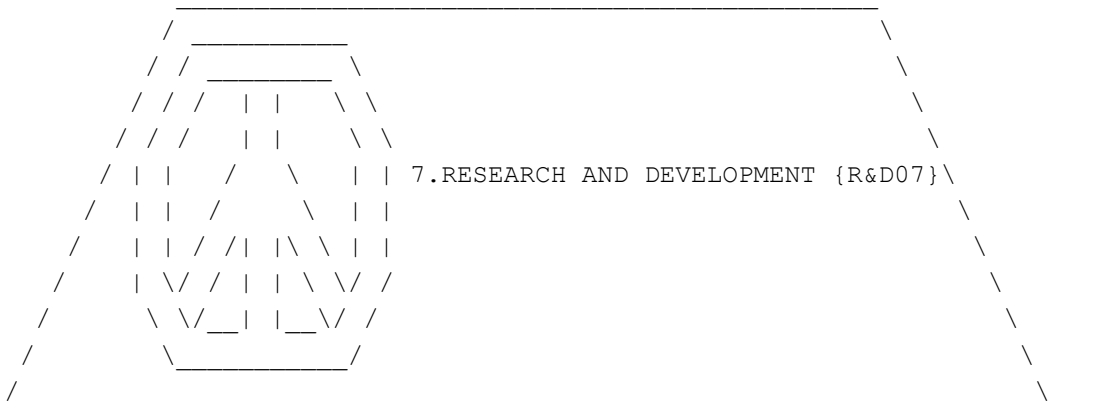
They go with mechs and guard them. They are very strong and have many weapons.

Ghost:

Weapon: Life sucking ability

Thread level: *****

They are pretty fast and can kill you very quickly. They can't die except returning their bodies back to life.



7.1 Weapons {WEP7.1}

Handguns:

MK.22 (Hush puppy)

Rank: 1

Magazine: ANEST.(S) x8

Weight: 1.1KG

Power: -

Stopping power: -

Rapid fire: C

Firing speed: C

Camo index: S

Capacity: D

Rank: 2

Magazine: ANEST.(S) x8

Weight: 1.1KG

Power: -

Stopping power: -

Rapid fire: C

Firing speed: C

Camo index: S

Capacity: D

Development cost: 2480

Conditions: R&D level 2

Rank: 3

Magazine: ANEST.(S) x8

Weight: 1.1KG

Power: -

Stopping power: -

Rapid fire: C

Firing speed: C

Camo index: S

Capacity: D

Development cost: 63740

Conditions: R&D level 42, Medical level 22, Intel level 27

Rank: 4

Magazine: ANEST.(S) x8

Weight: 1.1KG

Power: -

Stopping power: -

Rapid fire: C

Firing speed: C

Camo index: S

Capacity: D

Development cost: 145230

Conditions: R&D level 64, Medical level 53, Intel level 53

Rank: 5

Magazine: ANEST.(S) x8

Weight: 1.1KG

Power: -

Stopping power: -

Rapid fire: C

Firing speed: C

Camo index: S

Capacity: D

Development cost: 251970

Conditions: R&D level 78, Medical level 63, Intel level 63

PM

You can find the design specs in extra ops 52 in Catarata de la Muerte.

Rank: 2

Magazine: 9X18MM X9

Weight: 0.7KG

Power: C

Stopping power: E

Rapid fire: C

Firing speed: C

Camo index: S

Capacity: D

Development cost: 7430

Conditions: R&D level 15

M1911A1

Design specs for rank 1 can be obtained after beating main ops 02

Rank: 1

Magazine: 45ACP x7

Weight: 1.1KG

Power: C

Stopping power: A

Rapid fire: C

Firing speed: C

Camo index: S

Capacity: D

Development cost: 2070

Conditions: R&D level 8

Rank: 2 (Equipt with suppressor)

Magazine: 45ACP x7

Weight: 1.3KG

Power: C

Stopping power: A

Rapid fire: C

Firing speed: C

Camo index: S

Capacity: D

Development cost: 21630

Conditions: R&D level 26, Intel level 10

M19

Design specs can be obtained after you beat extra ops 009

Rank: 3

Magazine: 357 MAGNUM

Weight: 1.0KG

Power: B

Stopping power: S

Rapid fire: C

Firing speed: E

Camo index: S

Capacity: D

Development cost: 76760

Conditions: R&D level 47

Shotguns

Twin barrel shotgun

Design specs can be obtained at the Pursue Amanda ops

Rank: 1

Magazine: 12 GAUGE x2

Weight: 3.5 KG

Power: A

Stopping power: S

Rapid fire: D

Firing speed: -

Camo index: B

Capacity: D

Development cost: 3960

Conditions: R&D level 12

Rank: 2 (Reload speed increased)

Magazine: 12 GAUGE x2

Weight: 2.5 KG

Power: A

Stopping power: S

Rapid fire: D

Firing speed: -

Camo index: A

Capacity: D

Development cost: 28090

Conditions: R&D level 27

Rank: 3 (Reload speed increased)

Magazine: 12 GAUGE x2

Weight: 2.5 KG

Power: A

Stopping power: S

Rapid fire: D

Firing speed: -

Camo index: A

Capacity: D

Development cost: 93 810

Conditions: R&D level 27

Rank: 4 (Reload speed increased)

Magazine: 12 GAUGE x2

Weight: 2.5 KG

Power: A

Stopping power: S

Rapid fire: D

Firing speed: -

Camo index: A

Capacity: D

Development cost: 162 230

Conditions: R&D level 60

Rank: 5 (Reload speed increased)

Magazine: 12 GAUGE x2

Weight: 2.5 KG

Power: A

Stopping power: S

Rapid fire: D

Firing speed: -

Camo index: A

Capacity: D

Development cost: 343 610

Conditions: R&D level 85

Assault rifles

M16A1

Rank: 1

Magazine: 5.56 x45MM x30

Weight: 3.4 KG

Power: C

Stopping power: E

Rapid fire: A

Firing speed: B

Camo index: B

Capacity: C

Rank: 2 (Increased power)

Magazine: 5.56 x45MM x30

Weight: 3.4 KG

Power: C

Stopping power: E

Rapid fire: A

Firing speed: B

Camo index: B

Capacity: C

Development cost: 27 040

Conditions: R&D level 28

Rank: 3 (Equipt with suppressor)

Magazine: 5.56 x45MM x30

Weight: 3.6 KG

Power: C

Stopping power: D

Rapid fire: A

Firing speed: B

Camo index: B

Capacity: C

Development cost: 93 960

Conditions: R&D level 50

Design specs for rank 4 are found in extra ops 023 in the Los Cantos: Canyon area.

Rank: 4 (With shotgun)

Magazine: 5.56 x45MM x30, 12 GAUGE X3

Weight: 5.9 KG

Power: B

Stopping power: D

Rapid fire: A

Firing speed: B

Camo index: B

Capacity: C

Development cost: 157 900

Conditions: R&D level 63, Intel level 50

Design specs for rank 5 are found in extra ops 48 in the Camino de Lava:
Hillside area + Optical Technology (extra ops 016)

Rank: 5 (With shotgun and laser)

Magazine: 5.56 x45MM x30, 12 GAUGE X3

Weight: 6.2 KG

Power: B

Stopping power: D

Rapid fire: A

Firing speed: B

Camo index: B

Capacity: C

Development cost: 289 230

Conditions: R&D level 80, Intel level 80

Patriot

Becomes available after making M16A1 (w/ Shotgun) Rank 4 - Patriot Design
Specs -> Extra Ops 068 (Body Check Kaz) + Patriot/Extra Ops 049

Rank: 5

Magazine: 5.56 x45MM unlimited

Weight: 2.5 KG

Power: C

Stopping power: D

Rapid fire: A

Firing speed: B

Camo index: A

Capacity: S

Development cost: 477 190

Conditions: R&D level 99

RK 47

The design specs for the RK47 are found in Extra Ops 013, on the south side of the chain-link fence, just south of the extraction point.

Rank: 1

Magazine: 7.62 X 39 MM

Weight: 3.8 KG

Power: C

Stopping power: C

Rapid fire: A

Firing speed: E

Camo index: A

Capacity: C

Development cost: 7510

Conditions: R&D level 32

Each time you do Outer Ops mission 1, 2, 3, 4, 13, 14, 15 or 16 there is a chance to get these specs.

Rank: 2 (with grenade launcher)

Magazine: 7.62 X 39 MM

Weight: 5.4 KG

Power: C

Stopping power: C

Rapid fire: A

Firing speed: E

Camo index: A

Capacity: C

Development cost: 33 060

Conditions: R&D level 32

ADM63

The specs can be found after beating extra ops 45.

Rank: 3

Magazine: 7.62 X 39 MM

Weight: 3.7 KG

Power: C

Stopping power: C

Rapid fire: A

Firing speed: C

Camo index: B

Capacity: C

Development cost: 105 540

Conditions: R&D level 54

ADM65

Design Specs, which you can get from Outer Ops missions 11, 12, 13, 14, 29, 30, 31, or 32.

Rank: 4

Magazine: 7.62 X 39 MM

Weight: 3.2 KG

Power: B

Stopping power: C

Rapid fire: A

Firing speed: B

Camo index: B

Capacity: C

Development cost: 213 450

Conditions: R&D level 79

Submachine guns

M10

The design specs are found in the Pursue Amanda mission.

Rank: 1

Magazine: 45 ACP X 32

Weight: 3.1 KG

Power: D

Stopping power: A

Rapid fire: S

Firing speed: E

Camo index: A

Capacity: C

Development cost: 2 750

Conditions: R&D level 9

Rank: 2 (Equipt with sound suppressor)

Magazine: 45 ACP X 32

Weight: 3.4 KG

Power: D

Stopping power: A

Rapid fire: S

Firing speed: E

Camo index: A

Capacity: C

Development cost: 31 550

Conditions: R&D level 30, Intel level 12

Rank: 3 (Equipt with barrel jacket)

Magazine: 45 ACP X 32

Weight: 3.4 KG

Power: C

Stopping power: A

Rapid fire: S

Firing speed: D

Camo index: A

Capacity: C

Development cost: 95 620

Conditions: R&D level 49

Uz61

The design specs are found in extra ops 15 in the Selva de la Leche: Hillside area.

Rank: 1

Magazine: 32 ACP X 20

Weight: 1.4 KG

Power: D

Stopping power: E

Rapid fire: S

Firing speed: E

Camo index: S

Capacity: C

Development cost: 41 020

Conditions: R&D level 36

Rank: 2 (Equipt with suppressor)

Magazine: 32 ACP X 20

Weight: 1.6 KG

Power: D

Stopping power: E

Rapid fire: S

Firing speed: E

Camo index: S

Capacity: C

Development cost: 83 270

Conditions: R&D level 45 & Intel level 27

Rank: 3 (Increased power)

Magazine: 32 ACP X 20

Weight: 1.6 KG

Power: C

Stopping power: E

Rapid fire: S

Firing speed: E

Camo index: S

Capacity: C

Development cost: 162 140

Conditions: R&D level 62 & Intel level 49

M1928A1

The specs for this gun are found during the Infiltrate the Crater Base mission.

Rank: 1

Magazine: 45 ACP X 30

Weight: 6.0 KG

Power: D

Stopping power: A

Rapid fire: A

Firing speed: E

Camo index: A

Capacity: C

Development cost: 17 880

Conditions: R&D level 19

Rank: 2 (Equipt with a grip)

Magazine: 45 ACP X 30

Weight: 6.0 KG

Power: C

Stopping power: A

Rapid fire: A

Firing speed: E

Camo index: A

Capacity: C

Development cost: 23 660

Conditions: R&D level 25

Rank: 3 (Increased magazine capacity)

Magazine: 45 ACP X 30

Weight: 6.5 KG

Power: C

Stopping power: A

Rapid fire: A

Firing speed: E

Camo index: A

Capacity: B

Development cost: 116 890

Conditions: R&D level 56

Sniper rifles

M1C

You get the specs for this gun after the first main mission.

Rank: 1

Magazine: 7.62 X 63 MM

Weight: 4.9 KG

Power: B

Stopping power: A

Rapid fire: E

Firing speed: B

Camo index: B

Capacity: D

Development cost: 2 260

Conditions: R&D level 7

Rank: 2

Magazine: 7.62 X 63 MM

Weight: 4.9 KG

Power: B

Stopping power: A

Rapid fire: E

Firing speed: A

Camo index: B

Capacity: D

Development cost: 31 100

Conditions: R&D level 28

Requires the M21 design specs, which you find during Zadornov Search Mission 4.

Rank: 3 (Psyche Recovery)

Magazine: P.RCV

Weight: 4.9 KG

Power: -

Stopping power: -

Rapid fire: E

Firing speed: A

Camo index: B

Capacity: D

Development cost: 114 710

Conditions: R&D level 52, Medical level 41

Rank: 4 (Psyche Recovery)

Magazine: P.RCV

Weight: 4.9 KG

Power: -

Stopping power: -

Rapid fire: E

Firing speed: A

Camo index: B

Capacity: D

Development cost: 114 710

Conditions: R&D level 52, Medical level 41

Machine guns

M60

The design specs are given to you for completing the Pursue the Jungle Train mission.

Rank: 1

Magazine: 7.62 X 51 MM

Weight: 10.5 KG

Power: C

Stopping power: C

Rapid fire: B

Firing speed: C

Camo index: B

Capacity: A

Development cost: 5 110

Conditions: R&D level 14

Rank: 2 (Armor Piercing)

Magazine: 7.62 X 51 MM

Weight: 10.5 KG

Power: C

Stopping power: C

Rapid fire: B

Firing speed: C

Camo index: B

Capacity: A

Development cost: 81 190

Conditions: R&D level 50

Rank: 3 (Short barrel)

Magazine: 7.62 X 51 AP

Weight: 8.6 KG

Power: B

Stopping power: C

Rapid fire: B

Firing speed: C

Camo index: B

Capacity: S

Development cost: 182 200

Conditions: R&D level 70

Rank: 4 (Short barrel)

Magazine: 7.62 X 51 AP

Weight: 8.6 KG

Power: B

Stopping power: C

Rapid fire: B

Firing speed: C

Camo index: B

Capacity: S

Development cost: 260 310

Conditions: R&D level 80

PKM

You acquire the PKM design specs by completing Extra Op #28.

Rank: 1

Magazine: 7.62 X 54R

Weight: 12.9 KG

Power: C

Stopping power: C

Rapid fire: B

Firing speed: C

Camo index: B

Capacity: A

Development cost: 17 030

Conditions: R&D level 27

Rank: 2

Magazine: 7.62 X 54R

Weight: 13.1 KG

Power: C

Stopping power: C

Rapid fire: B

Firing speed: C

Camo index: B

Capacity: S

Development cost: 43 270

Conditions: R&D level 34

Rank: 3

Magazine: 7.62 X 54R

Weight: 13.1 KG

Power: C

Stopping power: C

Rapid fire: B

Firing speed: C

Camo index: B

Capacity: S

Development cost: 133 590

Conditions: R&D level 56

Rank: 4

Magazine: 7.62 X 54R

Weight: 13.6 KG

Power: B

Stopping power: C

Rapid fire: B

Firing speed: C

Camo index: B

Capacity: S

Development cost: 210 310

Conditions: R&D level 68

Rank: 5

Magazine: 7.62 X 54R

Weight: 13.4 KG

Power: B

Stopping power: C

Rapid fire: B

Firing speed: C

Camo index: B

Capacity: S

Development cost: 341 520

Conditions: R&D level 68

Missiles

LAW

Rank: 1

Magazine: LAW ammo

Weight: 2.5 KG

Power: S

Stopping power: S

Rapid fire: D

Firing speed: -

Camo index: C

Capacity: E

Development cost: 2 460

Conditions: R&D level 7

Rank: 2

Magazine: LAW ammo

Weight: 2.5 KG

Power: S

Stopping power: S

Rapid fire: D

Firing speed: -

Camo index: C

Capacity: E

Development cost: 53 320

Conditions: R&D level 38

Rank: 3

Magazine: LAW ammo

Weight: 2.5 KG

Power: S

Stopping power: S

Rapid fire: D

Firing speed: -

Camo index: C

Capacity: E

Development cost: 135 540

Conditions: R&D level 55

Rank: 4

Magazine: LAW ammo

Weight: 2.5 KG

Power: S

Stopping power: S

Rapid fire: D

Firing speed: -

Camo index: C

Capacity: E

Development cost: 232 090

Conditions: R&D level 71

RPG 2

Specs can be found at Extra Op 030 Classified Document Retrieval.

