

Metal Gear Solid: Portable Ops FAQ/Walkthrough

by stanpowers

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Game: Metal Gear Solid: Portable Ops
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Introduction

Once I started playing this game, I was utterly amazed. This game actually lets you create your own army and divide your soldiers just how you want. You can also go on missions, find new weapons, explore, or recruit new members for you army at any given point in the game. As soon as this game came out, I bought it and decided to make a walkthrough for it seeing as how nobody made one yet.

Gameplay Information

(Coming soon)

Controls

(Coming soon)

Main Walkthrough

Prison

Wait until Campbell speaks to you, then crawl through the vent, then crawl to the north, and then east to exit the vent. Pick up the suit, then run out of the building.

There is an enemy outside. Take him out, then enter the red door straight in front of the building you were in before. Go straight, and then to the left,

then crawl under the gate. Kill the enemy, then get out of the building and head east. Kill the enemy from afar, then head to where he is, then go up the small ramp. Crawl under the window so that the enemy inside the building doesn't notice you, then head west to your objective.

Communications Base

First, take out the soldier to the north of your location, then go to where he is, and enter the building near him. As you enter the building, you will see a door to your right. Go through the door, and go to the objective to watch a radio cutscene.

Soviet Patrol Base

When the level begins, walk straight forward to watch a cutscene where two soldiers are talking. Sneak past them, and then head north. North west of a small staircase, you will see an enemy, shoot him, and then go to the north. Then, go straight, and then to your right, to find another enemy. Shoot him, then go up the white crate, and roll forward to get to the other side so that you can enter the building. You will then see another enemy, shoot him, and get the secret documents to end the mission.

Soviet Patrol Base

Go to that area where two enemies were talking in the previous mission. This time, there will be one enemy there. Shoot him in the head with your MK22, then drag him to the truck. Congratulations, you have recruited your first soldier.

Communications Base

Enter the same building where you had the radio cutscene with Para Medic, enter it, then, turn left, and go through the door you see in front of you.

Hospital

Go straight, to find a small gap in the wall through which you can crawl. Crawl through it, then look to the north west, behind the truck to the far north, is the building where your next objective lies. Go up the stairs past the front entrance to the building, enter the only unlocked door you see, and then congratulate yourself.

Research Lab

Go down the path until you reach an enemy, kill him, then climb up the stack of boxes. Take out the doctor from here so that he doesn't start a commotion. Go up the ramp to the left of the doctor, and into the objective. After the cutscene, go back down, and enter the building you see. Then take a right, and go to the final objective. Mission accomplished.

Supply Depot

When you begin, go north, and climb up the boxes. Then go north again

north between the building on your right, and the mountain on the left. Once the path ends, go right, and enter the building you see through the big entrance. Go north until you come across another dead end, turn right. Go up the ramp and climb the box to collect the secret documents. Mission accomplished.

Rail Bridge

Go straight past the truck and go left. Go straight until you pass the boxes and the building. You'll be in front of the rail bridge. You will see your objective on the left. Go to it and you Win.

Town

Now, I never tried to finish this mission without any alerts, so excuse me if this isn't very detailed. Just go to the white X points on your map, and plant a TNT charge on each truck.

Supply Depot

Go past the wall on your left, after that, you will see a truck, and an enemy near it, either take him out if you want no alerts, or run past him and plant the TNT on the truck. Easy mission.

Soviet Patrol Base

Go south to the other end of the map, enter the small house on your left, knock out the enemy, and plant the TNT charge on the target. Easy.

Research Lab

Go to any of the two X's and plant a charge on one of them.

Rail Bridge

Wow, this is actually called a mission. Well, this will take about ten seconds to complete, so, go across the bridge, and straight to the objective point.

Harbor

Go across the map and enter the huge ship. Go down the ramp to the bottom cargo hold of the ship. Watch the cutscene with Python imprisoning the soldier, then head east. Climb over the boxes to the other side, then go to the white crate, and you're done.

Security Base

Go to the west, and roll over the gap. Enter the building through the door in front of you, and shoot/knock out the enemy you see. To the north, near a door, is a hallway. Go up the ramp, and turn left when you reach the second floor. Take out the enemy in the hall, then enter the room on your left, and

take out the enemy in here. Grab the secret documents and mission accomplished.

