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FINAL - 12TH July 2008

Finished gun shooting mode, so the VR Training section is done.

Can't think of anything else to add, so I think I can call this my final version.

LEGAL DISCLAIMER

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This is not the whole story, this is just the preface, so as to maintain my policy of no spoilers.

Credit it to the instruction booklet.

The nuclear weapons disposal facility on Shadow Moses Island in Alaska's Fox Archipelago is attacked and captured by Next Generation Special Forces led by members of FOXHOUND. The terrorists have got their hands on hundreds of nuclear warheads and they're demanding that the government turn over the remains of Big Boss. They warn that if their demands are not met within 24 hours, they'll launch a nuclear weapon. Solid Snake is once again called back into duty in a top secret mission to deal with the greatest terrorist threat the world has ever seen. His mission is to first single-handedly infiltrate the nuclear weapons disposal site and rescue the two hostages, DARPA chief Donald Anderson and the president of ArmsTeck, Kenneth Baker, and then to eliminate the terrorists and prevent a nuclear launch. The time limit is 24 hours. Once again, Snake heads to battle...alone.

2 - WEAPONS

• SOCOM

Standard handgun, should be equipped or on quick equip pretty much all of the time. It isn't as useful at first because it's too loud, but once you get the suppressor it becomes one of the quickest and easiest ways to take down individual Genomes.

• FAMAS

An assault rifle. It is most useful in the Psycho Mantis boss fight, or when shooting your way up Comm Tower A. It is good for gunning down large groups of Genome Soldiers.

• PSG1

Sniper Rifle. Useful for taking down enemies from a distance, or fighting Sniper Wolf. You need to take Diazepam to stop the shaking.

• Nikita

Remote controlled missile. Used for taking out the power supply on the electrified floor, and for beating Sniper Wolf easily the second time.

• Stinger

Missile Launcher. Used against the Hind D and Metal Gear Rex. It locks and can track targets automatically.

• Grenade

Normal grenade. Although there are many of these throughout Metal Gear Solid, there is no real use for them apart from the boss fight against the tank.

• Chaff Grenade

These are used for stopping the Surveillance cameras working for a short time, and for screwing up the tank so you can get an attack in. These come in handy at various points in Metal Gear Solid.

• Stun Grenade

These are used for knocking out Genome Soldiers. They don't really "need" to be used at any point, but they do come in handy if you run out of FAMAS ammo shooting your way up Comm Tower B. However, whenever used, they always put you in alert mode.

• C4

Remote controlled bomb. Used mainly around the Ocelot boss fight, mainly for blasting holes in walls. They can also be used against Ocelot, if strategically placed.

• Claymore

These become invisible when placed, apart from if you're wearing Thermal Goggles, or have the Mine Detector equipped. There isn't really much point in using them anywhere else but the Vulcan Raven boss fight.

3 - ITEMS

- Stealth

This is unlocked after finishing Metal Gear Solid with the Otacon ending. When equipped, the Genomes can't see you. However, bosses still can.

- Bandana

This is unlocked after finishing Metal Gear Solid with the Meryl ending. When equipped, you have infinite ammo for all your items.

Fun Fact: if you shoot all of the bullets out of your magazine with the FAMAS, apart from the last three, (they should appear as red bullets in the weapon window) and then equip the bandana, all of your FAMAS bullets now have a cool laser-like effect.

- Ration

These are the things that replenish your health. They can be found just lying around, or you can kill Genomes for them.

- Diazepam

This is used to stop you shaking when using the PSG1.

- Key Card(s)

These are used to unlock different level doors. They are usually given to you by other characters during cut-scenes. The higher the level key, the more places you have access too.

- Mine Detector

When equipped, this shows you on the radar where Claymores are.

- Thermal Goggles

These are useful at various points throughout Metal Gear Solid, particularly when fighting Ninja, Psycho Mantis, or when keeping an eye out for Claymores. They are also useful for seeing the lasers.