Rank: 1

Magazine: RPG 2 ammo

Weight: 2.8 KG

Power: S

Stopping power: S

Rapid fire: D

Firing speed: -

Camo index: C

Capacity: E

Development cost: 14 500

Conditions: R&D level 12

RPG 7

You get the design specs for rank 2 for completing Extra Ops mission 038 Base Defense.

Rank: 2

Magazine: RPG 7 ammo

Weight: 6.3 KG

Power: S

Stopping power: S

Rapid fire: D

Firing speed: -

Camo index: C

Capacity: E

Development cost: 45 080

Conditions: R&D level 34

Rank: 3 (Increased power)

Magazine: RPG 7 ammo

Weight: 6.3 KG

Power: S

Stopping power: S

Rapid fire: D

Firing speed: -

Camo index: C

Capacity: E

Development cost: 169 090

Conditions: R&D level 64

Rank: 4 (Increased power)

Magazine: RPG 7 ammo

Weight: 6.3 KG

Power: S

Stopping power: S

Rapid fire: D

Firing speed: -

Camo index: C

Capacity: E

Development cost: 262 470

Conditions: R&D level 78

FIM-43

Complete main ops 12 to get the design specs.

Rank: 3

Magazine: FIM 43 ammo

Weight: 8.2 KG

Power: S

Stopping power: S

Rapid fire: D

Firing speed: -

Camo index: C

Capacity: E

Development cost: 61 290

Conditions: R&D level 22

Throwing weapons

Grenade

Rank: 1

Magazine: None

Weight: 0.4 KG

Power: A

Stopping power: S

Rapid fire: -

Firing speed: -

Camo index: S

Capacity: -

Development cost: None

Conditions: None

Rank: 2 (Increased power)

Magazine: None

Weight: 0.4 KG

Power: A

Stopping power: S

Rapid fire: -

Firing speed: -

Camo index: S

Capacity: -

Development cost: 27 050

Conditions: R&D level 30

Rank: 3 (Increased power)

Magazine: None

Weight: 0.4 KG

Power: S

Stopping power: S

Rapid fire: -

Firing speed: -

Camo index: S

Capacity: -

Development cost: 66 340

Conditions: R&D level 43

Rank: 4 (Increased power)

Magazine: None

Weight: 0.4 KG

Power: S

Stopping power: S

Rapid fire: -

Firing speed: -

Camo index: S

Capacity: -

Development cost: 142 110

Conditions: R&D level 61

Rank: 5 (Increased power)

Magazine: None

Weight: 0.4 KG

Power: S

Stopping power: S

Rapid fire: -

Firing speed: -

Camo index: S

Capacity: -

Development cost: 306 140

Conditions: R&D level 81

Items {WEP7.2}

Recovery items

Ration:

Rank: 1

Development cost: ?

Conditions: R&D level 5

Rank: 2

Development cost: 14,420

Conditions: R&D level 22, Mess hall level 5

Rank: 3

Development cost: 40 070

Conditions: R&D level 34, Mess hall level 14

Rank: 4

Development cost: 67 980

Conditions: R&D level 42, Mess hall level 26

Rank: 5

Development cost: 112 870

Conditions: R&D level 48, Mess hall level 39

Rare ration:

Rank: 5

Conditions: ?

Well-done ration:

Rank: 5

Conditions: ?

Burnt Ration:

You can cook this during the monster hunter stages

Rank: 5

Conditions: ?

Spicy Curry

Obtained after the T-72U battle

Rank: 1

Development cost: 2880

Conditions: R&D level 12, Mess hall level 5

Rank: 2

Development cost: 28 850

Conditions: R&D level 34, Mess hall level 16

Rank: 3

Development cost: 52 020

Conditions: R&D level 40, Mess hall level 26

Rank: 4

Development cost: 70 760

Conditions: R&D level 43, Mess hall level 37

Rank: 5

Development cost: 116 570

Conditions: R&D level 49, Mess hall level 51

Great curry:

Rank: 3

Development cost: 52 020

Conditions: R&D level 40, Mess hall level 26

Rank: 4

Development cost: 70 760

Conditions: R&D level 43, Mess hall level 37

Future Curry:

Rank: 5

Development cost: 116 570

Conditions: R&D level 49, Mess hall level 51

Tortilla chips:

Rank: 1

Conditions: R&D level 9

Mate tea:

Rank: 1

Development cost: None

Conditions: None

Rank: 2

Development cost: 10 810

Conditions: R&D level 19, Mess hall level 16

Rank: 3

Development cost: 40070

Conditions: R&D level 34, Mess hall level 28

Rank: 4

Development cost: 59 650

Conditions: R&D level 39, Mess hall level 32

Rank: 5

Development cost: 98050

Conditions: R&D level 44, Mess hall level 36

Equipment

Fulton recovery:

Rank: 1

Development cost: None

Conditions: None

Rank: 2

Development cost: 5190

Conditions: R&D level 12

Rank: 3

Development cost: 23 370

Conditions: R&D level 24

Rank: 4

Development cost: 87 430

Conditions: R&D level 49

Rank: 5

Development cost: 164 720

Conditions: R&D level 62

Analyzer:

Rank: 1

Development cost: 1980

Conditions: R&D level 2

Rank: 2

Development cost: 20810

Conditions: R&D level 19

Rank: 3

Development cost: 36 730

Conditions: R&D level 32, Intel level 20

Rank: 4

Development cost: 92 980

Conditions: R&D level 51, Intel level 41

Rank: 5

Development cost: 161 010

Conditions: R&D level 61, Intel level 61

Ballistic Shield

Rank: 1

Development cost: 16 010

Conditions: R&D level 19

Rank: 2

Development cost: 26 810

Conditions: R&D level 25, Combat level 10

Rank: 3

Development cost: 52 020

Conditions: R&D level 40, Combat level 42

Rank: 5

Development cost: 115 210

Conditions: R&D level 59, Intel level 42

Rank: 5

Development cost: 212 870

Conditions: R&D level 75, Intel level 75

Mechs {WEP7.3}

Armored vehicles

BTR-60PB

Weapon: 25MM MG

Attack power: D

Attack Frequency: B

Accuracy: B

Defense: A

Evasion: E

Action Frequency: A

BTR-60PB (Custom)

Weapon: 25MM MG

Attack power: D

Attack Frequency: B

Accuracy: B

Defense: A

Evasion: E

Action Frequency: A

LAV-G

Weapon: 25MM MG

Attack power: D

Attack Frequency: B

Accuracy: B

Defense: B

Evasion: E

Action Frequency: A

LAV-C

Weapon: 76 MM RG, 7.62MM MG

Attack power: A

Attack Frequency: C

Accuracy: B

Defense: A

Evasion: E

Action Frequency: E

LAV-C (Custom)

Weapon: 76 MM RG, 7.62MM MG

Attack power: A

Attack Frequency: C

Accuracy: B

Defense: A

Evasion: E

Action Frequency: E

Tanks

T-72A

Weapon: 125 MM SG, 12.7MM MG

Attack power: A

Attack Frequency: C

Accuracy: A

Defense: A

Evasion: E

Action Frequency: E

kPZ 70

Weapon: 120 MM SG, 20MM AAG

Attack power: S

Attack Frequency: D

Accuracy: S

Defense: A

Evasion: E

Action Frequency: E

kPZ 70 (Custom)

Weapon: 120 MM SG, 20MM AAG

Attack power: S

Attack Frequency: D

Accuracy: S

Defense: A

Evasion: E

Action Frequency: E

MBTK - 70

Weapon: 152 MM GL, 7.62MM MG

Attack power: S

Attack Frequency: C

Accuracy: B

Defense: A

Evasion: E

Action Frequency: E

Helicopters

MI-24D

Weapon: GUN POD, AT MISSILE

Attack power: S

Attack Frequency: D

Accuracy: S

Defense: C

Evasion: B

Action Frequency: S

MI-24D (Custom)

Weapon: GUN POD, AT MISSILE

Attack power: S

Attack Frequency: D

Accuracy: S

Defense: B

Evasion: S

Action Frequency: S

AH56A-B

Weapon: 30MM MG, IRN BOMB

Attack power: C

Attack Frequency: B

Accuracy: S

Defense: C

Evasion: B

Action Frequency: S

AH56A-R

Weapon: 30MM, AT MISSILE

Attack power: A

Attack Frequency: B

Accuracy: S

Defense: C

Evasion: A

Action Frequency: A

AH56A-R (Custom)

Weapon: 30MM CG, AT MISSILE

Attack power: A

Attack Frequency: B

Accuracy: S

Defense: C

Evasion: S

Action Frequency: A

7.4 Suits {WEP7.4}

Sneaking suit:

A very high camo index makes this special suit ideal for infiltration in many environments and during movement. However, its capacity to carry weapons is limited, but speeds LIFE recovery. Very similar to the one Snake used in Portable Ops. For true stealth soldiers. (Tip: Usually a soldier will notice you when you run up to them, but the sneaking suit cancels ALL sounds, therefore enabling you to run up to them.)

You get this suit by completing the Attack chopper Battle: MI-24A in main ops.

SAND=B

JUNGLE=B

CONCRETE=A

SWAMP=B

TREE=B

DIRT=B

ROCK=B

RUINS=B

Battle suit:

A heavy armored combat uniform. Although it protects its wearer well, it slows them down. Possesses greater defense and larger weapons capacity than other suits. An armored version of the Sneaking Suit from Operation: Snake Eater. Provides lower camo index, ideal for a mix of combat and solo sneaking (Tip: This suit helps you for boss fights, as this armored suit reduces the amount of damage the enemy inflicts. You also get one extra spot for your main weapons.)

Beat the first Peace walker battle to get this suit.

SAND=E

JUNGLE=E

CONCRETE=D

SWAMP=E

TREE=E

DIRT=E

ROCK=E

RUINS=E

Battle with helmet:

Battle Dress suit with helmet: A modified version of the Battle Dress suit that stops enemies shooting head shots and reduces the damage from enemies.

This suit can be found after completing some of the S++ missions in outer ops.

SAND=E

JUNGLE=E

CONCRETE=D

SWAMP=E

TREE=E

DIRT=E

ROCK=E

RUINS=E

Jungle Fatigues:

Main suit. Offering basic defense and main weapon storage and camo index.

SAND=B

JUNGLE=A

CONCRETE=B

SWAMP=B

TREE=B

DIRT=B

ROCK=B

RUINS=B

Leaf:

A modified version of the Jungle Fatigues.

SAND=B

JUNGLE=S

CONCRETE=B

SWAMP=B

TREE=B

DIRT=B

ROCK=B

RUINS=B

Tiger stripe:

Good for Jungles, Swamps, and Ruins.

SAND=B

JUNGLE=A

CONCRETE=B

SWAMP=A

TREE=B

DIRT=B

ROCK=B

RUINS=A

Choco-Chip

Useful for sand and dirt.

SAND=S

JUNGLE=B

CONCRETE=B

SWAMP=B

TREE=B

DIRT=S

ROCK=B

RUINS=B

Auscam:

Variation of Jungle Fatigues camouflage. Raises camo index in rocky environments.

SAND=B

JUNGLE=B

CONCRETE=B

SWAMP=B

TREE=B

DIRT=B

ROCK=S

RUINS=B

Squares:

Good if you hide behind trees or wooden buildings.

SAND=B

JUNGLE=B

CONCRETE=B

SWAMP=B

TREE=S

DIRT=B

ROCK=B

RUINS=B

Splitter:

The perfect suit for an area with lots of concrete.

SAND=B

JUNGLE=B

CONCRETE=S

SWAMP=B

TREE=B

DIRT=B

ROCK=B

RUINS=B

Snake:

Raises camo pretty high in ruins.

SAND=B

JUNGLE=B

CONCRETE=B

SWAMP=B

TREE=B

DIRT=B

ROCK=B

RUINS=S

Neo Moss:

The perfect suit for jungles, swamps and ruins

SAND=A

JUNGLE=S

CONCRETE=A

SWAMP=S

TREE=A

DIRT=A

ROCK=A

RUINS=S

Stench:

A suit that truly needs a wash up. It can take out enemies by holding them almost instantly

SAND=C

JUNGLE=C

CONCRETE=D

SWAMP=C

TREE=D

DIRT=D

ROCK=D

RUINS=C

Tigrex:

Grant's the wearer Tigrex's powerful charging ability, allowing them to knock out enemies with a single roll.

SAND=B

JUNGLE=C

CONCRETE=C

SWAMP=C

TREE=B

DIRT=C

ROCK=B

RUINS=C

Rathalos:

Adds to CO-UP Rathalo's bind voice to stop enemies from moving.

SAND=C

JUNGLE=B

CONCRETE=C

SWAMP=B

TREE=B

DIRT=C

ROCK=B

RUINS=C

Gear Rex:

Adds the wearers ability to steal Psyche from enemies after grabbing them.

SAND=C

JUNGLE=B

CONCRETE=B

SWAMP=B

TREE=C

DIRT=C

ROCK=C

RUINS=C

Naked:

Fatigues with low defense, camo index and main weapon storage but high movement speed.

SAND=D

JUNGLE=C

CONCRETE=D

SWAMP=D

TREE=D

DIRT=D

ROCK=D

RUINS=D

Naked (Leaf):

Leaf suit with low defense, camo index and main weapon storage but high movement speed.

SAND=D

JUNGLE=C

CONCRETE=D

SWAMP=D

TREE=D

DIRT=D

ROCK=D

RUINS=D

Naked (Tiger stripes):

Tiger stripes suit with low defense, camo index and main weapon storage but high movement speed.

SAND=D

JUNGLE=C

CONCRETE=D

SWAMP=C

TREE=D

DIRT=D

ROCK=D

RUINS=D

Naked (choco chip):

Choco chip suit with low defense, camo index and main weapon storage but high movement speed.

SAND=C

JUNGLE=D

CONCRETE=D

SWAMP=D

TREE=D

DIRT=C

ROCK=D

RUINS=D

Naked (Desert auscam):

Desert auscam suit with low defense, camo index and main weapon storage but high movement speed.

SAND=D

JUNGLE=D

CONCRETE=D

SWAMP=D

TREE=D

DIRT=D

ROCK=C

RUINS=D

Naked (Squares):

Squares suit with low defense, camo index and main weapon storage but high movement speed.

SAND=D

JUNGLE=D

CONCRETE=D

SWAMP=D

TREE=C

DIRT=D

ROCK=D

RUINS=D

Naked (Splitter):

Splitter suit with low defense, camo index and main weapon storage but high movement speed.

SAND=D

JUNGLE=D

CONCRETE=C

SWAMP=D

TREE=D

DIRT=D

ROCK=D

RUINS=D

Naked (Snake):

Snake suit with low defense, camo index and main weapon storage but high movement speed.

SAND=D

JUNGLE=D

CONCRETE=D

SWAMP=D

TREE=D

DIRT=D

ROCK=D

RUINS=C

Tuxedo :

Not a combat suit but you will definitely be well dressed. The problem is the very low camo index.

Obtained by completing chapter 4.

SAND=D

JUNGLE=D

CONCRETE=D

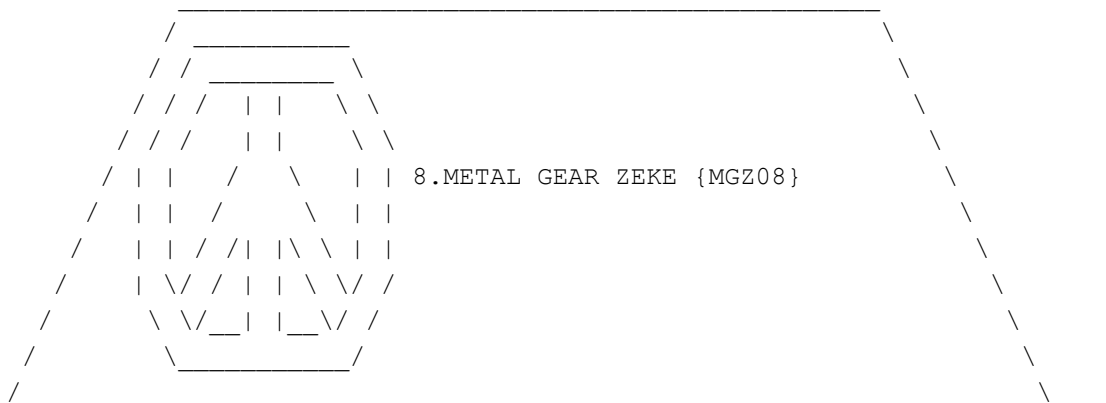
SWAMP=D

TREE=D

DIRT=D

ROCK=D

RUINS=D



Here you will find info on all the main and optional parts for your Metal Gear Zeke.

