



- 4.8) Destroy The barricade..... (MG408)
- 4.9) Infiltrate The Crater Base..... (MG409)
- 4.10) Pupa Battle..... (MG410)
- 4.11) Travel To The Cloud Forest..... (MG411)
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5)Ending----- (MG500)

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 ++++++END OF TABLE+++++  
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INTRODUCTION (MG100)

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 Hi, This is my first walkthrough. If there is anything wrong feel free to  
 contact me.  
 =====

GAME BASICS (MG200)

-----  
 Main Story (MG201)

A mysterious military force equipped with the latest weapons, called Peace Sentinels, has established a presence in Costa Rica in late 1974. The Costa Rican government could not do anything about them because the country's constitution bans the creation of an armed forces. The nation has secretly tapped Naked Snake and his Militaires Sans Frontieres (Soldiers Without Borders; Outer Heaven's predecessor) mercenary group to turn back the threat, which could endanger the balance of power between the East and West.

- Metal Gear Solid Peace Walker Official Site  
 -----

Controls (MG202)

There are 3 types of controls: Hunter, Action, and Shooter.

===Hunter  
 ++++++

Normal

```

o=====o
|-L button  |-pops up item menu
|-R button  |-pops up weapon menu
|=====|
|-D-pad     |-Up: controls camera
|           |-Down: controls camera
|           |-Left: controls camera
|           |-Right: controls camera
|=====|
|-Analog    |-Move
|-Start     |-Pause
|-Select    |-Changeable in pause menu
|=====|
|-X button  |-crouch
|-[]button  |-melee/CQC
|-/\button  |-switch to aim mode
|-O button  |-action button
o=====o

```

Aiming

```

o=====o
|-L button  |-nothing
|-R button  |-(hold)switches analog to aim
|=====|
|-D-pad     |-Up:moves camera
|           |-Down:moves camera
|           |-Left:moves camera
|           |-Right:moves camera
|=====|
|-Analog    |-Move
|-Start     |-Pause
|-Select    |-Changeable in pause menu
|=====|
|-X button  |-crouch
|-[]button  |-switches to normal mode
|-/\button  |-shoot
|-O button  |-reload
o=====o

```

===Action

+++++

Normal

```

o-----o
|- L button  | - Camera Reset Button.
|- R button  | - Aim Button.
|=====|
|- D-pad     | - Up: Camera Control Buttons.
|           | - Down: Camera Control Buttons.
|           | - Left: Camera Control Buttons.
|           | - Right: Camera Control Buttons.
|=====|
|- Analog    | - Move.
|- Start     | - Menu Button.
|- Select    | - Select between normal aim and auto aim.
|=====|
|- X button  | - Crouch Button.
|- [] button | - Attack Button (CQC).
|- /\ button | - Action Button.
|- O button  | - Weapon/Item Selection Button.
o-----o

```

## Aiming

```
o-----o
|- L button | - Precision Firing Button. |
|- R button | - Aim Button. |
|=====|
|- D-pad    | - Up: Camera Control Buttons. |
|           | - Down: Camera Control Buttons. |
|           | - Left: Camera Control Buttons. |
|           | - Right: Camera Control Buttons. |
|=====|
|- Analog   | - Move. |
|- Start    | - Menu Button. |
|- Select   | - Nothing. |
|=====|
|- X button | - Crouch Button. |
|- [] button| - Attack Button. |
|- /\ button| - Reload Button. |
|- O button | - Nothing. |
o-----o
```

## ===Shooter

+++++

### Normal

```
o-----o
|- L button | - Aim Button. |
|- R button | - Attack Button (CQC). |
|=====|
|- D-pad    | - Up: Action Button. |
|           | - Left: Equipment Selection Button. |
|           | - Right: Weapon Selection Button. |
|=====|
|- Analog   | - Move. |
|- Start    | - Menu Button. |
|- Select   | - Select between normal aim and auto aim. |
|=====|
|- X button | - Camera Control Buttons. |
|- [] button| - Camera Control Buttons. |
|- /\ button| - Camera Control Buttons. |
|- O button | - Camera Control Buttons. |
o-----o
```