- Cardboard Box(es)

There are three of these in Metal Gear Solid. They all have different labels, and will take you to the respective place on the label if you hide in a certain place. They can also be used to hide from guards, making you "blend in". This will only work if you are not directly in their path, or field of vision.

- Handkerchief

Sniper Wolf's Handkerchief. If Snake catches a cold, keep this equipped to stop him from sneezing and attracting guard attention. Also, if you keep this equipped when passing through the area with the wolves, they will no longer attack you.

- Ketchup

Otacon gives this to you when you're in the cell. Keep it in the window, and press O to let some out.

- Scope

You have this when you first start the game, they're binoculars for seeing long distances.

- Cigs

Although these may appear as though they have no purpose other than to harm Snake's health, they can come in handy if you don't have the Thermal Goggles for seeing lasers.

-
- MO Disc

Optic Disc containing Metal Gear exercise data.
It is given to you by Kenneth Baker.

- Pal Key

Emergency input or override device

- SOCOM Supressor

Equip the supressor in the item window, and the SOCOM in the weapon window, and it'll put the supressor on.
With this, you can now take care of guards without going into alert mode.

4 - CODEC PEOPLE

- Colonel Campbell ~ 140.58

Call him if you are stuck with any part of the game, he will give you good advice.

- Mei Ling ~ 140.96

Call her if you want to save the game, or if you want to know anything about the radar.

- Nastasha Romanenko ~ 141.52

Call her if you want to know anything about nuclear warheads.

- Otacon ~ 141.12

He will help you out throughout Metal Gear Solid.

- Naomi Hunter ~ 140.85

Same as the Colonel.

- Deepthroat ~ 140.48

Don't call him, you'll get no response. However, he will call you at certain points in Metal Gear Solid.

- Meryl Silverburgh ~ 140.15

If you were wondering what Kenneth Baker meant when he said "it's on the back of that CD case you got," he was referring to the Metal Gear Solid box itself.

If you look on the back, there is a shot of a codec conversation. In the shot, you can see her frequency.
She will help you out a lot throughout Metal Gear Solid.

- Master Miller ~ 141.80

He will first contact you when you enter the Tank Hangar by vent.
He will offer advice like the Colonel, aswell as offering advice about the Flora & Fauna of Alaska

5 - UNLOCKS

Just a small section about how to get the unlockable items. :)

Bandana - Finish Metal Gear Solid with the Meryl ending. (Survive all the torture rounds.)

Stealth - Finish Metal Gear Solid with the Otacon ending. (Submit to the torture.)

Red Ninja - Finish the game twice, and when you see Ninja, he will be in red.

Tuxedo - Finish Metal Gear Solid twice.

6 - GHOSTLY PHOTOGRAPHS

Once you have picked up the camera you have the added bonus of being able to take ghostly pictures of Metal Gear Solid's programmer's.

If you visit each of the places below and take a picture of the area, you will find when you load the picture there will be an apparition of that programmer.

Sato - Comm Tower A (roof destroyed by Hind D missiles)

Nakamura - In Meryl's blood pool when she is sniped

Shinkawa - Deep in Sniper Wolf's hallway behind the second pillar

Shimizu - Wolf dog cave (first crawling point)

Kaneda - The mirror located in the Women's restroom

Fukushima - Heliport, looking out to sea from cliff

Takade - Ninja room, glass at edge

Fujimura - Elevator, in the Comm Tower B complex

Hirano - Elevator (Comm Tower B) deep in the shaft of the top level

Muraoka - Water in cargo truck

Ishiyama - Heliport top of building

Uehara - Edge of elevator (the one where the ravens are)

Negishi - Sewage waterfall

Mizutani - When fighting Metal Gear Rex

Korekado - Men's restroom

Sasaki - Picture frames in the Commander's Room

Sonoyama - Torture machine

Toyota - Container in the middle of Vulcan Raven's warehouse

Kozyou - Behind the watertank-like structure in the Canyon

Kojima - Otacon lab (the picture frame to the right)

Matsuhana - Hallway of corpses (outside Otacon's lab)

Shikama - Electric floor

7 - CHARACTERS

CREDIT TO THE INSTRUCTION BOOKLET

SOLID SNAKE

Former member of FOXHOUND. An expert in infiltration, he can accomplish his mission under any circumstances in any location.