8.1 Main Parts {MGZ8.1}

Walk units:

Zeke walk unit - This is the most basic walk unit you can get for Zeke

Peace walker leg unit - Bipedal locomotion system with exceptional mobility

Power units:

Zeke power unit - Supplies power to the head and leg parts

Leg units:

Zeke leg part - Bipedal locomotion system with high mobility

Peace walker leg part - Bipedal locomotion system with exceptional mobility

Head units:

Zeke head part - Equipped with a machine gun with high initial velocity

Pupa head part - Can unleash powerful electric shock attack

Chrysalis head part - Equipped with a built-in guided missile launcher

Cocoon head part - Equipped with a large-caliber cannon

Peace walker head part - Unleashes the poison of the basilisk as a beam

8.2 Optional parts {MGZ8.2}

Jet packs:

Jet pack - Increases evasion

Radomes:

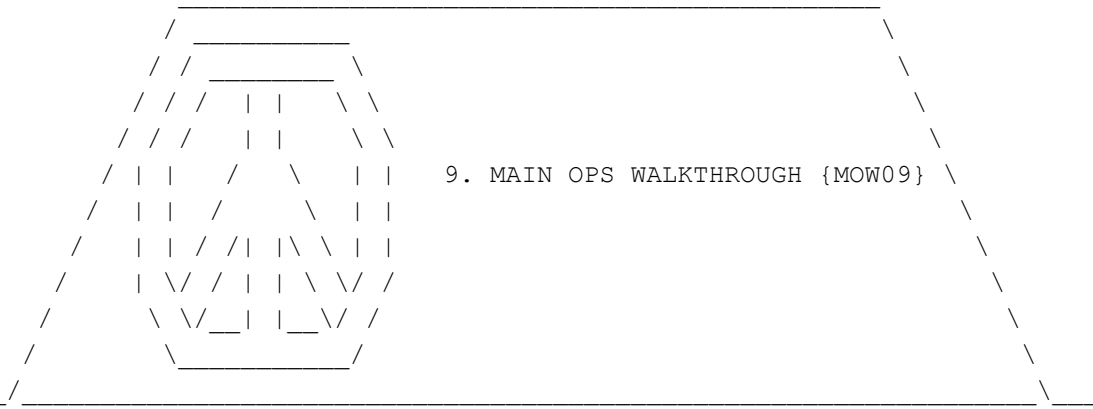
Radome - Increases accuracy

Armors:

Armor - Increases defense

Rail guns:

Rail gun - Increases attack



From here the walkthrough begins! I hope that you find it useful and feel free to contact me if you have any problems.

Prologue: An Army Without Borders {PRO1}

Main Ops # 1 - Opening/ Investigate the Supply Facility

EQUIPMENT		
ITEMS	WEAPONS	SUIT
Binoculars	MK 22	Jungle Fatigues
Rations	M16A1	
Surround Indicator	Stun rod	

The tutorial

Ok so once the game starts you will get a cut scene and begin the game. You will start the tutorial and if you are new to the game, I suggest you give it a try but if you are sure that you don't need any practice then press START and go on. Now if you are still here then we will go through all the excercises then. Are you ready?

Excercise # 1

First you will learn how to look up and down. Depending on your control, you should be able to perform this. Just make sure to listen to what he yells and go on.

Excercise # 2

This is the same but you need to look left and right now so do what he tells you and you will go on ahead.

Excercise # 3

Now it's time to crouch. Press the crouch button once to crounc, then hold the crouch button to lay down. Next excercise.

Excercise # 4

Now it's time to learn an old soldier (Big Boss) how to walk. Use the analog to move. Tilt it slowly to walk slower and tilt it faster to run.

Excercise # 5

Ok so now one of your soldiers will come up to you. Use the analog + attack button to roll at the soldier in front of you. Let's move on.

Excercise # 6

It's time to show your slaves... I mean soldiers the power of your CQC. When the soldier comes up to you, press the attack button three times to performe a combo and knock him out.

Excercise # 7

Time to train your aming skills. Press the aim button and press the attack button to use it on the soldier.

Excercise # 8

CQC time again. While you are moving, press the attack button near the soldier to throw him. Cool eh?

Excercise # 9

Now you will have to restrain your opponent. Just go to him and hold the attack button and keep holding it. After a few seconds he will pass out.

Excercise # 10

Time to throw your opponent. But wait, didn't we do that already? Yes but now we have to throw him while he is restrained. After you grab him, move the analog stic anywhere and press the attack button to throw him at the direction you are pointing.

Excercise # 11

Almost done. Now grab the opponent and throw him towards the next guy.

Excercise # 12

Now many people will come and you have to take them down in one blow. To do this, grab one of them and when you're throwing him, point to where another enemy is to make the CQC button to appear.

After this you beat the training and start the first mission.

Interactive scene

Watch the cutscene and you will be given a chance to zoom in on Paz. You can look through her clothes but not under her bra and panties so don't even think about doing it.

Playa del Alba

After starting, make sure to turn back and pick up the ration. Now move north and get a view of the ocean. You can shoot the barrels if you want. Moving on go west to the two woden figures with helmets. Pick up the 5.56 ammo box and shoot the dummies. You can shoot coconuts aswell. Once you are ready, go north and you will see a fence. Equip the grenade and throw it at the door to make it fall. Go through it to continue to the next area.

Bosque del Alba

You will find yourself in a crouched positiong and there is a CIA patrolman in front of you. Walk slowly to the west side so he can't hear you. You will see a dead tree on the ground so go around it to get some grenades. Go forward and don't go left because you might be seen by a patrolman. You will see a ration on top of the tall hill so take them and go left of your position but do it slowly because of the patrolmen. Take the road and you will reach the next area.

Puerto del Alba

Now this place has a much tighter security but it's still easy to go through. First, enter the area and run left. When you see the 2nd opening stand there and wait for the patrolman to go away and move on. Now you should see another patrolman ahead but if he isn't facing towards you then take the love box on the left and hide in the 2nd opening on the right. Move right and face north and you will see some stairs. Wait for the guard on the balcony to move away and slowly move inside. Once you did this you beat the mission and get another interactive cutscene.

Interactive cutscene

You will face a guard inside and you will have to press a few button to win.
Good luck and continue.

After this mission you will get a tutorial about MSF putting staff members,
weapons and more.

Chapter 1: A Country Without An Army {CHA01}

Main Ops # 2 - Contact the Sandinista Comondante

EQUIPMENT

ITEMS	WEAPONS	SUIT
Binoculars (Rank 1)	MK 22 (Rank 1)	Leaf
Rations (Rank 1)	M16A1 (Rank 1)	
Surround Indicator		
Fulton recovery		
(Rank 1)		
Love box		
(Rank 1)		

El cenagal: Jungle

You start behind a tree and you will see a truck north of you. Walk slowly to the left side of it and crouch. Equip your MK 22 and wait for the next soldier to turn around and shoot him in the head. Now quickly move on to the road and get to the next area.

El cenagal: Ravine

This is an unguarded area so you could run with a breeze here. Pick up the 5.56 ammo box on the east side and continue forward to the next area.

El cenagal: Swamp

Ok so, crouch and move left and get behind the boat. Walk on the edge of

the wall to avoid detection. Move fast and once you are near the item start to walk slowly to the road ahead. From there you will reach the next area. If someone suspects that you are there then get up and run.

Rio del Jade

First you should equip your fulton recovery to recruit some soldiers. First move right of the boat and turn left, then use your MK 22 on the soldier. Make sure to headshot him. Ok now take down the soldier in front before he sees you and use fylton recovery on both of them. You can get items from the second warehouse. After that you might want to try killing the rest with your M16A1 on the others or put them to sleep and use fylton recovery but that is up to you.

Interactive cutscene

You will have to shoot down two peace sentinels here with your rocket launcher and then attack the Crystals. Good luck!

Main Ops # 3 - Pursue Amanda

EQUIPMENT		
ITEMS	WEAPONS	SUIT
Binoculars (Rank 1)	MK 22 (Rank 1)	Leaf
Rations (Rank 1)	M16A1 (Rank 1)	
Surround Indicator		
Fulton recovery		
(Rank 1)		
Love box		
(Rank 1)		

Rio del Jade

Now you will find yourself hiding behind some boxes and an entire army of soldiers will come in to hunt you down. I actually found a way to get passed them undetected but I help you can do the same. Now listen, get behind the second warehouse and wait there. Once the enemies from the left are gone, crouch and move forward to the swamp.

El cenegal: Swamp

The good news is that there is only one guard here so you can easily get through here. The guard stays next to the boat so follow the road to the left and you should see a ration next to the second tree. From there you should make it to the next area.

El cenagal: Ravine

Now the previous time you were here there was an area which you couldn't get to so now you can. Move forward and once you see the guard, crouch down. You can stun him with the MK 22 but I suggest you sneak up on him and throw him. Get the ration and you will see a bridge. Now, in order to save some bullets, press the action button near the bridge's handrail and keep moving to the other side. Don't worry, the guard won't see you. Once he is away from you, press the action button again to get on the bridge. Keep moving forward to the next area.

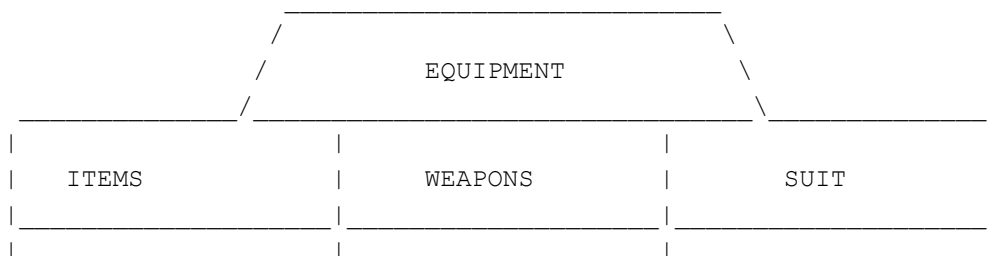
El cenagal: Swamp 2

Here we come across another dirty swamp. Walk slowly passed the guard and in the middle of the road another guard will show up. Use the MK 22 to stun him and move ahead. Get to the west side against the wall and walk slowly. Once you see the next guard, stun him or wait for him to move away. From here you can walk safely to the next area.

Bananal fruta de Oro: Sorting shed

This place is a little crowded. First get up to the crate and grab the guard and throw him. Move all the way to the left and pick up some fulton recovery if you need. Enter the facility and make sure that you are in a crouched position. Move to the far end side and stun the guard using your MK 22. You might hear a man's voice in this area. That is because there is a prisoner in the room left of you. Pick up the prisoner inside and the item and get out of the room to continue forward. Stun the guard ahead and get out of the facility. Stun the next guard and enter the room next to the fence. Pick up the prisoner (look at how he flysthrough the ceiling) and pick up the ration. Return inside the facility and move through the door where you stunned the previous guard. Once you have passed through, stun the guard near the fence and move left then left again in the room to take the item. Now go through the exit to beat the stage.

Main Ops # 4 - Armored vehicle battle: LAV-type G



Binoculars (Rank 1)	M1C (Rank 1)	Tiger Stripes	
Rations (Rank 1)	M16A1 (Rank 1)		
Surround Indicator	LAW (Rank 1)		
Fulton recovery	Grenade (Rank 1)		
(Rank 1)			

Now you can either destroy the vehicle or take out the enemies in order to take it. Let's try taking down the enemy first.

Variant 1: Defeat all enemies

First, equip your M1C and try to aim at the escorts. If they spot you, the vehicle will drive towards so make sure to run east and enter the building to use it as cover. Now equip your M16A1 and go outside to take down the escorts. Make sure to attack them in the head. 3 shots and they die. Once you cleared 3 waves of enemies and if the vehicle has suffered enough damage, the leader will come on top and attack you. Try getting close and shoot him in the head. With enough bullets, you will win and get the vehicle at the mechs section.

Variant 2: Destroy the vehicle

If you want to destroy it, before you are seen equip the LAW and shoot at the left side to take out some of the guards. Once you take out all the main guards that are next to it, try hiding behind a crate and shoot it only when it's not moving. Once you are out of ammo for the LAW, equip your M16A1 and shoot the fuel packs located on it's back and destroy one of them. He will stop in his tracks and that is when you use the grenades to finish it off.

Interactive scene

You now have to make a decision. Either shoot the Crysalis or the peace sentinel. If you shoot the Crysalis, it will evade the attack and Amanda will fall and break her leg. If you shoot the sentinel, Amanda will break her leg again.

Interactive scene 2

You can zoom in to see under Amanda's clothes, skin and meat to see her broken bones.

Congratulations! Amanda's now part of your team

EQUIPMENT		
ITEMS	WEAPONS	SUIT
Binoculars (Rank 1)	MK 22 (Rank 1)	Choco-chip
Rations (Rank 1)	M16A1 (Rank 1)	
Surround Indicator		
Fulton recovery (Rank 1)		

Camino de Lava: Hillside

From your current position, go forward and walk up to the upper route to avoid the enemy on the right side. Once you go through turn right to get the item then fall down and move on. There is an enemy in front so I suggest you stun him with the MK 22. Now climb on the right side then keep going and take down the next enemy you see. Move forward and you will leave the area.

Camino de Lava: Junction

This area has a sniper hiding in the trees above on the hill so you should be careful where you go. First take out the guard in front. Move right of the crate and enter aim mode. If you hear gunshots then don't worry, the sniper is just testing his sniping skills. Now if you see the dummy next to you then get in front of him and aim at the top of the hill. Don't go too far. The sniper should be left of the big tree in front of your position so aim and shoot. Ok if you managed to put him to sleep then good work. Next to the train you might see another guard but make sure to keep away from that area until you stun the guard. Once you do take get near it, climb and use fulton recovery on the prisoner. Now move back and go into the next area.

Aldea Los Despiertos

Now in order to find Chico, you must go through all the blue doors (they are marked with a orange dot on the map) and press the action button to look what's inside. Chico is placed randomly everytime you look for him so now we are going to learn the safest way to check out all the doors.

Door # 1

Take out the first guard in front of you and go east and you will see the first door.

Door # 2

Go left from where the first door is and get up on the ground. Stun the guard ahead and move forward. The blue door is located on the second house to the right.

Door # 3

From where the 2nd door is, go right and turn left immediately to stun the guard. Walk up to the building with the fence and the door is inside.

Door # 4

From where the 3rd door is move left and turn around after the second pile of boxes and you will see the door.

Door # 5

Move behind the truck into the small alley. Be careful because there is a guard there. Keep moving forward to the last house and you will spot the last door.

Congratulations! Chico is now part of your team

Main Ops # 6 - Pursue the Jungle train

EQUIPMENT		
ITEMS	WEAPONS	SUIT
Binoculars (Rank 1)	MK 22 (Rank 1)	Tiger Stripes
Rations (Rank 1)	M16A1 (Rank 1)	
Surround Indicator	Stun grenade	
Fulton recovery (Rank 1)	(Rank 1)	

Aldea Los Despiertos

You begin in a crouched position and you will see the soldier next to you. Move back away slowly into the alley. Make sure that there is no one around you while you are on the street. Run right and stun the guard and leave the area by following the road.

Camino de Lava: Junction

You will now return to the place where you shot the sniper in the last mission. First stun the guard near the train. Get next to the tree on the right side of it and crouch. Aim at the top of the hill in front and you should see the sniper. Shoot him and get near the train and move left to see a road to the next area.

Cafetal Aroma Encantado: Entrance

We are near our destination. First slowly walk up to the fence. You are going to see a soldier behind them. Shoot him and proceed. Move forward and get on the left side of the truck. Wait for the soldier to move away and if you want you can stun him. Right after you see the road, turn left and you will see a prisoner. Go up the road and make sure that you aren't running or the guard ahead will spot you. After that, go west and don't enter the fence before you take out the guard on the balcony. Move in and once you reach the second balcony, shoot the guard. Turn right to see another prisoner and head north and enter the door on the right.

Cafetal Aroma Encantado: Mill

This area is heavily guarded so don't walk carelessly. First head west and stun the guard you see ahead. Enter the door to save the prisoner. There is a ladder behind you so press the action button to climb it. Make sure to wait for the guard to come in order to stun him then head east and enter the door to go outside. Go down the stairs and turn right behind them to see a ration at the end. Move east from the stairs to get to the next area.

El Cadalso

You will have to kill all the enemies in front of you to beat this stage. Equip your stun grenade and throw it at them. If you managed to stun at least two of them, shoot the ones that are standing and kill the one coming from the west side. Finish the ones that are on the ground of pick them up with Fulton recovery. Now watch the scene.

