

Metal Gear Solid: Portable Ops FAQ/Walkthrough

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Updated to v2.91 on Oct 2, 2007

Metal Gear Solid Portable Ops Faq/Walkthrough

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Version 2.91

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=====
Introduction [IN1]
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This is my second Faq/Walkthrough and it is for a game that I really enjoyed, enjoyed so much that I had to make a Walkthrough for it. I hope this helps you.

=====
Legal Business [LB1]
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BASIC GAMEPLAY KNOWLEDGE [BGK1] /
+++++

~~~~~  
Controls/Movement [CTM1]  
~~~~~

ANALOG STICK

While pressing the analog stick your character will begin to move. Applying more force to it will result in your character moving faster.

L BUTTON

Lock on (camera moves behind you and your character locks on to the closest target) Hold this down while in first person view with a weapon to slow the speed of the movement of the weapon.

SELECT

Calls up the radio.

R BUTTON

Hold it down to switch to first person view and enables you to aim more carefully.

TRIANGLE

Enables stick to surface and sneaking.

SQUARE

Enables you to do physical attacks/CQC when not holding a weapon. When holding a weapon it enables you to use it, like shooting a gun.

START BUTTON

Opens up the menu displaying the map.

SNEAK

While moving press and hold triangle to sneak. Sneaking makes your footsteps less noisy and results in you being able to elude the enemy easier. You move slower while sneaking.

CIRCLE

Hold it down to bring you to your inventory menu and select what you want to equip/use. When you have a weapon/equipment on tap the circle button to toggle it on or off.

CONTROL PAD

Rotates the camera. Allows you to use/equip items from your item menu.

X BUTTON

Enables you to crouch when tapped once, and if tapped again you stand up.

ROLL

While running press the X button to execute a diving front roll.

CRAWL

Hold the X button to go into crawl position and you move with the analog.

HANGING

When near a railing press the triangle button when near it to hang on to the bottom of it. If you press X while in this position you will drop to the ground beneath you. If you press triangle in this position you will climb back up.

KNOCK

When you are on the stick to surface position press square to knock on the wall.

EMERGING ATTACK

While on the stick to surface position, go to the edge of the wall and hold the analog stick to where you are looking while pressing triangle.

CLIMB

When you are near a climbable structure (usually something half your height) press triangle to climb on top of it.

STICK TO SURFACE

While moving towards a wall press and hold triangle to stick to the wall.

ROLL INTO CRAWL

Press and hold X while running.

~~~~~  
Combat [CB1]  
~~~~~

GRAB

Walk up to the front of the enemy and press and hold square.

THROW DOWN

When you grab an enemy hold the analog stick down and press square.

BACK GRAB

Walk up to an enemy from behind and press and hold square to grab them.

CHOKE

While you have your enemy in a back grab position tap the square over and over again.

DRAG

When an enemy is knocked out or dead laying on the floor go up to their body and press and hold square and move with the analog to drag them. You can also drag them when you have them in a back grab position.

Note:

You can also drag enemies into lockers and hide them there.

SHIELD

When you back grab an enemy press and hold R when you have a weapon on to wield it. You use your enemy as a shield as others shoot at you.

INTERROGATE

When you back grab an enemy press and hold the L button to interrogate them.

FREEZE

When you throw down an enemy equip a weapon and press and hold the L button while they are still on the ground to make them stay where they are.

HOLD UP

While stalking an enemy from behind with your weapon out go up to them from the behind and hold L.

BACK DROPS

When you back grab an enemy hold up or down on the analog stick and press square to drop them down. Your character will drop the person down on their face or back depending on your position.

BASIC COMBO

Just press the square button three times to do two punches and a kick to the leg.

~~~~~  
Recruiting [RC1]  
~~~~~

Recruiting is a new thing in the MGS series and to do it you could either drag and unconscious soldiers to the back of your truck or drag an unconscious soldier to one of your friends in a cardboard box and call up the prisoner evac on your radio. When you recruit them they become prisoners but with time they will be negotiated to join you.

You can also recruit by using the access point scan, password, online by going into a match and killing the opponent to get them, and GPS scan.

~~~~~  
Units [UN1]  
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Spy Units

They are people who you put in the spy unit field. You can put up to 4 people in one area. They make the map in that area more detailed, from showing pathways to showing all the items you can find. They also bring in reports to your from various locations so be sure to put them everywhere. The SNS field also effects the abilities of the spies, high SNS gives you better intel while low gives you the opposite. Spies, Surveyors, Arms Dealers, and Arms Specialists all go into the spy unit.

Medical Units

They make various medicinal items for you. The higher the level the more items you will get. Put people that have high levels in medical in this unit.

Technical Units

They make various field battle equipment for you. The higher the level the more you will make and unlock.

Independent Unit

These are the people who was in another useful unit but you have taken them out and replaced them. They go in this unit.

Rookie Unit

These are the newly joined recruits and people who you havn't assigned into another unit as yet.

Sneaking Unit

These are the people who you use on the battle field.

~~~~~  
Classes [CL1]  
~~~~~

Mostly every recruit you will have will have a certain class/job.

ATHLETE: They run faster than normal.

QUARTERBACK: They can throw weapons like grenades farther.

ARTIST: They are impervious to magazines.

SCOUT: They sneak faster than normal.

RESCUER: They drag people faster.

GAMBLER: They can take and deal more damage sometimes.

DELIVERYMAN: They can transport items found in an area to the truck. Just open up your item menu (hold circle) and press R and it will change to the truck and select which items to put in it.

SURVEYOR: When placed in the spy units they make the map in that area more detailed.

SPY: When placed in an area in the spy units they lower the health of all the enemies in that area.

ARMS SPECIALIST: When placed in an area in the spy units they increase your max ammo count for your weapons.

ARMS DEALER: When placed in an area in the spy units they increase your rate of fire.

ENGINEER: They enhance weapon development when placed in the technical unit. Raises Technical Level by 1.

ELITE ENGINEER: They greatly enhance weapon development in the tech unit. Raises Technical Level by 4.

CHEMIST: Improves development of medical supplies when in the Med unit.

DOCTOR: Increases the rate of life recovery when in the Medical unit.

NUTRITIONIST: Increases rate of stamina recovery when in the Med unit.

POLITICIAN: Increases the rate of time to make soldiers join you.

=====
Levels/Fields [LF1]
=====

First of all you get your levels. They are C,B,A, and S. C being the lowest S being the highest. Each level effects the way how your character performs in a certain field.

Technical Unit/Medical Unit

C=3 Levels (added to total)
B=6 Levels
A=9 Levels
S=12 Levels

Elite Engineers give you +4 Levels

Engineers give +1 Levels

Sokolov gives you 18 Levels even though he is a Level S and a Elite Engineer.

Elisa also gives you 18 Levels even though she is a level S in Meds.

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Fields

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SNS (sense): Affects the results of intelligence activities and how much map detail is shown, when somebody is placed in the spy unit. The higher the SNS the better for example say you have a character with an SNS of 45 and is a surveyor your character will show the full map detail instead of having 3 surveyors in one area you will just need one with high SNS.

Handgun:

Your accuracy changes by level.

Weapons: Mk22, M1911A1, SAA.

Submachine Gun:

Your accuracy changes by level.

Weapons: Scorpion, Uzi, M10.

Assault Rifle:

Your accuracy changes by level.

Weapons: M16A1, XM177E2, AK-47.

Shotgun:

Your accuracy changes by level.

Weapons: M37, M870.

Sniper Rifle:

Your accuracy changes by level.

Weapons: SVD, Mosin Nagant.

Heavy Weapon:

Your accuracy changes by level.

Weapons: RPG-7.

CQC: Damage dealt changes by level.

S: Can use all CQC

A: Cannot use stagger

B: Cannot use grab

C: Cannot use any CQC (only basic combo)

Weapons: Knife, Spetsnaz Knife, Mk22.

Throwing Weapons:

Throwing accuracy changes by level.

Weapons: Grenade, Stun Grenade, Chaff Grenade, Smoke Grenade

Traps:

Set up speed changes by level.

Weapons: TNT, Claymore, Magazine, GA-KO.

Technical Skill:

Affects the rate of making battle field items.

Items: Binoculars, Thermal Goggles, Night Vision Goggles, Mine Detector, Body Armor, Cardboard Box, Stealth.

Medical Skill:

Affects the rate of making medicinal items.

Items: Pentazemin, Medical Kits (s), Medical Kits (L), Rations (s), Rations (L).

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Saving [SVE]

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To save when you first start the game you have to clear the first couple of missions and then when you are on the World Map (The part where you can pick which place you want to go) press X to open up the row of icons. Then go to the icon which looks like a memory stick and it should say System. Click that then the save option will be inside.

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Frequencies [FR1]

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Roy Campbell 140.85

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Obtained after you finish your first mission, after the Comm Stage.

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Prisoner Evacuation 143.15

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Obtained by dragging a unconscious/sleeping soldier to one of your rescuer friends hiding in one of the boxes. Campbell will call you and he will give you the frequency.

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Paramedic 145.73

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Obtained by completing the first mission.

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Sigint 148.41

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Obtained when you get Sigint, see hidden characters section to find him.

~~~~~

Ghost 144.78

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Obtained when you complete the first Harbour mission.

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Items [I1]

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All the descriptions were taken from the game itself.

Medical Kits (small):

Restores a small amount of life.

Obtained: Medical Unit,

Medical Kits (large):

Restores a large amount of life.

Obtained: Medical Unit, Hospital,

Ration (small):

Restores a small amount of stamina.

Obtained: Medical Unit

Ration (large):

Restores a large amount of stamina.

Obtained: Medical Unit, Hospital

Pentazemin:

Reduces hand tremors when aiming a weapon in First Person View.

Obtained: Medical Unit, Reseach Lab 1 Report

Binoculars:

High-magnification military binoculars. Useful for observing distant targets. Cannot be used when weapon is equipped.

Obtained: Technical Unit

Thermal Goggles:

An optical device that renders targets visible by their heat emissions. Battery powered.

Obtained: Technical Unit

Night Vision Goggles:

An optical device that amplifies faint light, enabling the user to see in the dark. Battery powered.

Obtained: Technical Unit, some engineers from the Plant have them, Plant,

Mine Detector:

Detects planted mines and indicates their presence with a sound.
Battery powered.

Obtained: Technical Unit

Body Armor:

Ballistic wear which lowers damage from hits other than headshots.
Effects last as long as it's worn.

Obtained: Technical Unit, Security Base.

Cardboard Box:

A cardboard box. Big enough for a grown man to fit inside.

Obtained: Technical Unit, Harbour,

Stealth:

A special device that uses optic technology to render the wearer
invisible. Battery powered.

Obtained: Lvl 99 Tech Lvl. An easy way to get to lvl 99 is to get Sigint and Sokolov, and recruit the engineers in the Plant area, they usually have a A in Tech, only use the ones with A lvl in Technical. Make sure to get ones that have elite engineer and engineer classes, it will help you reach level 99.

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AMMO

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Note: All ammo can be obtained by putting spies in your spy unit and throughout the game they will get the ammo for you.

9MM T: A special type of bullet that combines a tranquillizing agent with a hypodermic injection mechanism. Used with the Mk22.

9MM: High muzzle velocity pistol ammo found primarily in Western European countries. Used with 9mm caliber submachine guns.

.32ACP: Small-caliber pistol ammo commonly used for self defense. Used with the Scorpion submachine gun.

.45LC: 45-caliber revolver bullets. Designed in an age when gunpowder was less potent than now, the shell casing is long to increase its gunpowder capacity.

.45ACP: 45-caliber automatic pistol rounds. The bullets have a relatively low muzzle velocity, but their diameter and heavy weight give them substantial takedown power against soft targets.

5.56MM: A new type of small-caliber, high-muzzle velocity rifle ammo adopted across the U.S. military. The low recoil allows for relatively easy control in full-auto mode, giving it plenty of stopping power at close range.

7.62X39MM: High-performance ammo for the AK-47 rifle. Smaller than the previous generation of rifle shot, it manages to reduce recoil while maintaining stopping

power.

7.62X54R: These large-caliber rifle rounds have seen action in two World Wars and are still used throughout the Communist world. They are rimmed, meaning the rim is larger than the case diameter. Somewhat overspecced for normal infantry combat, but favoured by snipers for its high firing performance at long range.

7.62MM T: A specially modified version of the 7.62x54R round. Combines a tranquilizing agent with a hypodermic injection mechanism. Used with the Mosin Nagant.

12GUAGE: Shotgun ammo. Also called double-0 buckshot, it fires nin 8.4mm bullets. At point-blank range, its stopping power is incredible.

HEAT: Rocket-propelled grenades for the RPG-7. Highly effective against both personnel and armor.

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Weapons [W1]
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Descriptions are what the game provided.

Knife:

A knife with a hollow grip designed to fit inside survial kits. Can also be used in battle.

Lock on with R and press and hold Circle to do a stab that kills the opponent in one strike.

Obtained: Prison Report 1, soldiers carry them.

SP Knife:

A specialized combat knife developed or use by Spetsnaz, the special forces unti under the authority of the Soviet military's Chief Administration for intelligence (GRU). A powerful spring installed within the grip allows the blade to be ejected.

Hold Circle to do a one hit kill stab

Lock on and press Circle to eject your blade.

Obtained: Technical Unit.

Note: to eject the blade simply hold R when the weapon is equipped and press square.

