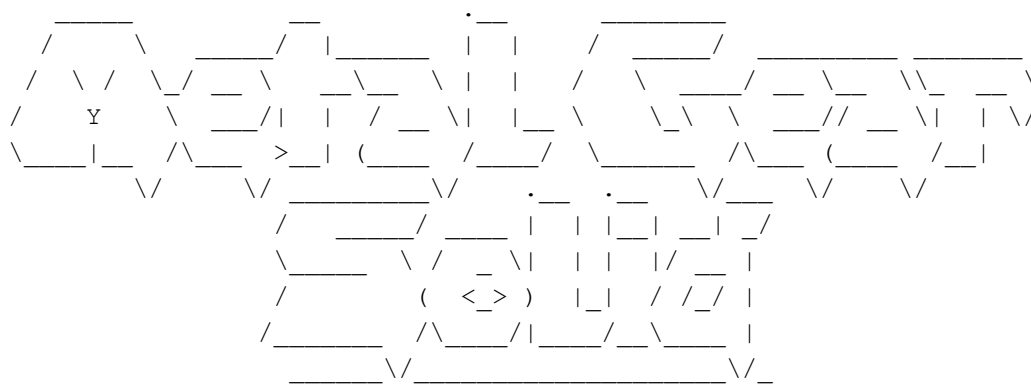
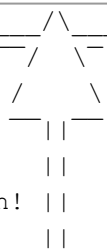


Metal Gear Solid: Peace Walker FAQ/Walkthrough

by vinheim [Donate](#)

Updated on Aug 31, 2021

Please click the link above to recommend this FAQ to other users.
For continual updates about new guides, feel free to visit my
facebook: [facebook.com/vinh3im](https://www.facebook.com/vinh3im) -- twitter: @vinheim
<https://www.twitch.tv/vinheim> Thanks a ton!



P E A C E W A L K E R

< ASCII art created by vinheim 2010 >

Metal Gear Solid: Peace Walker
FAQ/Walkthrough

Version 1.25

Last updated: 07/20/10

Authored by: vinheim

Facebook: [facebook.com/vinh3im](https://www.facebook.com/vinh3im) -- Twitter: @vinheim

<https://www.twitch.tv/vinheim>

----- This document Copyright 2010 Alexander Paul Kleinheider -----

--- Metal Gear Solid: Peace Walker Copyright 2010 Konami ---

---vinheim-----miehnlv---

This may not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

Table of Contents

=====

To navigate much easier through this guide, I added the search system, which works just by following these simple steps:

- Highlight the "Section Code" of the section which you wish to go and copy it (CTRL+C).
- Press CTRL+F to bring up the search sub-menu.
- Paste (CTRL+V) the "Section Code" and press ENTER twice to be where you wanted to be. Just like magic!

My Section Codes were made as precise as possible, and I also prefer this method instead of having you scroll 30 min through this huge guide looking for the section you want to go.

=====

~~~~~> Section <~~~~~> Section Code <~~~~~>

|                                                        |         |
|--------------------------------------------------------|---------|
| 1] Introduction.....                                   | [sx100] |
| 1.1] Contact Rules . . . . .                           | [sx101] |
| 1.2] Donations . . . . .                               | [sx102] |
| 2] Game Basics.....                                    | [sx200] |
| 2.1] Story . . . . .                                   | [sx201] |
| 2.2] Controls . . . . .                                | [sx202] |
| 2.2.1] Shooter Type . . . . .                          | [sx203] |
| 2.2.2] Action Type . . . . .                           | [sx204] |
| 2.2.3] Hunter Type . . . . .                           | [sx205] |
| 3] Characters.....                                     | [sx300] |
| 4] Abbreviations.....                                  | [sx400] |
| 5] In-depth Walkthrough (Main OPS).....                | [sx500] |
| 5.1] Militaires Sans Frontières Camping Site . . . . . | [sx501] |
| 5.2] MSF Mother Base . . . . .                         | [sx502] |
| 5.3] Contact the Sandinista Comandante . . . . .       | [sx503] |
| 5.4] Pursue Amanda . . . . .                           | [sx504] |
| 5.5] Armored Vehicle Battle: LAV-Type G . . . . .      | [sx505] |
| ~~~~~                                                  |         |
| 5.6] Rescue Chico . . . . .                            | [sx506] |
| 5.7] Pursue the Jungle Train . . . . .                 | [sx507] |
| 5.8] Tank Battle: T-72U . . . . .                      | [sx508] |
| 5.9] Destroy the Barricade . . . . .                   | [sx509] |
| 5.10] Infiltrate the Crater Base . . . . .             | [sx510] |
| ~~~~~                                                  |         |
| 5.11] Pupa Battle . . . . .                            | [sx511] |
| 5.12] Travel to the Cloud Forest . . . . .             | [sx512] |
| 5.13] Attack Chopper Battle: Mi-24A . . . . .          | [sx513] |
| 5.14] Head for the Lab . . . . .                       | [sx514] |
| 5.15] Locate the ID Card . . . . .                     | [sx515] |
| ~~~~~                                                  |         |
| 5.16] Chrysalis Battle . . . . .                       | [sx516] |

- 5.17] Travel to the Mine Base . . . . .[sx517]
- 5.18] Eliminate the Guards . . . . .[sx518]
- 5.19] Cocoon Battle . . . . .[sx519]
- 5.20] Infiltrate the Underground Base . . . . .[sx520]
- ~~~~~
- 5.21] Torture Chamber Escape . . . . .[sx521]
- 5.22] Head for Peace Walker's Hangar . . . . .[sx522]
- 5.23] Peace Walker Battle . . . . .[sx523]
- 5.24] Infiltrate the U.S. Missile Base . . . . .[sx524]
- 5.25] Head to the Control Tower . . . . .[sx525]
- ~~~~~
- 5.26] Peace Walker Battle 2 . . . . .[sx526]
- 5.27] Peace Walker Battle 3 . . . . .[sx527]
- 5.28] Zadornov Search Mission #1 . . . . .[sx528]
- 5.29] Zadornov Search Mission #2 . . . . .[sx529]
- 5.30] Zadornov Search Mission #3 . . . . .[sx530]
- ~~~~~
- 5.31] Zadornov Search Mission #4 . . . . .[sx531]
- 5.32] Zadornov Search Mission #5 . . . . .[sx532]
- 5.33] Zadornov Search Mission #6 . . . . .[sx533]

6] Research & Development (R&D).....[sx600]

- 6.1] Weapons . . . . .[sx601]
  - 6.1.1] Handguns . . . . .[sx602]
  - 6.1.2] Shotguns . . . . .[sx603]
  - 6.1.3] Assault Rifles . . . . .[sx604]
  - 6.1.4] Submachine Guns . . . . .[sx605]
  - 6.1.5] Sniper Rifles . . . . .[sx606]
  - 6.1.6] Machine Guns . . . . .[sx607]
  - 6.1.7] Missiles . . . . .[sx608]
  - 6.1.8] Throwing Weapons . . . . .[sx609]
  - 6.1.9] Placeable Weapons . . . . .[sx610]
  - 6.1.10] Close-Range Weapons . . . . .[sx611]
- 6.2] Items . . . . .[sx612]
  - 6.2.1] Recovery Items . . . . .[sx613]
  - 6.2.2] Equipment . . . . .[sx614]
  - 6.2.3] Radars . . . . .[sx615]

7] Latest Update.....[sx700]

8] Closing.....[sx800]

- 8.1] Credits . . . . .[sx801]
- 8.2] Last Words . . . . .[sx802]

=====  
===== END OF ToC =====  
=====

|                         |                 |                         |
|-------------------------|-----------------|-------------------------|
| _ \ /   / ___ / ___     | =====           | _ \ /   / ___ / ___     |
| \ /       _ \ ___ \     | 1] Introduction | \ /       _ \ ___ \     |
| _     ___ )             | [sx100]         | _     ___ )             |
| _     _   \ ___   ___ / | '=====          | _     _   \ ___   ___ / |

Hello everyone and welcome to my very Metal Gear Solid Peace Walker  
FAQ/Walkthrough. I'm writing this for some reasons:

- 1] There's no guide, even though the game came out some time ago in Japanese.

- 2] I'm a fan of the Metal Gear Solid series. I've played and finished all of the games, except for the ACID ones and MGS4, due to the lack of PS3. Since this game is in the Top 100 Most Wanted FAQs.
- 3] I see that my Demo FAQ is getting an unusual amount of hits lately (most likely since the game came out) and I don't want the readers to find out it's only a FAQ for the Demo of the game, so I'll give them a walkthrough to both enjoy and use it.

I'll give it a try and deliver you another guide of mine and a way to pass through the game if you're having some trouble. So let's start rocking, shall we? Well, I hope you like both the FAQ and the game but before starting, there are some things I want to address, so please read the following paragraphs:

- I'm writing this for free and because I'm falling in love with this game. If you are looking for tons of eloquent ways for me to say "move here and a battle will start", you are going to be so disappointed.
- The usage of abbreviations. When you're in my place or any who writes for GameFAQ's or any other page, writing a guide for any game of such proportions, people complain about using too many abbreviations. You have no idea how helpful abbreviations are. It also looks better in every aspect you think.
- If you see that my guide is lacking content, please let me know through an email or visit my site and contact me there through the forums or PM me.
- The spoilers are great issues in making guides. I am a player of the game, just like you are. The first time I played through this game was completely by myself. I didn't read any spoilers, therefore nothing was spoiled for me. All the story's ups and downs that were supposed to surprise me had such effect. And I really think it's not fair spoiling such story elements to you.

With all this said, let's start with the guide! Enjoy this guide and remember that it is a spoiler-free, so you don't have to worry about important info of the game being spoiled.

```
=====
~.. ~.. ~.. 1.1] Contact Rules ~.. ~.. ~..
=====
      .sx101.=====
      '-----'
```

I'm over on Twitch and YouTube so go on and say hi whenever you see me live! It's always nice to see you guys!

- o [twitch.tv/vinheim](http://twitch.tv/vinheim)
- o [youtube.com/c/vinheimk](http://youtube.com/c/vinheimk)

o Important  
-----

The only sites allowed to host my FAQ's from here on out are the following:

- [www.gamefaqs.com](http://www.gamefaqs.com)
- [www.supercheats.com](http://www.supercheats.com)
- [www.neoseeker.com](http://www.neoseeker.com)

This is because many sites either steal my guides or they don't update them, making it really hard on me because many readers from other sites often ask me question from an incomplete guide, so this is a better way to keep track of my FAQ's and my readers. Please, if you're not on the list above, don't even

bother asking about hosting them because the answer will be NO. Thanks.

-----

=====  
~ ~ ~ ~ ~ 1.2] Donations ~ ~ ~ ~ ~  
=====  
~ ~ ~ ~ ~ .sx102. ~ ~ ~ ~ ~  
'-----'

This is a little experiment of mine and I just wanna see how it goes. Well, if you found this guide to be at least somewhat useful, think about donating some money. I mean, I'm a student who pays his own school, and it's gastronomy and it consumes all the money I get at home. I'm not asking for 10-20 bucks. Whatever your heart wants to give is fine, be it 1 buck, 50 cents.

Whatever the amount you can donate, I'd truly, TRULY appreciate it and your help would be greatly appreciated. Well, you can only donate through PayPal at the moment, which the account is: vinheim@gmail.com

-----

Instead of buying the official guides which cost around 20 dls., better donate half or a quarter or whatever amount to yours truly.

To those who support me, thanks. - Alexander Paul Kleinheider  
aka vinheim

-----  
| \ / | / \_ / \_ | .===== . | \ / | / \_ / \_ | | | | | | | | | |
| | \ | | | \_ \ \_ \ | 2] Game Basics | | | \ | | | \_ \ \_ \ |  
| | | | | \_ | ( ) | | [sx200] | | | | | \_ | ( ) |  
|\_ | \_ | \ \_ | \_ / '===== ' | \_ | \_ | \ \_ | \_ /  
-----

A little of the basics of the game. I'd add more, but this is just a Demo and just a little bit of the game is explained.