Main Ops # 7 - Tank battle: T-72U

EQUIPMENT		
ITEMS	WEAPONS	SUIT
Binoculars (Rank 1)	M16A1 (Rank 1)	Jungle Fatigues
Rations (Rank 1)	LAW (Rank 1)	
Surround Indicator	Grenade (Rank 1)	
Fulton recovery (Rank 1)	Supply marker (placable) (Rank 1)	

Just like the previous boss, you have two options. Either destroy the tank or take out all the enemies to get the tank. I prefer you take the tank because it is a T-72 after all.

Variant 1: Defeat all enemies

First when you start, you should be behind a wagon. Crouch and move east then head straight for the next wagon. Move to the right and you should see the tank's behind. Use the LAW to wipe out a few enemies then the tank will spot you and start attacking. Once they come after you, the leader will shout some words before he attacks. Get behind the wagon and once he shoots, get away from it. Now you can use it as cover since he cannot move it anymore. Hide behind it and shoot the enemies from there. Remember to shoot only in the head. Make sure to use rations whenever your health is below half. After you killed 10 enemies, make sure that when the tank moves you shoot one of the barrels from behind. It will stop moving so equip the LAW and start firing until it starts moving again. Once you take down three health bars, the leader will appear above the tank. Hide behind a wagon and place a supply marker behind it. Press the square button for a box to fall from the sky to land you some ammo and rations. Use the LAW on the leader to kill him instantly and get the tank.

Variant 2: Destroy the tank

Use the same tactics like in variant 1. Destroy the barrels from behind with the M16A1 and start firing using the LAW. Make sure to use the supply marker when you run out of ammo and recovery items.

Main Ops # 8 - Destroy the Barricade

EQUIPMENT		
ITEMS	WEAPONS	SUIT

Binoculars (Rank 1)	M16A1 (Rank 1)	Choco-chip
Rations (Rank 1)	MK 22 (Rank 1)	
Surround Indicator	C4 (Rank 1)	
Fulton recovery (Rank 1)		
Walkman (Any rank)		

Cafetal Aroma Encantado: Mill

Go left and beneath the stairs you will find some rations. Get on the stairs and enter the door. You will see a guard on the right side. Get to the opening on the left and go left two times and you should see the ladder. Beneath them is a soldier. If he is right beneath them, then jump on his head to knock him out. From here, go east and leave the mill.

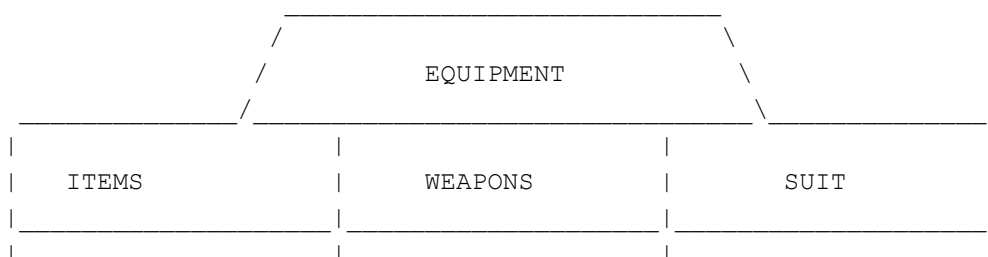
Cafetal Aroma Encantado: Entrance

You will have to move west now but watch out for the guard on the balcony. I suggest you shoot him in order to move through without being seen. Move passed the fence and go west then head down the road. Shoot the soldier ahead next to the truck then move west. Go left next to the wall and crouch until you reach the house. Shoot the soldier through the fence and from there head east directly to your destination.

Aldea los Despiertos

You will see a wall in front of you. Climb the box then climb over the wall. Walk all the way to the right side but watch the alleys to avoid detection. Hide behind the truck and stun the nearest soldier (if you haven't). Go forward and go into the alley right next to you. Remember to stun the soldier there. Now turn right and you will see a barricade. Equip the C4 and press the R button near the barricade and press square to use it. Get away and press the square to destroy it. You should enter the green alert so keep moving north to complete the mission before reinforcements arrive.

Main Ops # 9 - Infiltrate the crater base



Binoculars (Rank 1)	M16A1 (Rank 1)	Desert Auscam	
Rations (Rank 1)	MK 22 (Rank 2)		
Surround Indicator	Stun grenade		
Fulton recovery	(Rank 1)		
(Rank 1)			
Walkman (Any rank)			

Los Cantos: Canyon

Go through the fence and make sure to take out the guard on the bridge to avoid trouble ahead. Get to the wall next to you and press the action button then the release button to go down. Get the ration left of you and continue north. Equip the binoculars to see the two enemies ahead. Once he turns away, quickly move and then look left to see some stairs. Get up and head north, pass the fence to get to the ridge.

Los Cantos: Ridge

You should crouch and head right. Go north now and stun the guard ahead. There is a guard left of the truck so make sure to stun him and take him using the fulton recovery to avoid detection. Turn left and climb the small ledge next to the truck. Keep going forward and enter the small room to find some rations and a prisoner. Return to the truck. If you can, wait for the guard to move away and while crouching go north to the next area.

Fuerte la Ladera

This is a difficult part so make sure to do exactly what I say, OK? Use the MK 22 on the guard behind the crate. Crouch and equip some stun grenades. See the two guys on top of the wall? Try to throw it at them and while they are blinded, take them down. Climb the ladder on the left. There should be one more guard so take him down too. Go north and go down the hole and retrieve the prisoner, then use the ladder to continue. Go down the stairs and head north to enter the crater base.

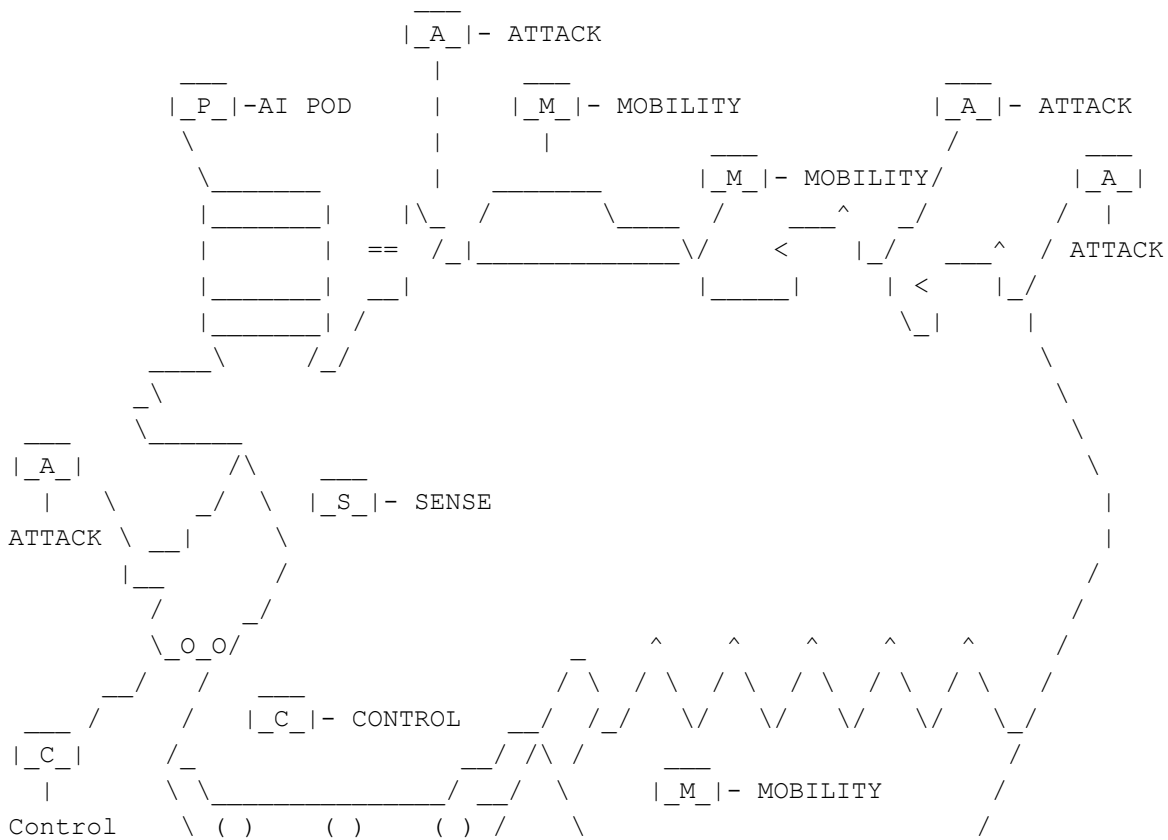
Interactive scene:

Now you will have to select the truck in which the nukes are being held. The truck you are looking has the following number - Centro America 64779 Peace sentinel.

Note: Check the truck with 63824 inside to unlock Hideo Kojima as a character

Main Ops # 10 - Pupa battle

EQUIPMENT		
ITEMS	WEAPONS	SUIT
Binoculars (Rank 1)	LAW (Rank 1)	Naked
Rations (Rank 1)	RPG 2 (Rank 1)	
S.curry (Rank 1)	Supply MK (placable)	
Walkman (Rank 1)	(Rank 1)	



We are now going to fight the first unmanned weapon, the Pupa. First of, the AI pod that is shaped like a cylinder and if you hit it, it does a pretty high damage point to the Pupa but I have another Idea to take it down because there is some important stuff inside Pupa's AI pod that will be useful for later so don't attack it. I suggest you equip a ration or curry because the Pupa has some powerful attacks. I will tell you all of it's attacks and how to avoid them.

Punch attack - This attack can be avoided easily. It will raise one of it's front wheel arms and charge at you. Head left or right depending on your position and then try to get away when it turns around.

Electric shock + turrets - This attack leaves the Pupa wide open to attacks.

Before attacking it though, wait for it to say when it attacks and run left or right to avoid the shockwave. Then it will start shooting with it's turrets and stop to reload. It will shoot again and it will use the shockwave again. Finally it will use the turrets two more times and it will stop.

Jump attack - This happens when it enters one of the giant openings. It will start to sing and it might be a good idea to hide inside one of these openings to avoid it when it jumps.

Shooting while on the walls - It's time to hide inside the openings to avoid this attack. When you see it in front, run to avoid the bullets.

Boost - It just boosts towards you, lay on the floor so it can move passed you unharmed.

Mine shockwave - This is the most powerful attack so avoiding it is necessary to save some rations. First it will launch the mines, then it will boost at you. After it appears again, it will raise up and start charging up. Instead of shooting the mines to avoid getting hit, lay down and wait for the attack to finish. This tactic saves many recovery items and ammo too.

Maximum shock - It charges and says shock output at maximum. Run either left or right and it will shoot some electricity. Don't stop moving until the attack stops.

Defeating Pupa - Avoid attacking the AI pod even if it does massive damage to the Pupa. When it performs the Shockwave + turret attack, avoid the shockwave attack and when it shoots the turrets, shoot the jets on left and right side. Once you destroy one of it, it will get stunned for a few seconds so quickly turn left or right (depending on which one you destroyed) and shoot the turrets behind the jets. One shot is enough to destroy the turret. Once it regains consciousness, avoid the attacks and destroy the next jet. Shoot the turrets behind and once it's back online, try to destroy the front wheel arms and it will again be stunned. Once it's stunned, shoot the next arm to destroy it. It's time to destroy the final mobility part which is it's behind. The best time to shoot at this is when it launches the mines. Aim for beneath the railgun below the AI pod to destroy this part. If it's still active then try to shoot the railgun. Once it's health is 0 you will have a few seconds to enter the AI pod. To open it, shoot it and make sure it blinks orange. Get next to it and press the action button to enter inside.

Inside the AI pod - If you avoided attacking the AI pod, you should see a bunch of memory boards on the screen. There are letters next to the memory boards which have different meanings.

S - Sense

C - Control

A - Attack

M - Mobility

Take out at least one of each letter before the time runs out. Remember that they will be pretty useful for when you get to customize your own Metal Gear.

Main Ops # 11 - Travel to the cloud forest

EQUIPMENT		
ITEMS	WEAPONS	SUIT
Binoculars (Rank 1)	M16A1 (Rank 1)	Leaf
Rations (Rank 1)	MK 22 (Rank 2)	
Surround Indicator	Stun grenade	
Fulton recovery (Rank 1)	(Rank 1)	
Walkman (Any rank)		

Selva de la Leche: Jungle

This area contains scouts which are pretty hard to see because they hide next to trees and beneath the gras. First go north, climb the ledge on the left and go forward to get the item. Make sure to duck to avoid detection. Get to the dead tree behind you and make sure you are still ducking. Look beneath you and see the scoutman. Fall on his head and knock him out. While you are still crouching, head to the tree in front of you and turn right and stun the next patrolman. From here you can run north. Once you see the small ledge, climb it and crouch. Walk slowly behind it to see a patrolman. Grab him and through him at the tree. Run north to enter the next area.

Selva de la Leche: Hillside

If you are playing this part for the first time, there is a 99.9% of you being spotted by a scout. First jump over the ledge and go north then crouch and go left. Walk slowly OK? You should see a scout in front of you laying down. Stun him with the MK 22. There is a tree in front of you position and right of it is a scout hiding. Stand on you feet and hide behind the tree. Shoot him with with the MK 22. Walk slowly passed the tree ahead. Turn left and stun the last scout then head east at the road. You will find a prisoner at the end so pick him up. Return and head north to complete the mission.

Main Ops # 12 - Attack chopper battle: MI-24A

EQUIPMENT		
-----------	--	--

ITEMS	WEAPONS	SUIT
Binoculars (Rank 1)	M16A1 (Rank 2)	Leaf
Rations (Rank 1)	LAW (Rank 1)	
Surround Indicator	Stun grenade	
Fulton recovery	(Rank 1)	
(Rank 1)	Supply MK	
Walkman (Any rank)	(placable) (Rank 1)	
S.curry (Rank 1)		

Here we are again fighting a mech. As always you have an option to either destroy the mech or steal it by killing all the enemies.

Variant 1: Defeat all enemies

Crouch and select the LAW. There are escorts on the ground left of you so aim at their feet or you might miss them. Shoot and you will kill them all. If you are lucky the chopper might still be looking for you so fire away. Avoiding its attacks is easy. When it shoots the missiles either hide behind walls or if you are on the open just run left or right. When it deploys some more soldiers, make sure to shoot the door from which the soldiers are coming with the LAW to kill them all inside and do damage to the chopper. Once you do this a few times, the leader will appear. Shoot him with the LAW to kill him instantly and that way, you will get the chopper.

Variant 2: Destroy the chopper

Use the same tactics but shoot the chopper more often. It's not such a good idea to destroy it due to the fact that it has a large amount of health which is a problem. Make sure that you don't miss it or you lose some needed rockets. Remember to attack it only when it's standing still.

Main Ops # 13 - Head for the lab

EQUIPMENT		
ITEMS	WEAPONS	SUIT
Binoculars (Rank 1)	M16A1 (Rank 1)	Leaf
Rations (Rank 1)	MK 22 (Rank 1)	
Surround Indicator	Stun grenade	
Fulton recovery	(Rank 1)	
(Rank 1)		
Walkman (Any rank)		

ID card (H)		

Catarata de la Muerte

Nothing much to do here except to go north to the next area.

Selva de la Muerte: Bottom of cliff

This area is pretty dangerous due to the fact that there are snipers covered with leafs as camo. First move left passed the big tree then hide behind the stone wall ahead. Stay crouched and once you get passed the next tree, shoot the sniper above the ledge. I hope you can see him. Climb the ledge and move up the stairs ahead. Head right and make sure to stun the sniper. Now move left to clear this area.

Selva de la Muerte: Top of cliff

This area has both scouts and snipers and you should crouch to increase your index. Move on the east side passed the small wall then turn left and stun the scout. Move forward and retrieve the prisoner inside. Move right but make sure you are crouching and walking slowly. Once you get up the ledge, move left and take some rations. You can take out the snipers if you want but make sure to walk slowly. Move ahead and walk passed the big opening on the right.

Interactive scene

You will find Cecile laying on the ground. You can zoom in on her but you can't see her insides.

Congratulations! Cecile is now part of your team

Ruinas de Xochiquetzal

Head forward and stun the guard ahead. Move forward and go left passed the opening. From here, move left and don't go forward. Make sure that the guard is not looking at you. Stay next to the wall and move the camera so you can see the soldier on the left. If he is looking in the opposite direction, stun him. Climb the ledge on the right to retrieve another prisoner. You will see a guard in front but don't stun him because there are three guards near him. Lay on the ground and look left to see if the other guard is looking at him. Once he moves away, stay crouched and move slowly up the stairs then get passed the opening to complete the mission.