Mk22:

An automatic pistol developed for special ops use in response to demand from U.S. Navy SEALs. Can be equipped with a sound suppressor. Features a slide lock lever designed primarily for single-shot firing, increasing the sound-reducing capability of sppressors. Uses 9mm tranquilizer ammo.

Obtained: Got after you get your sneaking suit, some male doctors and carry them, Paramedic also has one, also Female Scientist also carry them.

M1911A1:

This masterpiece of an automatic pistol has been a faithful partner to U.S. soldiers since the first model was adopted by the U.S. Army in 1911. Capacity is limited to seven rounds, but the .45ACP bullets boast excellent stopping power, and the gun's simple design makes it highly reliable. With its high potential firing accuracy, the M1911A1 is also widely used as a base for custom models in shooting competitions.

Obtained: Comm Base Report 1, soldiers also carry them.

SAA:

Also known as the "Peacemaker" and the "Frontier," this single action revolver is a symbol of the days of the Wild West. The masterpiece SAA was adopted as the official sidearm of the U.S. Army in 1875. This pistol's solid frame construction results in lengthy reload times, but also ensures extremely high durability. This and the gun's simple mechanics make the SAA a highly reliable weapon. Uses .45LC ammo.

Obtained: Guest House Report (One Per Game), Ocelot has one,

Scorpion:

A small submachine gun designed and produced in Czechoslovakia. It is extremely compact, easy to handle, uses light .32ACP ammo, resulting in an excellent sense of control in full-auto mode, despite its small size. Designed to be used by special forces and police in Warsaw Pact countries, this SMG has also been adopted by many international terrorists, giving it a high profile among Western countries as well.

Obtained: Supply Depot Report, soldiers also carry them.

Uzi:

An Israeli-made submachine gun, the Uzi is designed to facilitate mass production--appropriate for a country like Israel, which faces difficulty in importing weapons. The Uzi is also extremely reliable, crafted such that it rarely malfunctions in dusty environments. Although it fires from an open bolt, the Uzi boasts respectable accuracy, enabling head shots at close range. Uses 9x19mm ammo.

Obtained: Plant Report.

M16A1:

The assault rifle of choice for the U.S. Army and Marine Corps. The caliber size was reduced from the M14 rifle, and enabled soldiers to carry more ammunition. The M16A1's design extensively incorporates aluminum alloys and plastics, making the gun itself relatively light. Using 5.56x45mm ammo and bearing a 20-round clip, this gun currently sees intense action in Vietnam, serving as the counterpoint to the AK-47

Obtained: Soviet Patrol Base Report 1, soldiers carry them.

XM177E2:

The carbine model of the M16A1. Modifications include a shortened barrel and the addition of a retractable stock, reducing length by about 25cm. It also features a flash hider equipped to suppress the loud bang and intense muzzle flash produced as a result of the shorter barrel. Uses 5.56x45mm ammo.

Obtained: Fox Unit Soldiers Carry these in the Silo Entrance.

AK-47:

It was adopted as the official rifle of the Soviet military in 1949. Its austere and rugged construction allows it to endure even the roughest treatment in battle. The AK-47 is a soldier's best friend, performing reliably everywhere from the freezing Arctic to the scorching Sahara.

Obtained: Soldiers carry these.

M37:

This 12-gauge shotgun, known as the "Featherlight," is almost 1 kg lighter than other guns in its class. It features a unique mechanism where the feed on the lower part of the receiver also functions as the ejection port. The U.S. military currently uses a large number of this weapon in the conflict in Vietnam. Holds four shells.

Obtained: Soldiers carry them, Rail Bridge Report 1.

M870:

With a wide range of applications, this is one of the most famous pump-action shotguns in America, and is extremely popular with both hunters and law enforcement. The Marine Corps ordered a large shipment of these in 1966, and is currently putting them to good use. The M870 sports a variety of configurations, with an adjustable barrel, extendable tube magazine, pistol grip, and folding stock. Holds seven 12-gauge shotgun shells.

Obtained: Soldiers carry them.

M63:

The M63 was conceptualized as a system weapon, a rifle that can be configured into a number of variations--assault rifle, carbine, belt-fed light machine gun--from the same design by mixing and matching parts with a basic core component. It enables multiple types of equipment to be produced from a single line, and the basic handling is the same for each variation. Uses 5.56x45mm ammo. hold 100 rounds.

Obtained: Harbour Report, soldiers carry them.

SVD:

Adopted as the official sniper rifle of the Red Army in 1963, the SVD

differs from the Mosin Nagant in that it uses a gas-operated mechanism for automatic fire. Its ammo capacity is twice that of the 10-round Mosin Nagant, and its accuracy surpasses that of the NATO standard. This, coupled with its repeat-fire capability, provides sustained suppressing power against the enemy. Uses 7.62.mmx54R ammo.

Obtained: When in alert mode in the Western Wilderness FOX people come holding these, Western Wilderness Report,

Mosin Nagant:

A Soviet-made sniepr rifle based on the M1891/30, in turn derived from the "3-line infantry rifle" that was first produced during the Tsarist period. Developed by selecting the most precise units from the M1891/30 production line and making necessary modifications, the Mosin Nagant was employed in large numbers on the Russian front in WWII, proving its worth in battle. Uses 7.62mmx54R ammo specially modified into tranquilizer rounds (7.62 tranq.)

Obtained: Warhead Storage Report,

Rpg-7:

First deployed in 1962, the RPG-7 is the cutting edge in anti-tank weaponry. It is the successor to the RPG-2, which was itself inspired by the Panzer-faust, a German anti-tank grenade launch tube used in WWII. The RPG-7 combines a reusable tube launcher with rocket-propelled grenades (85mm HE/HEAT) to take out armored target and bunkers.

Obtained: Silo Entrance, Later on soldiers in the Silo Entrance and the Plant will be holding these.

M10:

Compact and light, this American-made light submachine carries a 32-round magazine of powerful 9x19mm ammo, firing at a rate of over 1,000 rounds per minute. This excessively fast firing rate has a negative impact on accuracy; but in the hands of a sesoned marksman, it can deliver massive firepower in a matter of seconds. Can be equipped with a suppressor.

Obtained: Power Substation

Shield:

A shield made of bulletproof armor. Protects against a variety of bullets, explosive blasts, and flying fragments.

Obtained: Reaseach Lab.

Grenade:

A blast-fragmentation explosive. Damages the enemy with a combination of blast from the explosion and fragments of the casing scattering in all directions.

Obtained: Technical Unit

Stun Grenade:

A non-lethal grenade that temporarily paralyzes and confuses sight and smell with an intense flash of light and loud sound upon detonation. It uses a magnesium-based charge to produce a 1 million-candela flash and a 175 plus-decibel band.

Obtained: Technical Unit,

Chaff Grenade:

A non-lethal grenade that temporarily disable any electronic devices in the area by releasing a cloud of signal-jamming metal fragments upon detonation.

Obtained: Technical Unit,

Smoke Grenade:

A non-lethal grenade that creates a thick smoke screen. The smoke can be used as a signal for aircrafts or to mask movement from enemy eyes.

Obtained: Technical Unit, Comm Base.

TNT:

Trinitrotoluene, a high-performance explosive widely used by militaries around the world. TNT is mechanically and chemically stable, making it easy to handle.

Obtained: Technical Unit,

Time Bomb:

A bomb equipped with a detonation timer. Explodes after a set amount of time upon being planted.

Obtained: Technical Unit. (One Time Only)

Claymore:

An anti-personnel mine consisting of explosives and 700 steel ball bearings contained within a gently curving plastic case. When an object passes in front of it, it detonates and propels the ball bearings forward in a wedge-shaped pattern, wounding or killing the enemy.

Obtained: Technical Unit, Harbour.

Magazine:

An adult magazine packed with alluring photos. Perfect for those long, lonely nights on the battlefield.

Obtained: Soviet Patrol Base, Technical Unit, Prison,

GA-KO:

A GA-KO doll. Wind it up and watch it waddle!

Obtained: Technical Unit, Plant, Silo Complex.

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Soundtrack [ST2]

=====

As you know this game has quite a few good tunes in it, I looked up some places and found the soundtrack. Here are the names of the songs in Metal Gear Solid Portable Ops.

- 01.Calling To The Night
- 02.Opening Title
- 03.Imprisonment
- 04.COMM Base
- 05.Intermission
- 06.To Arms
- 07.Soviet Patrol Base
- 08.Research Lab
- 09.Diversionary Ops
- 10.Town
- 11.Dynamite
- 12.In the Wilderness
- 13.Place of Prophecy
- 14.Nukes
- 15.Warheads Storage Facility
- 16.Python
- 17.Sad Man's Theme
- 18.The Hunt
- 19.Airport
- 20.Null
- 21.Hot War
- 22.Rescue Effort
- 23.Evasion
- 24.Elisa
- 25.Destiny's Call
- 26.Before Dawn
- 27.RAXA
- 28.Substation
- 29.Break for the Fortress
- 30.The Frank Hunter
- 31.Null's Revenge
- 32.Silo
- 33.Fortress
- 34.Revelation
- 35.Cunningham
- 36.Gene
- 37.ICBMG
- 38.The Legacy
- 39.Comradery
- [Bonus Track]

- 40.TGG
- 41.Mission : Faile
- 42.Mission : Complet
- 43.Match
- 44.SE Collection

Courtesy of this site

<http://www.play-asia.com/paOS-13-71-81-49-en-70-1p5z.html>

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\  
WALKTHROUGH [WK1]  
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This is the walkthrough section and it will be played in normal difficulty. I can tell you what is in the extreme difficulty which is just more guards, more defense for the bosses, more security cameras, and no X on the map. Thats basically about it.

This walkthrough won't go through the side quests, only if you really need some of the items and you either have to do them. It's just a straight walkthrough from the beginning to the finish, not many side things. Sides are in the report section.

To help you a little bit I will make a compass for you. People tend to get East, and West mixed up sometimes. You can also remind yourself by saying "East equals right, West equals left."

```
North  
|  
|  
West---East [NWES] type this in the find menu and it'll bring you back here.  
|  
|  
South
```

Nothing to special, my drawing with computer signs suck I know. What is it called ASII or ACII or somethin I forgot.

What I mean when I say "Number to take care of" I mean the number of guards that you need to knock out/kill/put to sleep in order to reach your destination.

First pick New Game and it will ask you to input a name for the save file. Pick Normal difficulty and then a cutscene will start.

```
~~~~~  
Escape From Prison [EP1]  
~~~~~
```

Items:

- Mk22
- Binoculars
- Rations (S) x3
- Med Kits (S) x3
- Knife
- 7.62X39MM Ammo x400

Number of enemies: 5 (LYNX)

Number to take care of: 3

Start of by walking towards the door on your right and pressing triangle on it twice or you can wait for about 20 seconds.

(Cutscene)

Walk towards your bed and crawl under it and go through the now opened vent. Once your in head North through the vent. You'll see the exit, go through it and get up and pick up the Mk22.

(Cutscene)

Roy will then tell you the basics but forget that. Head north and through the exit. A guard will be standing by the left of you but he's too dumb to notice you so just carefully aim, you really have all the time in the world for this and shoot him in the head. Then go North through the door.

Head towards the electronic gate and again carefully aim and shoot the guard thats at the exit in the head. Then crawl under the gate and head outside and go East. You will see a guard up ahead don't go to close but aim and shoot him in the head. Keep on heading East, then North up the ramp.

A Guard will be in the building, just crawl under the window or opening in the wall and reach to the end then get up and go all the way West towards the X.

~~~~~  
The Communications Base [EP2]  
~~~~~

Items:

- 9MMt Ammo x100
- Med Kits (S) x3
- Smoke Grenades x5
- .45ACP Ammo x100
- Chaff Grenade x5

Number of enemies: 4 (LYNX)

Number to take care of: 1

(Cutscene)

Right of the bat you will see an guard to the North West, you can aim from where you are and shoot him in the head then head North. Then turn west and go through the first door you see on the right.

Now go to the top door (North) and into the X.

(Call)

(Call)

~~~~~  
Gathering Intel: The Soviet Patrol Base [EP3]  
~~~~~

Items:

- (2) 7.62X39MM Ammo x400
- Magazine x5
- Smoke Grenade x5
- (2) Rations (S) x3
- (2) Med Kits (S) x3
- Secret Doc

Number of enemies: 5 (4 LYNX, 1 Male General)

Number to take care of: 5

(Cutscene)

(Call)

Head West then North.

(Cutscene)

Now shoot those two guards they won't do anything or notice anything if one goes down. Then head North and then West and shoot the guard that is between those two crates and continue heading west.

Go North then East then North again and shoot the guard. Continue heading North and don't fall into the pit just go around it and make your way to the building. Go to the entrance in the middle and shoot the guard and pick up the secret document.

(Call)

~~~~~  
The Recruiting Game: The Soviet Patrol Base [EP4]  
~~~~~

Items:

-Grenade x5

-(2) 7.62X39MM Ammo x 400

-Magazine x5

-(2) Rations (S) x3

-(3) Med Kits (S) x3

Number of enemies: 5 (LYNX)

Number to take care of: 1

(Call)

Head West then North and shoot the soldier and drag him to the back of the truck.

(Cutscene)

~~~~~  
Managing: Map [M1]  
~~~~~

Press the X button and go into the Manage menu and go to Johnathan and press square then put him in team alpha. Next pick a location and Johnathan will talk to you.

You can now recruit people at a much faster rate now with Johnathan. I suggest from here on you either go recruit some people in the Soviet Patrol Base because it's probably the easiest place to recruit people right now, or recruit all the people on your missions.