### Aiming

```
o-----o
|- L button | - Aim Button. |
|- R button | - Attack Button (shoot). |
|=====|
|- D-pad    | - Up: Reload Button. |
|           | - Down: Crouch Button. |
|           | - Left: Camera Switch Button. |
|           | - Right: Camera Switch Button. |
|=====|
|- Analog   | - Move. |
|- Start    | - Menu Button. |
|- Select   | - Nothing. |
|=====|
|- X button | - Camera Control Buttons. |
|- [] button| - Camera Control Buttons. |
|- /\ button| - Camera Control Buttons. |
|- O button | - Camera Control Buttons. |
o-----o
```

#####  
\*\*\*\*\*Characters (MG300)\*\*\*\*\*  
#####

\_\_\_\_\_  
SNAKE

~ Voice Actor: David Hayter

Former member of the CIA Special Unit, "FOX". An expert in combat and stealth infiltration, Snake is a legendary hero who once rescued the world from the brink of all-out nuclear war. Snake holds the title of "Big Boss" for eliminating "The Boss" - a legendary woman known in intelligence circles as the mother of the world's modern Special Forces Residing in Colombia, South America, he now leads a mercenary group known as the MSF (Militaires Sans Frontieres), A.K.A. "Soldiers Without Borders".

\_\_\_\_\_  
MILLER

~ Voice Actor: Robin Atkin Downes

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.

\_\_\_\_\_  
AMANDA

~ Voice Actor: Grey Delisle

\_\_\_\_\_  
CHICO

~ Voice Actor: Anthony del Rio

\_\_\_\_\_  
HUEY

~ Voice Actor: Christopher Randolph

\_\_\_\_\_  
PAZ

~ Voice Actor: Tara Strong

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.

\_\_\_\_\_  
C/CILE

~ Voice Actor: Cat Taber

\_\_\_\_\_  
COLDMAN

~ Voice Actor: H. Richard Greene

\_\_\_\_\_  
G/LVEZ

~ Voice Actor: Steve Blum

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. However, there is more to Galvez than meets the eye...