Main Ops # 14 - Locate the ID card

EQUIPMENT		
ITEMS	WEAPONS	SUIT
Binoculars (Rank 1)	M16A1 (Rank 1)	Leaf
Rations (Rank 1)	MK 22 (Rank 1)	
Surround Indicator	Stun grenade	
Fulton recovery	(Rank 1)	
(Rank 1)		
Walkman (Any rank)		

Make sure to have atleast one free space for the ID card that you will find.

Ruinas de Xochiquetzal

After you start, crouch and walk right. Make sure that the guard is facing the opposite position. After you stun him, move ahead then right. In this area you should take the rations on the right and retrieve the prisoner on the left. Move back then forward. You will see some guards next to the stairs. Once the one closest to the stairs looks away, quickly turn right to leave the area. Run right and stun the guard before he sees you. Keep moving forward until you see the exit.

Selva de la Muerte: Top of cliff

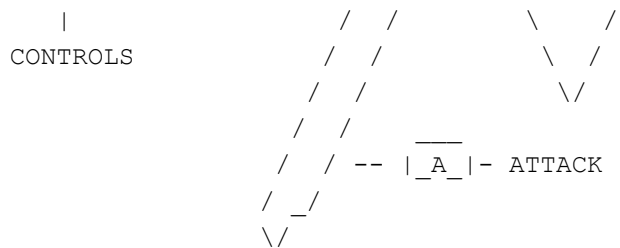
The biggest problem with this area is that the snipers are in different locations but I am here to help you get through without being seen. Croun and move left then move down the path. Shoot the scout ahead then look at the tree on the left. Shoot the sniper on it's right side then move left. At the opening in front of you, shoot the scout next to the wall. Behind the tree infront of you, try to shoot the sniper then walk ahead and turn left to leave this area.

Selva de la Muerte: Bottom of cliff

Walk right then go down the stairs. Crouch and walk to the right side and walk slowly ahead. You should get on the right side of one of the snipers. Now walk left of the sniper's position then turn right to go to the next area.

Catarata de la Muerte

You will find the the guard with the ID card. He is a CIA patrolman and is located on the west side. Once you stun him, unequip the fylton recovery



Note: Make sure that you have the FIM-43 because it has a lock on system. It will be a difficult battle if you use the LAW because the Chrysalis can avoid missiles if they are too close to it.

Just like the Pupa, the Chrysalis is an unmanned weapon with the AI pod. Once again the AI pod is it's weak point but I suggest that you avoid shooting at it so you can save more memory boards. Before you take out the Chrysalis, let's go over it's attacks first.

Railgun - It charges it's railgun. You will be warned by the Chrysalis when it does that but avoiding this attack is necessary because it does a big amount of damage. When it starts to sing, roll left or right.

Chain gun - It just shoots with a chain gun. It either shoots while it's moving or when it's still.

Rockets - When it shoots them, run left or right depending how far you will get away from the Chrysalis.

Kidnappers - The machines that kidnapped Chico. When it call them out, equip the M16A1 to shoot them down. If they grab you, move the analog stick left and right to shake off.

Defeating the Chrysalis - Once the battles begins, equip the FIM-43 and shoot the Chrysalis circle beneath it. It should be destroyed with one hit. Now it will use the railgun. After that it should fly so if you loose sight of it, either use the FIM-43 to lock on to see where it is or equip the surround indicator. If you run out of ammo, use the supply mk at the northwest side of the map and hide while it uses the Railgun. Then you should destroy it's sense. It should end up in 0% with three hits. The next this you should take out is the circles that have the function of wings. The next thing you should blow up is the radome. It's shaped like a circle and if you destroy it you should decrease the missiles accuracy. Before taking it down it will be a wise idea to destroy the railgun. After when it's health is gone, it will fly around and land after a few seconds. Make sure that you aren't close to it when it lands. Once it's on the ground, shoot the AI pod. When it turns yellow, go near it and press the action button to go inside.

Inside the AI pod - Just as the Pupa, you can remove 4 types of memory boards. I suggest you remove most of the A boards and C boards. The A boards might give you a railgun which is one of the main parts for ZEKE and the C boards might give you a radome which increases ZEKE's accuracy.

9.3 Chapter 3: A nation reborn {CHA03}

EQUIPMENT

ITEMS	WEAPONS	SUIT
Binoculars (Rank 1)	M16A1 (Rank 1)	Splitter
Rations (Rank 1)	MK 22 (Rank 2)	
Surround Indicator	Stun grenade	
Fulton recovery	(Rank 1)	
(Rank 1)		
Walkman (Any rank)		

Miner's Residence

This is a pretty short and easy stage. I will only tell you how to avoid detection and if you want to retrieve some soldiers then well, you are on your own. Once you start, climb the ladder on the left at the first house. Once you are on the roof, quickly fall of on the left side and walk east. Once you see a wall in the next to a house, go through it and hide next to the wall. If the guard is looking away then continue but slowly. Now next to the pile of trees you should see anest ammo. On the roof infrom there is a guard. Take him down and continue north to beat the stage.

Main Ops # 17 - Eliminate the Guards

EQUIPMENT

ITEMS	WEAPONS	SUIT
Binoculars (Rank 1)	M16A1 (Rank 2)	Splitter
Rations (Rank 1)	FIM-43 (Rank 3)	
S.curry (Rank 1)	Grenade (Rank 1)	
Fulton recovery	Supply MK (placable)	
(Rank 1)	(Rank 1)	
Walkman (Any rank)		

Mining pit

In this stage, you will have to take out 24 enemies in order to move to the next mission.

First wave:

Equip the M16A1 to destroy five peace sentinels and make sure to duck behind the small wall to cover. Then it will be time to kill the snipers. Walk down to the left and hide in the first wall you see. Shoot the nearest sniper in the head to kill him. As for the other, follow the sniper scope's laser to find them. Shoot them until they die.

Second wave:

A new group of enemies will appear in from the northeast corner. Equip the FIM-43 and aim for the first one in the line. If you kill him then atleast 3 more of them will have to die. As for the others, wait for the to get close and kill them with the M16A1.

Third wave:

This time they will have rocket launchers. Quickly stand up and run to the wall on the left. Kill the nearest enemies there. The one with the rocket launcher will speak before he launches a rocket so if you manage to find him, equip the FIM-43 to lock on to him and toast him. You should be able to deal with the others.

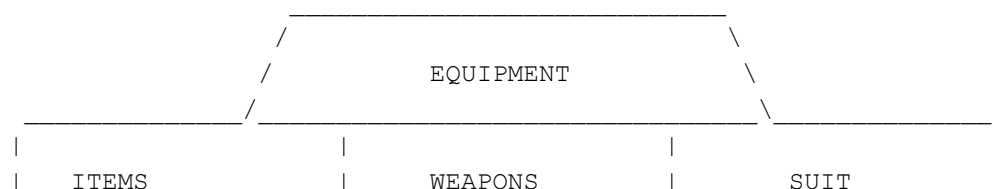
Fourth wave:

Only ten more to go. Equip the FIM-43 again and lock on to the second soldier in line to kill most of them. You should take the other ones with the M16A1.

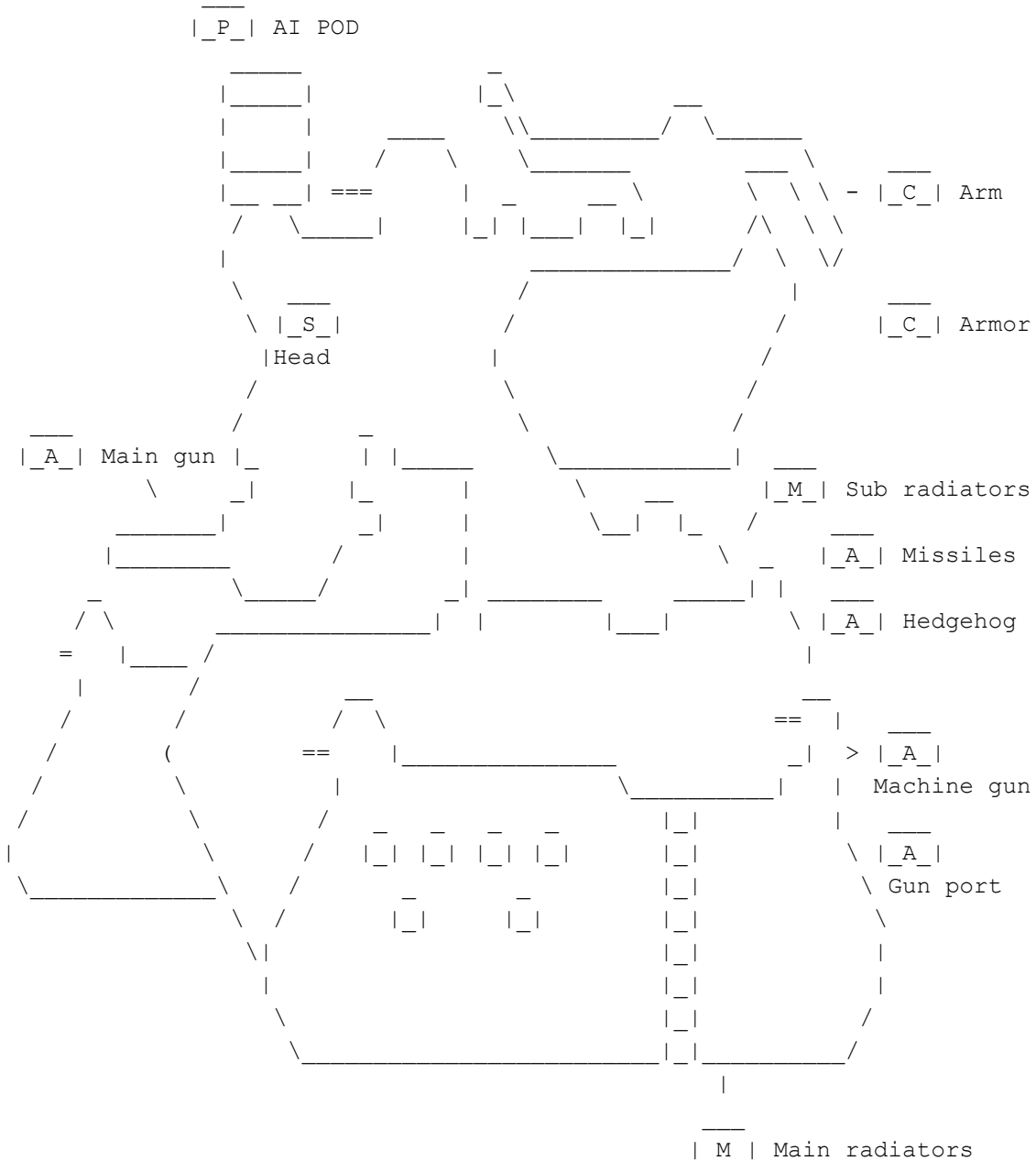
Last wave:

Now wait for three of them to climb the ladder. Shoot them with the M16A1 to finish three of them and finally kill the last one which you might want to go after if you don't have any rockets left. Get ready because the next mission is tough.

Main Ops # 18 - Cocoon battle



Binoculars (Rank 1)	LAW (Rank 2)	Naked
Rations (Rank 1)	FIM-43 (Rank 3)	
S.curry (Rank 1)	Grenade (Rank 1)	
Walkman (Any rank)	Supply MK (placable)	
T.chips (Rank 1)	(Rank 1)	



It's time to fight yet another unmanned weapon. The Cocoon may seem unbeatable but it's actually a pretty easy fight. Once again we will avoid attacking the AI pod because the Cocoon gives you armor which will increase ZEKE's defense. Before we destroy this pile of scrap let's go through the attacks first.

Main canon - This attack needs to be avoided at all costs. When it load it,

run left or right. After the third shot, run in the opposite direction because it will fire ahead and take you down.

Turret attacks - Use the walls to hide (if they aren't destroyed) and get up when you think you should to destroy the turrets or small gun ports.

Area attack - It will launch small S mine in the air. You should leave the area to avoid this attack.

Missiles - It will lock on to you with missiles. Quickly run left or right to avoid them.

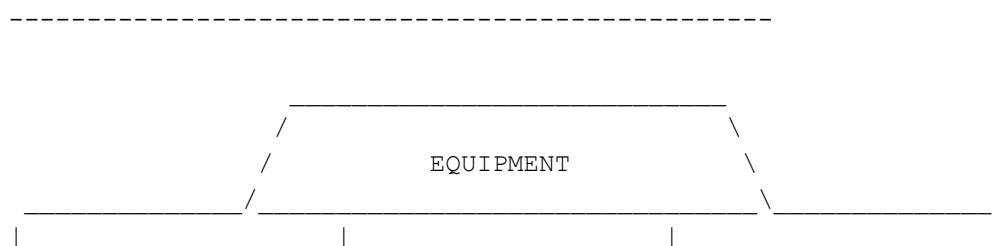
Stomp - This accures when you are beneath it. Press the action button to surpres it or quickly get away.

Arm - The arm only attack when you are beneath it or on it. Shoot at it to make it go away. If you are beneath then take cover and shoot. If you are on the Cocoon it will hit you so you can fall. Get to the Cocoon's lower level and lay to avoid it.

Defeating the Cocoon: Once you begin, shoot the head. It's located above the main canon. After avoiding the canon, shoot the head again. Now it will shoot you with some gun ports. Destroy the one on the top on the left to avoid damage. Once you destroy the head, let's take out some weapon's shall we? Shoot the hedgehogs which are located above the front of it's wheels. That way we can reduce the area attack thread. Ok try to destroy the two machine guns infront. Make sure to use the walls if you are attacked by gunfire. Once more than half of it's life is down, it will start moving and won't attack. This is the perfect chance for you to destroy most of it's small weapons. Once it crashes, hide behind one of it's wheels to avoid the main canon. Once it's over go beneath and destroy the main radiators. Make sure to watch out for the arm and stomp attack. If you destroyed them then take out some of the gun ports to leave it to one life bar. Now use the ladder left or right to get on it. From here you can shoot the turrets until it's life is gone. Once that happens, get to the area with the sub radiators. Wait for it to stop moving. When it stars to speak, quickly climb one of the ladders left or right. Shoot the AI pod with the RPG 7 two times to open it.

Inside the AI pod - Just like the other unmanned weapons, remove four different types of memory board. Remove all the C ones so you might get an armor.

Main Ops # 19 - Infiltrate the underground base



ITEMS	WEAPONS	SUIT
Binoculars (Rank 1)	MK 22 (Rank 2)	Splitter
Rations (Rank 1)	M16A1 (Rank 2)	
surround indicator	Stun grenade	
Walkman (Any rank)	(Rank 1)	
Fylton recovery (Rank 1)		

AI weapon hangar

You better be careful not to be seen here because your alert phase will be 99.9 until the end of the mission. Good thing it's green though. Now crouch and head north. Once you hear one of the guards shouting, stand there and wait for them to move away. Continue north and make sure to look right. If you see the guard standing on that platform then shoot him with the MK 22 then continue. Move left and stand up then look down and shoot the guard. Go down the stairs, and move passed the boxes in front of you to retrieve an engineer. From here, move back to the stairs and head for the Pupa on the right. Hide behind it's left arm and there should be a guard next to the arm. Stun him after he moves then shoot the other two. The last one will be behind the boxes and after him, go for the elevator. Press the action button on the switch next to the elevator and wait for it so it can take you to the next area.

Underground passage A

Once more I suggest you stay crouched. Go right and stun the guard. If the guard near him notices that he is stunned, wait for him to get near the guard and stun him too. From here move left and face north to see another guard. After him, you will see a prisoner but before you take him, aim right of the prisoner to see a guard. Ok once you get the prisoner, you should take down the guard that is behind the pile of boxes to the north. Head north so you can go to the next area.

Underground passage B

Aim for the guard that is on the left in front of the doorway. Move inside the small room and shoot the nearest guard. You will also see one with a shield so don't think about shooting him if you are not behind him. Move right from the door and shoot the next guard. Now wait for the one with the shield to turn away and shoot. Don't try CQC because you won't have enough time to get to him. Now head north. You will see a big door which can't be opened with the switch so you will use man power on this. Press the action button and start tapping as fast as you can. Once you open it, move the analog forward to beat the stage.