=====  
~ ~ ~ ~ ~ 2.1] Story ~ ~ ~ ~ ~  
=====  
~ ~ ~ ~ ~ .sx201. ~ ~ ~ ~ ~  
'-----'

Stories tell of a legendary soldier who once waged war against the world. His name was Naked Snake, a.k.a. Big Boss, and the truth behind this legend will finally be told. The era is the 1970's. Big Boss had stationed his soldiers without borders in Colombia, South America, where he was approached by visitors from Costa Rica, a "nation without a military." In the wake of the Cuban Missile Crisis, as Latin America became a key to maintaining the power balance between East and West, Costa Rica had miraculously managed to maintain its peace and neutrality. However, in various regions of the country, a mysterious armed force seemed to be engaging in suspicious activities. Now, to preserve peace in this nation without a military, the soldiers without borders move into action. In time, they would be known as the founders of "Outer Heaven."

- Metal Gear Solid Peace Walker Official Site

=====  
~ ~ ~ ~ ~ 2.2] Controls ~ ~ ~ ~ ~  
=====  
~ ~ ~ ~ ~ .sx202. ~ ~ ~ ~ ~  
'-----'

Note that there are 2 types of controls here in the demo. The Shooter Type and the Action Type. I'll go into detail in separate. Also, these also have 2 types each, which is when you're aiming your gun and when you're in stealth mode.

o Please Note:

= Shooter Type

sx203

The Shooter Type is my personal favorite. After playing a lot of shooting games on the PSP, this type clicked with me in an instant. With this, you move the camera with the symbol buttons, while you move with the Analog. All the other actions are made with the D-pad, giving you more control of the camera in this type.

o Normal Mode

```
-----
o-----+-----o
|- L button | = Aim Button. |
|=====+=====|
|- R button | = Attack Button (CQC). |
|=====+=====|
|- D-pad   | = Up: Action Button. |
|         | +~~~~~|
|         | = Down: Crouch 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
```

o Aiming Mode

```
-----
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

```

= Action Type

sx204

Unlike the Shooter Type, this type of controls are made more for those that prefer to use the action buttons and not mess that much with the camera, whichever their reasons. I assume this is the type that is less picked by gamers in general.

o Normal Mode

```

-----
|-----+-----|
|- 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 Mode

```

-----
|-----+-----|
|- L button | = Precision Firing Button.
|=====+=====|
|- R button | = Aim Button.
|=====+=====|

```





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

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 ~~~~~

~ Voice Actor: Anthony del Rio

~~~ HUEY ~~~~~

~ Voice Actor: Christopher Randolph

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.

~~~ 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.

~~~ CÉCILE ~~~~~

~ Voice Actor: Cat Taber

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.

~~~ COLDMAN ~~~~~

~ Voice Actor: H. Richard Greene

~~~ GÁLVEZ ~~~~~

~ 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...

~~~ STRANGELOVE ~~~~~

~ Voice Actor: Vanessa Marshall

- Metal Gear Solid Peace Walker Official Site

```

|  \ /  | /  ___ /  ___ |   .===== .   |  \ /  | /  ___ /  ___ |
|  \| /  | |  _ \ ___ \  |           4] Abbreviations   | |  \| /  | |  _ \ ___ \
| |  | |  | _ |  ( )  | |           [sx100]           | |  | |  | |  | _ |  ( )  |
| _ |  | _ | \ ___ | ___ /   '===== '   | _ |  | _ | \ ___ | ___ /

```

A little list of abbreviations used throughout the FAQ.

o Directions\*

```

=====
N ----- North | | West ----- W
S ----- South | | East ----- E
NW ----- Northwest | | Northeast ----- NE
SW ----- Southwest | | Southeast ----- SE
=====

```

\* Note that the directions are based on the map in the Menu which you can check at any time by pressing Start.

```

|  \ /  | /  ___ /  ___ |   .===== .   |  \ /  | /  ___ /  ___ |
|  \| /  | |  _ \ ___ \  |           5] In-depth Walkthrough   | |  \| /  | |  _ \ ___ \
| |  | |  | _ |  ( )  | |           [sx500]           | |  | |  | |  | _ |  ( )  |
| _ |  | _ | \ ___ | ___ /   '===== '   | _ |  | _ | \ ___ | ___ /

```

Author notes:

This is how it works:

- Mission Prep: I'll list what Items/Weapons are recommended for you to take into the mission, as well as what camouflage.
- Unit: Which unit you'll control during the mission.
- Time Limit: If the mission has time limit, I'll write it down here.
- Item Checklist: The Items that you'll be picking up from the various item boxes or hidden among the area will be displayed here. Note that I won't be putting the items you get from soldiers, so please just remember that. Also notice that next to the items you've obtained, it's the quantity of that item throughout the whole area and its type.

SPECIAL NOTE: I'll be dividing the OPS in the Main OPS and the Extra OPS, so you can find them easier.

```

=====
.=====
METAL GEAR SOLID :
PEACE WALKER

```

Now go to your UMD option in your PSP, select Metal Gear Solid: Peace Walker Demo Ops and let this little wonderful adventure begin. You'll have 3 options for you to pick at the main menu, which are: New Game, Load Game, Options, Key Config, Help and Delete. Let me quickly go in little detail of each one of you, ok?

- o New Game: You start a new file of MGS: PW
- o Load Game: You load a previously made file of MGS: PW
- o Options: Let's you change various options of the game itself, like the view (whether you want it inverted or not), controls, your aim mode, etc.
- o Language Setting: Allows you to change the language of the game.
- o Data Install: Let's you install data on your MS to shorten loading time.
- o Delete: Allows you to delete save files stored in your Memory Stick, from all the ones you have.
- o Extras:

Ok now, after all that, select Options, choose your type of controls and change whatever you want then select New Game to let the magic begin.

You're told to input your name within 15 letters and all uppercase. Since you might've guessed, my input name is vinheim or more exactly, VINHEIM for this game. Select where you want to create your save file. Watch the opening scene of Big Boss getting off his motorcycle, walk in to the beach and you'll now be at...

```
-----,-----
OPS #01 - Militaires Sans Frontières Camping Site | sx501
-----'
```

~ Mission prep:

```
o~~Items~~~~~.~~~~~Weapons~~o~~~~~o
| Binoculars      | Grenade          | Uniform: Battle Fatigues |
| Ration          | Mk22             |                          |
| Surround Indicator | M16A1           | ~~~~~o
|                | Stun Rod        |                          |
|                |                  |                          |
|                |                  |                          |
|                |                  |                          |
|                |                  |                          |
o~~~~~'
```

~ Unit: Snake

~ Time Limit: None

```
o~~Item Checklist: ~~~~~o
| Grenade *1 x5 ----- (TW) = ITEM ----- Ration *5 x3 |
o~~~~~o
```

Some dude will direct you through the tutorial, which is totally optional, but I recommend doing it so that you don't have to struggle in the game. Anyway, his first task is to...

Task #1

You must look in the direction he yells. If he yells up, press either Up on the D-pad or /\ to look up and so on, depending on what type of controls you picked. Once it's over, you'll pass to...

## Task #2

Same as the previous task, only that this time you have to look left and right. If he yells right, press either right on the D-pad or [ ] to look in that direction and so on. Once it's over, you'll pass to...

## Task #3

He'll tells you this time how to Crouch using the Crouch Button. Press once the Couch Button to Crouch and let it pressed to Lie Down. As he says, you can't move while you're lying down, which is a bit awkward, but whatever. Passing on to...

## Task #4

Time to move. Use the analog stick to move. Tilt is slowly to walk and tilt it further to run. Use it as you see fit. Pass on to...

## Task #5

Time to Roll, serious. While you run, press the Attack Button to Roll and hit enemies and do some other things. Nothing special. Now you pass on to...

## Task #6

Time to attack without gunfire, in other words... CQC. While you're standing, press the Action Button (the same as before) to perform hand to hand Combat.

## Task #7

Time to use the Stun Rod. Simply Aim while you're standing still and press the Action Button to use the Stun Rod.

## Task #8

Time to start CQC. Simply press the Action Button while you're moving close to him to drop him.

## Task #9

Time to restrain your opponent. Simply press the Action Button and keep it pressed to restrain your opponent. Maintain him like that too long and he'll pass out.

## Task #10

From the previous stance, you can throw him to the ground. How? When you have them restrained, press a direction in the analog stick to throw them that way.

## Task #11

Time to do the same thing in the previous task, only that once restrained, you have to throw your opponent towards the other opponent.

## Task #12

Time to kick some ass. This is when you're surrounded by multiple enemies. Restrain your enemy and when you're throwing him, point to where another enemy is to make the CQC button to appear. Press it to grab and throw that next

enemy. You can do that over and over.

After the training, watch the scene, which is rather interesting. You're given the option to zoom into the clothes of Paz and see her... cuts, of course, heheh ;). Now you're about to start your first mission, but first, you're in an area without enemies. Miller initiates a conversation with you. Do as he says and shoot some stuff, like coconuts and oil drums.

Whenever you're ready, move all the way to the E side of the map and grab 'Grenade \*1 x5' that are right next to the pier. Now approach the door to the NE and Miller tells you to make it explode using a grenade. Do so and proceed to the next area, which is the jungle. You'll watch a scene as you enter though.

Pretty easy area. There are only 3 enemies and there's 1 in each path (one in the lower path on the W side, one in the middle path in the center of the map and one on the upper path on the E side). Wait for them to turn around and either pass by them, shoot them or CQC them. Check the E area to find some steps that that raise from the floor and on top you'll find 'Ration \*5 x3'. Now pass on to the next area -- Puerto del Alba.

Not much to say about this area. There are 4 soldiers total. 1 of the soldiers are exactly E of your position, which you can easily take care with your Mk22 and using the crates on the S as protection and cover. Another soldier is in the center of the area, so you can use all the crates laying there as cover. As you go E, you'll find a building. A little to the N is a set of stairs that take you to your destination. Beware though because there's a soldier up here, as well as another soldier at the NW corner of the area.

Like I said, use your Mk22 to shoot them in the head. As you enter your objective, a scene triggers and you'll have to press some buttons, which appear onscreen. Once it's over, you'll return to MSF Mother Base, which is the first time you'll be here.

```
-----|-----  
OPS #-- - MSF Mother Base                               | sx502  
-----|-----
```

You have several options to choose from here. Select Staff first and view the tutorial. Select Auto Assign to unlock Mk22 Rank 2 and Analyzer. Now exit the Staff and go to R&D. Start Developing Mk22 Rank 2 from the Weapon tab and Analyzer from the Item tab.

Now we have to wait to complete a mission to have them complete. Now return and press L to find the Mission Selector. You have several tabs, which are:

- ~ Main Ops: Shows all the missions of the main game.
- ~ Extra Ops: These are optional OPS for you to take, which are totally optional and recommendable to do.
- ~ Co-Ops: Allows you to host a game or join an already started game.
- ~ Cutscenes: Let's you watch the cutscenes you've already watched through the game.
- ~ Regions: A quick overview of the map and the areas/sectors you'll be passing through in the missions.
- ~ All: Shows you all missions.

Now select the mission you want to do (Contact the Sandinista Comandante) and you'll be able to choose from single or host. You have more friends with a PSP and a copy of the game, select host and you can play the mission multiplayer. If not, select single and another screen will appear, which allows you to

change the options, hear the Briefing Files and the Mission Prep.

Read the Mission Prep from the next mission, pick that and next up is...

-----  
OPS #02 - Contact the Sandinista Comandante | sx503  
-----

~ Mission prep:

|                    |       |                   |                          |        |
|--------------------|-------|-------------------|--------------------------|--------|
| o~Items~           | .     | ~~~~~Weapons~~~~~ | o                        |        |
| Ration             |       | Mk22              | Uniform: Jungle Fatigues |        |
| Binoculars         |       | M16A1             |                          |        |
| Surround Indicator |       | Grenade           |                          | ~~~~~o |
| FRS                |       |                   |                          |        |
| Mate               |       |                   |                          |        |
| Love Box           |       |                   |                          |        |
| Analyzer           |       |                   |                          |        |
|                    |       |                   |                          |        |
| o                  | ~~~~~ | ~~~~~             | o                        |        |

~ Unit: Snake

~ Time Limit: None

|                   |                         |             |
|-------------------|-------------------------|-------------|
| o~Item Checklist: | ~~~~~                   | o           |
| Rnest x16         | ----- AMMO = ITEM ----- | Ration*5 x3 |
| 5.56x45mm x120    | -----                   | AMMO        |
| o                 | ~~~~~                   | o           |

As we start, you'll immediately see an enemy soldier walking in front of you. Let him go. After the little talk of Miller, move forward and equip the Surround Indicator. You'll see that the first soldier is looking away from where you're coming. Approach him and use CQC to knock him down.

Once you've taken care of him, move to the SW part of the truck there and stay there until you see the NW soldier moves to the NE. Once he starts doing that, follow up and CQC his ass too. Now go NE through the narrow path to find 'Rnest x8'. Now move NW to get to El Cenegal: Ravine. Start going E, go E at the first fork and next to the second log there is 'Ration\*5 x3'. Now move forward to get to El Cenegal: Swamp. There are 3 enemies here this time. From the entrance, go NE a little and take out the enemy near the destroyed boat with the Mk22.

Once done this, go E some more and take out the next enemy. Now there's one patrolling the SE part. If he noticed a downed enemy, quickly make use of this and while he gets to them, shoot him in the head. Nicely done. Check the N side behind the boat to find '5.56x45mm x90'. Now move NE to get to Rio Del Jade, which is the last area of the mission. First of all, move S a bit and stay behind the wall of wooden pillars. Once done that, stay close to this little piece of "wall" and you'll see 2 enemy soldiers a little S of your position. They move from W to E (one of them) and the other the opposite direction, meaning that they always meet each other near you.

What to do? Mmm... wait until they go in separate directions (they're separating from each other), chase the one going to the E, CQC him and KO him. Once done that, quickly hide 'cus you'll be in range of sight of the other soldier. Once he turns around, follow him too and CQC his ass. Nicely done. Now for the other ones. Near this second one, a little bit more to the S and also near the W wall is another soldier. Approach him using the wooden walls near the wall.

Now go all the way to the S part of the area and next to the house is a search

tower with a guard on top. Move up the ladder when the enemy is facing N and CQC him. Down here is another enemy that moves slowly. Take him out too. Before taking care of the last soldier, go inside the house near the S search tower to find '5.56x45mm x30' and 'Rnest x8'. Now wait for the soldier to move N inside the house on the E side to take him out as well. Once you've done that, the mission is over and a scene triggers.

During the scene, make sure to shoot down the 2 hovercrafts that appear and once done that, the normal scene continues. Now you'll be back in the MSF Mother Base.

At this point, I recommend doing the Extra OPS and do this last mission a couple of times to get a lot of soldier enemies. Now you're ready to tackle...