Warhead Storage

In the beginning of the level, use any character but Snake, you will need him for the fight against Python. Go straight, then to the right, down the hall, and to the left into the large room. Climb the stairs in the left side of this room. Go to the door on the right, down the hall, to the right again. Go to the door across from where you are. Go down the ramps in this corridor, and turn right at the end. Plant a TNT charge in the objective point, and prepare for your first boss fight.

If you want to recruit Python, you will have to stamina kill him, this is done by shooting him with the MK22 or Mosin Nagant. Use Snake for this fight, and if you want to recruit him, circle around Python, while shooting at him with the MK22. Don't shoot while there's liquid nitrogen coming out of his suit. Otherwise, do the same thing with any rifle to kill him. Depending which way you take him down, you will get a different cutscene. If he ever freezes your weapon, run around the building until it unfreezes.

Airport

Sneak past, or kill the enemy and enter the airport. Go up the ramp in front of you, and enter through the door.

Go to the opposite end of the hall and you'll enter a narrow hall.

Go through the door on your right and then up the ramp. Shoot the enemy to the right of the ramp with your MK22, then sneak behind the other enemy wearing a suit, and interrogate him. Very easy.

Silo Entrance

Go up the ramp near the beginning of the level. Behind the two crates, there's an enemy. When he turns around, knock him out, then proceed down the ramp on the other side. Now turn to the right, and go up the small ramp. From the point when that ramp stops in the middle, turn right, and roll over the fence. Sneak by the enemy, and head for the objective point.

Now it's time to face Null. For an easy fight, roll toward him, then turn around right away and shoot him by locking on to him with the L button. It doesn't matter if you HP kill or stamina kill him. The cutscene will be the same.

When you kill him, you will see a cutscene where Snake gets captured.

Silo Entrance

This is pretty easy, go to the other side again by rolling on top of the fence, but now, turn left and go down the ramp. Take out the enemy here, then go to the corridor on the left. Behind the crate, is the officer you will need to interrogate. When he turns around, sneak behind him, the interrogate him, mission complete.

Rail Bridge

In the beginning of the mission, take out the enemies patrolling outside. then enter the building on the far side of this side of the bridge. Enter it, then turn right, the secret documents are in this room.

Guest House

Go straight, then turn left into the lower part. Go inside the first vent you see, and turn right on the on the second opening. Exit the ramp by following this path. In the coridor, turn right, then right again, and into the objective point.

Plant

Go forward, and sneak by the enemies. Go toward the objective point.

Now it's time to fight Metal Gear. There are TNT's on the side behind you, and the opposite side. There are also RPG-7's on the left side. First, plant the TNT charges near it's legs. When all of it's legs are damaged, hide behind the crates on the left side of the room. When it opens it's hatches to launch missiles, shoot one hatch with the RPG-7, then the opposite one. Do it over and over until it dies.

After the cutscene, Johnathan dies.

Ravine

Take out the two enemies near the large barrel, then, follow the all of this building, until you're on it's opposite side. Jump off this ledge, then hang from this ledge. Pass the boulder, then go to the objective point.

Power Substation.

Go up the ramp, then jump down, pass the crates and the enemy. Go up this next ramp, then into the building through the door on your left. Follow the corridor, take the left path, then go left, and again left. Go to the door straight ahead and to the objective point.

Power Substation

Go where you went in the previous mission, place the time bomb and get ready to fight Null again. Apply the same tactic as before, and he should go down with ease.

Silo Entrance

Do what you did before. Except this time, go a little further and down the stairs to the door.

SILO COMPLEX

Okay, at the beginning of the level, use the frequencies: 145.75 ; 147.42 ; 148.51 to open the locked doors in this level. Go up the ramps take the path between the wall and column (There's a camera there). Knock out the two enemies, then go left and enter the door on your left. Turn right, roll to the next platform, and roll left. Go a little forward, and grab the key. Go back to the ramp, but this time, go right into the previously locked door. Follow the corridor, through the door you unlocked with the frequency. Enter this next room, go left, up the ramps, through another and another door. Continue on through the doors and hallways. When you're outside, go into another door, watch out for the camera there, and grab another key. Exit outside again, right away, turn right, and hang off of the railing. Jump down, and enter the last door. Go down the ramp and into the objective point.