Interactive scene:

You must act quick here and do some action. If you fail to complete this scene, you won't loose but you won't get Strangelove's ID. You will need it for the next mission but if you don't, you will still make it.

Main Ops # 20 - Torture chamber escape

EQUIPMENT		
ITEMS	WEAPONS	SUIT
ID card (P)	None	Naked

Interactive scene:

Now, Strangelove will give you a small shock therapy. This is similiar to Ocelot's torture in MGS 1. You better press the triangle as fast as you can so you can regain health. After 3 shocks, Snake will pass out.

Note: If you got Strangelove's ID card in the last mission's interactive scene, then you won't need the jigsaw to unlock your cell.

Torture chamber

First off, go to the mirror behind you and press the action button so that Snake can pull out a jigsaw from his chest. As soon as the guard goes away, go to your cell door and press the action button. You will have to tap both the L and R button to open the lock and get away. Don't get caught OK? Once you open the lock and the guard is away, head right and move crouched near the wall in front of you. There will be two guards right of you and if one of them gets suspicios, hide behind the pilar. Now some seconds later the guard will see that you have escaped from your cell and will enter the green alert mode. Hide behind the pilar and make sure that you are lying down. Once the guard in front of you is alone and crouched, CQC him. Now run left into the room. Make sure that the guard is not looking inside. Once he turn away, head left of the door and enter the door to the north to complete the mission.

Main Ops # 21 - Head for Peace walker's hangar

EQUIPMENT		
ITEMS	WEAPONS	SUIT
Fulton recovery (Rank 1)	MK.22 (Rank 2) M16A1 (Rank 1)	Splitter
Suround indicator	Stun grenade (Rank 1)	
Walkman (Any rank)		
Ration (Rank 1)		
Binoculars (Rank 1)		

AI weapon hangar

OK from here, move right and shoot the guy above on the bridge. Head north to where the elevator is. There are two guards there who stick close together so I suggest you use a stun grenade. Now that the area is clear, use the elevator.

Underground Passage A

OK, this area is short and easy so move left until you see the door. Go inside and go up the stairs. You will see two guards ahead. Wait for them to split and stun them seperatly. From here, just move north to reach the next area.

Underground Passage B

You might want to use the binoculars to see the enemies ahead because they have shields and you won't be able to take them down if they are facing you. It might be a nice idea to wait for them to turn around. Now go down the door and you will reach the door to the hangar. This time it's open so you can go directly but I suggest you turn left before leaving the stairs to see if the enemy is looking at you. Other than that, you beat another mission.

Main Ops # 22 - Peace walker battle



Leg drive motor charging - If you are on the hill, then you won't need to worry about this attack because Peace walker won't reach you and if you are on the ground, you better stay as close to the wall as possible.

Rocket launcher - If you are near Peace walker when this attack engages, go beneath it and go away when it's finished. If you are away from it then run away as far from your current position as you can.

S mines - It will shoot out a small flying object into the air which will open and release a few mines into your area. You can actually use this attack against Peace walker by equipping your M60 and shooting at the object before it releases the mines. That way it will explode in the air and thus hurting Peace walker.

Roar - It's not an attack but it drains you psyche when you are near Peace walker.

Defeating Peace walker: Once you get the rundown of the attacks, it will be time to defeat Peace walker. When the battle starts, don't attack it because you won't do any damage. Wait for it to start moving and then start attacking. Now, if you read about the attacks listed above, you will have an easier time fighting Peace walker. If you are on the ground then focus on attacking the Reptile pod (the one next to it's head) or if you are on the hill, wait for Peace walker to turn around and shoot at the mammal pod (the one on it's back). After the battle you will get an interactive cutscene.

Interactive scene - You will find yourself riding the boss' white horse from MGS 3 which is pretty cool. Once Snake catches up to Peace walker, you will start playing. Now rapidly press the triangle button as you ride the horse. After a few seconds, it will release it's S mines now depending how near you are to one of the mines, press the triangle button to go forward or don't press it at all to avoid them. Once you evade a few of them, you will enter the woods. Keep pressing the triangle button and once you see a falling tree, press the right button shown on the bottom left of the screen. Once you get out of the woods, keep pressing the triangle and be careful because the mines will be harder to avoid. Now watch the remaining of the cut scene and prepare for the next chapter.

9.4 Chapter 4: The Illusion of Peace {CHA04}

Main Ops # 23 - Infiltrate the U.S Missile base

EQUIPMENT		
ITEMS	WEAPONS	SUIT
Binoculars (Rank 1)	MK.22 (Rank 2)	Splitter
Rations (Rank 2)	M16A1 (Rank 1)	
Fulton recovery	Stun grenade	

(Rank 1)	(Rank 1)	
Walkman (Any rank)		
Surround indicator		

Interactive scene:

Once you the flashback from MGS 3 is over, you will have to shoot the Boss to kill her. After her, you must kill the horse too :(.

Back gate

Equip your MK.22 then head right. Stun the soldier then crouch and head north. Now look left and stun the guard up on the balcony. From here move left and passed the barrels, you will see a manhole. Go down and follow the path. Extract the prisoner and head for the opening. You will see a laser so that means that there is a hunter nearby. Press the action button next to the wall on the left and look for when the hunter goes away. Head north and stun the guard on the floor above. Climb the ladder on the left and stun the guard behind the barrel. Now quickly go for the elevator on the right side to go for the next area.

Small Maintenance dock

Go for the ladder on the right. Climb it. Stay crouched and close to the wall on the right, then go down the stairs. Extract the prisoner and stun the soldier in front. Go next to the crate where he is standing and head left but wait for the guard ahead to turn around. Stay crouched and go for the stairs on the right. Now once you reach the end of them, stay close to the wall on the left and go for the opening to go for the next area.

Rooftop

This area might be tough because of that blasted hunter. Enough about it now, head right and stun the guard. Jump down by reach the ladder on the left but wait until the guard ahead turns around. Once you are down, you must watch out for the hunter. Wait for it to go away when it goes east. Now hurry up equip a stun grenade. Throw it at the guard above to stun him. If the guard behind the window enters the green alert phase, quickly climb the ladder and shoot him. From here go right into the door then head right once more to beat the stage.

Main Ops # 24 - Head for the Control tower

EQUIPMENT		
ITEMS	WEAPONS	SUIT
Binoculars (Rank 1)	M60 (AP) (Rank 2)	Battle
Rations (Rank 2)	M16A1 (Rank 2)	
Fulton recovery (Rank 1)	Twin barrel shotgun (Rank 2)	
S.curry (Rank 2)	Grenade (Rank 2)	
T.chips (Rank 1)	C4 (Rank 1)	

Rooftop

This is actually a fun mission because you have to shoot at every living thing to get to the control tower. No more sneaking so get ready for action. First, destroy the hunter you see when you leave through the doorway. Then, focus on the two soldiers at the other side. Once you take them down, turn right and you might see the sniper on the building ahead. Make sure to take him down with the M16A1. Head for the ladder but before you go down, face down and destroy the hunter. Fall down and climb the ladder on the other side. Once you climb it up, kill the two soldiers to the north and head for the exit.

Small Maintenance dock

This area is filled with soldiers so be careful and once you hear them throwing grenades, quickly run. Now kill the guy north of you and wait for a hunter to appear. Destroy it and once it falls to the ground, it will harm the enemy beneath. Turn back to kill the enemy that might surprise you and also deal with the one on the front. Equip a grenade and use it on the enemies beneath you. Go right and down the stairs. Kill the remaining soldiers and head north.

Main Maintenance dock

This area will require the use of your M16A1. Hide behind the open walls and destroy the hunter on the left to knock down the big object. Face the the right again and kill the sniper. Go north and face up to see a bridge. There is a sniper on it so destroy the barrel next to him to make the bridge fall down. Also make sure to kill the commando that should be infont of you. Destroy the second bridge by shooting at the barrel. Head north now. Watch the left side if you see any snipers and the front for more commandos. When you get passed the second bridge, immediately kill the guy with the RPG and the guys from the left. Once you killed them, head north to continue the mission.

Underpass

Miller might make you rush because that the door is closing but don't worry if it closes, you can open it by pressing the action button rapidly. But before you exit the area, you must deal with the soldiers behind you. Hide behind the wall on the left and take down the hunter. This will make two of them fly away and kill the one standing. Once both of them get back up, kill the one on the right because he has an RPG and then the one in the middle. From here you can run to the gate but before you reach it, two commandos will appear and start attacking. I suggest you avoid them and head for the elevator on the right. Get inside and prepare for the next part.

Heliport

Note: I think that heavens divide fits this entire battle perfectly.

This area is filled with commandos and not to mention a chopper. First, stand back and wait for the chopper to destroy the wall infont. Wait for one commando to enter so you can kill him. I suggest you shoot through the window on the right because the hole leaves you exposed to the chopper's bullets and rockets. When you kill every enemy, head left and stay inside. Go forward and leave through the door. Turn right to see a turret. Press the action button to get a hold of it and start shooting at the chopper. When it gets off target, equip the M60 and start attacking. When you take it down, head for the gate and place a C4 next to it and hide. Once it opens, wait for the commandos to move and press the switch to detonate it. Now kill the remaining ones with the M60 and head for the elevator to complete the mission.

Main Ops # 25 - Peace walker battle 2

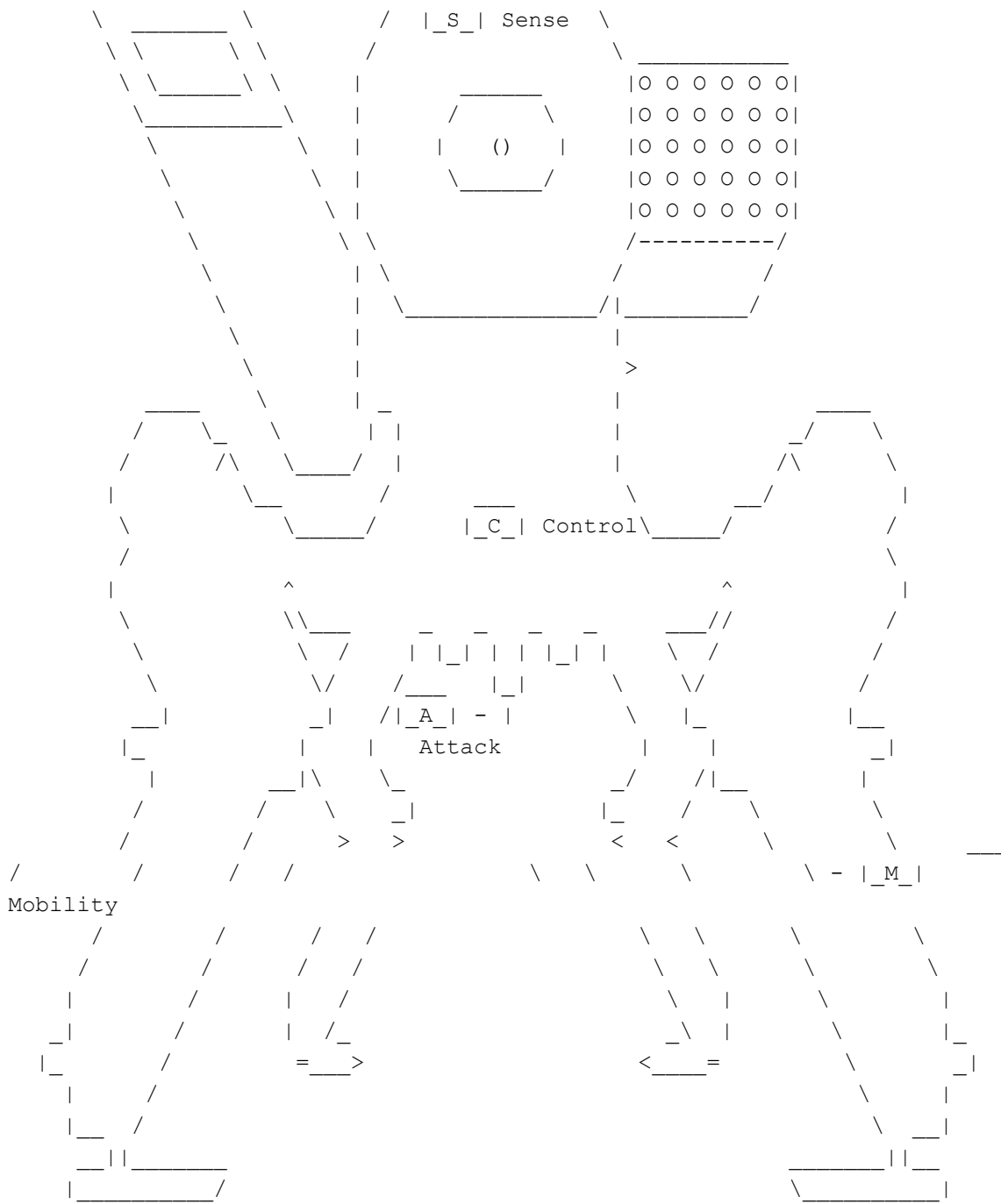
EQUIPMENT		
ITEMS	WEAPONS	SUIT
S.curry (Rank 2)	M60 (AP) (Rank 2)	Battle
Rations (Rank 2)	LAW (Rank 2)	
T.chips (Rank 1)	RPG 7 (Rank 2)	
Mate tea (Rank 1)	Grenade (Rank 2)	
	Supply MK (Thrown)	
	(Rank 2)	
	Strike MK (Thrown)	
	(Rank 2)	

|_A_| Attack

|

|_A_| Attack

|



You must destroy Peace walker before it can launch it's nuke at Cuba. Are you ready for the most memorable boss fight in MGS history? I hope you are. This will be a pretty tough battle if you haven't played it before so read carefully if you want to complete this battle. Once again you should attack the AI pods since it is it's weak points and you won't have to enter to steal any memory boards. Now let's go through the attacks before taking it on.

Drill missiles - This is one of it's new attacks. The drill missiles will dig through the ground and explode near you. It is best to equip the M60 and destroy them before they enter the ground.

Rocket launcher - Pretty much the same as before. If you destroy the weapon container, the missiles will be less accurate.

Flamethrowers - Just like last time, if you are beneath Peace walker, it will use the flamethrowers that drain both your health and psyche.

S mines - Once you hear it "Launching S mines" you better equip the M60 and destroy them while in the air so you can hurt Peace walker. If you don't have time to equip it, run away from your current area to avoid getting hit.

Leg drive motor charging - You better hide when this happens or you will deal with great damage. I will explain later when this attack is performed.

Stomp - Getting hit by this attack might kill you instantly. Your best option is to run but if you see an icon at the bottom showing you to press this button, press it and then press it rapidly to throw Peace walker away. This might give you some time to attack the AI pod.

Roar - Just like before, if you are near Peace walker when it roars, you will lose some psyche and get stunned.

EM pulse - This is something like a missile proof shield. You can only shoot at it with bullets and if you use a missile, it will start spinning and will backfire at you.

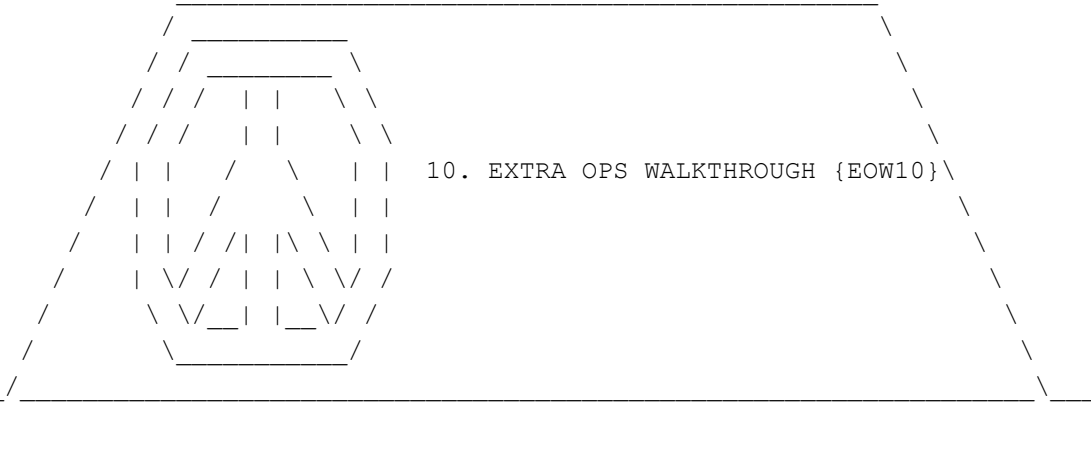
Defeating Peace walker: Quickly equip a rocket launcher and head for Peace walker. Start attacking the AI pod next to its head. It will launch some rockets after you hit it so avoid them. Keep shooting to prevent the launch. Once it stops, go away and shoot from a distance. This might be a good idea so you can avoid the roar. When it enters your area, wait for it to perform an attack and then shoot otherwise you might miss or hit another part besides the AI pod. After a while, it will jump into the water. This might be a good idea to use the strike MK. You will have to prevent nuclear launches a few times so always have at least five rockets so you can attack the AI pod. Now when it enters the EM pulse mode, the best way to turn it off is to shoot the head. You will see the beam closing after every bullet. This is also good because you prevent it from using the leg drive motor charging. After you've taken dozens of health bars, it will enter "crazy mode" as I like to call it. It will be very difficult to hit the AI pod on the front because Peace walker will be constantly moving instead, focus on the AI pod on its back. When this finishes, do more of the same and Peace walker will stop moving.