You can also get the Prisoner Evacuation frequency now. Refer to the frequency section to see how you get it. This will help you a lot and a little strategy is to knock out an enemy and drag them to a hiding place and drop them there. Then you switch members and hide in the place where the knocked out enemy is more close to you and use your other member to call in the Prisoner Evac.

~~~~~  
Paramedic: Communications Base [EP5]  
~~~~~

Items:

- .45ACP Ammo X100
- M191A1 (Bullet x35)
- Smoke Grenade x5
- Med Kits (S) x3
- Magazine x5
- 9MMT Ammo x100
- 7.62X39MM Ammo x400

Number of enemies: 4 (LYNX)
Number to take care of: 0

(Call)
(Call)

Press start and go to member change and switch to Johnathan.

(Call)

Head East then North then East again. Now go South then East and South and make your way to the door. Then go through the next door then the door to the North and into the X.

(Call)

~~~~~  
Looking for Drugs: The Hospital [EP6]  
~~~~~

Items:

- (2) Rations (S) x3
- (5) Med Kits (S) x3

Number of enemies: 5 (4 LYNX, 1 Female Scientist)
Number to take care of: 0

(Call)

Press start and press triangle once, this is where you need to go, the other X's don't matter.

Start by heading all the way North then turn West you should then come across a hole at the bottom of the wall mid way. Crawl into the hole and watch your radar for the guard that might be coming. Crawl out and stand up then head East then South and then West and into the door on the right.

Head up the stairs and go East when you reach the top. Go North and through the door and into the X.

(Call)
(Cutscene)

~~~~~  
The Search for Drugs: The Research Lab [EP7]  
~~~~~

Items:

- (2) 9MMT x100 Ammo

- (2) Rations (S) x3
- (2) Petazemin x3
- (2) TNT x5
- (2) Shield x1
- (4) Med Kits (S) x3
- (2) 12GUAGE Ammo x50
- (2) Chaff Grenade x5

Number of enemies: 8 (4 LYNX, 4 Male Scientists)

Number you need to take care of: 3

(Call)

Head all the way West and keep going until you see a guard, shoot him in the head and head up the ramp. Keep going south and reach the edge of the building wall and shoot the guard in the head when he turns around. Now head all the way East until you reach the crates. Now head up North and wall hug the building wall and shoot the scientist when his back is turned. Now head to where you shot the scientist and go up the ramp and then into the X that awaits you on top just a little further down.

(Cutscene)

(Call)

Jump down from where you are to the door at the bottom. Go inside the building and when you reach the fork go to the right and into the X.

(Cutscene)

~~~~~

Spies: Map [M2]

~~~~~

Place some spies in the Supply Depot and you should get a report, read it and head to the Supply Depot.

~~~~~

Looking for a Map: The Supply Depot [EP8]

~~~~~

Items:

- .45ACP X100 Ammo
- TNT x5
- 7.62X39MM x100 Ammo
- (2) 7.62MMT x50 Ammo
- Scorpion (Bullet x100)
- Med Kits (S) x3
- Secret Dox

Number of enemies: 5 (3 LYNX, 2 Male Generals)

Number to take care of: 1

(Call)

Switch to Johnathan or any one of your LYNX and head North towards those crates and press triangle to get up on top of them. Once your on top keep heading North and then turn into the building beside you and go up the ramp.

Go through the left door and be careful there is a Male General waiting in the room to come. Watch your radar and make sure that the blue is gone and then carefully enter and sneak behind him and knock him out.

From the way you came in go North and through that door and then through the next door and down the ramp. Now head all the way south and go through the door on the right. Then head up North and then East and you will see the secret document on a crate. Go up to the crate and press triangle.

(Call)

~~~~~  
Taking Precautions: The Rail Bridge [EP9]  
~~~~~

Items:

-Rations (S) x3

Number of enemies: 3 (LYNX)

Number to take care of: 0

(Call)

Switch to Johnathan or any of your LYNX and head South then all the way East and finally North and into the X.

(Call)

~~~~~  
Spies 2: Map [M3]  
~~~~~

Place spies in the Research Lab, Soviet Patrol Base, Supply Depot, and the Town and read all of the reports.

If you were recruiting you should have a decent technical team and they should have made you some TNT already. Equip Johnathan with the TNT and head out to the Supply Depot first.

~~~~~  
Blowing Things Up Part 1: The Supply Depot [EP10]  
~~~~~

Items:

-7.62X39MM x400 Ammo

-Rations (S) x3

-TNT x5

-Heat x20 Ammo

-Magazine x5

-.32ACP x300 Ammo

Number of enemies: 6 (4 LYNX, 2 Male General)

Number to take care of: 0

(Call)

Start by switching to Johnathan if you haven't done so already and head South all the way then turn West and you'll see the truck. Put some TNT and then press the detonator and watch that baby go boom.

(Call)

~~~~~  
Blowing Things Up Part 2: The Soviet Patrol Base [EP11]  
~~~~~

Items:

-M16A1 (Bullet x100)

- Grenade x5
- Rations (S) x3
- TNT x5
- (2) Med Kits (S) x3

Number of enemies: 4 (LYNX)
Number to take care of: 2

(Call)

Be Johnathan and head East past the building and all those crates until you reach the end. Now head South, you should be near the stairs. Meet up with a guard and make sure he comes towards you until he stops then grab him when he turns around and choke him out. Now keep going south towards your target and knock out the guard thats at the entrance. Go inside the room and place the TNT on the green boxes and press the detonator and BOOM.

(Call)

~~~~~  
Blowing Things Up Part 3: The Research Lab [EP12]  
~~~~~

- Items:
- (2) TNT x5
 - Chaff Grenade x5
 - Shield x1
 - Rations (S) x3
 - 9MMT x100 Ammo
 - (2) Med Kits (S) x3
 - 12 Guage x50 Ammo

Number of enemies: 5 (3 LYNX, 2 Male Scientists)
Number to take care of: 0

(Call)

Switch to Johnathan and head all the way North and up the ramp. When you reach the top head North (not down the ramp) all the way then go West close to where the other ramp is and the guard. He won't do anything because you are Johnathan. Now head into the building the door is right there and keep walking until you reach the fork then go West or Right and into the door at the end. Plant the TNT in the X and blow it up to kingdom com (is that the saying?).

You can blow up the other one to but this one is easier to get to without any trouble.

(Call)

~~~~~  
Blowing Things Up Part 4: Town [EP13]  
~~~~~

- Items:
- (3) TNT x5
 - Stun Grenade x5
 - 9MMT x100 Ammo
 - Smoke Grenade x5

Number of enemies: 6 (LYNX)
Number to take care of: 6

(Call)

For now be Snake and equip your Mk22. Head West towards the trucks and make sure to shoot all 3 of the guards in the head. You can get at a good range without them noticing you. If your not a good shooter use some pentazemin you should have some by now.

Now switch to Johnathan and head back to your truck and go up the ramp that is near it. When you are on top of the ramp there should be some crates and a higher elevation to go up to. There is a guard there make sure his back is turned before you climb on top of the crates and then grab him and knock him out. There is a guard to the North side so make sure to knock out the guard when he goes to the South side so the other guard won't notice anything.

Now jump of that elevation and head North then West and there should be a guard in the building next to you, go inside and knock him out. Then there is another guard patrolling around the truck that you have to blow up, up there. Knock him out.

Now you can plant all of the TNT on all three trucks and blow em up. For the first 2 trucks you blow up Campbell will call but you don't have to answer for the last one it will be an automatic call and pick up.

There ya go you finished that stage without even getting a caution.

(Call)

~~~~~  
Making Your Way to the Harbour: Railbridge [EP14]  
~~~~~

Items:

- (2) Rations (S) x3
- Chaff Grenade x5
- 12 Gauge x50 Ammo
- M37 (Bullet x20)

Number of enemies: 3 (FOX I suggest you try and recruit them)

Number to take care of: 0

(Call)

Be anyone and head South and then go East and onto the bridge and up until you reach the window of the building you should see the guard's back and he'll be moving towards the door and out of it and soon to your location, but he'll take a while. Sneak past the window and head to the X.

(Call)

~~~~~  
Finding What Your Looking For: Harbour [EP15]  
~~~~~

Items:

- (2) Claymore x5
- (2) TNT x5
- (2) Magazine x5
- M63 (Bullet x500)
- (2) Cardboard Box
- (2) Grenade x5

Number of enemies: 4 {LYNX}

Number to take care of: 0

(Call)

Be Johnathan and head South towards the glass window and then go West and across the bridge. There are a lot of LYNX guards here so don't do anything stupid. Once your across the bridge head to the South door the door on the left of you if your camera is showing your characters back. When your in head down the ramp that is going down.

(Cutscene)

(Call)

Now from your position head East and climb the crate to reach on top.

(Cutscene)

Now head to that crate which you have just seen.

(Call)

(Call)

~~~~~

Spies 3: Map [M4]

~~~~~

Place some spies in the Security Base and read the report that comes.

~~~~~

Looking For a Map Part 2: The Security Base [EP16]

~~~~~

Items:

-Body Armor

-Claymore x5

-Grenade x5

-Med Kits (S) x3

-Stun Grenade x5

-(2) Rations (S) x3

-AK-47 (Bullet x150)

-TNT x5

-Secret Doc

-????

Number of enemies: 6 (3 FOX, 3 LYNX)

Number to take care of: 3

(Call)

Be Johnathan and head East until you reach a fork and take the South way. There Is a door to the left of you go inside it and be careful not to go to far in the room. Once your inside wall hug one of the pillars because there is a FOX guard there. Use your camera to see him and wait until he turns his back so you can sneak behind him and choke him out.

Now head North and go up the stairs and when you reach on top knock out the LYNX guard and drag him between the middle of the two doors. Now knock on the wall with the guard in it and hide somewhere and wait until he says what happened when he sees the knocked out guard. Quickly run up behind him and knock him out. Now head into the door where the FOX guard just came out and get the secret doc.

(Call)

~~~~~  
Destroying Nukes: Warhead Storage [EP17]  
~~~~~

Items:

- Mosin Nagant
- Med Kits (S) x3
- (2) 9MMT x100 Ammo
- Thermal Goggles
- TNT x5
- Rations (S) x3

Before you head out into the mission make sure you equip Snake with the following items. Get atleast 10 to 15 Large Med Kits if you don't have that much just go to the Hospital and pick up some there are 9 you can get there. Have your Mk22 and maybe a couple of Large Rations (it's up to you) and some TNT. Make sure Snake has full Hp and Stamina before you head out. If you have gotten all of this head to the Warhead Storage.

Number of enemies: 5 (2 Female Generals, 2 Male Generals, Python)

Number to take care of: 1 or possibly 2.

(Call)

Be Snake and equip your Mk22 and head North and into the door and head all the way down and through the door.

(Cutscene)

Sometimes the Female General might spot you and say "huh" if this happens just go back into the door and wall hug the closest wall. Then knock on the wall and make her come in, once she does grab her and throw her to the ground and hold her up then tranq her. If this doesn't happen just go up the ladder and crawl into the hole on top.

When in the hole keep crawling and then take the left path, and continue. When you reach the next fork just keep going straight up. A guard might be there waiting if she is then you can aim from where you are and shoot her. Get up and head through the door on your right.

When you reach the fork take the right path and wait till the blue or red in the radar is gone before going through the door.

(Cutscene)

(Call)

When the red/blue is gone go through and shoot the guard in his head or just sneak up behind him and choke him out. Then from your entrance point go to the right side of the room and hang from the middle part of the railing and drop down then head West through the door and go North down the ramp and through another door and then into the X.

(Call)

Plant the TNT in the X.

(Cutscene)

BOSS: Python [BOS1]

Items:

- M1GA1 (Bullet x100)
- Ammo for the weapon you're using

Equip your Mk22 and make sure to never stand still and keep moving around while aiming at him. Stamina kill is the best way to go. Make sure not to make contact with him like rolling into him because it'll do damage to you. He does a nitrogen bomb attack which freezes your weapons to unfreeze them simply go toward the metal cage like object and wall hug it. When he does straight shooting just keep strafing to the side. If you run out of ammo there is some there for you to get. He's not that hard.

If you want the easy way out just use a shotgun on him, I prefer the M870 since it holds more ammo in one clip. I only recommend this after you have gotten him.

Move List:

Liquid Nitrogen Grenade: Throws a grenade of liquid nitrogen which freezes your weapons and does some damage to you.

Scatter Shot: Shoots all around your area. Takes up quite a lot if you get hit directly.

Straight Shooting: Shoots in a lined formation. If you stand still your it'll take up a hell of a lot.

Liquid Nitrogen Counter: If you hit him he will counter with this where LN comes out of his body and if your to close you can get hit.

Gun Smack: Runs up to you and smacks you with his gun.

When you beat him a cutscene will come and depending if you stamina or Hp killed him the scenes will differ.

(Cutscene)

~~~~~  
Spies 4: Map [M5]

~~~~~  
Simply put some spies in the Security Base and read the report when you get it.

~~~~~

Interrogating: The Airport [EP18]

~~~~~  
Items:

- (4) Rations (S) x3
- (3) Med Kits (S) x3
- M870 (Bullet x30)
- Magazine x5
- 12 Guage x50 Ammo

Number of enemies: 6 (3 Male Generals, 2 FOX, 1 Government Official)

Number to take care of: 6

[WORD OF WARNING: If you want to get some of the secret characters in this game then DO NOT capture the Politician, if you do then you have to start a new game to get them (you can do it on the same file just a new game on it)]

(Call)

(Call)

Be Snake and you should see a guard in front of you and he'll turn around and head right. Head up North and go to the end of the large metal crate and wall hug it and use your camera to look at the guard. You should see his back sneak up behind him and choke him out. Recruit him if you don't already have at least one FOX soldier.