~ Voice Actor: Vanessa Marshall

- Metal Gear Solid Peace Walker Official Site

```

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```

Opening/Investigate the supply facility.....(MG401)

You can do the tutorial part if you want but it is optional.  
 Run across the beach, throw a grenade at the door,procede through. Run to the let through a gap in th wall. Keep going left until you come to a hole in the wall,turn right and take out the guard ahead. Move on to the next area. Move forward and take out the guard in front of you(beware of the guard to the left). Keep going forward until you reach a building with stairs. Go up the stairs and sneak past the guard to the finish point.  
 (interactive cutscene) Press R then press /\ rapidly when it pops up.Then there will be two more R's.

Contact The Sandinista Comandante.....(MG402)

Go down the path and CQC the 1st guard. Run around the truck, wait for the next guard to turn around, then CQC him. Continue down the path to the next area. There are no guards here,and 2 items,move on to the next area.There are 3 guards here. Wait for the guard directly in front of you to meet up with the other one and tranq both of them. The other guard is behind the tree/mound tranq or CQC him. Move on to the next area. There are 6 guards here, hide behind the boat, tranq the guard next to the stack of lumber. Wait for the next guard to notice him then CQC him to the ground. Take out the guard by the building. After this sneak up behind the guard in the boathouse, CQC him. Now take out the guard in frontof the tower.Then climb almost to the top of the latter and the CQC iconwill appear, hit the CQC button to drag him down Assassins Creed 2 style. A cutscene will play (during this you will have to aim and shoot down 2 kidnappers{cyphers?})

Pursue Amanda.....(MG403)

You will start at the end of the last mission. Go backwards from where you start out,it will take you to where you started the last mission. Run up and consecutive CQC the 2 guards ahead. Follow the path in the direction the truck is facing to the next area. Take out the guard ahead of you, pick up the rations to the left, follow the path to the left until you reach the bridge. Crouch and wait for the guard to turn around then take him out,continue across the bridge to the next area. Take out the guard in front of you(beware there is a guard to the left) take him out aswell,there is another guard up the path, take him out.Continue up the path to the next area. Take out the guard in front of you,there will be another guard further up the path. Move until you can see a guy through the gate, tranq him.Take out another guard to the left of you. There is a POW in the building to the right of the gate. Go to the left of the gate until you see an opening go through to the other side of the fence. Now

head to goal.

Armored Vehicle Battle: LAV-Type G..... (MG404)

Sneak around to the shed. Wait for the tank to pass by, then sneak around and CQC all the guards around the tank, throw them to the ground and stun rod them to knock them out. Once there are no more guards hide until more arrive or are released from the tank. Eventually there will be no more and their leader will come half way out of the tank, tranq him if you can. If you tranq him you will get his tank for outer ops when it is unlocked. (Interactive cutscene) shoot the kidnapper.

Rescue Chico..... (MG405)

Go forward and take the left path keep going until you get to the first soldier, take him out, keep going until there is an area to the right. Look to the right and take out that guard. Keep going until you reach the next area. Keep going until you get a call from Miller about a sniper. Now take out the soldier in front of you, now look to the cliffside to the left to find the sniper and take him out, go forward until you reach the next soldier take him out. If you look to the right, there is a POW on a section of the train. Continue to the left of the train to the next area. At the next area go up to the blue doors and an action icon should appear. Press the action button on all the blue doors until you find Chico.

Pursue the jungle train..... (MG406)

From where you start go out to the main road turn left take out the guard and head to the next area. Move forward and take out the guard toward your left area. Go forward a little and look to the cliff on the right to take out a sniper. Go to the right around the train and proceed to the next area. Move forward towards the gate, and take out the guard on the other side of the gate. Go left and take out the next guard you see. Turn right and go up the path until you see another guard. Once you reach the truck turn right when you get to the lumber turn left look through the gate look up and take out the soldier. Go through the gate and move forward until you reach another opening look up and take out that soldier. Keep going until you reach the gate, turn right and go through the door to the next area. Move forward until you reach a latter, look up and take out the guard. Go up the latter, keep going forward until you get to a right. Turn right, and keep going until you reach a right. Turn right. Turn left. CQC the soldier. Go forward until you see a door go out, go down the stairs and go through to the next area. take out all the soldiers here to end the mission.

Tank Battle: T-72U..... (MG407)

Stay unnoticed, go behind the next train to the left and wait for the guys to pass. Quickly take them out because once the tank stops it turns around. Once it stops hide behind the train again. Continue doing this until the commander appears. If you are spotted you can continue CQC-ing the soldiers or start shooting the red cylinders on the tanks back. Whichever you choose do that until the tank or the commander is destroyed.