Silo Complex

When the boss fight starts, start shooting at the flying thing he's on, and when he gets down to your level, shoot right at him. The platform will supply you with ammo if you run out. If you want to recruit Cunningham, you need to stamina kill him, the finish the game before January first. After this, prepare yourself for the final boss fight.

Launch Control Room

In this fight, first, wait for Gene to stop throwing his knives, then shoot him. If he turns away, shoot him. And if he charges and starts to turn yellow, quickly roll out of the way, and shoot him. If you want to recruit Gene, you need to recruit 200 soldiers and then kill Gene by stamina kill all in one playthrough, so start recruiting.

Reports/Side missions

This section will contain the information of all the status reports you can get, and tell you where and wehn you can get it.

To get the reports right away, put four spies in each location.

1) Name: Map Procurement

When you get it: After the first research lab mission

Location: Supply Depot

Description: 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

How to complete: When you begin, go north, and climb up the boxes. Then go north again between the building on your right, and the mountain on the left. Once the path ends, go right, and enter the building you see through the big entrance. Go north until you come across another dead end, turn right. Go up the ramp and climb the box to collect the secret documents.

2) Name: Survival Knife Discovered

When you get it: After the first supply depot mission.

Location: Prison

Description: Sources indicate that there is a survival knife stored in the prison. We asses that it is available at any time.

How to complete:

3) Name: Scorpion Found

When you get it: After the first supply depot mission.

Location: Supply Depot

Description: Sources indicate that there is a Scorpion stored inside the supply depot. We asses that it is available at any time.

How to complete:

4) Name: M16A1 Found

When you get it: After the first supply depot mission.

Location: Soviet Patrol Base

Description: Sources indicate that there is an M16A1 stored in the front line patrol base. We asses that it is available at any time.

How to complete:

5) Name: M1911A1

When you get it: After the first supply depot mission.

Location: Comm Base

Description: Sources indicate that there is an M1911A1 stored in the communications base. We asses that it is available at any time.

How to complete:

6) Name: Claymore Disarmament

When you get it: After the first supply depot mission.

Location: Hospital

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

How to complete: Use the mine detector to find all five claymores.

One's near the side of the second truck, another in the first large building you see, in one of the left rooms, the third in the small vent

in the rightmost closest small building. The fourth is inside the furthest building upstairs in the only unlocked room, and the last one is in another vent near the truck.

7) Name: Medical Supply Found

When you get it: After the first supply depot mission.

Location: Hospital

Description: Sources indicate that some of the medical supplies intended for the research lab were left behind in the hospital, including First-Aid kits.

How to complete:

8) Name: Diversionary Operation

When you get it: After the first rail bridge mission

Location: Supply Depot

Description: 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.

How to complete: Go past the wall on your left, after that, you will see a truck, and an enemy near it, either take him out if you want no alerts, or run past him and plant the TNT on the truck.

9) Name: Diversionary Operation

When you get it: After the first rail bridge mission

Location: Town

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

How to complete: Just go to the white X points on your map, and plant a TNT charge on each truck.

10) Name: Diversionary Operation

When you get it: After the first rail bridge mission

Location: Soviet Patrol Base

Description: 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.

How to complete: Go south to the other end of the map, enter the small house on your left, knock out the enemy, and plant the TNT charge on the target.

11) Name: Diversionary Operation

When you get it: After the first rail bridge mission

Location: Research Lab

Description: 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.

How to complete: Go to any of the two X's and plant a charge on one of them.

12) Name: Pentazemin Found

When you get it: After the first rail bridge mission

Location: Research Lab

Description: A large shipment of drugs and medical supplies has been delivered to the research lab. A case of Pentazemin has been seen among the boxes delivered.

How to complete:

13) Name: M37 Found

When you get it: After the research lab demolition mission.

Location: Rail Bridge

Description: Sources indicate that there is an M37 shotgun stored in the

Rail Bridge security guardhouse. We asses that it is available at any time.
How to complete:

14) Name: Prisonner Detected

When you get it: After the second rail bridge mission.

Location: Soviet Patrol Base

Description: We have confirmed the presence of a soldier being held captive in a jail cell located in the enemy front line patrol base.