```
-----
OPS #03 - Pursue Amanda | sx504
-----
```

~ Mission prep:

```
o~~Items~~~~~.~~~~~Weapons~~o~~~~~o
| Ration          | Mk22          | Uniform: Jungle Fatigues |
| Binoculars      | M16A1         |                           |
| Surround Indicator | Grenade       | ~~~~~o
| FRS             | Smoke Grenade |
| Mate            |               |
| Love Box        |               |
| Analyzer        |               |
|                 |               |
o~~~~~'~~~~~o
```

~ Unit: Snake

~ Time Limit: None

```
o~~Item Checklist: ~~~~~o
| Ration *5 x3 ----- ITEM = (KI) ----- Confidential Document *1 |
| Fulton SYS *5 x5 ----- ITEM = (KI) ----- Confidential Document *1 |
| Ration *5 x6 ----- ITEM = ITEM ----- Love Box *1 |
| 5.56x45mm x180 ----- AMMO = CAMO ----- T.Stripe *1 |
o~~~~~o
```

As you start, several enemies will approach. There are a total of 4 soldiers here and the best thing you can do is to hide in the house on the S end of the area until they start their normal patrol. Once they're doing that, you'll have a soldier on the W side of the house, another one on the S side of the house, another one patrolling the NE side and the boathouse and the other one on the W side next to the wall.

Take care of the soldier that's on the W side of the house, then the S one, next is the NE one and finally the one on the W. Once done that, move N to El Cenegal: Swamp. There's only 1 soldier here and he's on the N side of the area, in front of the boat. FRS him and grab 'Ration \*5 x3' from the center of the area. Now proceed W to El Cenegal: Ravine. There are 2 soldiers here. As you go N through the narrow path, you'll see a soldier patrolling across the narrow path.

When you get to the rope bridge, you'll find another soldier patrolling. Miller tells you that you can hang from the bridge's side to get passed the soldier but...

<vin> Don't do it crouching or Miller will scold you XD.

... make sure to FRS him. You'll now be in the N part of the Cenegal: Swamp. This place is not that hard, thankfully since your Jungle Fatigues provides an ok camouflage. There's an enemy right in front of you on the S side of the area facing S. Use Mk22 to put him to sleep and FRS him. Now look near the soldier to the S to find 'Confidential Document \*1'...

<vin> This item lets you develop the M10 in the R&D submenu.

... there's also a soldier coming from the N, so hide behind a bush and take care of him. There's one last soldier in the NE side of the area, near the exit of this area, so use the trees to your advantage. You'll now reach Bananal Fruta de Oro: Sorting Shed.

There are several soldiers in this area, around 5, but the good thing is that the area is big and there's a ton of space to take cover and hide yourself. Go N a little bit and hide behind the first crates you come across. There's a soldier that walks towards these crates and stays in the N side. Once he turns around, plant an Mk22 dart in the back of his neck or CQC him. Now go to the SW side of the area to find 'Fulton SYS \*5 x5'. There's another soldier patrolling the N most side, near the exit, but he's the least of our worries at the moment.

Go N and when you hit a fence, there's a room to the right. There's an FSLN prisoner in here, as well as 'Ration \*5 x3'. Send the prisoner to Mother Base using one of those FRS you just got, just in case you used all the FRS by now.

Now go E from this room to find 'Love Box \*1'. Now go W into the actual Sorting Shed (enter from the lowest part) and you'll find 3 Soldiers here. There's one patrolling the W side, going N and S. The other one is patrolling the N side inside the Shed, which you can take care of after the one patrolling the W side.

The other one is patrolling the NE side of the Shed. Now check the SW side of the Shed to find a little room with an FSLN prisoner. You'll also find '5.56x45mm x90' and 'Confidential Document \*1'...

<vin> This one allows you to develop the Twin Barrel Shotgun.

... now go N towards the exit and you'll find a room on the left side with '5.56x45mm x90' and 'T.Stripe \*1', which is your first Camouflage. Check a little to the SE of this room to find 'Ration \*5 x3'. Now go N through the door to reach the end of the mission.

```
-----|-----
OPS #04 - Armored Vehicle Battle: LAV-Type G | sx505
-----|-----
```

```
~ Mission prep:
o~~Items~~~~~.~~~~~Weapons~~o~~~~~
| Ration      | M16A1      | Uniform: Tiger Stripes |
| Binoculars  | M1C        |                          |
| Surround Indicator | Grenade    |~~~~~o
| FRS         | Smoke Grenade |
| Walkman     |            |
| Mate        |            |
| Analyzer    |            |
|            |            |
o~~~~~'~~~~~o
```



~ Unit: Snake  
~ Time Limit: None

o~~Item Checklist: ~~~~~o  
| Many |  
o~~~~o

Ok, you have to decide either to kill all the enemies, or destroy the tank. I recommend killing the soldiers since the tank has a ton of "health". You start next to some crates, so use them to take cover. Start by taking out your M1C and sniping down all the enemy soldiers that walk alongside the tank. Try sniping them out, even if they spot you.

Once they get too close, forget about your M1C and take out your M16A1. Press Select to select Auto Aim ON and point at the enemy soldiers that linger around. Once you've taken care of 2 waves of 4 soldiers, a third wave comes out of the back of the tank. Like always, use the crates near you to take cover and avoid open areas at all cost.

Once you've taken care of the soldiers, the commander appears on top of the tank. Switch over to Manual Aim and aim for the commander's head. You can actually shoot from behind the crates backing up a little so you can barely see the commander's head on top. This is a good way to kill the commander and restrain yourself from taking a \*\*\*\*load of dmg. This is pretty much it.

If you try to destroy the tank, you'll need your LAW, several Grenades and a ton of M16A1 bullets to actually destroy it. Don't forget that you also have to kill all of the soldiers so that they won't bother you. Once it's over, a scene triggers and when you have to press buttons, shoot the hovercraft that's holding Amanda and the scene continues, in which she's taken to MSF Mother Base to get healed.

Watch the talk between Snake and Miller and Amanda. Now return to MSF Mother Base. Also, Mechs are now available for viewing and the Medical Team is created and Sickbay is now an option at the Staff menu. Also, to end this with a cherry, Amanda joins MSF. You can also develop Tortilla Chips \*1, which revives you once killed if you have these equipped. Nice.

-----  
OPS #05 - Rescue Chico | sx506  
-----

~ Mission prep:

o~~Items~~~~~.~~~~~Weapons~~o~~~~~o  
| Ration | Mk22 | Uniform: Tiger Stripe |  
| Binoculars | Twin Barrel | |  
| Surround Indicator | Grenade |~~~~~o  
| Walkman | Smoke Grenade |  
| T. Chips | |  
| Analyzer | |  
| FRS | |  
| | |  
o~~~~o

~ Unit: Snake  
~ Time Limit: None

o~~Item Checklist: ~~~~~o  
| Rnest x16 ----- AMMO = AMMO ----- 12 Gauge x30 |  
o~~~~o

From where we start, open up your map and you'll see a fork right in front of you. Jump up the ledge on the left and go N a little bit to find 'Rnest x8'. From this item, look N and you'll see a soldier patrolling the N area. You can easily approach him with your Tiger Stripe Camo and all the trees around here. Now go to the N side of this area and you'll see another soldier up here. Once you take care of him, go N to Camino de Lava: Junction.

Open up your map as you enter the area and locate the exit. From behind the crates you area, look N over the left side to find a soldier. Wait for him to go N and quickly run N and hide behind the two larger crates. As you move to these crates, Miller calls you and spots a sniper. Stay on the left side of these crates and when the soldier you previously saw goes N, CQC his ass.

As for the snipers' location, he's on top of the hill N of you (between the "!" mark and you). You can even see him moving. If you have good Accuracy like I do, you can take him out with the Mk22. If not, take him out with any weapon you have. Now go N and you'll see another soldier patrolling the area near the train. Take him out and now FRS the FSLN soldier on top of the train. Now go N to the Aldea Los Despiertos.

As you gain control, quickly hide because a soldier's coming your way. Mk22 him, FRS him and now look N to find another soldier. Check the W side to find another soldier. Now go all the way N and check behind the truck to find 'Rnest x8'. Now look S from the E path to find another soldier patrolling the area. Check behind the E most house to find '12 Gauge x30'. Now, if you check behind the W most house you'll also find '12 Gauge x30'.

Open your map and locate all 5 doors. Check the second one from N to S in the middle path (behind some iron fence) to have some funny dialogue. Now check the rest of them leaving the top one for last. Watch the scene and the mission will end.

You can now develop C4s at MSF, as well as Mk Support Supply and Mk Support Strike. Also, the Intel Team is finally created. You also get Placeable Weapon Support Supply Marker.