Destroy The barricade..... (MG408)

There are rations under the stairs if you want them. Now go up the stairs and beware the guard around the corner. Wait for the guard to turn around then run for cover behind the square stack of sandbags. Take out the guard if you want. Run to the stairs, look down and take out the guard below, and now climb down. Proceed to the corner and beware the guard around this corner. Wait for him to

turn around then either take him out or run for the door to the right. Walk out a little ways and look up, there will be a guard above, take him out with a gun. Continue along the path until you see a stack of wood, go a little farther and hide behind the concrete thing until the guard ahead turns around, now take out the guard and proceed along the path but beware the guard on the other side of the fence. wait for him to turn around then take him out. Now you will see 2 paths take the right one. Use the box to climb the wall. turn right and run that way until your behind a truck. Now slowly peek around the corner and wait for all the guards to turn away. Carefully take out the guard ahead and beware the guards ALL AROUND. Hide behind the boxes stacked up until the guard is not looking. Quickly run by him into the path in between the 3 stacked boxes and the brown door. Beware the guard in the alley ahead. Take him out. Put C4 on the wall with the yellow stripes thats behind you. Detonate the C4 and beware all the guards still awake will hear it. Run through and follow the path to the goal.

#### Infiltrate The Crater Base.....(MG409)

Run on the bridge and down the stairs. Take out the two guards around the corner. Slowly go up the stairs, for there is another guard that you must take out.Proceed through to the next area go up the path and take out the guard in front of you. Wait for thguard by the truck to turn around then take him out. Slowly look around the truck and take out the guard ahead.Go straight on the path to the next area. Wait for the guard to turn around then sneak behind the rusted crates. Now take out the guard near you. Sneak back and go across to the red barrel, carefully sneak through the rubbel and beware the guards on top of the tunnel. Once you are up the latter take out the guard in front of you then take out the 2 standing in front of the turrets climb down the ladder to find a POW. Now climb out of the window spot. Now proceed around the truck and to the goal. Click on every truck except 64779 cause that is the right one, and one of the other ones has Hideo Kojima as a soldier in it.

#### Pupa Battle.....(MG410)

Equip your best weapon (ie:rocket launcher). The Pupa has 7 attacks: Rush-quickly thrusts toward you,Gun-multiple guns are located on it,Caterpillar attack- uses its back treads to crush you,Wall gun-while it's running it will shoot thwe wall in a sweeping pattern,Shock- shoots out little recievers and will shoot lightning from it(note these recievers can be destroyed before they are shocked. Shoot it until it has no life then shoot the cylinder on it head that has yellow or red lines on it while running up to it then press the action button when the icon appears. Now you will be in the Pupa, on every colorful rectangle press X and snake will take an AI chip or something out (these parts are needed to make a metal gear towards the end).

#### Travel To The Cloud Forest.....(MG411)

Go forward until youcan climb a ridge to the left. Once you reach the second log look down and take out the guard there. Jump down where the guard was adn sneak around the tree ahead and take out the guard behind it. Continue up the path until you reach another ridge to the right, climb it carefully and take out the guard behind the tree. Continue straight ahead to the next area. Continue and beware the guards near the training dummy and near the big tree in front of it. Go toward the left path for a POW or continue straight to go to the next area,also nearby if you go from the left path turn around and go straight you will find the Snake Camo.Go to the goal

#### Attack Chopper Battle: Mi-24A.....(MG412)

Same as the tanks, sneak around take out the guards ,wait for more to arrive



or be released from the helicopter. The helicopter has 3 moves:Rockets-fires explosive rockets,Machine gun-somewhat accurate machine gun,Rocket Wave-shoots multiple rockets at one time. Take out the Helicopter or the commander.

Head For The Lab..... (MG413)

Equip the ID card to start the mission. Go straight from where you start. Continue through to the next area and be careful of the shrubbery covered snipers.In this area behind the tree in front of you is a guard and behind a wall of concrete ahead is a guard and where you climb the stairs there are 2 guards. Proceed to the goal area. You meet Cecile. Now that's over take out the guard directly ahead,continue on. Wait for all the guards to turn around then follow and take out the guard to the left. Continue along this path to find some rations. Now turn left be aware of the guards then turn right to reach the goal.

Locate the ID Card..... (MG414)

This is the same stage as the last with the same guards in the same places. You must find a soldier in orange. I'm not sure but I think it can be random at where he is. I found him near the waterfall place where you battle the helicopter. Once you find him knock him out DO NOT KILL HIM, unequip fulton if it is equipped and pat the soldier down. An item will pop out,the item is ID card C. Now return to where you start out the mission to finish the mission.