How to complete: Go to the prisoner icon on the map, then knock out the soldier near the jail cell, take his keys and open the cell door.

15) Name: Cargo Ship Docked

When you get it: After the second rail bridge mission.

Location: Harbor

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

How to complete: Go across the map and enter the huge ship. Go down the ramp to the bottom cargo hold of the ship. Watch the cutscene with Python imprisoning the soldier, then head east. Climb over the boxes to the other side, then go to the white crate, and you're done.

16) Name: M63 In Storage

When you get it: After the first harbor mission.

Location: Harbor

Description: Sources indicate that there is an M63 light machine gun stored at the harbor. We asses that it is available at any time.

How to complete:

17) Name: Classified Information

When you get it: After the first harbor mission

Location: Soviet Security base

Description: We have reports of the existance 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.

How to complete: Go to the west, and roll over the gap. Enter the building through the door in front of you, and shoot/knock out the enemy you see. To the north, near a door, is a hallway. Go up the ramp, and turn left when you reach the second floor. Take ou the enemy in the hall, then enter the room on your left, and take out the enemy in here. Grab the secret documents and mission accomplished.

18) Name: Armory

When you get it: After the first security base mission.

Location: Soviet Security base

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

How to complete: Go to the X on the map and plant a TNT charge on it.

19) Name: Information On Construction

When you get it: After the first security base mission.

Location: Warhead Storage

Description: 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.

How to complete: In the beggining of the level, use any character but Snake, you will need him for the fight against Python. Go straight, then to the right, down the hall, and to the left into the large room.

Climb the stairs in the left side of this room. Go to the door on the right, down the hall, to the right again. Go to the door across from where you are. Go down the ramps in this corridor, and turn right at the end. Plant a TNT charge in the objective point, and prepare for your first boss fight. If you want to recruit Python, you will have to stamina kill him, this is done by shooting him with the MK22 or Mosin Nagant. Use Snake for this fight, and if you want to recruit him, circle around Python, while shooting at him with the MK22. Don't shoot while there's liquid nitrogen coming out of his suit. Otherwise, do the same thing with any rifle to kill him. Depending which way you take him down, you will get a different cutscene. If he ever freezes your weapon, run around the building until it unfreezes.

20) Name: Mosin Nagant Located

When you get it: After the first security base mission.

Location: Warhead Storage

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

How to complete:

21) Name: Para-Medic Captured

When you get it: After you complete the mission: Claymore Dischargement.

Location: Hospital

Description: Para-Medic has landed, rescue her.

How to complete: Go to the prisoner icon on the map.

22) Name: Airport Located

When you get it: After you beat the warhead storage mission.

Location: Airport

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

How to complete: Read it.

23) Name: Prisoner Confirmed

When you get it: Finish the airport mission.

Location: Supply Depot

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

How to complete:

24) Name: M870 Discovered

When you get it: After the airport mission.

Location: Airport

Description: Sources indicate that there is an M870 shotgun stored near the arrival gate inside the airport. We asses that it is available for procurement at any time.

How to complete:

25) Name: Perfect Soldier Located

When you get it: After the airport mission.

Location: Silo entrance

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

How to complete: Go up the ramp near the beginning of the level. Behind the two crates, there's an enemy. When he turns around, knock him out, then proceed down the ramp on the other side. Now turn to the right, and go up the small ramp. From the point when that ramp stops in the middle, turn right, and roll over the fence. Sneak by the enemy, and head for

the objective point.

Now it's time to face Null. For an easy fight, roll toward him, then turn around right away and shoot him by locking on to him with the L button. It doesn't matter if you HP kill or stamina kill him. The cutscene will be the same.

When you kill him, you will see a cutscene where Snake gets captured.

26) Name: Maintenance Crew Sighted

When you get it: After the first silo entrance mission.

Location: Warhead Storgae

Description: 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.

How to complete:

27) Name: High Ranking Officer Sighted

When you get it: after the first silo entrance mission.

Location: Silo Entrance

Description: 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.

How to complete: This is pretty easy, go to the other side again by rolling on top of the fence, but now, turn left and go down the ramp.