Inside the Mammal pod: You will have to remove every memory board you see inside. The boss will start speaking to you so if you don't listen. If you want to hear her entire speech, I suggest you start removing the memory boards after she tells you to kill her. Start with the third row, then the fourth, then the first and finally the second. Don't worry, you won't run out of time and don't think that you have beaten the game just yet.

Main Ops # 26 - Peace walker battle 3

EQUIPMENT		
ITEMS	WEAPONS	SUIT
None	M60 (AP) (Rank 2)	Any

This is the easiest stage in the game. Just equip your M60 and fire at Peace walker while she can't stand up. It won't attack and can't move (barely) so it is payback time for all the stuff this piece of crap has put you through. Make sure to continue the game even after the credits.



Extra ops are side missions, which don't have any real effect in the story. They are something like challenges and there are a total of 128 of them to complete so get ready.

Extra Ops # 001 - Target practice: No limit

EQUIPMENT		
ITEMS	WEAPONS	SUIT
None	Any	Any

This is a very easy and short mission. All you need to do is get up to the targets and shoot as many of them as you want. When you are done, head back from where you came to complete the mission.

Stomach: 200 pts

Outside target body: 100

Don't shoot the ones with their arms up or you loose points. Once the timer runs out, you beat the mission.

Extra Ops # 004 - Target practice: Time attack

EQUIPMENT		
ITEMS	WEAPONS	SUIT
None	Any	Any

You will have to shoot 24 targets. Once the first one appears, you will have 5 minutes to complete the mission. It's easy so good luck.

Extra Ops # 010 - Fulton recovery

EQUIPMENT		
ITEMS	WEAPONS	SUIT
Fulton recovery (Rank 1)	MK 22 (Rank 1)	Tiger stripes

Warning: Snake is note available in this mission.

EQUIPMENT

ITEMS	WEAPONS	SUIT
Fulton recovery (Rank 1)	MK 22 (Rank 1)	Neo Moss
Walkman (Any rank)	C4 (Rank 1)	
Suround indicator	M16A1 (Rank 1)	
Rations (Rank 1)		

Rio del Jade

First, crouch down and head right. There is a pile of boxes north of you so walk slowly near them and wait for a guard to appear left of you. Grab him and hold him until he loses 1100 psyche and through him at the boxes behind you to stun him. Head north and turn left after you pass the house to stun a guard. You should see the target right of you. Equip the C4 and place it on the target then go behind the house. Once it explodes, stun the guard behind the turret and get to the extraction point to complete the mission.

Extra Ops # 019 - Target demolition

EQUIPMENT

ITEMS	WEAPONS	SUIT
Fulton recovery (Rank 1)	MK 22 (Rank 1)	Tiger stripes
Walkman (Any rank)	C4 (Rank 1)	
Suround indicator	M16A1 (Rank 1)	
Rations (Rank 1)		

Warning! You have 13 minutes to complete the mission.

Cafetal Aroma Encantado: Entrance

Stun the guard next to the fence then get passed them. Go left again and stun the next guard. Go through the path after the truck then turn left to see the watchtower. Stun the guard that is on it then stun the guard passed the fence. Equip the C4 and place it on the target ahead. Once you blow it up, head to the extraction point at the infront of the truck before the fence.

Extra Ops # 020 - Target demolition

EQUIPMENT		
ITEMS	WEAPONS	SUIT
Fulton recovery (Rank 1)	MK 22 (Rank 1) C4 (Rank 1)	Splitter
Walkman (Any rank)	M16A1 (Rank 1)	
Suround indicator		
Rations (Rank 1)		

Warning: You have 6 minutes to complete the mission.

Back gate

Once you begin, stun the guard up on the balcony and head left. You will also see another guard so take him down too. Get inside the manhole and follow the path. Once you see the laser from the hunter, wait for him to go away and go left. I should warn you that there is a guard blocking your way so once you turn, shoot him. Face up and stun the guard up on the upper floor. Climb the ladder on the left, head north and press the action button on the crate closest to the target. Knock and equip the stun rod. Once the enemy is near, use it and place the C4 on the box. Get away and blow it up. Now head for the extraction point to pass this mission.

Extra Ops # 022 - Eliminate enemy soldiers

EQUIPMENT		
-----------	--	--

ITEMS	WEAPONS	SUIT
Fulton recovery (Rank 1)	MK 22 (Rank 2) M16A1 (Rank 3)	Splitter
Walkman (Any rank)		
Suround indicator		
Rations (Rank 1)		

Warning: You have 13 minutes to complete the mission.

Cafetal aroma Encantado: Entrance

First off, kill the guy behind the fence. Head left from the soldier and shoot the guy next to the truck. Now head right and face up at the tower. Kill the guy ontop and continue. Before passing through the fence, make sure to kill the guy behind it and the one on the balcony. Then kill the one on the balcony ahead and enter the mill.

Cafetal aroma Encantado: Mill

Kill the guy you see and wait for the other ones to come once they hear him die. Once you deal with them, head for the extraction point by climbing the ladder and to the right.

Extra Ops # 028 - Item capture

EQUIPMENT		
ITEMS	WEAPONS	SUIT
Fulton recovery (Rank 1)	MK 22 (Rank 1) C4 (Rank 1)	Choco-chip
Walkman (Any rank)	M16A1 (Rank 1)	
Suround indicator		
Rations (Rank 1)		

Warning: You have 5 minutes to complete the mission

Aldea los Despiertos

Ok now walk right into the alley. Move left and you will see a guard ahead. Once you see your target, turn left and shoot the guard. Then you should stun the next guard. Equip the C4 and place it on the box. Step away and destroy it. Get every item that comes out of the box. There are 8 in total. Now hurry back to the alley and go where you started the mission. The alert will start so if you see any guards near the extraction point, stun them.

Extra Ops # 029 - Item capture

EQUIPMENT		
ITEMS	WEAPONS	SUIT
Fulton recovery (Rank 1)	MK 22 (Rank 1)	Neo moss
Walkman (Any rank)	C4 (Rank 1)	
Suround indicator	M16A1 (Rank 1)	
Rations (Rank 1)		

Warning: You have 5 minutes to complete the mission

Bosque del Alba

Equip the C4 for higher camo index. Follow the road in front of you until you reach the big box. Once you see the CIA patrolman, stun him and the one behind the box. Now place the C4 on the box and step away. Once you blow it up, take all 8 items and head for the extraction point.

Extra Ops # 030 - Classified document retrieval

EQUIPMENT		
ITEMS	WEAPONS	SUIT

Fulton recovery (Rank 1)	MK 22 (Rank 1) Stun grenade (Rank 1)	Tiger stripes
Walkman (Any rank)	(Rank 1)	
Suround indicator	M16A1 (Rank 1)	
Rations (Rank 1)		

Warning: You have a total of 8 minutes to complete the mission. Every time you trigger the alarm you loose 1 minute so try not to bee seen.

Bananal fruta del Oro: Sorting shed

After you start, stand up and leave the room. Aim north to stun the guard ahead. Move right passed the barrel and shoot the next guard infront of you. Turn left and you should see the first doc. Return to the barrel and head north. Once you are outside, stun the guard at the right and head forward. Go behind the wall to see the doc laying in the grass. Move to the fence and stun the guard passed them. Move right and you will see the next doc. Head south and move through the door on the right. Move north only to the wall to get the next doc. Finally, head passed the crates inside the small room for the last doc. Head outside to the extraction point.

Extra Ops # 038 - Base defense

EQUIPMENT		
ITEMS	WEAPONS	SUIT
Fulton recovery (Rank 1)	M60 (Rank 1) M16A1 (Rank 2)	Battle
Walkman (Any rank)	Grenade (Rank 1)	
Suround indicator		
Rations (Rank 1)		

Warning: Snake is not available for this mission.

AI weapon hangar

You must kill all 40 enemies to complete this mission. Make sure that none of them manages to get through the exit behind you otherwise they will attack Snake and you will fail the mission. Other than that this is an easy mission so just equip your M60 and fire away. It might be a good idea to shoot them in the heads.

Extra Ops # 051 - Obstacle demolition

EQUIPMENT		
ITEMS	WEAPONS	SUIT
Fylton recovery (Rank 1)	MK 22 (Rank 1)	Leaf
Walkman (Any rank)	M16A1 (Rank 1)	
Suround indicator	C4 (Rank 1)	
Rations (Rank 1)		

Warning: Snake is not available for this mission and you have 8 minutes to complete the mission.

Selva de la Leche: Jungle

As the mission starts, head north then turn left and climb the ledge. After you pass the second tree on the ground, turn right and walk slowly to fall off and stun the scout. Turn left and you might see the scout hiding behind the tree. Now move north once more and climb the ledge. Walk slowly to the tree and turn left to see another scout. I think you know how ro handle him. Now from here you can move north to the next area.

Selva de la Leche: Hillside

This area is filled with scouts but I guess you already know that. From your current position, move forward and fall off the ledge. Move passed the rocks to the left and stun the scout. Stay close to the wall on the right. Once you see the tree, move left of it and stun the scout. There is another one on the left so you might see him. Now take the path to go to the next area.

Selva de la Muerte: Bottom of cliff

This is the easiest part of the stage so just equip your C4 and place it on the rock infront of you. Keep a distance and blow it up. Now head for the

| | |
| | |
Warning: Snake is not available for this mission and you have 6 minutes to escape.

Aldea los Despiertos

Now the goal here is to escape the area without being spotted. You can wait for the alert to go off for the commandos to go away but I have a better idea. Crouch and head left to climb the ledge. Use your stun grenade on the guards north of you. Once they are down, head passed them to the exit to beat the mission.

Extra Ops # 054 - Snake gear retrieval

EQUIPMENT		
ITEMS	WEAPONS	SUIT
Fulton recovery (Rank 1)	MK 22 (Rank 2)	Splitter
Walkman (Any rank)	Stun grenade (Rank 1)	
Suround indicator	M16A1 (Rank 1)	
Rations (Rank 1)		

Warning: You have 6 minutes to complete this mission. Every time you trigger the alert you will loose 30 seconds. Snake is not available for this mission.

AI weapon hangar

Now we will have to collect a total of 5 items that are Snake's gear. First off, head north and stun the guard. The first item is right next to the terminal on the left. Continue and go down the stairs on the left. Climb the ladder then grab the guard and throw him behind. Get on the Pupa's back to get the second item. Ok now shoot the guy north of you. Go down from the Pupa's back and move left to see the next item. Return to the stairs. Go north of them to see the ladder. Make sure that the guard on top is not looking at you. Once you take care of him, turn left to get the next item. Ok so go down. and head to the east side of the area where the elevator is. Stun the guard that is near the elevator and go press the action button on the switch to call it. Once it opens the doors, you will see the last item inside. Now the extraction point will appear behind you.

Extra Ops # 069 - Armored vehicle battle: BTR-60 PA

EQUIPMENT		
ITEMS	WEAPONS	SUIT
Fulton recovery (Rank 1)	LAW (Rank 1) Grenade (Rank 1)	J.Fatigues
Walkman (Any rank)	M16A1 (Rank 1)	
Suround indicator	Supply MK (placable)	
Rations (Rank 1)	(Rank 1)	
T.chips (Rank 1)		
S.curry (Rank 1)		

Alright, lets take down another armored vehicle. As always I will give you some useful info on how to destroy it or how to get it. I prefer that you take it because you might need it for some outer ops mission.

Variant 1: Destroy the vehicle

Once you start, equip the LAW and aim for the vehicle. Once it sees you, shoot again and quickly run for the warehouse on the east. Go inside. From there, you can use cover and shoot all your missiles. Once you are out of them, equip the M16A1 and destroy the fuel tanks on it's back. Once it stops moving, equip your grenades and throw them. After it's starts moving again, destroy the second fuel tank and start throwing grenades again. Now waste your M16A1 bullets to finish off the vehicle.

Variant 2: Defeat all enemies

Equip the LAW and launch a missile at the left side where the escorts are. Now head for the warehouse on the east. Equip the M16A1 and start shooting the escorts in the head. If you run out of ammo, use the supply MK on the right side in the warehouse but outside. Also, when he let's out more escorts, equip the LAW and shoot at it. You must take out 20 soldiers. Once they are dead, use the same strategy as above against the vehicle. Once 4 health bars are down, the leader will appear. Use the LAW to for an instant kill. Now the vehicle is yours.

Extra Ops # 088 - Attack chopper battle: AH56A-Bomber

EQUIPMENT		
ITEMS	WEAPONS	SUIT
Fulton recovery (Rank 1)	FIM-43 (Rank 3)	J.Fatigues
Walkman (Any rank)	Grenade (Rank 1)	
Suround indicator	M16A1 (Rank 1)	
Rations (Rank 1)	Supply MK (placable) (Rank 1)	
T.chips (Rank 1)		
S.curry (Rank 1)		

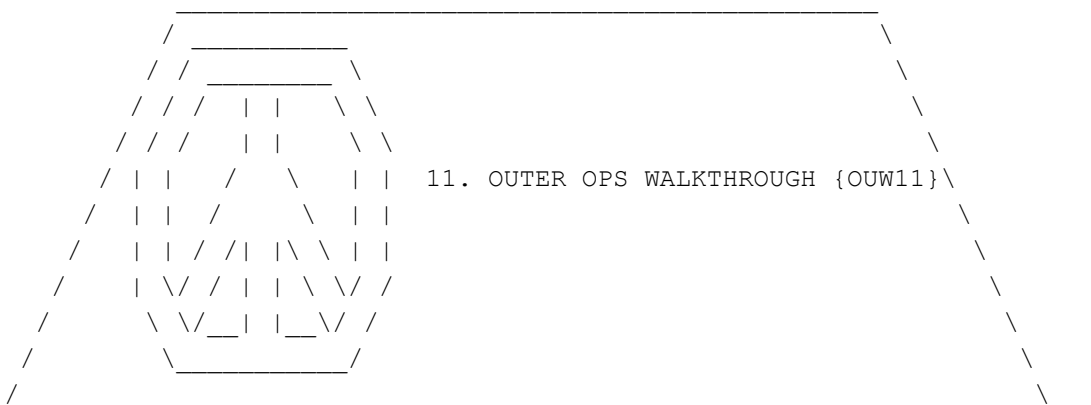
Here we have another chopper battle. If you have the FIM-43 then this will be an easy battle for both destroying the chopper or taking it.

Variant 1: Destroy the vehicle

Equip the FIM-43 and fire away. Make sure that you have supply markers because you will need them. Once you get spotted, quickly run inside the warehouse on the right to take cover. Also you must be equipt with a recovery item the whole time because the chopper's attacks drain nearly all your health.

Variant 2: Defeat all enemies

Equip the FIM-43 and fire at the escorts north of you. Once they are dead, head for the warehouse to take cover. Wait for the enemies to come inside and kill them with your M16A1. Once they are dead, equip the FIM-43 again and aim for the chopper but make sure you do this inside the warehouse to make sure no missiles land on your head. When you take down three healthbars, tje leader will appear. Aim for the front and fire to take out the leader. Great job! You have another chopper.



In outer ops, you can dispatch multiple teams with soldiers, mechs and Metal

Gear Zeke. You can gather items from the completed missions or even recruit new soldiers.