```
-----,-----
OPS #06 - Pursue the Jungle Train | sx507
-----'
```

```
~ Mission prep:
o~~Items~~~~~.~~~~~Weapons~~o~~~~~o
| Ration      | Mk22        | Uniform: Squares |
| Binoculars  | M16A1       |                   |
| Surround Indicator | Grenade     | ~~~~~o
| FRS         | Smoke Grenade |
| Walkman     |             |
| T. Chips    |             |
| Analyzer    |             |
|             |             |
o~~~~~'
```

```
~ Unit: Snake
~ Time Limit: None
o~~Item Checklist: ~~~~~o
| Rnest x16 ----- AMMO = AMMO ----- 12 Gauge x30 |
| 12 Gauge x30 ----- AMMO = ITEM ----- Ration *5 x3 |
o~~~~~
```

Before anything, make sure to leave at least 4 FRS free to rescue all 4 POW's in the mission. As you start, you'll be right next to a soldier, so wait a few seconds for him to turn around and FRS him. Just to let you know, the enemies are in the same place as in the previous mission. As for items, you'll find 'Rnest x8' on the E side and '12 Gauge x30' on the W side. Now go S on to Camino de Lava: Junction.

As you enter, go E behind the tree and look S to find a soldier. Now look at the dummy doll in middle of the area and you'll see that a sniper is shooting at it. Hop on to the train (where the POW was in the previous mission) and look SE to see him. There's also a soldier on the S side for you to FRS him. Now go NE and proceed to Cafetal Aroma Exncantado: Entrance.

This area is pretty big. As you go N, you'll see a fence with a part of it missing. There's also a soldier here patrolling the entrance towards the center of the first part of the area. Wait for him to go W to intercept him. Now go inside and locate the soldier patrolling the W side of this first area. Take care of him as well.

Go to the W side S of the little room to find 'Rnest x8'. Before going N, check the N side to find a POW. FRS him out of there. As you go N up the little hill, you'll see a soldier on top. Take him out and go E from the truck up here to find '12 Gauge x30'. Now, before going Inside the building, locate the soldier on the second floor stationed right in front of the entrance. Take him out as well.

As you go inside, once you're like halfway through the first building on the right, locate the soldier in front of you on the second floor. You know what to do. Go N some more and you'll see a POW on a small alcove to the right. Now proceed all the way N to the Mill.

This area is easy as pie. From where you start, go N a little bit and you'll have a soldier patrolling to the W on the first floor and you'll have another soldier patrolling the second floor. Take care of both and enter the room to the left to find another POW. Move to the N side of the first floor to find yet another POW. Go up to the second floor and you'll find a soldier patrolling the exit of the area. Easily take him out.

Now go outside, down the stairs and go E down here to find 'Ration \*5 x3'. Now simply go N to El Cadalso, which is the final area of the mission. After the little scene, we now have to secure the train and take care of all the soldiers. This is rather easy. I did it with my Mk22, which is rather easy. From where you're left, stand up, aim your gun and shoot in the head to both soldiers standing in the middle. The 2 other ones near the train to the N will see and go see them (1 at a time).

Take care of both of them and approach the final one on the NW side which shouldn't even notice the other dudes laying around. See? Piece of cake ;). Now watch the scene and it'll continue in the next mission. After the mission, you'll be able to develop the M60 and the Sonic Eye.

-----  
OPS #07 - Tank Battle: T-72U | sx508  
-----

~ Mission prep:  
o~~Items~~~~~.~~~~~Weapons~~o~~~~~  
| Ration | M1C | Uniform: Squares |  
| Binoculars | M16A1 | |

```

| Surround Indicator | Grenade | ~~~~~o
| FRS                | Smoke Grenade |
| Walkman            | C4          |
| T. Chips           |             |
| Analyzer           |             |
|                   |             |
o~~~~~!~~~~~o

```

~ Unit: Snake  
~ Time Limit: None

```

o~~Item Checklist: ~~~~~o
|                               None                               |
o~~~~~o

```

This battle is exactly the same as the one with the Armored Vehicle. When you start, you'll be behind 2 train wagons. Try shooting down some soldiers (watch out because they have helmets on, so you'll have to shoot them 2 times in the head to remove the helmet) and have the tank shoot at both train wagons and they'll form a safe perimeter on the NE corner of the area, where the missiles shot from the tank won't pass.

You'll probably get hurt while the tank shoots the wagons, so heal up and quickly move inside the safe perimeter. There will also be several, and I mean SEVERAL enemies this time (over 10), so wait for them to get close, pop out your M16A1, activate auto aim and shoot them. They'll be near death, so you can FRS them.

Once you take care of the soldiers, look at the tank and shoot at the fuel barrels that are on the back of the tank. Shoot them with the M16A1 until they explode. Now shoot at the tank until you lower 1 bar to have the Commander appear on top, just like with the Armored Vehicle. Pop out your M1C and shoot down the Commander.

After the mission, you'll now be able to develop Mosin-Nagant and Curry Recipe. Also, you can Trade staff with other players.

```

-----,-----
OPS #08 - Destroy the Barricade | sx509
-----!-----

```

~ Mission prep:

```

o~~Items~~~~~.~~~~~Weapons~~o~~~~~o
| Ration        | Mk22          | Uniform: Squares |
| Binoculars    | M16A1         |                   |
| Surround Indicator | Grenade       | ~~~~~o
| FRS           | Smoke Grenade |
| Walkman       | C4            |
| T. Chips      |               |
| Analyzer      |               |
|               |               |
o~~~~~!~~~~~o

```

~ Unit: Snake  
~ Time Limit: None

```

o~~Item Checklist: ~~~~~o
| Ration *5 x3 ----- ITEM = AMMO ----- Rnest x8 |
| Desert Auscam ----- CAMO ----- |
o~~~~~o

```

Go W before going up the stairs to find 'Ration \*5 x3'. Now go up the stairs and enter the building. Hide behind the crates near the door and wait for the soldier to walk away to take care of him. Move to the stairs on the W and look down to find a soldier. There's another soldier on the SE part of the first floor, so take him out as well. Now leave the area to the S.

The enemies are all in the same position as in the previous mission here, so take 'em out, move to the S part of the area and go W into Aldea Los Despiertos. Be really careful in this area. Do not shoot them in the head because they have helmets and you'll have to shoot them twice in the head, making it hard, so instead only CQC them.

There are 2 soldiers in the lower middle path, which are very easy to CQC. There's another one near the barricade to the NW and another one to the far N near the truck. As for items, there's 'Rnest x8' on the E side and 'Desert Auscam' on the W side. Now go to the orange line in your map, which is the barricade and plant a C4 there. Move away, blow it and go N to the next area and finish the mission.

-----  
OPS #09 - Infiltrate the Crater Base | sx510  
-----

~ Mission prep:

```
o~~Items~~~~~.~~~~~Weapons~~o~~~~~o
| Ration      | Mk22      | Uniform: Desert Auscam |
| Binoculars  | M16A1     |                          |
| Surround Indicator | Grenade  | ~~~~~o
| FRS         | Smoke Grenade |
| Walkman     | C4        |
| T. Chips    |           |
| Analyzer    |           |
|             |           |
o~~~~~'~~~~~o
```

~ Unit: Snake

~ Time Limit: None

```
o~~Item Checklist: ~~~~~o
| Ration*5 x9 ----- ITEM = AMMO ----- Rnest x16 |
| 5.56x45mm x180 ----- AMMO |
o~~~~~o
```

From where we start, move forward and when you're on the bridge, drop down from the left side and you'll fall right next to 'Ration\*5 x3'. Once this done, proceed N and hide behind the fallen bride, grab 'Rnest x8' and look N (be careful of the soldier on top of the N side of the broken bridge). You'll see 2 soldiers on the N side of the bridge. Wait for the one moving around to turn away from you, approach them and combo CQC them.

Now carefully go up the ladder, take care of the one up here and proceed N to the next area, which is Los Cantos: Ridge. This area is a bit tougher. Proceed forward and you'll see a soldier in middle of the road looking E. Wait for him to look NE and approach him to CQC him, or if you want, you can also use your Mk22, which is not recommended since he has a helmet on and you'll have to double shoot him, which is tough.

Now move to the S side of the truck and CQC the soldier walking around here. There's also a soldier that walks to the N side of the truck all the way to the E side of it. Take him out using your Mk22 if you want, or CQC him. Whichever

way is best for you. Now go up the little ledge SW of the truck and you'll come to a house with 'Ration\*5 x3' and a POW.

Now go N a little bit from the truck and you'll see another path forking to the SW. Follow this path and enter the little bunker to find '5.56x45mm x90'. Now simply proceed N to Fuerte La Ladera. Ok, toughest area in the game so far, so don't go screwing this up, ok?

To start, run N and you'll see an enemy standing in the middle of the road all the way to the N end of it. Move behind the wall on the right side and he'll start walking S. Once he passes by, approach him and CQC him. Now move to the E side of the area and follow the narrow path N to find 'Rnest x8'.

Now move to the left side of the area and look up the roof of the building. You'll see 2 enemies up here (there are actually 3). Approach the building and get to the ladder on the left side. wait for them to look S (towards your position, but they won't notice you). Once up here, they'll both be next to each other and the other one N of them. Grab one and throw him to the other soldier to KO them both, then move on to the lone one. That's the easiest way to do it.

Now move to the right side and drop down the hole in the floor. FRS the POW down here. Enter the little room to the W and grab '5.56x45mm x90'. Now go inside the little NE room to find 'Ration \*5 x3' and then proceed NW to reach the end of the mission. Oh, you'll have to find the truck where the nukes where, so here's a list of all the trucks and what they have:

- 57577 - Fish
- 48273 - Metal Gear... XD
- 63824 - Kojima. You can recruit Hideo Kojima inside this truck.
- 64779 - This is your Truck!
- 00000 - Something that screams SUNLIGHT! lol
- 777 - Casino chips
- 140.96 - A pic of Mei Ling from MGS1.
- 66447799 - Nothing

You can also create M1928A1 when the mission is over.

```
-----'-----
OPS #10 - Pupa Battle | sx511
-----'-----
```

~ Mission prep:

| ~Items~            | ~Weapons~     | ~O~                    |
|--------------------|---------------|------------------------|
| Ration             | LAW           | Uniform: Desert Auscam |
| S. Curry           | RPG2          |                        |
| Surround Indicator | Grenade       |                        |
| FRS                | Smoke Grenade |                        |
| Walkman            | C4            |                        |
| T. Chips           | Supply Marker |                        |
| Analyzer           |               |                        |
|                    |               |                        |

~ Unit: Snake

~ Time Limit: None

| ~Item Checklist: ~ | ~O~ |
|--------------------|-----|
| None               |     |

Ok, this is probably the hardest boss yet, and man did I have difficulties trying to take it out. If you see Amanda's Briefing Files, she tells you to take out the rockets on the sides of PUPA, as well as the machine guns on the back of it. This is actually what I recommend you to do, mainly because PUPA uses 2 of its 3 attacks with the rockets and the machine guns.

PUPA uses the rockets impulse itself into you, running over you and dealing quite a large amount of dmg. The other attack: it starts running across the wall and using the machine guns to hurt you. These are quite easy to dodge if you keep running to the sides. After this attacks, it charges at you using the first attack I mentioned. The third attack, PUPA throws small lightning rod pods to the floor all across the field.

Once done that, it discharges an electric shock that passes through all the lightning rod pods, hurting you big time. Thanks to Maze for the tip: Once PUPA throws the lightning rod pods, you'll see 3 openings on the walls, one on each side (from where Snake entered the area). Move to one of these areas and lay flat on the floor. The electrical discharges from the rod pods will pass right on top of you, saving you a ton of ammo and rations.

Remember that you have to be all the way inside these corridors so that this attack doesn't hurt you. If you run out of ammo, use the Supply Marker I told you to bring and you'll receive 3 AMMO for the LAW and 3 for the RPG2, as well as 2 Rations. When you deplete all the health bars, you'll need to open the hatch and enter. The hatch is on top of the cylinder on the head, so go inside and you now need to remove the plates.

Take out the ones with the A symbol on them and once you've done that, take out the ones with a C and lastly the ones with an M. Since you have a time limit, you'll most probably miss one M plate, but that's ok since you'll destroy it. Now watch the scene and Huey joins Outer Heaven. You'll also be able to create Support Supply Marker (Thrown), Chaff Grenades and Night Vision Goggles. You can also use Outer OPS to send your soldiers to other countries.

```
-----.-----  
OPS #11 - Travel to the Cloud Forest | sx512  
-----!-----
```

```
~ Mission prep:  
o~~Items~~~~~.~~~~~Weapons~~o~~~~~  
| Ration          | Mk22          | Uniform: Tiger Stripe |  
| ID Card        | Twin Barrel   |                       |  
| Surround Indicator | Grenade       | ~~~~~o  
| FRS            | Smoke Grenade |  
| Walkman        | C4            |  
| NVG            |               |  
| Analyzer       |               |  
|               |               |  
o~~~~~!~~~~~o
```

```
~ Unit: Snake  
~ Time Limit: None  
o~~Item Checklist: ~~~~~o  
| Rnest x8 ----- AMMO = CAMO ----- Snake |  
o~~~~~o
```

---

Start by going E looking N. When you can jump up on a ledge, do so and you'll see an item box to the N. Before going to it, equip your NVG and look NE and

find a scout behind the lone tree. Mk22 his head and before even moving, quietly approach the edge of the ledge you're on to find another scout right next to the edge of the ledge, behind another tree.

Take care of him as well and grab 'Rnest x8' from the N. Now proceed N and when you see you can climb up a ledge on the E side of the map, do so, quietly and look behind the tree to find another scout. Take him out and proceed all the way N to the next area. Proceed forward and drop down as soon as you can. Follow this right wall and you'll see a scout right in middle of the area lying down.

Shoot his head and you'll be able to see another scout directly W of this one, behind a tree and in middle of some bushes. Take him out as well and go N (you're still up here on the ledge on the E side). You'll see a tree where the 2 paths connect. Behind this tree is another scout, so take him out as well. You'll also find 'Snake' on the S side of this same tree.

Now, before proceeding N, try following the path to the W and you'll find a POW. FRS him and then proceed N to the next area. A scene triggers as you enter this area and the mission will end. You'll be able to develop Ballistic Shield after the fight.