Now enter the door that you first saw and when you are inside quickly go towards the nearest pillar in the middle of the floor and wall hug it. Use your camera to see the guard and either sneak up behind him and choke him out or aim for his head and get him when his back is turned.

Now head West until you reach the middle object and then go North and wall hug the pillar and again wait until the guard turns his back and either shoot or choke him out. Now make your camera face North and head up the right stairs and when you're on top sneak through the second door on the left and choke the guard out.

Now head all the way West and through the door and then go South and into the next door. Now you see that pillar wall hug it and knock on it to make the GUARD come down, he will say huh and it'll show the text. When he is down and is looking for you just go up behind him and knock him out.

Head up the ramp now and when you're up there sneak behind the politician and grab him and INTERROGATE him.

(Call)

~~~~~  
Pinpointing the Location: Silo Entrance [EP19]  
~~~~~

Items:

- (2) Claymore x5
- (2) Stun Grenade x5
- RPG-7 (Bullet 10)
- Chaff Grenade x5
- 9MMT x100 Ammo
- ????

Before you head out be sure to equip Snake with his Mk22 and at least 10-15 Large Med Kits.

Number of enemies: 7 (6 FOX, Null)

Number to take care of: 2

(Call)

Be Snake and head up the ramp to the West and then sneak and wall hug the crates and make sure that the guard turns his back then sneak and grab him and choke him out. Now continue going down the ramp until you reach the end. Now you should see a ramp to the right of you sneak up on top (mid way) and wait till the guard on the other side says huh and wait until he is gone from that area. Now you see the crates right there, roll onto them from the mid way point of the ramp and go onto the other side of the wall. Now head North and then go West.

(Cutscene)

BOSS: Null [BOS2]

Equip your Mk22 and always aim at him and move when he is shooting. This is how I fight him, I take a considerable amount of hits but it won't kill me. As long as you have those Large Med Kits your fine. You can shoot him when he reloads or sometimes when he is running you have to shoot him from the sides. Remember to always keep aiming at him. When he raises his Machete it means that he is going to do his Rush Slice, shoot him when he raises it to stop him. The battle isn't that hard. Never try to use CQC on him cause he'll just counter and don't try to roll into to him. Always keep moving while aiming and use your med kits when you life is orange. When he stands still it means that he is going to do his Jumping Slash.

You can also use the M870 or another shotgun on him since it is his weakness. You will still get him.

Move List:

Spray Of Bullets: Shoots his gun at you in a lot of directions.

Machete Combo: Runs up to you and does three slashes with his machete. Or if your close he also does it.

Rush Slice: Sometimes raises his machete before doing it. His most powerful move he comes towards you with blinding speed and slices you with his machete taking up a lot of health.

Counter Slash: Does a spinning slash to counter CQC moves.

Jumping Slash: Jumps from his position and brings his blade down on you. Stands still before doing it.

(Cutscene)

~~~~~  
Snakes Wheareabouts: Silo Entrance [EP20]  
~~~~~

Items:

- (2) Chaff Grenade x5
- 9MMT x100 Ammo
- (2) Stun Grenade x5
- (2) Claymore x5
- RPG-7 (Bullet x10)

Number of enemies: 5 (4 FOX, 1 Male General)

Number to take care of: 0

(Call)

Be a FOX member and head West and up the ramp and continue walking until you reach the end of the path. Now go up the ramp that you see and go all the way on top of the roof. Now go towards the West opening and roll from your position and over the wall onto the other side. Now you should be on the ground and now head North then when you reach the green crate head West and down the ramp. Now you should see a tunnel but first knock out the guard that is there then go into it and go up to the green crate and wall hug it and use your camera to see the guard and wait until he shows his back to you then sneak up behind him and grab and interrogate or capture him.

(Call)

(Cutscene)

~~~~~  
Spies 5: Map [M6]  
~~~~~

Place spies in the Town and Railbridge and read the reports. Now you can choose to do either one of these, the Town or the Railbridge. Once you do one the other won't be available, it would say that it is already completed.

~~~~~  
Intel on the Guest House: Town [EP21]  
~~~~~

Items:

- Smoke Grenade x5
- 9MMT x100 Ammo
- Stun Grenade x5
- (2) TNT x5

(Cutscene)

Number of enemies: 5 (3 LYNX, 1 FOX, 1 Government Official)
Number to take care of: 0

(Call)

Make sure to have a magazine equipped to a LYNX.

Be a LYNX and head up the ramp that is to the right of you and then go across the bridge and you should see two guards. Wait here for awhile until you see the Government Official come up from the North, he will be followed by a FOX. Place a magazine close to the first metal crate and wait until the Government Official comes. Make sure to hide somewhere until he goes to the magazine and stoops down. Try hanging by the rail or going back down the ramp, the FOX guard will keep on walking. Now interrogate the Government Official.

(Call)

(Cutscene)

~~~~~  
Intel on the Guest House: Railbridge [EP21A]  
~~~~~

Items:

- Chaff Grenade x5
- (2) Rations (S) x3
- 12 Gauge x50 Ammo
- Secret Doc

(Cutscene)

Number of enemies: 6 (2 Male Generals, 4 LYNX)
Number to take care of: 3

(Call)

Make sure that your LYNX has a magazine, if you don't have any go to the Prison there is one on the second floor.

Be a LYNX and head West then go North and sneak and put a magazine close to the door and then knock on the wall and wait until the guard comes out and looks at the magazine then knock him out. You should hide behind a crate.

Next go towards the bridge and knock out the LYNX and drag him away from that

area, and then put a magazine close to make the General see it. When he does hide and then wait till he falls for it then knock him out. Head into the door where he was before and go inside and get the map that is inside.

ALTERNATE: Apparently it changes where you start of after getting the Town report.

Head South then East and across the bridge. Knock out the LYNX at the end of the bridge and drag him to like the middle of the bridge then put a magazine so the General can see it, hide then knock him out. Go inside the building and go North, West, then North.

(Call)
(Cutscene)

~~~~~  
Rescuing Snake: The Guest House [EP22]  
~~~~~

Items:

- (2) .32ACP x300 Ammo
- Rations (S) x3
- 7.62X54R x100 Ammo
- 9MMT x100 Ammo
- (2) .45LC x100 Ammo
- Chaff Grenade x5
- Cardboard Box
- Knife x1
- SAA (Bullet x30)
- 12 Guage x50 Ammo
- Smoke Grenade x5
- Med Kits (S) x3 (Not Accessible)
- Stun Grenade x5 (Not Accessible)

Number of enemies: 6 (LYNX)
Number to take care of: 0

(Call)

Be a LYNX and go West a little and then North and down the ramp. Keep going North until you reach an intersection, take the path the left and go all the way to the end of it and you will see a door. Go inside the door and walk all the way down and you will see the X, enter it.

(Cutscene)

~~~~~  
Metal Gear: Plant [EP23]  
~~~~~

Items:

- GA-KO x5
- Med Kits (S)
- 9MM x300 Ammo
- Claymore x5
- UZI (Not Accessible)
- Night Vision Goggles (Not Accessible)

Before you head in put snake in first in the sneaking unit and go get a Rocket Launcher from the Silo Entrance if you don't already have one. It will be at the far end of the Silo Entrance on top the second floor, where the Male General is patrolling. Next get atleast 10-15 Large med kits, go to the Hosipital if you

don't have any. Equip all of these to Snake along with some Heat Ammo. Now you are prepared, head to the Plant.

Number of enemies: 5 (2 FOX, 3 LYNX)

Number to take care of: 0

(Call)

Be Snake and head West towards the crates and climb on top of them. Reach the roof and go on top of the roof that doesn't have the ladder. Go all the way to the right side of the roof and roll jump down. Now head West then South and hide behind the metal crate and make sure the guard turns his back and moves away from you. Then just sneak pass him and you should see the X at the end, head there.

(Cutscene)

BOSS: Ursula/Metal Gear RAXA [BOS3]

Items:

-(2) TNT x5

-Heat Ammo x20

-RPG-7 (Bullet X10)

Get the RPG-7 equipped and make sure to shoot all four of the legs. Once you do that RAXA will collapse and now you have to shoot the missile launcher when it opens it up, it will be orange. Make sure to shoot the launchers until you see it has black spots all over it and it doesn't shoot any more missiles. Do this for both of them and you will eventually beat her. Use the med kits when you need to, and when it starts firing missiles make sure to dodge by rolling.

Move List:

Slam: She comes up above you and slams down on you.

Missile Barrage: Missiles come shooting out and home in on you.

Turret: The turrets shoot you at a quick speed.

Turret (Air): She flies while shooting you with the turret.

Thruster: If you are close to the blue thrusters it will hurt you.

~~~~~  
Spies 6: Map [M7]  
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Place some spies in the Silo Entrance and read the report then place some spies in the Ravine and read that report. Now unequip the RPG-7 and put back on the Mk22 on Snake.

Now you can get a really high Technical Level. If you go into the Plant and recruit some of the engineers they usually have a Level A and are either engineer, or elite engineer classes.

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Going to the Power Source: Ravine [EP24]  
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Items:

-5.56MM x300 Ammo

-Grenade x5

- Smoke Grenade x5
- 7.62X54R x100 Ammo
- Smoke Grenade x5

Number of enemies: 5 (3 LYNX, 2 Male Generals)

Number to take care of: 2

(Call)

Be snake and equip the Mk22 the walk up a little and you will see a guard. Aim from your position or go a little closer but not to close and shoot him in the head. Now go South a little and move your camera to the right to see another guard by a barrel. He might not be there but he will come back and stand still for a while, when he does aim and shoot him in the head. Now head to the battle and center your camera so that you see Snakes back and go to the left and drop down from the cliff to initiate hanging. When you're hanging move all the way to the right and drop down. Now head towards the rock.

(Call)

Go near the rock and to the edge of the cliff and drop down to initiate hanging and move past the rock. Get up by pressing TRIANGLE and go towards the X.

(Call)

~~~~~  
Locating the Switch Board: Power Substation [EP25]  
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Items:

- M10 (Bullet x100)
- (3) Med Kits (S) x3
- Grenade x5
- (2) 9MM x300 Ammo
- (4) Rations (S) x3

Number of enemies: 5 (2 Female Generals, 3 LYNX)

Number to take care of: 0

(Call)

Be a LYNX and head East and all the way up the ramp and jump down from the ledge and continue heading East and makesure to run along side the wall. Go all the way East until you reach the end and then head all the way North. When you reach the end go up the ramp to the West and continue going west until you reach a door, a guard will be here but if you don't act suspicious he won't do anything.

Go in the door and keep following the path until you see a path which has 2 yellow stripes on the floor. Take that path and walk and then take the first path you see. You should be going North now then when you reach the end head West and into the door and you will find the X.

~~~~~  
Manage: Map [M8]  
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You should get a message saying that your team has created a detonation timer. Equip this to snake, along with 10=15 Large Med Kits, and some 9MM T ammo. You can get some Large Med kits at the Hospital.

~~~~~  
Blowing up the Switch Board: Power Substation [EP26]

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Items:

- (4) Med Kits (S) x3
- 9MM x300 Ammo
- (2) Rations (S) x3
- (2) Grenade x5

Number of enemies: 7 (4 LYNX, 2 Female Generals, Null)

Number to take care of: 2 or possibly 3

Be Snake and head East up the ramp and keep going East and jump of the ledge and continue heading East, make sure to run a long side the wall. When you reach the corner head all the way West still running along side the wall. You should be near the ramp and if you hear a girl's voice say "huh" go to the ramp and wall hug the wall beside it then wait for her to come down. When she does quickly grab her and throw her down and make her freeze and shoot her in the head.

Now head up the ramp and there should be another guard on top, wait until he turns his back then sneak up to him and knock him out. If you don't see him just wall hug the crate and wait till he comes and turns around. Now head East and into the door at the end.

Keep following the path until you see another path branching to the left, wall hug the wall next to it and make sure the guard turns his back then sneak behind him and knock him out. Now keep going up that path (2 Yellow Stripe Path) and go into the first path you see on the left. You should be going North now. Head all the way North then go West and into the door. You should see the X plant the time bomb in the X.

(Call)
(Cutscene)

BOSS: Null [BOS4]

Items:

- (4) Rations (S) x3
- (4) Med Kits (S) x3
- 9MM x300 Ammo

First of head all the way North and jump of the ledge, this will now be your battle area. You can hide behind the rectangular metal crates and he will keep shooting his gun until he has to reload, when he does shoot him. Or you can do the other way by continuously aiming and taking the hits and shoot at him when he reloads. Use your Large Med Kits when needed. You can sometimes shoot him when he is right about to shoot but it's hard to pull off, or when he is running you can shoot him in the side.

You can also use the M870 or the other shotgun on him since it is his weakness. You will still get him regardless.

Same movelist as Before (See the previous Null part for the move list.)