Outer ops # 01: Destroy the infantry 01

Mission rank: E

Enemies: 2 soldiers

Needed force: 4 soldiers

Outer ops # 02: Destroy the infantry combat unit 01

Mission rank: D

Enemies: 4 soldiers

Needed force: 6 soldiers

Outer ops # 03: Destroy the infantry combat unit 02

Mission rank: D

Enemies: 4 soldiers

Needed force: 6 soldiers

Outer ops # 04: Destroy the small armored unit 01

Mission rank: D+

Enemies: 3 soldiers and 1 armored vehicle

Needed force: 6 soldiers, 1 armored vehicle

Outer ops # 05: Destroy the small armored unit 02

Mission rank: D+

Enemies: 3 soldiers and 1 armored vehicle

Needed force: 6 soldiers, 1 armored vehicle

Outer ops # 06: Destroy the small armored unit 03

Mission rank: D+

Enemies: 3 soldiers and 1 armored vehicle

Needed force: 6 soldiers, 1 armored vehicle

Outer ops # 07: Eliminate the armored vehicle unit 01

Mission rank: C

Enemies: 2 soldiers and 1 armored vehicle

Needed force: 4 soldiers, 1 armored vehicle

Outer ops # 08: Eliminate the medium combat unit 01

Mission rank: C

Enemies: 4 soldiers and 1 armored vehicle

Needed force: 7 soldiers, 1 armored vehicle

Outer ops # 09: Destroy the infantry 02

Mission rank: D+

Enemies: 4 soldiers

Needed force: 7 soldiers

Outer ops # 10: Capture the enemy facility 01

Mission rank: C

Enemies: 4 soldiers, 1 Armored vehicle

Needed force: 7 soldiers, 1 Armored vehicle

Outer ops # 11: Destroy the infantry unit 03

Mission rank: D+

Enemies: 4 soldiers

Needed force: 7 soldiers

Outer ops # 12: Destroy the attack chopper unit 01

Mission rank: C

Enemies: 3 soldiers, 1 helicopter

Needed force: 6 soldiers, 1 tank

Outer ops # 13: Defend the base 01

Mission rank: D+

Enemies: 4 soldiers

Needed force: 7 soldiers

Outer ops # 14: Eliminate the armored vehicle unit 02

Mission rank: C+

Enemies: 2 soldiers, 2 armored vehicles

Needed force: 5 soldiers, 1 tank

Outer ops # 15: Eliminate the armored vehicle unit 03

Mission rank: B

Enemies: 1 soldier, 2 armored vehicles

Needed force: 4 soldiers, 1 tank

Outer ops # 16: Eliminate the scout unit 01

Mission rank: C

Enemies: 6 soldiers

Needed force: 3 soldiers, 1 armored vehicle

Outer ops # 17: Destroy the small attack chopper unit 01

Mission rank: C

Enemies: 3 soldiers, 1 chopper

Needed force: 6 soldiers, 1 tank

Outer ops # 18: Eliminate the scout unit 02

Mission rank: C+

Enemies: 5 soldiers, 1 armored vehicles

Needed force: 9 soldiers, 1 tank

Outer ops # 19: Destroy the small attack chopper unit 02

Mission rank: C

Enemies: 3 soldiers, 1 chopper

Needed force: 6 soldiers, 1 tank

Outer ops # 20: Defend the base 02

Mission rank: C

Enemies: 5 soldiers

Needed force: 8 soldiers

Outer ops # 21: Destroy the Attack chopper unit 02

Mission rank: B

Enemies: 2 soldiers, 2 helicopters

Needed force: 8 soldiers, 1 tank

Outer ops # 22: Destroy the small armored unit 04

Mission rank: C+

Enemies: 5 soldiers, 1 armored vehicle

Needed force: 7 soldiers, 1 tank

Outer ops # 23: Destroy the Attack chopper unit 03

Mission rank: B+

Enemies: 3 soldiers, 2 helicopters

Needed force: 6 soldiers, 1 tank, 1 armored vehicle

Outer ops # 24: Destroy the Attack chopper unit 04

Mission rank: B+

Enemies: 3 soldiers, 2 helicopters

Needed force: 6 soldiers, 1 tank, 1 armored vehicle

Outer ops # 25: Destroy the infantry unit 04

Mission rank: C+

Enemies: 4 soldiers

Needed force: 7 soldiers

Outer ops # 26: Eliminate the armored vehicle unit 04

Mission rank: A+

Enemies: 2 soldiers, 3 armored vehicles

Needed force: 6 soldiers, 1 tank, 1 armored vehicle

Outer ops # 27: Defend the base 03

Mission rank: B

Enemies: 5 soldiers, 1 armored vehicle

Needed force: 7 soldiers, 1 tank

Outer ops # 28: Destroy the small tank unit 01

Mission rank: B

Enemies: 4 soldiers, 1 Tank

Needed force: 5 soldiers, 1 tank, 1 armored vehicle

Outer ops # 29: Destroy the small tank unit 02

Mission rank: B

Enemies: 4 soldiers, 1 Tank

Needed force: 5 soldiers, 1 tank, 1 armored vehicle

Outer ops # 30: Destroy the attack chopper unit 05

Mission rank: B+

Enemies: 2 soldiers, 3 helicopters

Needed force: 6 soldiers, 1 tank, 2 choppers

Outer ops # 31: Eliminate the enemy outpost unit 01

Mission rank: B+

Enemies: 4 soldiers, 1 helicopter

Needed force: 7 soldiers, 1 tank

Outer ops # 32: Destroy the main enemy unit 01

Mission rank: B+

Enemies: 3 soldiers, 1 helicopter, 1 armored vehicle

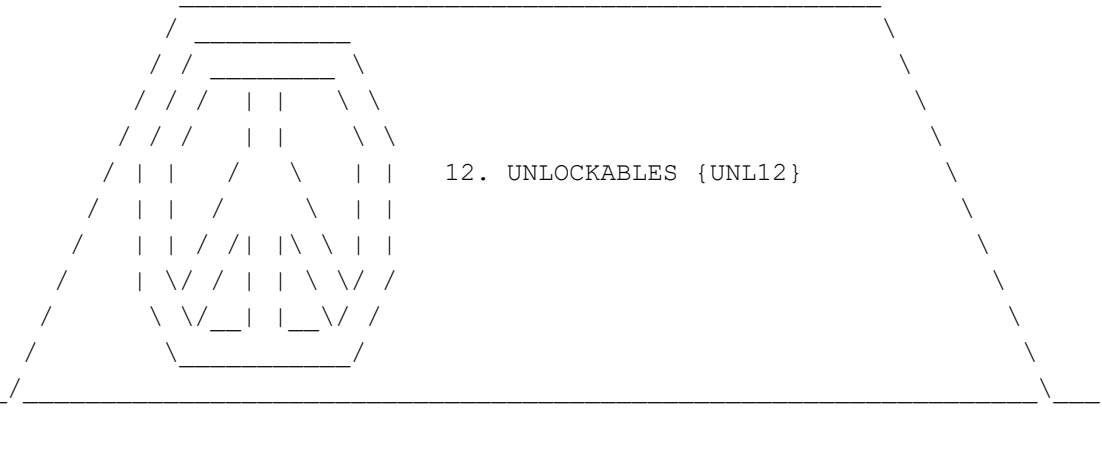
Needed force: 5 soldiers, 1 tank, 2 helicopters

Outer ops # 33: Destroy the attack chopper unit 06

Mission rank: B+

Enemies: 3 soldiers, 3 helicopters

Needed force: 5 soldiers, 2 tanks, 1 helicopters



This game has some nice unlockables. Here is a list of all of them:

In-Game T-Shirts:

In Title Screen, go to Extras > Network > Enter Passcode to enter the following codes. You also need Playstation Network account.

Big Boss face a la Che shirt (Red) - 2000016537833
Big Boss face a la Che shirt (White) - 2000016756791
Black T-Shirt with Big Boss text - 2000016032758
Black T-Shirt with Peace Walker text - 2000016032390
Black T-Shirt with White Peace Walker Log - 2000016038415
Gray T-Shirt with Coffee Cup art design - 2000016036022
Gray T-Shirt with MSF logo - 2000016032567
Gray T-Shirt with MSF Logo - 2000016032574
Gray T-Shirt with Snake Art at the Back - 2000016032338
Navy Blue T-Shirt with MSF logo - 2000016032635
Olive T-Shirt with Snake Art - 2000016035902
Plain Tan T-Shirt - 2000016038576
White T-Shirt with Big Boss text - 2000016032680
White UNIQLO T-Shirt (unknown design) - 2000016035933

Hideo Kojima:

The director Hideo Kojima can be recruited from an interactive cutscene in "Infiltrate the Crater Base" by selecting the truck with the license plate "Centro America 63824 Peace Sentinel".

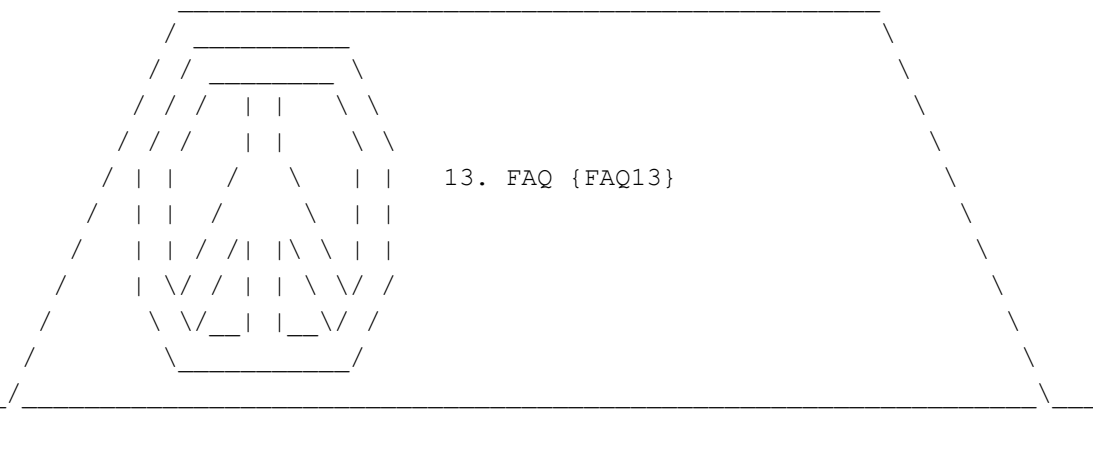
Hunting Quest Uniforms:

In hunting quests you can get Rathalos, Tigrex and Gear Rex Uniforms. To obtain a S rank you cannot kill a single creature, even the main boss. Just tranquilize it when its health is low.

Gear Rex Uniform - Complete Extra Ops 125,126,127 or 128 with S rank
Rathalos Uniform - Complete Extra Ops 121 or 122 with S rank
Tigrex Uniform - Complete Extra Ops 123 or 124 with S rank

Monster Hunter Stages:

Read all of Chico's briefing files, then go to Extra Ops 29, move to the beach area and encounter the talking cat. This will unlock the first Monster Hunter stage. Play this to unlock more stages.



Here you can find different questions asked by gamers about this game:

Q: How do I unlock the Monster hunter stages?

A: Read all of Chico's briefing files then go to extra ops 29. Get to the beach and encounter the talking cat. You will unlock the first Monster hunter stage.

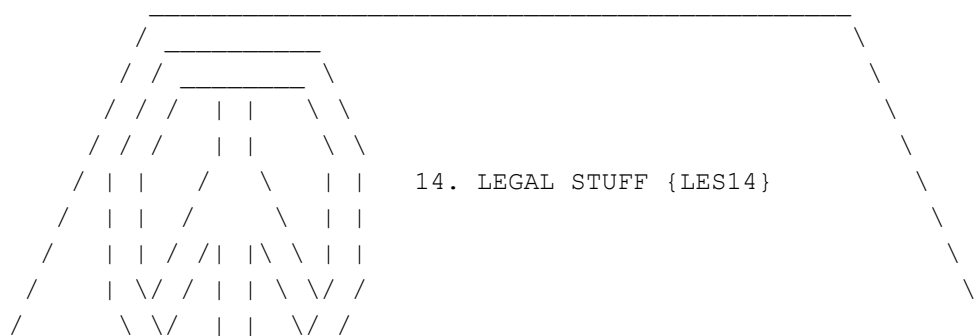
Q: How do I develop ZEKE in order to fight it?

A: There are a few main parts you need to put on it in order to fight it and use it. First a head part, then a walk unit, third you need a power unit, now you need a leg part and finally a rail gun.

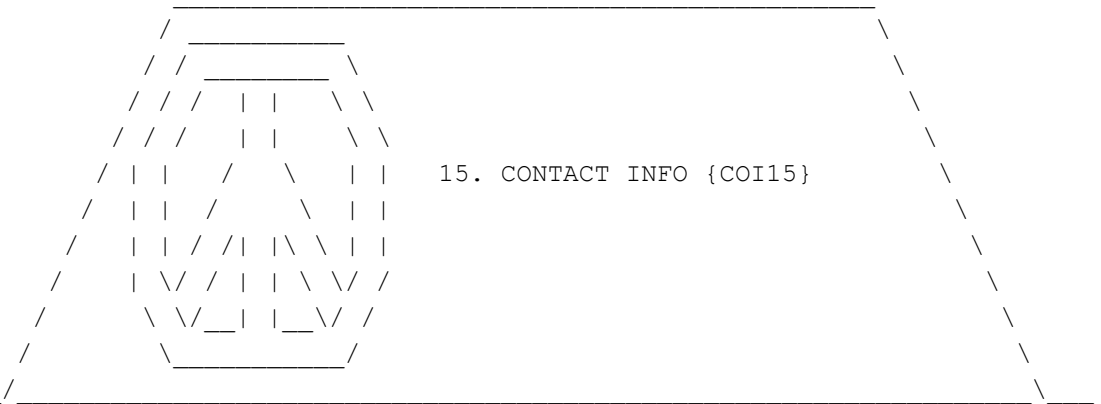
Q: Can I use this guide on my site?

A: Just ask me first.

If you have any questions related to the game, feel free to contact me. View the contact info section for more details.



I am in no way associated with Konami or Hideo Kojima. The Metal Gear series are created by Mr. Kojima and the games are made by Konami. That is all.



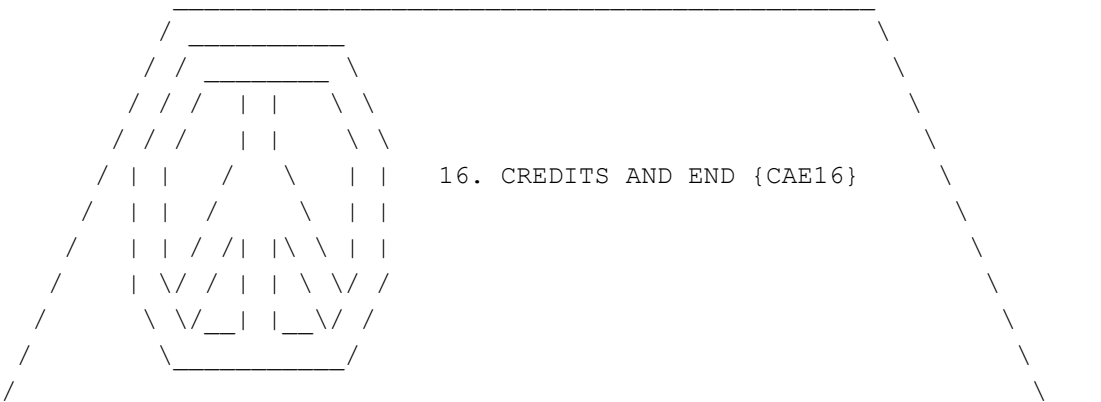
If you want to ask/tell me something, Inform me of any spelling mistakes, want permission to use this guide on your web site, then send me an E-mail to this address: the_punisher_x@mail.bg or visit my website: http://www.wix.com/The_punisher/punishing-x-guides

Also make sure to follow Punishing X Guides on MySpace:
<http://www.myspace.com/520502709>

Follow direct updates at our Twitter:
http://twitter.com/Punisher_X

Make sure to become a fan at our Facebook page:
http://www.facebook.com/gettingstarted.php#!/pages/Sofia-Bulgaria/Punishing_X_Guides/340702081550?ref=ts

Note: If you ask me about emulators, roms or anything like that you won't get any answers.



Thanks goes to:

Konami - For making this game

Hideo Kojima - For creating the Metal gear franchise

Special thanks goes to:

Brandon Dang - for helping me correct some spelling mistakes in the description of Big Boss

My family - For supporting me

My friends - For the advice

You - For reading this guide

Important: If I missed something (item description, character info etc.) please tell me.

Support: If you like this guide, please send me an E-mail saying you want me to make more guides. Who knows, I might even add you to the credits section!

Advice: If you don't like the style or the way this guide is written, tell me and give me some advice on how to make this guide better.

Thank you for reading this FAQ/walkthrough

- Philip

Copyright 2010 Punishing X Guides
All rights reserved

This document is copyright Punisher_x and hosted by VGM with permission.