```
-----
OPS #12 - Attack Chopper Battle: Mi-24A | sx513
-----
```

~ Mission prep:

```
o~~Items~~~~~.~~~~~Weapons~~o~~~~~o
| Ration          | LAW          | Uniform: Desert Auscam |
| Shield          | M16A1       |                          |
| Surround Indicator | Grenade     | ~~~~~o
| FRS             | Smoke Grenade |
| Walkman         | C4          |
| NVG             | Supply Marker |
| Analyzer        |              |
|                 |              |
o~~~~~'~~~~~o
```

~ Unit: Snake

~ Time Limit: None

```
o~~Item Checklist: ~~~~~o
|                               None                               |
o~~~~~o
```

This pretty much like the Armored Vehicle fight. You can either take care of the enemies or you can take the chopper down. Well, the fastest way is to take care of the enemies, so let's get started. Start by staying in the same area you start (behind the tree) and look N to see the enemy soldiers. Take out your M16A1 or your Twin Barrel and kill them all. Wait for the chopper to fly on to the E side and it'll drop down several more soldiers.

As the chopper is doing that, take out your LAW beforehand and as the soldiers appear, shoot the LAW to kill them all, or most of them. Hide behind the tree again and always have this tree between you and the chopper. If any soldier survives this, use your M16A1 and take him out.

Do this over and over until the commandant appears in the chopper. When the chopper is still, shoot a single LAW missile and the commandant will die. Pretty neat, huh?! Another good tip is that if you brought the LAW and the RPG2



and soldiers survive, take out your shield and the Grenades and use these while you protect yourself with the shield. This is actually an easier fight than the one with PUPA.

After the fight, you'll receive Sneaking Suit and you'll be able to develop FIM-43.

```
-----'.-----  
OPS #13 - Head for the Lab | sx514  
-----'-----
```

~ Mission prep:

```
o~~Items~~~~~.~~~~~Weapons~~o~~~~~o  
| Ration          | Mk22          | Uniform: Snake |  
| ID Card         | M60           |                 |  
| Surround Indicator | Grenade       | ~~~~~o  
| FRS             | Smoke Grenade |                 |  
| Walkman         | C4            |                 |  
| NVG             |               |                 |  
| Analyzer        |               |                 |  
|                 |               |                 |  
o~~~~~'~~~~~o
```

~ Unit: Snake

~ Time Limit: None

```
o~~Item Checklist: ~~~~~o  
| Ration *5 x9 ----- ITEM |  
o~~~~~o
```

Alrighty. Start by going NW into the Bottom of the Cliff. Down here, equip your NVG and proceed N hiding behind the broken walls. You'll see a sniper laying down on an elevated platform to the far N side of the area. If you stay behind the second large boulder in middle of the area and look N on the left side to find another sniper laying down. These are the only 2 snipers of the area.

I recommend taking the one on the left side of the area, using the boulder as protection. FRS both of them and now proceed N to the Top of the Cliff. Another large-ass area. From the SW walls, go E a little -- quietly and look N behind the large tree to find a scout. Approach him, Mk22 him and FRS him out of there.

From where the scout is/was, look E from the N side of the wall to find a sniper at the distance. Also, do you see the "room" in the center of the S side? Go in there from the W side to find a POW. FRS him out of there. Go out from the E side, follow the S wall and go up the ledge when you get to it. Up here, there's a sniper next to the ledge you just used looking N. Take care of him and move to the SE corner to find 'Ration \*5 x3'.

Now follow the E wall to the N and take care of the first sniper you saw. Now proceed E to Ruinas de Xochiquetzal to trigger a scene. Once it's over, go E a little bit and you'll see a soldier patrolling. Now go to the E side to the entrance of the ruins, but beware because there are 2 soldiers patrolling the entrance (from inside).

The best thing to do is to knock on the wall when a soldier is near you (not both) to lure him. When he's getting near you, move to the broken wall S of the entrance and knock again so he moves away from the entrance. CQC and FRS his ass. When you see that the other soldier is moving away from the entrance, go

in and go W right away. You'll see another soldier in this W path. If you go W from this fork you'll find a lone 'Ration \*5 x3'.

Return to the previous fork, go N and look E near the end of the path to find a POW. FRS him out of there. E of this POW is the main path with 2 soldiers. One's just standing while the other one is patrolling. Wait for the patrolling one to move towards the entrance and CQC the one standing. Quickly move S and take out the other soldier.

Now move to the NE corner of the area to find 'Ration \*5 x3'. Now move N to the AI Laboratory. Watch the scene and the OPS is over.

Once the OPS is over, you'll be able to develop Support Strike Marker (Thrown) and Support Supply Marker Rank 3.

```
-----|-----
OPS #14 - Locate the ID Card | sx515
-----|-----
```

~ Mission prep:

```
o~~Items~~~~~.~~~~~Weapons~~o~~~~~o
| Ration          | Mk22          | Uniform: Snake |
|                 | M60           |                 |
| Surround Indicator | Grenade       | ~~~~~o
| FRS             | Smoke Grenade |
| Walkman         | C4            |
| NVG             |               |
| Analyzer        |               |
|                 |               |
o~~~~~'~~~~~o
```

~ Unit: Snake

~ Time Limit: None

```
o~~Item Checklist: ~~~~~o
| Ration *5 x3 ----- ITEM |
o~~~~~o
```

Make sure to leave at least one Item space available for the ID Card you have to obtain. You're at the Ruinas de Xochiquetzal once again. There are 4 soldiers in this area. On patrolling the W path and the other one patrolling the entrance. Follow the W path and go W at the fork (where the dead end is) and you'll find a POW here...

<vin> How in Outer Heaven's name did he get here when he wasn't here in the previous OPS?

FRS him out of there, grab 'Ration \*5 x3' and leave the ruins, but beware of the soldier patrolling outside. Now move W to the next area. The 2 snipers are gone, but instead, there's a scout and a sniper just in front of you when you enter the area, on the lower level of the area.

You'll see that the scout is looking to the S, so move N, approach him from behind and before approaching enough to CQC him, look W and Mk22 the sniper. When you grab the scout, from that position, look to the SW side of the map (where the other entrance of the area is) and you'll see a scout on the left side of the wall and a sniper on the right side of it.

Follow the N side of the map and approach the sniper from behind. Now take care of the scout on the SW side of the map. Now move to the Bottom of the

Cliff. Remember where the sniper was near the entrance? Move to where he was and equip your NVG to see another sniper, but this one is on the left side. Go to the W side of the map and look S with the NVG on to find yet another sniper.

What you have to do is to proceed through the middle sector of the area, taking care of the E one first and then the one on the W side. Now proceed SE to Catarata de la Muerte. You may or may not find your man here. If not, take care of the scout patrolling the area (use the Sound Indicator) and proceed SW to Selva de Leche.

Go SW as you enter and you'll find a scout hiding next to the boulder. Take him out go W a little bit (where the shooting dummy is) and go S a little bit to find another scout hiding behind a tree. Now check directly SE towards the second shooting dummy to find a sniper. Take care of him and proceed S to the last area.

There should be a sole scout in the S side of this area behind a tree. This one is the one you're looking for, the one with the orange jacket. Take the ID Card from him and return all the way to the AI Lab to trigger a scene. When you regain control, do the same thing you did when you fought the PUPA. Start taking out boards in random order to have the scene continue and afterwards, the OPS ends.

You unlock EOPS [013].

```
-----|-----
OPS #15 - Chrysalis Battle                               | sx516
-----|-----
```

~ Mission prep:

```
o~~Items~~~~~.~~~~~Weapons~~o~~~~~o
| Ration          | FIM-43          | Uniform: Snake  |
| S. Curry        | M60             |                  |
| Surround Indicator | Grenade        | ~~~~~o
| FRS             | Smoke Grenade  |                  |
| Walkman         | C4              |                  |
| NVG             | Support Supply Marker|
| Analyzer        |                  |
|                 |                  |
o~~~~~'~~~~~o
```

~ Unit: Snake

~ Time Limit: None

```
o~~Item Checklist: ~~~~~o
|                               | None           |
o~~~~~o
```

Remember the battle with the PUPA? And the Attack Chopper Mi-24A? Well, this is basically a battle with both of them combined. Chrysalis has high maneuverability and high attack power. The reason why I chose the FIM-43 over the RPG is because the Chrysalis moves a lot and the FIM locks on the target -- unlike the RPG.

Now take a look and find all the pillars in the area. When you need to do is to take cover whenever Chrysalis uses the Chain Gun and once it stops shooting, stand up, lock on to him and shoot. When you're out of FIM ammo, move around while avoiding the Chain Gun and when you hear it say Charging or Railgun, you'll see a red line pointing at you. Keep moving from left to right to avoid it.

When it starts its attack form, take out your M60, aim carefully and shoot the complete clip on it. When the chasers appear, change to Auto Aim and shoot them down with the M60 (they only take 2 shots). Use your Support Supply Marker whenever you are out of ammo. Pretty simple fight. Use your Surround Indicator to keep track of where he is since the mist is too thick to see.

Once the OPS is over, you'll be able to develop Carl Gustav M2 \*2 and Support Strike Marker \*3. You'll also unlock EOPS [052] and [088].

```
-----.-----
OPS #16 - Travel to the Mine Base | sx517
-----'-----
```

~ Mission prep:

```
o~~Items~~~~~.~~~~~Weapons~~o~~~~~o
| Ration          | Mk22          | Uniform: Snake |
| S. Curry        | M10           |                 |
| Surround Indicator | Grenade       | ~~~~~o
| FRS             | Smoke Grenade |                 |
| Walkman         | C4            |                 |
| NVG             |               |                 |
| Analyzer        |               |                 |
|                 |               |                 |
o~~~~~'~~~~~o
```

~ Unit: Snake

~ Time Limit: None

```
o~~Item Checklist: ~~~~~o
|                               Many |
o~~~~~o
```

Ok, we start in a rather large area, so let's get started. Start by going up the ladder on the first house you come across. Move to the E side and stay hanging from the ledge. Move to the S side of the house to find a POW. FRS him, return to where you started and start moving W. Take out the soldier patrolling this path and go S in middle of the path and in between the buildings.

You'll see 2 soldiers in the center of the area. Now go SW from here and you'll find 2 more enemy soldiers near the exit, so take them out (no problem at all) and proceed to the next area and the end of the mission... are you serious? This one was very short!

```
-----.-----
OPS #17 - Eliminate the Guards | sx518
-----'-----
```

~ Mission prep:

```
o~~Items~~~~~.~~~~~Weapons~~o~~~~~o
| Ration          | M1C           | Uniform: Snake |
| S. Curry        | M10           |                 |
| Surround Indicator | Grenade       | ~~~~~o
| FRS             | Smoke Grenade |                 |
| Walkman         | C4            |                 |
| NVG             |               |                 |
| Analyzer        |               |                 |
|                 |               |                 |
o~~~~~'~~~~~o
```

~ Unit: Snake  
~ Time Limit: None

o~~Item Checklist: ~~~~~o  
| Many |  
o~~~~o

Another easy mission. What you need to do is to kill 24 enemies, without counting the chasers. Stay where you start until you take care of all the chasers (there are around 6 of them). Once you've taken care of them, start moving to the bottom of the area and once at the bottom, you'll find a ladder going up.

Go up this ladder and you'll find a little iron wall of protection (those to take cover). All the soldiers that try to take you down either go up this ladder or follow a path that passes in front of you. Once they start going up the ladder, toss a grenade to take out several soldiers at the same time. There are also snipers and soldiers with RPGs, so take them out with the M1C.

This is pretty much if for this OPS. The good OPS is the next one. You also unlock the EOPS [080], [029] and [053].

-----  
OPS #18 - Cocoon Battle | sx519  
-----

~ Mission prep:

o~~Items~~~~~.~~~~~Weapons~~o~~~~~o  
| Ration | LAW | Uniform: Snake |  
| S. Curry | M60 | |  
| Surround Indicator | Grenade | ~~~~~o  
| FRS | Smoke Grenade |  
| Walkman | C4 |  
| NVG | Support Supply Marker|  
| Analyzer | |  
| | |  
o~~~~~'~~~~~o

~ Unit: Snake  
~ Time Limit: None

o~~Item Checklist: ~~~~~o  
| None |  
o~~~~o

Another battle, and it's against Cocoon. Alrighty, let's get started. We need to destroy the radiators first. Go under Cocoon and you'll see the two radiators in middle of it. Shoot it with the M60 until you destroy them, which shouldn't take long at all. Now stay down here until you see that Cocoon readies the gatling gun, which shoots under Cocoon.

Once the gatling gun lowers, get out of there and shoot your LAW to the AI Pod. Shoot it over and over as many times as you can. When it says "Preparing for area attack", quickly run under Cocoon and wait for the missiles to stop shooting. Wait down here until the gatling gun lowers once again, get out and shoot the AI Pod with the LAW and if you run out of missiles, use your M60 to take a decent amount of dmg. against it.

When it says "Preparing for sweep attack", get away from Cocoon or get under it to avoid it. Once you've taken care of the radiators, make sure not to stay

under Cocoon for too much because it can lower itself and nearly killing you. Once it has 2 bars left, it'll find a thermostat issue and ram itself into the wall. You'll be shown a ladder on the upper side of Cocoon.

Go up this ladder and on top, you'll be in the front side of the Cocoon. Go to the back of it (be quick otherwise the gatling guns will penetrate your ass XD). Back here, go up the little ledge towards the center of Cocoon and up here, move to the front to find another ladder. Once you get to the top, you'll see 2 gatling guns. Quickly approach the AI Pod and use the M60 to shoot the hell out of the gatlings.

Watch out for the missiles. Whenever you're targeted, quickly move to another side of this upper part to completely avoid the missiles. Now just shoot the AI Pod until you need to open the hatch. Shoot it nonstop until you open it. Inside, remove the boards you wish for and the mission will end.

You'll also unlock EOPS [031].