(Cutscene)

~~~~~  
Beating the Clock: Silo Entrance [EP27]  
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Items:

- (2) Claymore x5

- (2) Stun Grenade x5
- (2) Chaff Grenade x5
- 9MMT x100 Ammo
- RPG-7 (Bullet x10)

Number of enemies: 6 (4 FOX, 1 Camera, 1 Male General)

Number to take care of: 3

(Call)

Be a FOX member and head up the ramp and sneak towards the metal crate then use your camera to see the guard. Sneak behind him when he turns around and knock him out. Now walk down the ramp and at the end you should see another ramp leading up. Go up it and there will be a guard there and another guard on the other side of the wall. Wait until the guard on the other side of the wall walks away (away enough so he can't see you) then knock out the guard at the ramp where you are. Now head down the ramp and go towards the up most wall and make the other guard on the other side of the wall notice your footsteps and make sure he is out of your radar. Quickly go back up the ramp around half way and roll jump onto the crates and on the other side of the wall.

Now go North a little and sneak towards the green crates. Use your camera to see the guard and wait till he turns his back then sneak behind him and knock him out.

Go down the ramp and into the X.

~~~~~  
Reaching Metal Gear: Silo Complex [EP28]  
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Items:

- (2) GA-KO x5
- (2) Med Kits (L) x3
- (2) Key E
- (2) Chaff Grenade x5
- 5.56MM x300 Ammo
- 9MMT x100 Ammo
- (3) Med Kits (S) x3

Number of enemies: 11 (5 Cameras, 6 FOX)

Number to take care of: 7

NOTE: YOU CANNOT RECRUIT PEOPLE HERE

(Call)

Be a FOX and go North up the ramp and you will see another ramp and go up that one. Then go West then South and there will be a call when you pass the door. 2 guards will be here, first knock out the one without the shield when he is close to the metal crate. Then go after the shield guard. Now head through the door where the shield guard was and once through go South (roll jump) and then roll jump again onto the crates to the East. There will be a Key there, take it and head back to the door where the call was and into it.

Now go up North (the guard here won't do anything) and into the door and there will be another door which is locked. Go up to it and use your radio to put in the frequency 14575 and the door will open. If you want to know how to get that frequency you have to look at the wall behind the guard that you passed, it will be written on the wall. You can try grabbing him and throwing him down then freezing him. Now Go in and head South into the other door and up the ramp then

into the door. Now head East then West and go up to the locked door and put in the frequency 14742. If you want to know how to get that frequency you just have to look up on the cieling at the little space in the wall and it will be written up there.

Go through the door and into the next then head East and climb on top of the crates to get the Chaff Grenades. Use the chaff grenades on the cameras then go towards the cameras and head all the way West, there will be a guard about half way, knock him out even if he sees you. Go to the locked door and put in the frequency 14851 and go through the door. If you want to know how to get that frequency you just have to look at the glass and it'll look like 128 but there is a crawl space which takes you to the other side and it will be reversed looking like 851. I've tried putting in 128 and it goes through but nothing happens.

Head West up the ramp then head through the door and then another. There will be a camera, chaff it and get the key then head back out the door. Jump over the railing and drop down onto the next platform with the door on it and go into the door and head all the way down into the X.

(Call)

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Manage: Map [M9]

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Equip snake with a Rocket Launcher and some HEAT ammo, along with 10-15 Large Med Kits, and his trusty Mk22. Also put some arms specialist in the spy unit into the Silo Complex area, 2 should do.

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The Elevator: Silo Complex [EP29]

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(Call)
(Cutscene)

BOSS: Cunningham [BOS5]

He is quite easy just use the RPG-7 to shoot his platform until he goes down then use your Mk22 to unleash on him you can get arond a whole ammo clip on him when he's down. Just keep repeating this and use your med kits when low on health.

Remember not to get to close to the edge because if he hits you with a missile and you're to close you can easily fall off.

When he throws the mines simply shoot them.

Move List:

Machine Gun: Shoots his machine gun thats attached to his platform. Easy to dodge.

Electric Laser: A red laser beam goes around your area dealing electrical damage but not taking up to much.

Missles: Launches 2 missles at you.

Missile Barrage: Launches around 5 or more missles at you, his ultimate move.

Machine Gun Laser: A combination of Machine Gun and Electric Laser.

Mine Throw: Throws a couple of mines around your area.

(Cutscene)

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Manage: [M10]  
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Wait a few days to regain your health and stamina back (by now you should have a decent med team) then equip Snake with a Mk22, 9 TMM ammo, 10-15 Large Med Kits, 5-10 Large Rations.

~~~~~  
Finally, Metal Gear: Launch Control Room [EP30]  
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(Cutscene)

BOSS: Gene [BOS6]

Gene can become quite difficult if you get unlucky and don't use your Med Kits. You can only shoot at him at 5 situations:

1. When he is tired after doing his Speed Dash
2. When he is running while his back is open to shoot at
3. After his Knife Barrage attack the second he stops you can land a hit on him
4. Once he throws his knives at you, you can land a hit on him (you will get hit if you are doing this one, you have to do it really quickly to)
5. When he is doing his Speak into your mind move use an automatic weapon like a machine gun or a M63 and just keep holding down the circle button and auto aiming at him (L) and he'll keep dodging until he stops and you'll hit him. (You have to keep on holding circle and keep bringing the bullets on him)

To make the battle easier just keep auto aiming (L) on him.

The Speed Dash can be frustrating but it is easy to dodge. Simply when you see his body is full yellow dodge roll to the side right away, if he hits you it'll take up a lot so be sure to have atleast above half health. After the attack he gets tired so this is your chance to hit him. Even if you get hit you will still have enough time to get up and shoot him. You can also stop him from doing the Speed Dash by just shooting him right before he starts it up. It is easier when using a automatic weapon like a Machine Gun. The moment you see him in his Speed Dash stance just shoot him.

His Speak in Your Mind technique drains your stamina and to counter it you simply have to hit him, use dodge roll to hit him the quickest. Use your rations when your stamina reaches yellow.

Don't shoot at him at any other times other than the ones previously stated. He will just counter any other attacks.

If you want the easy way out, just shoot him with the M870 shotgun it will take up a hell of a lot of damage on him and will knock him down.

Move List:

Knife Combo: Does a 3 slash combo to you if you are close to him.

Counter Knife: Throws a couple of knives at you when you shoot at him.

Knife Throw: Throws a couple of knives at you.

Knife Barrage: Throws countless knives at you in a single formation.

Speed Dash: His most powerful move, a blinding speed dash that takes up a lot of you life.

Speak in Your Mind: Speaks into your mind and drains your stamina rapidly.

(Cutscene)

Well you beat the game congratulations, you will still have stuff to do so keep on playing. Enjoy the credits and the wonderful song "Calling to the Night". If you keep watching you will see a little something...

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TIPS & MISC
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How to get a Level 99 Tech [TIP1]  
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It's not that hard to get a Level 99 Tech. First of all you should have Sokolov and Singint both in your Tech unit. The rest should be made up of Level A and S elite engineers. You can usually find Level A and sometimes Level S Elite Engineers at the Plant. Also only get Elite Engineers that are Level A or S. Make sure that they are Elite Engineers.

~~~~~  
How to get a Level 99 Medical [TIP2]  
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Getting a Level 99 Medical is quite harder than getting 99 Tech. Unlike the tech which grants boosts for engineers and elite engineers the medical classes do not grant any boosts. If you want to have a Level 99 Medical you will have to have all Level S Medical people. First of all you should have Para-med. For some reason when you pair up a couple of people together you will get a +1 bonus, sometimes. You can sometimes find Level S Meds at the Hospital, but it isn't common, you will usually get A's or sometimes worse. You can sometimes get Level S Meds through Access Point Scan or by trading online. You can use the same access point once per game. Also having Elisa helps greatly because she has a S in Medical and raises it by 18 instead of 12.

Also try going to the Research Lab and recruiting the Male Scientists there, you can get 2 there. S's aren't common though so you might have to do it for a while and be patient. Although you can get lucky sometimes.

~~~~~  
How to get a lot of recruits fast [TIP3]  
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An easy way to recruit a lot of people is to either knock out or put to sleep all the enemies in one area then drag them all to a hiding spot and then hide in that spot that's next to the enemies. Now you should have switched members because when you hide you have to switch. Use your other member to use the Prisoner Evacuation Frequency and boom you just got a whole bunch of recruits in one move. It takes a while and it really isn't recommended in Extreme difficulty. Also when you drag them to the spot make sure to shoot them in the

head with a tranq again incase they wake up.

If you don't want to do that way you could also just do it like this. Drag a knocked out soldier to a hiding spot and then hide in the spot where the knocked out soldier is and use your other member to call up the Prisoner Evacuation frequency. I find it a lot more easier and quicker to do it this way than dragging them to the back of your truck, because the hiding spots are a lot more closer. If you don't know how to get the Prisoner Evac frequency then just go to the frequencies section.

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Can it go up to the 1980's? [TIP4]  
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No it cannot. After you pass December 31 1971 it just says TIME PARADOX. It doesn't stop you from playing it just stops the dates from going up.

~~~~~  
The Knife, The Ultimate Weapon? [TIP5]  
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Both the Spetnaz Knife and normal Knife are incredibly strong weapons and can kill ALL enemies (except for bosses of course) in one blow. All you have to do is simply lock on with L and HOLD down the Circle button to do the one hit stab with the Knife, or with the Spetsnaz Knife you just have to hold down Circle.

An advantage when using the Spetsnaz Knife is that the enemies won't think your suspicious because you are not locking on to them. But it can be hard to hit them without locking on.

With the Knife you can get spotted easily since when you lock on the enemy get's alerted and suspicious of you. I suggest that you sneak from behind and attack with this knife.

Once you kill someone with this one hit move the enemy will make scream and possibly alert other enemies.

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Getting More Mk22s [TIP6]  
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You can easily get more Mk22s by recruiting Para-Medic, and by recruiting Male and Female Scientists at the Hospital and Research Labs. They SOMETIMES carry them but it's not often. I've gotten around 4 or 5 Mk22s from the Female Scientists only.

Another way is to constantly recruit Paradmedic over and over using the password but every time you get her you take the Mk22 that she has equipped then just discharge her. You can put the password back in again to get her back. Just keep repeating the steps until you're happy with the amount you have.

~~~~~  
GAKO, Chaff, Magazine Technique [TIP7]  
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When you hold up a person (Make them freeze) and you point the gun to their head or shoot next to them they will shake and drop items. If the person drops a GAKO, Chaff Grenade, or Magazine they will have better stats.

If a person drops a GAKO they will have high health and around 2 or more S ranks on any field.

If a person drops a Chaff Grenade they will have around 1-2 S ranks in any field.

If a person drops a Magazine they will usually have high health.

~~~~~  
Opening Those so Called Unlockable Doors [TIP8]  
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As you venture thorough your game you will probably notice that some doors are locked and you just can't find a way to open them. For example in the first Prison mission there is a locked door, and also in the first Reaseach Lab mission there are a couple of locked doors. I will tell you how to open these doors.

First of all there are 2 types of doors, sliding doors and normal doorknob doors. The sliding doors make a beeping sound when you try to open them and the doorknob doors will be locked when you press triangle to open them.

To open locked doorknob doors you either have to make a guard come through it by making them notice you, such as knocking. Some doors require keys but you will get them regardless in report missions so don't worry about those.

For the sliding doors it gets kind of tricky. You have to grab a enemy from behind and initiate the choking hold. Don't drop them or choke them out. You have to drag them while in the choking position to the sliding door and it will open.

To open both types of doors you just have to be in alert mode and all the enemies will open the locked doors when coming after you. You have to be near a locked door then the enemy might come from that door and it'll be open, but once it is closed it will lock so you have to be quick.

If you open doors by dragging people to it or making them open it by noticing you the doors will stay open fot the remainder of the time you stay in that area.

Some of the locked doors become unlocked by themselves as you progress in the game.

Well there you go.

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Getting the XM177E2 [TIP9]  
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The XM is a great weapon indeed, you don't get any from the reports so you have to recruit people who have them. The XM is a silenced assualt rifle and is pretty powerful. One of my favourite weapons.

To get them you have to get the Report in the Security Base saying that there are Ex-FOX members in that area. Mostly all of those EX-FOX members will be carrying a XM. Recruit them all to get the gun.

You can get 3-4 in this mission.

ADDED BY Otto Wong

After you complete the report about the Ex-FOX members you can revisit the area over again and get unlimited XM177E2. This only applies if you start off at the SOUTH-EAST CORNER of the map, if you do there will be a FOX soldier across the trench. If you recruit him he will be carrying a XM177E2. Just strip it off of him and if he's crap kick him out of there.

~~~~~  
Getting Body Armor Very Early in the Game [TIP10]  
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You can get the Body Armor really early in the game in the first mission in the Security Base, the one that you have to get the document. The body Armor is in the basement and you have to crawl into the vent to reach it.

If you press start and press triangle twice to reach the basement floor the Body Armor is in the room on the left side. Follow the vent path to reach to that room.

You can continue to go back to the Security Base over and over and get as much Body Armor as you need.

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Null [TIP11]  
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Simply just use a Shotgun on him, and in about 4-5 shots he will die. The shotgun seems to be his weakness and takes up a hell of a lot of health damage on him. I personally used the M870 because it holds more ammo in one clip.

You will have to go up close to him and blast him when he is reloading, you might get hit but if you can kill him in 4-5 shots then it really doesn't matter.

~~~~~  
Cunningham [TIP11a]  
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NOT CREATED BY katastrophie

Created by: Nicholas Wong
Edited by: katastrophie

An extremely easy way to kill Cunningham is to use a S rank heavy weapons soldier and auto-aim (Hold L) an M63 on him. Just keep firing and reload when necessary.