Take out the enemy here, then go to the corridor on the left. Behind the crate, is the officer you will need to interrogate. When he turns around, sneak behind him, then interrogate him, mission complete.

28) Name:

When you get it:

Location:

Description:

How to complete:

Multiplayer

This is a description of all multiplayer modes, maps, and how it mainly works. (Coming soon)

Weapons and items

A description of all the weapons and items in this game.

Weapons:

KNIFE: A knife with a hollow grip designed to fit inside survival kits. Can also be used in battle. *CQC*

SP KNIFE: A specialized combat knife developed or used by Spetsnaz, the special forces unit 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.

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 suppressors. Uses 9mm tranquilizer ammo. *CQC*

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. *CQC*

SINGLE ACTION ARMY: 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.

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.

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.

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

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.

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. It is now one of the most widely known military rifles in the world. Anywhere there is a conflict, the AK-47 is present. Uses 7.62x39mm ammo.

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.

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.

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.

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 7.62mmx54R ammo.

MOSIN NAGANT: A Soviet-made sniper 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.)

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.

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 seasoned marksman, it can deliver massive firepower in a matter of seconds. Can be equipped with a suppressor.

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.

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.

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.

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.

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

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

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.

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

ANTI-BALLISTIC SHIELD: A shield made of bulletproof armor. Protects against a variety of bullets, explosive blasts, and flying fragments.

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

Items List:

MEDICAL KITS (S): Restores a small amount of LIFE.

MEDICAL KITS (L): Restores a large amount of LIFE.

RATIONS (S): Restores a small amount of Stamina.

RATIONS (L): Restores a large amount of Stamina.

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

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

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

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

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

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

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

AMMO (9MM T): A special type of bullet that combines a tranquilizing agent with a hypodermic injection mechanism.

AMMO (9MM): High muzzle velocity pistol ammo found primarily in Western European countries.

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

AMMO (.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.

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

AMMO (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.

AMMO (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.

AMMO (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 oversped for normal infantry combat, but favored by snipers for its high firing performance at long range.

AMMO (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.

AMMO (12GAUGE): Shotgun ammo. Also called double-0 buckshot, it fires nine 8.4mm bullets. At point-blank range, its stopping power is incredible.

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

Bosses

Describing how to beat (Stamina and health) every boss in the game.

(Coming Soon)

Recruits

Description of every special recruit in the game.

Name: Snake
HP: 120/180
Stamina: 400/500
Handgun: A
Submachine gun: B
Assault rifle: A
Shotgun: B
Sniper rifle: A
Heavy weapons: A
Knife (CQC): S
Throwing weapons: A
Traps: A
Technical skill: A
Medical skill: A

Name: Cunningham
HP:
Stamina:
Handgun: B
Submachine gun: B
Assault rifle: A
Shotgun: A
Sniper rifle: C
Heavy weapons: S
Knife (CQC): B

Throwing weapons: A
Traps: A
Technical skill: C
Medical skill: C

Name: Null
HP:
Stamina:
Handgun: A
Submachine gun: S
Assault rifle: A
Shotgun: B
Sniper rifle: C
Heavy weapons: C
Knife (CQC): S
Throwing weapons: B
Traps: A
Technical skill: B
Medical skill: C

Name: Gene
HP:
Stamina:
Handgun: A
Submachine gun: B
Assault rifle: B
Shotgun: C
Sniper rifle: a
Heavy weapons: c
Knife (CQC): S
Throwing weapons: A
Traps: A
Technical skill: A
Medical skill: A

Name: Venus
HP:
Stamina:
Handgun: A
Submachine gun: A
Assault rifle: A
Shotgun: A
Sniper rifle: A
Heavy weapons: A
Knife (CQC): A
Throwing weapons: A
Traps: A
Technical skill: A
Medical skill: A

Name: Teliko
HP:
Stamina:
Handgun: S
Submachine gun: A
Assault rifle: A
Shotgun: B
Sniper rifle: A
Heavy weapons: B
Knife (CQC): B

Throwing weapons: B
Traps: B
Technical skill: C
Medical skill: A

Name: Eva
HP:
Stamina:
Handgun: A
Submachine gun: A
Assault rifle: B
Shotgun: B
Sniper rifle: S
Heavy weapons: C
Knife (CQC): B
Throwing weapons: C
Traps: B
Technical skill: A
Medical skill: A