```
-----|-----
OPS #19 - Infiltrate the Underground Base | sx520
-----|-----
```

~ Mission prep:

```
o~~Items~~~~~.~~~~~Weapons~~o~~~~~o
| Ration          | Mk22          | Uniform: Sneaking |
| S. Curry        | M10           |                    |
| Surround Indicator | Grenade      | ~~~~~o
| FRS             | Smoke Grenade |
| Analyzer        | C4            |
| NVG             | Support Supply Marker|
|                 |               |
|                 |               |
o~~~~~'~~~~~o
```

~ Unit: Snake

~ Time Limit: None

```
o~~Item Checklist: ~~~~~o
|                               |
|                               |
o~~~~~o
```

Remember to have the Surround Indicator on at all times. Start by proceeding W and you'll hear some soldier saying to search for Snake and to guard the elevators. Great. Before crossing the bridge, stand on it and look N to find several guards at the lower part of the area. Proceed to the W across the bridge and keep looking N on the upper part to find another soldier. Take him out at a distance with the Mk22 and when you get to the end of the path, look S down the stairs to find yet another soldier.

Take him out and check behind the boxes on the S end to find a POW. Now proceed N past the stairs and go up the ladder on the right side when you get to it to find the first soldier you Mk22'd. FRS him and jump on the tank in middle of the room. If you look NE, you'll find the 4 soldiers. Take out the one on the N side and another soldier will go see him. Use this time to quickly Mk22 the second one.

FRS them both and now it's time to take care of the next to. One's only standing looking S, while the other one is patrolling. Wait for the patrolling one to move S, shoot the standing one and quickly CQC the patrolling one. Now the area is secure. Now activate the elevator to the N and go to Underground

Passage A.

Not a big area. As you start, you'll see a soldier to the E of you. Ignore him and quickly go E behind the crates near him. Stick to the crates and another soldier arrives to him. They both then run to the elevator you just used and they'll stay there. Equip your Surround Indicator and start going E. Watch out because there will be soldiers moving towards the elevator, so you'll have to hide from them as you move E. Try not attacking them.

As you reach the E end of the area, you'll find a POW in the middle of the room, but there will be 2 soldiers that will quickly run W. Hide, wait them to pass, FRS him and proceed E to Underground Passage B. This area is not that difficult, but the shielded soldiers that Miller told you about in the Briefing Files are here. Start go going E and taking out the soldier before the little room.

Go inside and you'll see another soldier right outside the room. Take him out as well (the good thing about the Sneaking camo is that your footsteps are silent and the soldiers won't hear them). Move to the far right to find a soldier with a shield and one without one. First take out the w/o one and then the shielded one (take care of him from behind). Now go E, press the Action button near the shutters and quickly tap it. Afterwards proceed inside to finish the mission.

<vin> Oh damn, pretty nice scene triggers here, so press your buttons quickly!

```
-----|-----
OPS #20 - Torture Chamber Escape | sx521
-----'-----
~ Mission prep:
o~~Items~~~~~.~~~~~Weapons~~o~~~~~o
| None |
o~~~~~'~~~~~o

~ Unit: Snake
~ Time Limit: None
o~~Item Checklist: ~~~~~o
| Fulton Recovery System *5 x5 -- ITEM = ITEM ----- Ration *5 x3 |
o~~~~~o
```

Ok, watch the scene and press /\ as fast as you can when prompted. You'll have the /\ sequence 3 times before Snake passes out. Once you regain control, check the mirror next to the bed and press the button to have Snake take out a Jigsaw. When the soldier in front of the door leaves, approach it and use the jigsaw.

Alternate between the L and R buttons as they flash, otherwise, you'll make noise and alert the guards, ending the mission. Once you've broken the lock, stay away from the door and wait for the guard to come and then go. Open the door and hide so that you can take care of the soldier patrolling your cell first. Now go W and in this hallway you'll find 2 more soldiers, one patrolling N and S and the other one not.

As the patrolling one goes S, take care of the other soldier and then take care of the patrolling one. Enter the door at the NW corner of the area to find 'Ration \*5 x3'. Now open your map and you'll see 3 adjacent rooms in the middle structure on the left side. Go inside the deepest room and use the control panel. Open the door and release the shackles of the prisoners.

Now exit and in the hallway where the 2 soldiers are, go S and W at the fork. Enter the little room to find 'Fulton Recovery System \*5 x5'. Now move E and you'll see a POW inside a cell. Open it and FRS her. Now proceed SE into the next area... which is not in this mission.

You'll unlock EOPS [054] after this mission.

-----  
OPS #21 - Head for Peace Walker's Hangar | sx522  
-----

~ Mission prep:

| o~Items~           | o~Weapons~            | o~                |
|--------------------|-----------------------|-------------------|
| Ration             | Mk22                  | Uniform: Sneaking |
| S. Curry           | M10                   |                   |
| Surround Indicator | Grenade               |                   |
| FRS                | Smoke Grenade         |                   |
| Analyzer           | C4                    |                   |
| NVG                | Support Supply Marker |                   |
|                    |                       |                   |
|                    |                       |                   |

~ Unit: Snake

~ Time Limit: None

| o~Item Checklist: ~ | o~   |
|---------------------|------|
|                     | None |

You'll start in the SE corner and the soldiers are in the same place plus there are 3 more soldiers. There's one on the bridge you used in the previous mission when you were here to get to the lower part. There are 2 more guarding the stairs on the NW corner, which you should take, but before that, check the W side of the bridge (on top of course) to find a POW. FRS him, take care of the soldiers near the stairs and proceed to the next area.

In this area, you'll find 2 soldiers patrolling the central area. Take care of them and FRS the POW in the NE corner. Now proceed E to the next area. As you enter the area, check the NW corner to find a POW. Go E to find a shielded soldier. Use the pillar near him to CQC his ass. There's another shielded soldier on the E side of the room, so approach him from behind and CQC him.

Now go down the stairs, approach the shutter, open it like last time and proceed to the last area of the mission... and the end of it.

-----  
OPS #22 - Peace Walker Battle | sx523  
-----

~ Mission prep:

| o~Items~           | o~Weapons~            | o~                |
|--------------------|-----------------------|-------------------|
| Ration             | RPG2                  | Uniform: Sneaking |
| S. Curry           | M60                   |                   |
| Surround Indicator | Grenade               |                   |
| FRS                | Chaff Grenade         |                   |
| Analyzer           | C4                    |                   |
| NVG                | Support Supply Marker |                   |
|                    | Support Strike Marker |                   |



```

| |
o~~~~~'~~~~~o

~ Unit: Snake
~ Time Limit: None
o~~Item Checklist: ~~~~~o
|                               None                               |
o~~~~~o

```

Ok, the battle against Peace Walker is finally here. And it's quite simple, to be honest -- a lot easier than the Cocoon, that's for sure. One tip - always stay running around Peace Walker, always; and try always to stay behind it, where the Mammal Pod is.

Whenever it says "S Mines", look at the right side of it and shoot the bomb it shoots out with the M60 as it's still in the air to destroy it and damage Peace Walker. As you always run around Peace Walker, when it activates its Flamethrower (it'll hit the back side of it), don't stay too close to it and shoot it with the RPG2. Also, make good use of the Support Strike Marker, so you can deal some heavy damage on Peace Walker.

It also goes berserk and runs around the pit using the flamethrower, so make sure to stick to a wall and stay there until it finishes. That's pretty much it. Just keep attacking the Mammal Pod from behind using RPG2s and with the M60 to finish this mission quickly.

After the mission, you'll receive Battle Dress, which is a new camo. You'll also unlock EOPS [038].

```

-----
OPS #23 - Infiltrate the U.S. Missile Base | sx524
-----

```

```

~ Mission prep:
o~~Items~~~~~.~~~~~Weapons~~o~~~~~o
| Ration          | Mk22          | Uniform: Sneaking |
| S. Curry        | M10           |                    |
| Surround Indicator | Grenade       | ~~~~~o
| FRS             | Smoke Grenade |                    |
| Analyzer        | C4            |                    |
| NVG             | Support Supply Marker|
|                 |               |                    |
|                 |               |                    |
o~~~~~'~~~~~o

```

```

~ Unit: Snake
~ Time Limit: None
o~~Item Checklist: ~~~~~o
|                               None                               |
o~~~~~o

```

Ok, time to finish this. Start by going E up this path and at the N side, look W to find a soldier and another one on a higher path. Do not shoot them as they wear helmets. Dammit. I hate helmets. So you'll have to CQC your way through this mission. Wait for him to give you his back, as well as the one on top. Once you've dealt with the one down here, go all the way to the S and go down the hole behind the barrels (watch out for the chaser).

Follow the path until you find a POW, which you should FRS. Now, before

continuing, look N through the hallway and equip your Surround Indicator. When you see the sound source is to the NE, quickly run towards the W into the open area. Go up the ladder to the S and up here, you'll find 2 soldiers and a chaser. Do not shoot the chaser or you'll trigger an alarm.

Hide behind the crate next to the ladder and wait for the chaser to leave. Now CQC the guard on the W side (next to the edge of the floor), then take out the one on the W side. Now go W to the Small Maintenance Dock. Go N a little and you'll see a yellow ladder. Go up this ladder (take care of the chaser) and down the stairs at the end to find a POW. Now proceed W sticking to the N wall and take out the soldier on this NW side.

You'll find another soldier in the central area. Ignore him if possible, move to the SW corner, go up the stairs and follow the path to get to your goal, the rooftop. Start by going N and following the path, take out the soldier here and go down the ladder on the S side. Follow the path down here and go up the ladder on the N side. You'll find 2 soldiers up here, so use a follow-up CQC to take care of both of them at the same time. Afterwards, go W, inside the building and go E in here to find a POW.

Now go W and into the door to end the mission.

```
-----
OPS #24 - Head to the Control Tower | sx525
-----
```

~ Mission prep:

```
o~~Items~~~~~.~~~~~Weapons~~o~~~~~o
| Ration          | M60          | Uniform: Battle |
| G. Curry        | M16A1       |                  |
| Surround Indicator | Twin Barrel | ~~~~~o
| FRS             | Grenade     |                  |
| NVG             | Smoke Grenade |                  |
|                 | Chaff Grenade |                  |
|                 | Support Supply Marker|
|                 |              |
o~~~~~'~~~~~o
```

~ Unit: Snake

~ Time Limit: None

```
o~~Item Checklist: ~~~~~o
|                               None |
o~~~~~o
```

We finally get to use out Battle Dress, which is nice because you can use 3 main weapons. Since the soldiers will keep coming, it's pointless to use sneaking methods like we've been doing throughout the game. Move to the door and from here, shoot down the 2 chasers and the 2 soldiers that are on the other side of the area. Now move to the N side and look E to find more soldiers.

There are 2 soldiers and a sniper to the far E side, so take out the soldiers first and snipe down the sniper with your M16A1. Move on to the previous area now. Remember the N wall you used to cross the area? We need to go there. There's no real walkthrough for this area, as there are several enemies and they all move. What I can tell you is that an armored enemy approaches you as you start, so take him out and the chaser in the area.

Afterwards, go down the stairs to the S and use these stairs as cover, but be

Careful because they like to toss grenades, so always keep moving and run if you hear a grenade hitting the ground. Now proceed N to the next area -- the Main Maintenance Dock. Another area with a ton of soldiers. Dammit. Watch out for the armored soldiers that come get you. There's also a sniper on the upper area and a little bastard with RPGs at the N most side of the area.

Kill them all and proceed to the Underpass. Here, just run to the N, kill both armored soldiers and proceed E through the hallway and into the elevator. In here, Heaven's Divide starts playing in the background, which is quite fitting if you hear it and see Snake killing all the enemy soldiers. Follow the path and when you get to the door, kill all the armored soldiers in the open area. Yes, it's tough, and to make it worse, a chopper appears. Good grief!

Shoot them all -- yes, I'm serious and the gate to the N opens for you to... dammit, more soldiers! Take these 5 dudes down and proceed N to trigger a scene and the end of the mission.