The M63 knocks down his vehicle after about 5 seconds. Once his vehicle smokes and goes down, move closer and just keep on firing auto-aim (Hold L) with the M63. It will take 1/4 of his health if you're good. It is easy to kill him without getting hurt once.

I beat him on extreme without using a healthpack.

~~~~~  
Waking up Enemies [TIP12]  
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When the enemy is knocked out or sleeping simply kick them by pressing circle 3 times. Keep doing this until they get out.

If they are knocked out the stars will start to go away one by one.

If asleep the Z's will go away one by one.

~~~~~  
The WAIT Function [TIP13]  
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I've decided to make this a tip since a lot of people that are new to the game

or have just bought it have this problem of finding out how to do various things that the WAIT function allows you to do.

The WAIT function is located on the World Map when you press X and then a whole bunch of other icons appear. It is the last icon and it says WAIT and has the number 3 next to it.

When you press the WAIT icon it advances the day by 12 hours in total a whole day and a half. To recover the WAIT icon simply go into any area and exit back out again and it will be restored back to 3.

What the WAIT function does.

- Recovers stamina and Hp of soldiers
- Makes you get reports faster when placing spies in areas
- Advances the day by 12 hours each press
- Allows spies to procure more ammo
- You get your medical supplies faster from the people in your med unit
- Your technical unit makes stuff faster since their level is rising

And thats basically it, the WAIT is a great tool but for some reason it is missed by a lot of people.

~~~~~  
How to Get More Stamina and HP [TIP14]  
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To get more Stamina and HP you have to deploy your characters in STORY MISSIONS only. For each story mission they get deployed in they get +1 Stamina and HP. You don't have to play as them they just have to be in the same Sneaking Unit as your main one and they will get their Stamina and HP up.

For example you have 4 people in your sneaking unit and you go into a story mission and only use Snake. The other 3 people will also get the Stamina and HP bonus.

Story missions deals with missions that are related to the main story only. Basically the ones that are in the walkthrough.

You can get a max Hp of 60 points from the starting Hp that your soldier had and a max of 100 points of stamina from the starting stamina that your soldier had.

For example your soldier starts out with Hp=100 and Stamina=200. That soldiers max Hp will be 160 and the stamina will be 300.

~~~~~  
The Auto Headshot [TIP15]  
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Have a gun equipped and when you are near a enemy or close enough that you can aim on them hold L to auto lock then press and hold R to go into first person view. Aim the gun up little and your aim should be on the guys head. Now shoot the hell out of him.

This takes a while to do so I suggest practicing. When you aim you have to move it up slightly, if you keep practicing you will get the feel for it and then be really good online.

To practice just go into any area and go into alert mode and practice on the enemies.

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AP Scan [TIP17]

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AP Scanning is a cool little feature that allows you to recruit soldiers with ease.

To access AP Scan you have to go in the world map and press X once. A row of icons will come and go to the one that says recruit and go into it. Now go into AP Scan.

In AP Scan mode there will be a constant beeping sound and a little bar. The object here is to get the bar high enough so that it reaches the white line at the end. In order to do this you need to walk around with your PSP until it picks up a wifi signal or wireless internet hotspot. When it does the bar will appear and then you have to tap X over and over until it reaches the white line and says recruit. If it does not reach and the bar stops just try walking around again or positioning your PSP at a different angle and try again.

AP Scanning is great, you can get people with S in Med and Tech and other fields. You can get the Ocelot, KGB, and GRU soldiers also.

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Tom Crowley's (Soop) AP Scan Guide [TIP17a]

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NOT MADE BY katastrophie

(Requested by Tom Crowley to put this in)

Metal Gear Solid Portable Ops Access Point Scanning recruitment guide

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Made By: Tom Crowley

Edited By: katastrophie

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General information

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1.

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To be able to use the same access point again you will have to dismiss the soldier that you got from that access point then you will be able to use it again.

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2.

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It's easier to get the soldier the closer you are to the access point.

It's not necessary to be within close range - as long as you have a signal, you can get the soldier.

Although it takes longer from far away, you don't have to constantly hammer the O button. If you're able to (say in a café), just put the PSP down for about 2 minutes. Now when you pick it up and start hitting O to boost, it will be quicker and easier.

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3.

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The stats are totally random. There is no such thing as a "good" access point. I found this the hard way when I finally got an S from one, didn't save, and didn't get one on the second try (a couple of days later).

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4.
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The soldier seems to change every day or so, and is likely based on your PSPs clock. I would suspect (although I haven't tested) that incrementing the date by one day would produce a different soldier to one you've just turned down.

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5.
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You can still acquire a soldier very far away, possibly out of range, of an access point. I say this because I got LOADS on a bus journey, and on a fast road where we must have been out of range in no time, I was still acquiring soldiers from weak signals. It's not always possible, but if it's an easy grab, you can do it.

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6.
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The WiFi antenna seems to be oriented towards the D-pad end of the PSP, and you tend to get you get a massive boost from some signals if you point that end at the signal you want to acquire, which then drops away if you move it. There is also a slight lag which makes the angle difficult to pinpoint. This only happens on certain access points, and there are others which will be the same strength no matter where you point. I've definitely observed both phenomenon, and they both occur consistently at different access points. This leads me to believe it must be connected with the type of router, and the antennas they use (omni-directional, or unidirectional?)

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7.
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When you finally get a recruit, if it stays beeping really fast for longer after you get it, and there's a delay with the red square in the corner, I've found this to be a higher chance of a good soldier (say an S medic).

Technique

Ok, just a little about technique. If you don't have much control on time or destination (say as a passenger in a vehicle), your fingers are gonna need to be pretty speedy. You can try using your thumb, but the best way I've found is to lay your PSP on your thigh, and hit the O button as quickly as you can with your index finger. This has the benefit of allowing you to use different muscle groups when one gets tired. You can use your finger muscle, or you can use your wrist a little more, or you can use your forearm more. It's also a bit quicker than using your thumb.

Well, that's it. I don't have access to a GPS unit, and the passwords are covered in the FAQs above, but I hope this helps you get more recruits, and maybe saves your O button a little

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AP Scan Router Trick [TIP17b]  
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Supply Depot [SP1]  
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MAP PROCUREMENT

"Sources indicate that a map detailing cargo shipment routes is located inside a warehouse in the supply depot. The warehouse is located behind a large building. Intel suggests that the map is available for procurement at any time."

This is part of the walkthrough section go to "Looking for a Map: Supply Depot."

SCORPION FOUND

"Sources indicate that there is a scorpion stored inside the supply depot. We Assess that it is available for procurement at any time."

Go to the Walkthrough "Looking for a Map: Supply Depot" it is where you found the secret doc, just on the other side on a crate. Just climb up the crates and get it.

DIVERSIONARY OPERATION

"We have located a truck on the peripheral road. Sources indicate that is an ideal point for detonating an explosive, thus igniting an enemy diversion."

Refer to walkthrough "Blowing up Stuff: Supply Depot"

PRISONER CONFIRMED

"We have confirmed the presence of a detained soldier inside the supply depot."

Be a LYNX and have some TNT. Head West up the ramp then go South then West, then North into the building. Head into the door at East and into the next door you see. In that room there is a wall that needs blowing up, put the TNT on it and blow it up then enter it.

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Soviet Patrol Base [SV1]  
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M16A1 LOCATED

"Sources indicate that there is an M16A1 stored in the front-line patrol base. We assess that it is available for procurement at any time."

Be A LYNX and head East until you reach the building then turn South and go into the building. Now keep heading South and you will see a guard in a corner. Go to the corner and the M16A1 is there, pick it up.

DIVERSIONARY OPERATION

"We have located an armory in the southeastern quadrant of the base. It is a viable point to detonate an explosive, causing a distraction for enemy units."

Refer to walkthrough "Blowing up Stuff: Soviet Patrol Base"

PRISONER DETECTED

"We have confirmed the presence of a soldier being help captive in a jail cell located in the enemy front-line patrol base."

Be a LYNX and head East then into the building at South. Drop down the hole where the ladder is, make sure to DROP down and walk the path. Knock out the guard and get the Key from him. Use the key on the door and walk in.

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Hospital [HS1]  
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PARA-MEDIC SIGHTED

"Para-medic has been sighted inside the hospital."

Switch to anyone onr of your LYNX and head all the way North, then West and crawl into the hole midway. Watch your radar for a guard that might be coming wait until it's in blue or possibly gone then crawl through. Now go East, South and into the right door. Inside the building head east and sneak behind the Female Scientist and knock her out. Now go into the end of the hallway inside the building and into the last door and you've found Para-medic.

CLAYMORE DISARMAMENT

"Urgent! Report from the resident doctors at the Hospital. Soldiers under the command of Gene may have planted multiple claymore at the Hospital. If you determine that claymores have in face been planted, disarm them at once. The Hospital staff has not been informed of this incident."

Be anybody and equip a Mine Detector if you want but you don't have to. Now head West and crawl into the hole. You should be in North now. Go West until you reach the crate then go into crawl postion and crawl North near the door the claymore is there.

Go inside the door and head North until you reach the path way, go into crawl postion and go into the left path way and pick up the claymore. Now go North and out the door.

Head east towards that building and when you reach to the crate go into crawl postion and crawl into the hole to get the claymore. Now head all the way West until you reach the truck. Go into crawl postion and get the claymore that is under it.

Head North then go East and into the door. Head up the stairs and go all the way West into the door. Once your in crawl to the other side of the room to get the claymore and thats it, wait for the call, just walk back to the stairs.

AIRPORT LOCATED

"Priority! Direct visual confirmation of multiple military and civilian aircrafts have helped to identify the location of the airport."

You don't have to do anything.

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Research Lab [RS1]  
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PENTAZEMIN FOUND

"A large shipment of drugs and medical supplies has been delivered to the Reseach Lab. A Case of Pentazemin has been seen among the boxes delivered."

Be a LYNX and head all the way North and up the ramp. When you're up the ramp head all the way North and turn West and into the building that is right beside you. Go and get the Pentazemin.

DIVERSIONARY OPERATION

"We have located the culture tank that houses the child soldier. This is a recommended point to detonate explosives in order to distract enemy units."

Refer to walkthrough "Blowing up Stuff: Research Lab"

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Town [TN1]  
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GOVERNMENT OFFICIAL SIGHTED

"A high-ranking government official is known to appear in the town after nightfall."

Head there at night and be a female general. Head up the ramp thats beside you and head across the little bridge and keep going until you see 3 Female generals guarding a building. Go past the guards and into the building and grab the gov official and interrgate him.

If you want to do it another way simply equip your Mk22 or XM and aim from about a little more than half way across the bridge and shoot the guards in the head.

GOVERNMENT OFFICIAL SIGHTED

"We have sighted the government official in the town."

This one is a little tricky because the gov official will be with a FOX following him. Make sure to have a magazine and go up the ramp and go onto the little bridge and place one there. Wait till the Gov Official sees it and stoops down. The FOX will just keep on walking, wait till he's gone then grab the Gov Official and interrogate him.

DIVERSIONARY OPERATION

"We have located several military trucks -- appropriate targets to set explosives and cause an enemy diversion."

Refer to walkthrough "Blowing up Stuff: Town".

GOVERNMENT OFFICIAL SIGHTED

"We have sighted the government official in the town."

Refer to Walkthrough "Intel on the Guest House: Town"

MAP FOUND

"Intel suggests the location of an old fortress in the wilderness on the west side of the peninsula. A map containing more detailed information is likely located in the northern part of town."

Be a LYNX and head all the way West onto the other side and up the ramp. Now go East across the little bridge and keep going East until you reach the first building with a door, it should be on your left. Go inside it and get the doc.

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Western Wilderness [WW1]  
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EVA SIGHTED

"The female pilot of the downed cargo plane has been identified as Eva, she was alone at the time of the sighting. We have also detected enemy patrol activity in the vicinity, making it impossible to predict future movements."

Be a LYNX and head towards the prison icon on the map, no one would bother you if you are a LYNX so it's basically just straight walking. Don't take the up way into the building go the other way from the B1 level.

GOVERNMENT OFFICIAL SIGHTED

"An enemy unit has been sighted in transit. A government official is traveling with them. It does not appear to be an ordinary convoy. The government official in question appears to be traveling under detention for reasons unknown."

Be a LYNX and head towards the building and DROP down the hole but make sure to look inside it first incase you drop on a guard thats down there. When you drop down quickly grab the guard and knock him out. Now head for the prisoner icon on you map and knock out the government official, drag him to a hiding spot then hide in that spot and switch members and call up prisoner evac.

SVD FOUND

"Sources indicate that there is an SVD sniper rifle stored in an enclosed space somewhere inside the old fortress. We assess that it is available for procurement at any time."

Be a LYNX and equip some TNT. Head North up the hill and go towards the building and knock out the guard that is in there. Now drop down the hole with the ladder and head East and down the ramp and into the prison cell. Blow up the cracked wall and get the sniper."

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Rail Bridge [RB1]

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M37 FOUND

"Sources indicate that there is an M37 shotgun stored in the Rail Bridge security guardhouse. We assess that it is available for procurement at any time."

Be a LYNX and head all the way West and into the door at the very end. Continue going West and into the door and the M37 is in that room. Pick it up.

MAP FOUND

"Sources indicate that a map showing the route to the guest house has been provided to the rail bridge security gurads."