Chrysalis Battle..... (MG415)

If you can, Equip the seeking rockets. The Chrysalis has 5 attacks: Rail gun-requires charge, Missile-launches explosive missile(s),Kidnappers-Cypher cypher things will grab you and you must shake loose,Chaingun-shoots fast. Destroy it. Once it's defeated it will crash and you will have to shoot open the AI chamber and enter it. Now take the parts out as fast as you can.

Travel To The Mine Base..... (MG416)

Go up the ladder to your right, and drop to your left. Follow the path until you reach a pile of lumber, go to the steel plate and wait for a guard. Once the guard turns around run to the other pile of lumber. Look around the corner and see if the guy on top of the building is looking your way, when he isn't run behind the next pile of lumber,run next to the building,take out the guard on the ground in front of you,if you slam him the guy on the roof will drop and check it out. Now take him out too. now use the ladder and roll to the roof of the other building go to where there is hay near the edge and an icon should appear. Clear an item spot then press the action button and you will dive into the assassins' straw box and now you will have that item at the mother base. Get back to where the guy was on the building and follow the road towards the sunrise/goal.

Eliminate The Guards..... (MG417)

Just bring good weapons and health items. Take out the cyphers first then go for the guards, there are 30 of them so be prepared

Cocoon Battle..... (MG418)

Bring your best weapon/rockets. The Cocoon has 6 attacks:Big cannon-Huge gun on its frontside,Mini turrets-small machine guns mounted on its sides,Machine gun-big machine guns on all 4 of its corners,Missile-explosive rockets, Chainsaw Arm Thing-big arm that sweeps your legs if you're on it,Roll-(no it doesn't roll like a dog) crushes you with its treads.Once it has no life a

ladder should drop down from both of its sides, climb it quick. Now that your up there you should see another ladder, climb those to find the AI pod. Blast it open and get inside,take as many AI chips as you can.

Infiltrate The Underground Base.....(MG419)

Squat, drop down to your left and back up behind the box and tranq all the guards blocking the elavator.Now sneak to the elavator and press the action button to call the elavator and get in. there will be two guys that head your way,hide and take them out and proceed with caution of other soldiers once you go through the goal to an interactive cutscene

Torture Chamber Escape.....(MG420)

Interactive cutscene, probably the worst one, press /\ rapidly. Look for the mirror, go up to it and it should have an action sign at the bottom, press up and snake should take out a jigsaw, now wait till the guard isn't looking and go up to the cell door and press the action button, start pressing L and R rapidly before the guard sees you. Once its unlocked and open, GET OUT!!, cause if you get caught in the cell the mission will be failed. once your out take out the cell guard and go left then at the corner turn right then go through the door.

Head For Peace Walker's Hangar.....(MG421)

Go straight and sneak around the gaurds ahead, activate the elavator and enter.Go up the stairs to the left take out the guards ahead go through the door to the next area. Get the POW to the left, sneak around the shield guard and take him out. Keep moving forward and dont go down the stairs take out all the guards ahead, go down the stairs to your right. Pry open the giant garage door and proceed to the goal.

Peace Walker Battle.....(MG422)

Equip a LOT of health restoration items,and lots of explosives. It has move: S mines-cluster bombs,Flamethrower-flames,Missiles-explosive,Charge-charges toward you,Stomp-melee smash,Roar-decreases stamina, Charge flamethrower-charges at you while flamethrowing, Stomp(multiple)-stomps on you multiple times.

Infiltrate The U.S. Missile Base.....(MG423)

Go right from where you start, take out the 2 soldiers around the corner and above near the railing. Continue straight until you reach the turret then turn left and go behind the 2 drum cans and drop down. Follow the path to reach a POW, sneak past the kidnapper at the end of the hallway. Take out the guard on the upper level,then climb up the ladder and sneak past the other soldier to the elavator which takes you to the next area. Climb the ladder and shoot every one without being spotted by the kidnapper. Now go to the other side and continue to the next area. Go right and take out the guard ahead. Shoot the guys across the bridge then shoot the kidnapper down. Then drop down cross the bridge and climb the ladder, and follow the path to the goal.

Head To The Control Tower.....(MG424)

Use the battle dress for 2 rocket launchers and another weapon of your choice just keep killing everyone you find with the weapon you picked because you will need to save your rockets for the helicopter at the end. Once you reach the helicopter shoot it with rockets and take out ALL the guards.Some guards are in turrets. Once everyone is gone go to the goal point.



#####

Well this is my first walkthrough I have ever made, so if you liked it please let me know at trhennly@yahoo.com and While I would love to take credit to making this walkthrough by myself, I cant because my brother helped me so ;P. And as far as where I got the story and the character bios, I got them from the MGS Peace Walker Official Web Site.

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