```
-----|-----
OPS #25 - Peace Walker Battle 2                | sx526
-----|-----
```

```
~ Mission prep:
o~~Items~~~~~.~~~~~Weapons~~o~~~~~o
| Ration          | M60          | Uniform: Battle |
| G. Curry        | RPG2         |                  |
| Surround Indicator | LAW         | ~~~~~o
| FRS             | Grenade      |                  |
| NVG             | Chaff Grenade |                  |
|                 | Support Strike Marker|
|                 | Support Supply Marker|
|                 |               |
o~~~~~'~~~~~o
```

```
~ Unit: Snake
~ Time Limit: None
o~~Item Checklist: ~~~~~o
|                               None                               |
o~~~~~o
```

At the start of the battle, run up to her ASAP shoot an RPG to the AI Pod, quickly switch to the LAW, shoot it and move to get evade the missiles. Now toss a Support Strike Marker under it to have MSF attack. Now keep attacking with the RPGs and LAWs while you evade the missiles. After 2 RPGs, 2 LAWs and an MSF strike, it'll enter auto defense mode. Phase 1 completed.

It still has the flamethrower, the S mines, the howl and the missiles. Something new it has is the Drill Missiles. Just move to evade them but the bad thing is that they go underground and come up and hit you. Keep moving without stopping. When the black orb is shinning red, do not shoot your RPG nor LAW because it'll turn back at you. Keep shooting the AI Pod over and over with everything you have.

It'll try launching the nuke again several times, so make sure you always have at least 3 missiles with you when this happens. You can also use your Strike Support to help you prevent the launch of the nuke. This is pretty much is for the fight =). Oh, once you're inside the Mammal Pod, take out every board you see. You have 4 minutes to do so and it should take around 2 to do it. Now watch the scene.

-----  
OPS #26 - Peace Walker Battle 3 | sx527  
-----

~ Mission prep:

```
o~~Items~.~Weapons~o
| Ration          | M60          | Uniform: Battle |
| G. Curry        | RPG2         |                  |
| Surround Indicator | LAW         | ~~~~~o
| FRS             | Grenade      |                  |
| NVG             | Chaff Grenade |                  |
|                 | Support Strike Marker |
|                 | Support Supply Marker |
|                 |              |
o~~~~o
```

~ Unit: Snake  
~ Time Limit: None

```
o~~Item Checklist: ~~~~~o
|                               None                               |
o~~~~o
```

---

Not much to do here but to attack the AI Pod, the one that's under the black orb that lit red in the previous mission.

This is the end of this amazing game. Hope you enjoyed the FAQ and I'll see you in my next one. Don't go because you still have a ton of things to do like to complete the 100+ EOPS. Good luck with that!

---

---

Z A D O R N O V   S E A R C H   M I S S I O N S

-----  
OPS #27 - Zadornov Search Mission #1 | sx527  
-----

~ Mission prep:

```
o~~Items~.~Weapons~o
| Ration          | Mk22         | Uniform: Sneaking |
| S. Curry        | M10          |                  |
| Surround Indicator | Grenade      | ~~~~~o
| FRS             | Smoke Grenade |                  |
| Analyzer        |              |                  |
| NVG             |              |                  |
|                 |              |
|                 |              |
o~~~~o
```

~ Unit: Snake  
~ Time Limit: None

```
o~~Item Checklist: ~~~~~o
|                               None                               |
o~~~~o
```

---

Ok, you'll be near the beginning of the game. Zadornov can be at either of these locations:

o In the second floor of the boathouse in Rio del Jade.

- o W room at Bananal Fruta de Oro: Sorting Shed.
- o N room at Bananal Fruta de Oro: Sorting Shed.

Note that Zadornov is in one of those room, while in the other ones there's a POW for you to rescue. When you find Zadornov, approach from behind and point the gun at his head to yell "FREEZE!" and have him lay on the ground. Now FRS him and you're good to go -- head to the recovery zone.

This is the way the next Search Missions are gonna be. You'll also be able to develop Soliton Radar after this OPS. You also unlock EOPS 008, 015, 032, 056, 076 and 090.

```

-----
OPS #28 - Zadornov Search Mission #2                               | sx528
-----

```

```

~ Mission prep:
o~~Items~~~~~.~~~~~Weapons~~o~~~~~
| Ration      | Mk22      | Uniform: Sneaking |
| S. Curry   | M10      |                   |
| Surround Indicator | Grenade  | ~~~~~o
| FRS        | Smoke Grenade |
| Analyzer   |           |
| NVG       |           |
|           |           |
|           |           |
o~~~~~'~~~~~o

```

```

~ Unit: Snake
~ Time Limit: None
o~~Item Checklist: ~~~~~o
|                               |
|                               |
|                               |
o~~~~~'~~~~~o

```

Ok, you'll be near the beginning of the game. Zadornov can be at either of these locations:

- o NW alcove lying down behind a fallen tree stump at Bosque del Alba.
- When you find Zadornov, approach from behind and point the gun at his head to yell "FREEZE!" and have him lay on the ground. Now FRS him and you're good to go -- head to the recovery zone. You'll be able to develop Cardboard Box Tank.

```

-----
|  \  | /  _ /  _ | .===== . |  \  | /  _ /  _ |
|  \| | |  _ \  _ \ | 6] Research & Development (R&D) | |  \| | |  _ \  _ \
|  |  | |  |  |  | | [sx600] | |  |  | |  |  |  | |
|  |  |  |  |  |  | '===== ' |  |  |  |  |  |  |
|  |  |  |  |  |  | /      /      /      /      /      /
-----

```

All the items that you can develop in R&D will be listed here, their Development Cost as well as the requirement needed to start developing it. I'll also separate them in classes as Handguns, Shotguns, etc., so let's get starting, shall we?

```

=====
~ ~ ~ ~ ~ 6.1] Weapons ~ ~ ~ ~ ~
=====
.sx601.=====
'-----'

```

=====  
~~~ 6.1.1] Handguns ~~~  
=====

sx602

--= M1911A1

...: Rank *1 :...

- Development Cost: 1945
- Requirement: R&D Team lv.8

...: Rank *2 :...

- Development Cost: 19034
- Requirement: R&D Team lv.26
Intel Team lv.10

--= Mk22

...: Rank *2 :...

- Development Cost:
- Requirement:

...: Rank *3 :...

- Development Cost: 31232
- Requirement: R&D Team lv.42
Medical Team lv.27
Intel Team lv.27

=====
~~~ 6.1.2] Shotguns ~~~  
=====

sx603

--= Twin Barrel

...: Rank \*1 :...

- Development Cost: 3603
- Requirement: R&D Team lv.12

...: Rank \*2 :...

- Development Cost: 25561
- Requirement: R&D Team lv.27

...: Rank \*3 :...

- Development Cost: 79738
- Requirement: R&D Team lv.47

--= M37

...: Rank \*2 :...

- Development Cost: 26690

- Requirement: R&D Team lv.29

...: Rank \*3 :...

- Development Cost: 89978
- Requirement: R&D Team lv.

=====  
 ~~~ 6.1.3] Assault Rifles ~~~ sx604  
 =====

-- M16A1

...: Rank *2 :...

- Development Cost: 17305
- Requirement: R&D Team lv.28

...: Rank *3 :...

- Development Cost: 57315
- Requirement: R&D Team lv.

-- RK47

...: Rank *1 :...

- Development Cost: 7059
- Requirement: R&D Team lv.19
 Get Confidential Document *1 in EOPS 013.

-- FAL

...: Rank *2 :...

- Development Cost: 25980
- Requirement: R&D Team lv.29
 Get Confidential Document *2 in EOPS 054.

...: Rank *3 :...

- Development Cost: 72345
- Requirement: R&D Team lv.45

=====
 ~~~ 6.1.4] Submachine Guns ~~~ sx605  
 =====

-- M10

...: Rank \*1 :...

- Development Cost: 2750
- Requirement: R&D Team lv.9

...: Rank \*2 :...

- Development Cost: 31550
- Requirement: R&D Team lv.30  
Intel Team lv.12

--= M1928A1

...: Rank \*1 :...

- Development Cost: 17880
- Requirement: R&D Team lv.19

...: Rank \*2 :...

- Development Cost: 23660
- Requirement: R&D Team lv.

--= Uz61

...: Rank \*2 :...

- Development Cost: 41020
- Requirement: R&D Team lv.36

=====  
~~~ 6.1.5] Sniper Rifles ~~~ sx606  
=====

--= M1C

...: Rank *1 :...

- Development Cost: 2260
- Requirement: R&D Team lv.7

...: Rank *2 :...

- Development Cost: 31100
- Requirement: R&D Team lv.28

--= Mosin-Nagant

...: Rank *1 :...

- Development Cost: 4900
- Requirement: R&D Team lv.14
Medical Team lv.2

...: Rank *2 :...

- Development Cost: 29370
- Requirement: R&D Team lv.27
Medical Team lv.10

...: Rank *3 :...

- Development Cost:

- Requirement: R&D Team lv.54
Medical Team lv.32

=====
~~~ 6.1.6] Machine Guns ~~~ sx607  
=====

-- M60

...: Rank \*1 :...

- Development Cost: 5110  
- Requirement: R&D Team lv.14  
Finish Main OPS 06

-- PKM

...: Rank \*1 :...

- Development Cost: 17030  
- Requirement: R&D Team lv.27  
Finish EOPS 28

...: Rank \*2 :...

- Development Cost: 43270  
- Requirement: R&D Team lv.34

-- MG3

...: Rank \*2 :...

- Development Cost: 48690  
- Requirement: R&D Team lv.37  
Finish EOPS 31

=====  
~~~ 6.1.7] Missiles ~~~ sx608  
=====

-- LAW

...: Rank *2 :...

- Development Cost: 31323
- Requirement: R&D Team lv.38

-- RPG-2

...: Rank *1 :...

- Development Cost: 14500
- Requirement: R&D Team lv.12
Finish EOPS [030]

--= RPG7

...: Rank *2 :...

- Development Cost: 22540
- Requirement: R&D Team lv.34
Finish EOPS [038]

--= FIM-43

...: Rank *3 :...

- Development Cost: 61290
- Requirement: R&D Team lv.22

--= Carl Gustav

...: Rank *2 :...

- Development Cost: 26290
- Requirement: R&D Team lv.

=====
~~~ 6.1.8] Throwing Weapons ~~~ sx609  
=====

--= Grenade

...: Rank \*2 :...

- Development Cost: 27050
- Requirement: R&D Team lv.30

...: Rank \*3 :...

- Development Cost: 66340
- Requirement: R&D Team lv.43

--= Smoke Grenade

...: Rank \*1 :...

- Development Cost: 1770
- Requirement: R&D Team lv.7

...: Rank \*2 :...

- Development Cost: 14870
- Requirement: R&D Team lv.21

...: Rank \*3 :...

- Development Cost: 55920
- Requirement: R&D Team lv.39

--= Chaff Grenade

...: Rank \*1 :...

- Development Cost: 20260
- Requirement: R&D Team lv.17  
Intel Team lv.3

...: Rank \*2 :...

- Development Cost: 55690
- Requirement: R&D Team lv.29  
Intel Team lv.13

--= Stun Grenade

...: Rank \*1 :...

- Development Cost: 2660
- Requirement: R&D Team lv.10

...: Rank \*2 :...

- Development Cost: 21630
- Requirement: R&D Team lv.26

...: Rank \*3 :...

- Development Cost: 58530
- Requirement: R&D Team lv.40

--= Support Supply Marker (Thrown)

...: Rank \*2 :...

- Development Cost: 16220
- Requirement: R&D Team lv.22  
Intel Team lv.8

...: Rank \*3 :...

- Development Cost: 51960
- Requirement: R&D Team lv.  
Intel Team lv.

--= Support Strike Marker (Thrown)

...: Rank \*2 :...

- Development Cost: 45690
- Requirement: R&D Team lv.29  
Intel Team lv.11

...: Rank \*3 :...

- Development Cost: 87034

- Requirement: R&D Team lv.  
Intel Team lv.

=====  
~~~ 6.1.9] Placeable Weapons ~~~ sx610  
=====

--= C4

...: Rank *1 :...