Refer to walkthrough "Intel on the Guest House: Railbridge"

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Harbour [HB1]

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CARGO SHIP DOCKED

"An unflagged cargo ship has been seen entering the harbor. It has already completed docking procedures."

You don't have to do anything.

M63 IN STORAGE

"Sources indicate that there is an M63 light machine gun stored at the Harbour. We assess that it is available for procurement at any time."

Be a LYNX and head South then East past the crates and into the door. Now head down the ramp going down and knock out the guard at the bottom. Now head all the way East onto the other side and knock out the guard there. Go up the ramp going up and exit through the doorway. Now go North and knock out the guard then continue going until you reach the crates. Now go east and up the ladder, the gun is on top of the roof.

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Security Base [ST1]

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POTENTIAL NEW RECRUITS

"Additional soldiers have been deployed to this security base. The newly deployed soldiers appear to be former FOX members. We recommend recruiting at least one new member."

Be anybody and you should see those guards that are wearing black camo, recruit

atleast one.

AIRPORT LOCATED

"Priority! Direct visual confirmation of multiple military and civilian aircrafts have helped to identify the location of the airport."

Refer to the Walkthrough "Interrogating: The Airport" for navigation.

CLASSIFIED INFORMATION

"We have reports of the existence of documents containing classified information related to the nuclear storage facility. With these documents, it is believed that we can determine the location of the nuclear storage facility."

You don't have to do anything.

ARMORY

"Sources indicate that all weapons supplied to units stationed at this security base come from a single source -- the armory inside the base. We assess that destroying this armory will drastically reduce the combat effectiveness of enemy units in the security base."

Have some TNT and be a LYNX. Jump down into the pit in front of you and head all the way South and turn at the corner and go all the way that way until you reach the first ramp on your right. Go up the ramp and head East then North over the bridge and into the building with the red door. Put the TNT on the green crates and blow it up.

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Warhead Storage [WS1]  
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INFORMATION ON CONSTRUCTION

"Sources indicate that the elevator installed in the nuclear storage facility for transporting nuclear warheads does not run on it's own independent power supply, such as fuel cells or an APU."

You don't have to do anything.

MOSIN NAGANT LOCATED

"Sources indicate that there is a Mosin Nagant inside the nuclear warhead storage facility. We assess that it is available for procurement at any time."

Be a Female General and walk up a little and knock out the guard that is right there. Now head all the way down the ramp and through the door. Go East from your position and knock out the guard that is there. Now crawl under the alarms that is by the big hall way. Walk down to the right corner of the hall and pick up the Sniper.

MAINTENANCE CREW SIGHTED

"A maintenance crew member has been locked up in the machine room on the bottom level, reportedly for taking a rebellious attitude toward his superiors."

Be a Female General and walk up and knock out the guard. Then go all the way down the ramp and through the door and go East and up the ramp. Now go South all the way to the end and through the door. Keep going south and take the right path and wait until the guard comes and knock him out. Now go to the right side of the room and jump of the railing. Head West into the door and then North all the way down the ramp and through that door. Now head East and meet up with the guy.

RATIONS FOUND

"Intel suggests that there is a stock of rations inside a box or crate at the warhead storage facility. Opening container may require significant force."

Be a Female General and have some TNT equipped. Walk up and knock out the guard and head all the way down the ramp and through the door. Go East up the ramp then South into the door at the end. Keep going South then take the right path and wait until the guard comes then knock him out. Go to the right side of the room and jump over the rail and drop down. Crawl under the alarm and go to the metal crate in the middle of the room and plant the TNT on it. Explode it and pick up all of the rations.

SOVIET SOLDIER SIGHTED

"We have located a soviet soldier being help prisoner on the cargo route, reportedly due to a combination of homesickness, low morale, and apparent loyalty issues."

Be a Female General and head North and knock out the guard and go all the way down the ramp and through the door. Head East up the ramp then South to the end and into the door. Keep going South and take the right path and wait until the guard comes and knock him out. Go to the right side of the room and drop down form the rail. Go West and crawl into the hole. Take a right and then keep crawling and take the Left path. Get up and go to the soldier.

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Airport [AR1]  
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M870 DISCOVERED

"Sources indicate that there is an M870 shotgun stored near the arrival gate inside the Airport. We assess that it is available for procurement at any time."

Be a Male General and head North and into the door. Keep going North and then into the next door you see. The gun is in there, pick it up.

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Guest House [GH1]  
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GOVERNMENT OFFICIAL SIGHTED

"The government official has been sighted at the Guest House"

Be a LYNX and go to the entrance of the mansion and keep going up and through the doors at the stairs (Double Doors). And keep going through the other door and then you should see some stairs to the right go down them and center the camera so that you see your characters back, and head right and into the door you see. Sneak up behind the official and interrogate him TWICE.

ALIEN SIGHTING?

"A female wearing a bizarre outfit has been spotted at the guest house. The subject appears to be armed."

Make sure to be a LYNX and head into the main entrance in the mansion and head all the way up and into the door at the stairs. Go through the next door and then go down the stairs and into one of the doors and Teliko will be in there. Grab her from behind, knock her out and recruit her.

SNAKE FOUND

"Sources indicate that Snake is being help prisoner in the basement inside the guest house. To get to the basement, head for the back of the main building."

Refer to walkthorough "Rescuing Snake"

SAA DISCOVERED

"Sources indicate that there is an SAA stored in the guest house. We assess that it is available for procurement at any time."

Be a LYNX and head West and into the main entrance of the mansion. Go all the way North and into the 2 doors and then down the stairs. Go North and into the door at the end and pick up the SAA.

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Plant [PL1]  
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UZI LOCATED

"Sources indicate that there is an UZI stored indide the Plant. We assess that it is available for procurement at any time."

Be a LYNX and head Southwest and through the door. Go West and up the ladder and wait until the engineer goes away. Climb up the ladder and go all the way East into both of the doors and pick up the UZI at the end."

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Ravine [RV1]  
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POWER SUBSTATION LOCATED

"We have reports of a substation near the ravine. The exact location is unclear, but it appears to be to the south of the ravine."

Refer to walkthrough "Going to the Power Source: Ravine" for navigation.

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Silo Entrance [SE1]  
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DETAILS ON SILO

"We have obtained information regarding the basic structure of the nuclear launch silo. The silo complex is roughly divided into three sections:

1. Exterior (Entrance)
2. Interior (Freight Elevator)
3. The Silo Itself"

You don't have to do anything.

PERFECT SOLDIER LOCATED

"A cargo truck has been sighted delivering a large piece of equipment. Judging by the packaging of the equipment, we believe it may be the culture tank. The perfect soldier may also be housed inside the tank. Exercise extreme caution."

You don't have to do anything.

HIGH-RANKING OFFICER SIGHTED

"We believe that a high-ranking officer commands the security units at the entrance to the nuclear launch silo. This person appears to be responsible for any incidents occurring in the vicinity."

Refer to walkthrough "Snakes Whereabouts:Silo Entrance"

TECHNICAL DOCUMENT OBTAINED

"We have obtained a technical document believed to be structural diagram of the gate leading from the entrance of the nuclear launch silo to the underground silo complex."

You don't have to do anything.

~~~~~  
Power Substation [PS3]  
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ALIEN INVASION?

"A female dressed as what can only be described as a Venusian has been sighted at the substation. The subject appears to be armed."

Be a LYNX and head all the way East and drop down. Now head East and turn when you reach the corner and head in that direction towards the ramp. She will be up the ramp patrolling the area so make sure she has her back facing you grab her knock her out and recruit her. She is Venus.

M10 FOUND

"Sources indicate that there is an M10 submachine gun stored in the substation. We assess that it is available for procurement at any time."

Be a LYNX and head North then West up the ramp. Keep going West and reach the end and go through the door. Follow the path and go into the first door you see it should be blue, the M10 is in there.

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MGS:PO EUROPR VERSION [EUR] /
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Well the Europe version has come out, that means I have some more work to do for this guide. Just when I thought it was all over too. Anyways this sections will cover all the EU version features, from passwords to reports to extra characters.

Things that I noticed about it that is different from the NA version:

- When somebody is calling you, the call icon doesn't just appear it slides in.
- There are now little pictures that are used when people are talking on the map to describe stuff. For example if you are looking for a detained soldier, there will be a little picture of a dark person indicating that it's a soldier to recruit.
- It says button configuration
- Instead of UZI it says U-SMG
- It teaches you about the Chaff/Mag technique
- GPS function removed
- Two new Jobs Bait and Stuntman

Bait: When you have people with these jobs they have the ability to make stronger enemies appear in the stage you are in. Making it easier to get people with high HP and S in fields.

Stuntman: With this job the person and recover more quickly from knockouts.

Boss Rush Mode: This mode lets you play agains all the bosses all in a row (one after the other), but you cannot use any healing items. Rations are allowed. A good way to beat this is to have Body Armor and a Shotgun. You're also able to have 4 people with you.

When completing Boss Rush you get Gene.

Passwords [PS2]

Passwords arn't case sensitive.

Character Password

CUN=BOA	Cunningham
E.WASP	Elisa
016K/HYH	Eva
GAK.O	Gako Soldier
9-VIPER	Gene
ALL=0	Null

THE-SON Ocelot
E.M.S. Paramedic
GUFO Python
SKAZKA Raikov
D+ARPA Sigint
Vostok Sokolov
SHINE! Teliko
ESP:ASP Ursula
@VESPER Venus
GALAXY-0 Zero

Contributed By: ivanzypher, joekangazha

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Reports [REPS]
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This won't cover all reports but just the reports that are only for the EU version.

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Prison  
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SCIENTIST SPOTTED

"A scientist has been seen held captive in the prison cell block. The key is believed to be stored in the warden's office."

Be a FOX and head East until you reach a corner, then turn right and go down the ramp. Now head West and when you see an entrance to the building go in it. Now you're in the building, head all the way South and up the stairs. When you reach up the stairs go North and then into the first door on your right. Get the key thats inside the room then follow the prison icon on the map to free the prisoner.

SOVIET SOLDIER SPOTTED

"A soveit soldier has been seen help captive in the prison cell block."

Be a FOX and head towards the first entrance of the main building. Now do you see that guard patrolling the halls, lure him into the bathroom and knock him out to get the key. Now just go to the prison icon on the map and rescue the soldier.

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Research Lab  
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ADDITIONAL SOLDIERS

"Additional soldiers have been deployed to the research lab. One of them is reported to have superior physical abilities. We assess that recruiting this soldier would augment our combat capabilities."

Be a LYNX and head North and go up the ramp. When you reach the top head East and then North into the door on your right. Now you should be inside the building, head North then make a left turn on the corner. See that guard patrolling the area, thats the guy you need to get. Knock him out and make him drop an item, it will be a magazine. Cambell will call and now you gotta

recruit him.

SHIELD LOCATED

"Sources indicate that there is a shield stored in the research lab. We assess that it is available for procurement at any time."

Be a LYNX and head North up the ramp. When you reach the top go all the way North then turn West and walk towards the guard. There should be a door to your left, go in it and follow the path until the fork. Be careful because there is a male scientist there walking around, and if he sees you he will scream his little head off. At the fork go to the right of it and into the first door you see. The shield is under the table go and get it.

~~~~~  
Ravine

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MK22 LOCATED

"Sources indicate that an MK22 has been transported to the eastern ravine."

Be a LYNX and head South. When you reach the building with the door, knock on the wall next to the door to lure the guard out. When he comes out knock him out. Now head East and drop down the two cliffs then cross the bridge. You should be across the bridge, the MK22 is to the left of you or South of ya.

ADDITIONAL SOLDIERS

"An elite officer has been deployed to the eastern ravine. We assess that recruiting this officer would augment our combat capabilities. Be advised that visual range is limited due to thick fog."

Be Snake and first knock out the guard patrolling the building. Now head towards the barrel. The guy you're looking for is on the bridge walking up and down it. Make him notice you by the barrel, then he will come up there. When he does knock him out and make him drop and item. Cambell will call and say recruit him. Do so.

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Security Base

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OFFICE SPOTTED

"A high-ranking officer had been seen help captive in the security base underground cells."

*This report made me laugh a bit, since that all the enemies are female officers and the locked up the only male officer.

Be a female officer and head East all the way, then head North once you reach the wall. There should be a door to your left go inside it, you should see another door, go inside that. Now go to the back of the room and go in that door, you should be in the locker room. A female officer is in here, knock her out and make her drop the key that she has. Now follow the prison icon to the prisoner and get him outta there.

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Town

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XM177E2 LOCATED

"Sources indicate that there is an XM177E2 stored in the urban zone. We assess that it is available for procurement at any time."

Be a LYNX and head West until you reach the bus. Go up the ramp that's right beside it, roll onto the bus's roof. The XM is there.

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Soviet Patrol Base

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ENEMY SITUATION

"Evidence suggests there is a soldier in the patrol base engaged in sabotage. We assess that a warning from the commander will lead to increased security at the base"

Be a LYNX that has an A in CQC and is a rescuer. The slacker you're looking for is on top of the roof. The officer you're looking for is inside the building. First of all recruit the LYNX guard inside the building, and the one patrolling the area where the stairs that leads to the roof is. Now after you did that, go to the wall North of the stairs and knock on it to make the officer notice. Now once he does, run to the stair wall, probably in the middle of a little farther and when the officer comes knock on it. Keep making him follow the noise until you make him go on top of the roof. If you get spotted it's mission fail.