Name: Ocelot
HP:
Stamina:
Handgun: S
Submachine gun: A
Assault rifle: B
Shotgun: B
Sniper rifle: A
Heavy weapons: B
Knife (CQC): A
Throwing weapons: B
Traps: A
Technical skill: B
Medical skill: B

Name: Zero
HP:
Stamina:
Handgun: B
Submachine gun: A
Assault rifle: A
Shotgun: A
Sniper rifle: A
Heavy weapons: B
Knife (CQC): B
Throwing weapons: A
Traps: B
Technical skill: B
Medical skill: B

Name: Raikov
HP:
Stamina:
Handgun: B
Submachine gun: B
Assault rifle: A
Shotgun: S
Sniper rifle: A
Heavy weapons: B
Knife (CQC): A

Throwing weapons: A
Traps: B
Technical skill: C
Medical skill: C

Name: Gako
HP:
Stamina:
Handgun: A
Submachine gun: B
Assault rifle: B
Shotgun: C
Sniper rifle: A
Heavy weapons: C
Knife (CQC): B
Throwing weapons: A
Traps: S
Technical skill: A
Medical skill: B

Name: Python
HP:
Stamina:
Handgun: C
Submachine gun: A
Assault rifle: S
Shotgun: A
Sniper rifle: C
Heavy weapons: B
Knife (CQC): B
Throwing weapons: S
Traps: A
Technical skill: C
Medical skill: C

Name: Jonathan
HP:
Stamina:
Handgun: C
Submachine gun: B
Assault rifle: A
Shotgun: B
Sniper rifle: C
Heavy weapons: C
Knife (CQC): A
Throwing weapons: C
Traps: C
Technical skill: B
Medical skill: B

Name: Paramedic
HP:
Stamina:
Handgun: A
Submachine gun: B
Assault rifle: C
Shotgun: C
Sniper rifle: C
Heavy weapons: C
Knife (CQC): A

Throwing weapons: C
Traps: B
Technical skill: B
Medical skill: S

Name: Elisa
HP:
Stamina:
Handgun: A
Submachine gun: A
Assault rifle: B
Shotgun: B
Sniper rifle: B
Heavy weapons: C
Knife (CQC): A
Throwing weapons: B
Traps: A
Technical skill: A
Medical skill: S

Name: Sigint
HP:
Stamina:
Handgun: B
Submachine gun: B
Assault rifle: B
Shotgun: B
Sniper rifle: B
Heavy weapons: S
Knife (CQC): B
Throwing weapons: B
Traps: A
Technical skill: S
Medical skill: B

Name: Sokolov
HP:
Stamina:
Handgun: C
Submachine gun: B
Assault rifle: B
Shotgun: C
Sniper rifle: A
Heavy weapons: B
Knife (CQC): B
Throwing weapons: B
Traps: S
Technical skill: S
Medical skill: B

Name: Ursula
HP:
Stamina:
Handgun:
Submachine gun:
Assault rifle:
Shotgun:
Sniper rifle:
Heavy weapons:
Knife (CQC):

Throwing weapons:

Traps:

Technical skill:

Medical skill:

Passwords

Passwords that unlock special characters.

HUNTER-N is NULL
LQ.N2 is PYTHON
JUNKER is CHUNNINGHAM
ERBE is GENE
PK+ESP is URSULA (can't be got with ELISA at the same time)
THE-L is ELISA (can't be got with URSULA at the same time)
E.APPLE is EVA
PM-EMS is PARAMEDIC
DARPA-1 is SIGHT
R.R.R. is OCELOT
1+2-3 is ZERO
SATURNV is SOKOLOV
IVN =RV is RAIKOV
T.F-ACID is TELIKO
MGA2VE is VENUS
!TRAUMER is GAKO

FAQs

(I will update this when someone asks me a question)

Update Information

15/12/06 Started Walkthrough

17/12/06 Finsished the main walkthrough, updated weapon and reports sections.
Almost finished recruits section.

Credits

Gamefaqs: For (Hopefully) posting this guide.

Me: For making this guide.

Legal

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Contact

If you have any questions or tips regarding this game or this guide, please e-mail me at stanhelps@yahoo.com

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