- Development Cost: 2920
- Requirement: R&D Team lv.12
Finish Main OPS 05

...: Rank *2 :...

- Development Cost: 21640
- Requirement: R&D Team lv.28

...: Rank *3 :...

- Development Cost: 77490
- Requirement: R&D Team lv.51

--= Claymore

...: Rank *1 :...

- Development Cost: ---
- Requirement: R&D Team lv.13

...: Rank *2 :...

- Development Cost: 13220
- Requirement: R&D Team lv.21

...: Rank *3 :...

- Development Cost: 56650
- Requirement: R&D Team lv.42

--= Anti-tank Mine

...: Rank *1 :...

- Development Cost: 3670
- Requirement: R&D Team lv.15

...: Rank *2 :...

- Development Cost: 25240
- Requirement: R&D Team lv.31

...: Rank *3 :...

- Development Cost: 79800

- Requirement: R&D Team lv.

-= Solid Magazine

...: Rank *1 :...

- Development Cost: 6680
- Requirement: R&D Team lv.20

-= Liquid Magazine

...: Rank *1 :...

- Development Cost: 6680
- Requirement: R&D Team lv.20

-= Solidus Magazine

...: Rank *1 :...

- Development Cost: 6680
- Requirement: R&D Team lv.20

-= Super Magazine

...: Rank *1 :...

- Development Cost: 6680
- Requirement: R&D Team lv.20

-= Aerial Mine

...: Rank *1 :...

- Development Cost: 10020
- Requirement: R&D Team lv.25
Get Confidential Document *1 in EOPS 014.

...: Rank *2 :...

- Development Cost: 32460
- Requirement: R&D Team lv.37

...: Rank *3 :...

- Development Cost: 58970
- Requirement: R&D Team lv.43

-= Support Supply Marker (Set)

...: Rank *1 :...

- Development Cost:
- Requirement: R&D Team lv.9

-- Support Strike Marker (Set)

...: Rank *1 :...

- Development Cost: 37380
- Requirement: R&D Team lv.24
Intel Teal lv.4

=====
~~ 6.1.10] Close-Range Weapons ~~~ sx611
=====

=====
~~~~ ~~~ ~~~ 6.2] Items ~~~ ~~~ ~~~  
===== .sx612. =====  
'-----'

=====  
~~ 6.2.1] Recovery Items ~~~ sx613  
=====

-- Ration

...: Rank \*2 :...

- Development Cost: 14420
- Requirement: R&D Team lv.22  
Mess Hall lv.5

...: Rank \*3 :...

- Development Cost: 40070
- Requirement: R&D Team lv.34  
Mess Hall lv.14  
Staff with 3\* chef skill

-- Spicy Curry

...: Rank \*1 :...

- Development Cost: 2880
- Requirement: R&D Team lv.12  
Mess Hall lv.5

...: Rank \*2 :...

- Development Cost: 28850
- Requirement: R&D Team lv.34  
Mess Hall lv.16

-- Great Curry

...: Rank \*3 :...

- Development Cost: 52020

- Requirement: R&D Team lv.40  
Mess Hall lv.26

...: Rank \*4 :...

- Development Cost: 70760
- Requirement: R&D Team lv.43  
Mess Hall lv.37

-= Future Curry

...: Rank \*5 :...

- Development Cost:
- Requirement: R&D Team lv.49  
Mess Hall lv.51

-= Tortilla Chips

...: Rank \*1 :...

- Development Cost: 2100
- Requirement: R&D Team lv.9  
Mess Hall lv.4

-= Mate

...: Rank \*2 :...

- Development Cost: 10810
- Requirement: R&D Team lv.14  
Mess Hall lv.16

...: Rank \*3 :...

- Development Cost: 40070
- Requirement: R&D Team lv.34  
Mess Hall lv.28

...: Rank \*4 :...

- Development Cost: --- (?)
- Requirement: R&D Team lv.39  
Mess Hall lv.32

...: Rank \*5 :...

- Development Cost: 98050
- Requirement: R&D Team lv.44  
Mess Hall lv.36

-= Lime Soda

...: Rank \*1 :...

- Development Cost: 4670

- Requirement: R&D Team lv.17  
Mess Hall lv.14

--= Zero-calorie Soda

...: Rank \*2 :...

- Development Cost: 14420
- Requirement: R&D Team lv.22  
Mess Hall lv.18

--= Men's Cologne

...: Rank \*1 :...

- Development Cost: 2880
- Requirement: R&D Team lv.12

=====  
~~~ 6.2.2] Equipment ~~~ sx614  
=====

--= Fulton Recovery System

...: Rank *2 :...

- Development Cost: 5190
- Requirement: R&D Team lv.12

...: Rank *3 :...

- Development Cost: 23370
- Requirement: R&D Team lv.24

...: Rank *4 :...

- Development Cost: 87430
- Requirement: R&D Team lv.49

--= Analyzer

...: Rank *2 :...

- Development Cost: 20810
- Requirement: R&D Team lv.19

...: Rank *3 :...

- Development Cost: 36730
- Requirement: R&D Team lv.32
Intel Team lv.20

--= Shield

...: Rank *1 :...

-
- Development Cost: 16010
 - Requirement: R&D Team lv.19

...: Rank *2 :...

- Development Cost: 26820
- Requirement: Combat Unit lv.10
R&D Team lv.24

...: Rank *3 :...

- Development Cost: 52020
- Requirement: Combat Unit lv.24
R&D Team lv.40

-= Night Vision Goggles

...: Rank *1 :...

- Development Cost: 21680
- Requirement: R&D Team lv.20
Intel Team lv.4

...: Rank *2 :...

- Development Cost: 48030
- Requirement: R&D Team lv.25
Intel Team lv.12

...: Rank *3 :...

- Development Cost: 122490
- Requirement: R&D Team lv.51
Intel Team lv.33

-= Sonic Eye

...: Rank *1 :...

- Development Cost: 11670
- Requirement: R&D Team lv.12
Finish Main OPS 06

...: Rank *2 :...

- Development Cost: 26820
- Requirement: R&D Team lv.24
Intel Team lv.10

...: Rank *3 :...

- Development Cost: 52020
- Requirement: R&D Team lv.40
Intel Team lv.26

-= Love Box

...: Rank *2 :...

- Development Cost: 22840
- Requirement: R&D Team lv.29

...: Rank *3 :...

- Development Cost: 45080
- Requirement: R&D Team lv.37

...: Rank *4 :...

- Development Cost: 92980
- Requirement: R&D Team lv.51

-= Walkman

...: Rank *2 :...

- Development Cost: 20730
- Requirement: R&D Team lv.27

```

=====
~~~ 6.2.3] Radars ~~~                                sx615
=====

```

-= Surround Indicator

...: Rank *2 :...

- Development Cost: 22610
- Requirement: R&D Team lv.11
Intel Team lv.7

-= Soliton Radar

...: Rank *1 :...

- Development Cost:
- Requirement: R&D Team lv.39
Intel Team lv.41

```

-----
| \ / | / ___ / ___ | .===== . | \ / | / ___ / ___ |
| |\ | | | _ \ ___ \ |           7] Latest Update | | |\ | | | _ \ ___ \
| | | | | | _ | ( ) | |           [sx700] | | | | | | _ | ( ) |
|_ | | _ | \ ___ | ___ / '===== ' |_ | | _ | \ ___ | ___ /
-----

```

= Version 1.25 (July 20th, 2010)
 - Continued the guide.

```

-----
| \ / | / ___ / ___ | .===== . | \ / | / ___ / ___ |

```

| |\ | | | _ \ _ \ | 8] Closing | | | |\ | | | _ \ _ \
| | | | | | |) | | [sx800] | | | | | | | | |) |
|_ | _ \ | | | / '===== ' | _ | _ \ | | | /

=====
~~ ~~ ~~ 8.1] Credits ~~ ~~ ~~
=====
~~ ~~ ~~ .sx801. ~~ ~~ ~~
'-----'

1. People

- Gbness, Mighty Oracle, Super Slash, PeTeRL90, Truly Dexterous, warfreak, IceQueenZer0, BSulpher, Da Hui, DBM11085, Snow Dragon: All those who I consider online friends. These guys are really cool and I always have a blast talking to them on AIM, MSN and the FCBS. They all inspire me in writing more and more FAQ's. Note that all these fellows are FAQ writers as myself, so I thank them too for supporting me in my FAQing.

- Raul and Eduardo: Just for being my best friends and always being there for me, in the good and bad moments.

- You: For having the patience of reading through the whole guide.

2. Internet sites

- www.gamefaqs.com: For hosting my guide.
- www.supercheats.com: For hosting my guide.
- www.neoseeker.com: For hosting my guide.

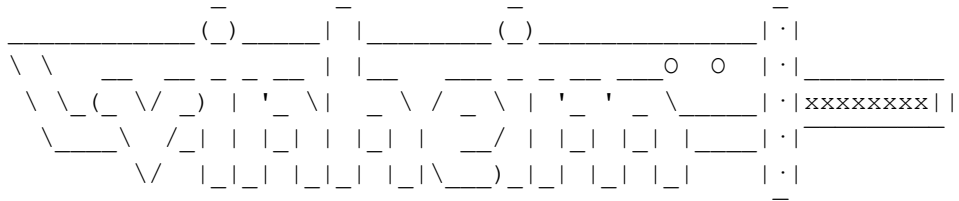
=====
~~ ~~ ~~ 8.2] Final Words ~~ ~~ ~~
=====
~~ ~~ ~~ .sx802. ~~ ~~ ~~
'-----'

Like I said, I had no plans on doing this FAQ, but the outcome is beautiful. If you like this FAQ, if you found it useful, make sure to check my other FAQs in case you need help with any game in particular. Here's a little list of FAQ I've made:

1. Tales of Symphonia (GCN) DONE
2. Jericho (360) DONE
3. Tales of Legendia (PS2) [In progress]
4. Tales of the Abyss (PS2) DONE
5. Devil May Cry (PS2) DONE
6. Tales of the Abyss Enemy Database (PS2) DONE
7. Jericho Monster List (360) DONE
8. Jericho Achievements (360) DONE
9. Castlevania: Portrait of Ruin (DS) [In progress]
10. Metal Gear Solid 3: Snake Eater (PS2) DONE
11. Lloyd Irving Character FAQ (GCN) [In progress]
12. Devil May Cry 3: Dante's Awakening (PS2) DONE
13. Devil May Cry 3: Dante's Awakening Special Edition (PS2) DONE
14. Pokemon Platinum (DS) [In progress]
15. Soma Bringer (DS) [In progress]. Might take this one down, but still unsure
16. Dragon Quest VIII (PS2)
17. Shin Megami Tensei: Devil Survivor (DS) DONE
18. Kingdom Hearts 358/2 Days (DS) [In progress]
19. Tales of Eternia (PSP)

- 20. Sands of Destruction (DS) DONE
- 21. Yu-Gi-Oh! 5D's Tag Force 4 (PSP) DONE
- 22. Dante's Inferno (PSP) DONE
- 23. Dante's Inferno Judas Coins Locations (PSP) DONE
- 24. Dante's Inferno Boss FAQ (PSP) DONE
- 25. LittleBigPlanet (PSP) DONE
- 26. Mimana Iyar Chronicle (PSP) DONE
- 27. Metal Gear Solid: Peace Walker Demo FAQ (PSP) DONE
- 28. Hexyz Force (PSP) IN PROGRESS ALONG WITH THIS ONE
- 29. Metal Gear Solid Peace Walker (PSP) IN PROGRESS

Please check these games if you have any doubts in one future. So, with all this said and done, I bid you farewell!



© Alexander P. Kleinheider [vinheim] 2010.

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