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Plant

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BODY ARMOR LOCATED

"Sources suggests that some body armor has been located in the plant on top of some crates"

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Navigation by ShadOwDance

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Ok well first of all get over the first barricade where you start by climbing on the wooden box. After that run around past the little building til you get to the ladder, go up and through the control room.

After that you'll see a crate, put your back against the crate and roll over the railing onto the large crate below. From there roll onto the large row of crates leading to the little building to the east. Try using the first person view to position yourself better for the rolling.

Follow the line of crates til you get to the gap before the small building, don't take much of a run up but just press X firmly and your character should roll onto it, it takes some time but it's not too hard. From there onto the next section of the warehouse. You'll see another gap somewhere to the west with a wooden box a bit after it, get onto that wooden box and onto the next row of crates. In the distance you'll see a crate with a box on top of it,

they're claymores.

Get to that crate by rolling onto the " crate islands " til you get there. From there you will see wooden boxes underneath large crates, there will be a small ledge you can get onto. From there go into first person view and walk off the ledge, your soldier will grab onto the edge. From there shimmy til you get to a point where you can pull yourself up again. Hop down and use the crawl space. There will be a gap again, with two passages leading to the right, you want to use the one at the end.

When you reach the one at the end you'll just have to roll carefully onto 3 more crates before you'll get the body armour.

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Characters [CH1]

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This will describe the common characters and show you ways to get secret characters.

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#### Secret [SC1]

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There are a lot of secret characters in MPO and for some of them you have to do certain things to get them the legit way. Or you could be lazy and get the rest by just inputting the passwords.

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#### Passwords [PS1]

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When you use a password to get a character that character will have lower stats than if you got them through gameplay. To input passwords simply go ot the recruit icon on your world map (you know the icons which say mangage, status, system etc) and go to the password part.

Password	Character
JUNKER	Cunningham
THE-L	Elisa
E.APPLE	Eva
!TRAUMER	Ga Ko
ERBE	Gene
Hunter-n	Null
R.R.R.	Ocelot
PM-EMS	Paramedic
LQ.N2	Python
IVN =RV	Raikov
DARPA-1	Sigint
SATURNV	Sokolov
T.F-ACID	Teliko
PK +ESP	Ursula
MGA2VE	Venus
1+2-3	Zero

Contributed By: sil3ntw0lf, Signeti

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#### In Game [IG1]

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Note: If you want to recruit all of these people listed below you must not recruit the business man (dude wearing the suit) in the Airport mission. Just

interrogate him like your supposed to. You can get him in the next game. I know it's tempting but don't capture him it's for the good...for now.

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Null [NU1]

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Stamina kill or HP kill Null both times and beat the game.

Save that file

when it tells you to save at the end of the creds and ranks. Load it up wait until you get to the world map, save it, go back to the main menu and load it back up and it will say "New Soldier Found"

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Gene [GN1]

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Recruit 200 soldiers and stamina kill Gene start a new game on that same file and reload it and it'll say new soldier found.

I know it says that you can only hold 100 soldiers max but what it means when it says get 200 soldiers means that you have to discharge some of yours and recruit more. Those will still add up at the end of the game. Don't discharge them when they are still prisoners then it won't count. Wait until they join you and if they're useless discharge them.

This has to be done in one playthrough. If you failed the first time try again.

Save that file

when it tells you to save at the end of the creds and ranks. Load it up wait until you get to the world map, save it, go back to the main menu and load it back up and it will say "New Soldier Found"

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Cunningham [CNH1]

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Stamina kill Cunningham and beat the game before January 1 1971. Save that file when it tells you to save at the end of the creds and ranks. Load it up wait until you get to the world map, save it, go back to the main menu and load it back up and it will say "New Soldier Found"

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Elisa [EL1]

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Have a medic level of 80 and beat the game.

Save that file

when it tells you to save at the end of the creds and ranks. Load it up wait until you get to the world map, save it, go back to the main menu and load it back up and it will say "New Soldier Found"

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Ursula [UR1]

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Have a medic level of 80 or higher and beat the game.

Save that file

when it tells you to save at the end of the creds and ranks. Load it up wait until you get to the world map, save it, go back to the main menu and load it back up and it will say "New Soldier Found"

Note: Can't get both Elisa and Ursula.

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Teliko [TL1]  
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Have spies in the Guest House and wait until December 16th 1971 (I know it's a long time) and you'll get a report about a woman in there. Go there and get knock her out (maybe do a little more) and drag her to the truck.

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Venus [VN1]  
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Have spies in the Power Substation and wait until December 8th 1971 (yea it's long live with it) and you will get a report about a suspicious character. Go there and knock her out and drag her to the back of the truck where Snake and Roy and a couple of other soldiers will have a large grin on their faces and um nevermind that last statement. Just drag her to the back of the truck and you will capture thus recruiting her.

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Eva [EV1]  
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*Make sure that you have defeated Null for the second time

Make sure you have Sokolov and put spies in the Town, Western Wilderness, and Guest House. Now head to the Silo Entrance and you will get a call regarding a report from Campbell..."but there was none" You ask. Yes grasshoppah...I unno why they had that, it's a game it has secrets. Now go to where the RPG-7 is and interrogate the Male General and he will say something about twirling guns.

Now you will get a report and at the Town, and head there at night time. Find the man in the blue suit and interrogate him and he'll say something about a man at the Airport.

At the airport head to where you interrogated the dude in the suit and there will be a soldier there, interrogate him and he'll give you a frequency 141.23.

Now you will get a report about a government official at the Guest House. Head there and find the man in the blue suit and make sure to interrogate him twice.

Now you should get a report in the Western Wilderness about another government official. Head there and go to the basement and CAPTURE the dude in the blue suit.

Head to the Security Base now and in the building to the North West there will be lockers, open them and your character will say something about the frequency.

Now head to the Comm base and head to the X. Eva will call and say she'll meet you at the Airport in a week. Wait a week and head to the Airport in the room where you interrogated the blue suit and you will get a call saying Eva's plane has crashed.

You'll get a report in the Western Wilderness and go there and into the basement and rescue her and boom you got her.

Damn that was long wasn't it, well you got her the legit way don't you feel good inside.

~~~~~  
Ocelot [OC1]



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*Make sure that you have defeated Null for the second time

You have to have Eva and Sokolov the legit way and then head to the Ravine. You will get a call and you will have to use the frequency 141.23 at the Comm thing in that area. Head to the second floor cave at the north part of the ravine and pick up Key C. Head to the X on your map and when you reach you will get a call from Ocelot.

Beat the game Save that file

when it tells you to save at the end of the creds and ranks. Load it up wait until you get to the world map, save it, go back to the main menu and load it back up and it will say "New Soldier Found"

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Sokolov [SK1]

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*Make sure that you have defeated Null for the second time

Have spies in the Harbour and Plant and wait until you get a report about some left over metal gear parts in the Harbour. Head to the Harbour and go to the basement and you will get a call and Ghost will say that he wants some blueprints.

Now go to the Power Substation and go inside the building close to where you put the time bomb and interrogate a couple of guards near here until they one of them coughs up a frequency which is 145.61.

Note: To actually know about this you will have to go to the Silo Entrance and do the old "I wonder how you get that door open" thing. If you interrogate a guard thats close by that locked door, he will say something about a frequency in the Power Substation. Thats how you figure it out and start investigating. Joost incase you wanted to know.

Now head to the Silo Entrance and go to that locked room, it's right next to the place where you had to go to face Null for the first time. Put in that frequency and go inside an lo and behold and completly empty room with just one thing in it, blueprints. Pick it up and you will then get a report about someone needing rescue in the Plant.

Now at the Plant head to the big huge room and Sokolov will be waiting at the top in a room. Use you MGS skills to navigate through and meet him. Boom the long and grueling journey to get Sokolov is over you can take a rest now.

Sokolov is actually pretty good and will help you reach that level 99 tech because he has a S in tech (Ohh my gosh....Yahoo!...yaaaah...)

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Paramedic [PR2]

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First go to the Comm Base before doing the first Rail Bridge mission. Head to the X and a call will come and Paramedic will say she is coming. Next place spies in the Hospital and complete all of the previous reports. You will then get a report about seeing Paramedic in the Hospital. Head there and go to the prison bars icon. Boom you got her, go ahead and put her in the Medical unit since she has and S in it.

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Sigint [SG1]

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After the rescue Snake mission head back to the Comm Base and go the X. A call will come and Sigint will say that he is coming. Then put spies in the Town and complete all the previous reports in the Town then you will get a report saying Sigint is in the Town.

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Python [PY2]  
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Simply stamina kill him when you fight him. You will get a different cut scene if you kill him instead of stamina killing him.

~~~~~  
Raikov [RA2]  
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Place spies in the Town right before the rescue Snake mission and you will get a report about a map. Get the map and you will get the Western Wilderness area. As any other gamer you would want to put spies in there as soon as possible... so get to it. You will get a report about a good looking man being held captive in there. Go there and rescue the guy and boom you got Raikov. Raiden's faasha, maybe?

~~~~~  
ADDITIONAL WAYS TO GET SOME OF THE SECRET CHARACTERS

Venus: Have a MGA 2 game save on your psp's mamory stick. (Second Playthrough only)

Teliko: Have a MGA game save on your psp's memory stick. (Second Playthrough only)

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Other [OT1]
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~~~~~  
LYNX:
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Wears black ski mask, tanned clothing, sometimes has packs of bullets on their clothes.

Where to find: Prison, Plant, Comm Base, Supply Depot, Soviet Patrol Base, Hospital, Research Lab, Town, Rail Bridge, Harbour, Security Base, Ravine, Western Wilderness.

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Engineer:
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Wears a blue engineer out fit, hair can change like short or medium hair.

Where to find: Plant.

~~~~~  
Female Generals:
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Has either brown, blonde, or red hair. Wears a beret and a greenish/tanned uniform with badges.

Where to find: Town, Warhead Storage, Security Base.

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Male Generals:

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Wears a cop like hat, greenish/tanned unifor with badges.

Where to find: Warhead Storage, Ravine,

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Government Official:

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Wears a blue suit, blue tie, white undershirt, blue pants, and has short hair.

Where to find: Airport interrogation mission, Western Wilderness finding Eva mission, Town mission finding the guest house, Railbridge mission for finding Eva.

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Male Scientists:

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Wears a white lab coat hair can change, and white pants.

Where to find: Research Lab.

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Female Scientist:

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Wears a white lab coat and a green skirt and glasses,

Where to find: Hospital.

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FOX Soldiers:

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They wear black camo clothes and have a black berret.

Where to find: Silo Complex, Silo Entrance.

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GRU

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They have forest camo a black mask and hood that they are not wearing.

Where to find: Online, AP Scan.

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KGB

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Wears a dark green hood and a mouth mask.

Where to find: Online, AP Scan.

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Ocelot Soldiers

~~~~~

Wears a black uniform, black mask and a red beret.

Where to find: Online, AP Scan.

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Naked Snake

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The Snake at the beginning of the game without the shirt.

Where to Find: Hacking

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Roy Campbell

~~~~~

Where to find: Hacking

~~~~~

Special Camo Soldiers

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Where to find: Trade with people online.

<http://i4.photobucket.com/albums/y122/Fulammie/SpecialCamoSoldiers.jpg>

That is a picture of all of them.

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Version History [VH1]

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Version 2.91:

-Changed layouts

Version 2.81:

-Added SVD tip

-Added body armor report in EU reports

Version 2.80:

-Fixed up some stuff (Spelling, layout etc)

-added the Europe features

-Added the daze tip

-Added more to the Mk22 tip

-moved saving from tips to BGK.

-Changed Version History Layout

-Added navigation explanation to table of contents

-Added new reports to EU version

-Removed technical unit levels since it was inconsistent

-Added NOTICE in EUR features

Version 2.70:

-Added a new tip for AP scan

-added more info for the XM tip.

Version 2.60:

-Added new tips

-more details on defeating Gene.

Version 2.40:

-Fixed up a couple of stuff

-added another tip.

Version 2.30:

-Have to complete one more report in Prison

-add the rest of the items to the walkthrough for the last couple of places

-Possibly add more tips.

Version 2.20:

- Added items to walkthrough
- added some reports
- added more tips
- fixed map
- Need to finish adding items and reports and possibly add more tips

Version 2.10:

- Finished walkthrough
- need to finish reports, and some
- locations of weapons and items
- Added Tips section and possibly add more tips

Version 2:

- Finished Secret Characters In game

Version 1:

Need to complete:

- Complete the M10
- Ghost Frq
- SAA
- UZI
- Walkthrough
- map
- Secret characters
- report layout
- tech lvls
- and clean up

=====  
Contact Me [CM1]  
=====

My email is ultima\_6@hotmail.com thats all I'm gonna put, not gonna like give you my address or phone number or something.

=====  
Credits [CR1]  
=====

Thanks to gamefaqs for putting this up.  
Thanks to Hideo Kojima for making another great MGS game.  
Thanks to play asia for the soundtrack.

Thanks:

- Tom Crowley for the AP Scan Guide
- Nicholas Wong for the Cunnigham tip
- Waleed Hassan for the Python tip
- Otto Wong for the info on the XM
- Lee Rittenhouse on the AP scan trick
- Patto for the EU passwords

If you have any questions feel free to email me (look up a little). If you have any suggestions for me in making FAQ/Walkthroughs tell me i'd appreciate it so I can improve. And if you have any suggestions for making this particular FAQ better tell me.

If MPO2 comes out I'll make a FAQ for it. It'll be ten times better than this one.