MERYL SIVERBURGH

Campbell's niece. She has been thrown into the middle of FOXHOUND's revolt. She has excellent training as a soldier, but no actual battle experience.

ROY CAMPBELL

Former commander of FOXHOUND.

Although retired, he was called back to duty as operation commander because only he knows Solid Snake.

NAOMI HUNTER

Chief of FOXHOUND's medical staff, she's in charge of gene therapy. She works along with Campbell to provide support for Snake.

MEI LING

Operator in charge of communication data processing for this mission. She invented the coded system that Snake uses.

LIQUID SNAKE

A man with the name face as Snake. As FOXHOUND's battle leader, he's the mastermind behind the terrorist attack.

REVOLVER OCELOT

A member of FOXHOUND. An expert with handguns and with a penchant for torture. A formidable gunfighter.

VULCAN RAVEN

A member of FOXHOUND. He's a giant shaman with strong spiritual powers. He's blessed with a powerful body, which is resistant to extreme cold.

SNIPER WOLF

A member of FOXHOUND. A brilliant sniper, she can wait in a sniping position for up to a week without moving a muscle.

PSYCHO MANTIS

FOXHOUND/KGB - A member of FOXHOUND and a former member of the KGB's Psychic Intelligence Unit. He has powerful telekinetic and mind reading abilities.

DECOY OCTOPUS

A member of FOXHOUND. Very little is known about him.

GENOME SOLDIERS

Members of the Next Generation Special Forces and reserve members of unit FOXHOUND. Although they have no virtually no battle experience, they have been rigorously trained in VR simulators and are therefore experienced soldiers.

NINJA

Little is known about this "cyborg ninja". He uses stealth camouflage and wields a Japanese katana that can cut through steel like butter and can even deflect bullets. But whose side is he on?

BIG BOSS

Former commander of FOXHOUND, once known as the "Legendary Soldier" or "Greatest Warrior of the 20th Century". His remains have been preserved by the military.

HAL EMMERICH

An employee of Armstech Inc. His nickname stands for Otaku Convention; a fan of Japanese animation.

NASTASHA ROMANENKO

A freelance military analyst. She provides support to Snake as a specialist in nuclear technology.

MASTER MILLER

FOXHOUND's formr survival teacher. He provides Snae support by Coded.

DONALD ANDERSON

Director of the Defence Advanced Research Projects Agency (DARPA). He's been taken hostage by the terrorists.

JIM HOUSEMAN

Secretary of Defence. He commans this counter-terrorist operation from his AWACS (Airborne Warning and Control System) plane.

KENNETH BAKER

President of a huge arms conglomerate (ArmsTech Inc.). He's been taken hostage by the terrorists along with the DARPA Chief Donald Anderson.

8 - SOUNDTRACK

TRACK 1 - METAL GEAR SOLID MAIN THEME

COMPOSER: TAPPY
LENGTH : 2:43

.....
TRACK 2 - INTRODUCTION

COMPOSER: KCE Japan Sound Team
LENGTH : 0:57

.....
TRACK 3 - DISCOVERY

COMPOSER: KCE Japan Sound Team
LENGTH : 5:05

.....
TRACK 4 - CAVERN

COMPOSER: KCE Japan Sound Team
LENGTH : 3:11

.....
TRACK 5 - INTRUDER 1

COMPOSER: KCE Japan Sound Team
LENGTH : 2:04

.....
TRACK 6 - ENCOUNTER

COMPOSER: KCE Japan Sound Team
LENGTH : 2:20

.....
TRACK 7 - INTRUDER 2

COMPOSER: KCE Japan Sound Team
LENGTH : 1:57

.....
TRACK 8 - WARHEAD STORAGE

COMPOSER: KCE Japan Sound Team

LENGTH : 3:39

.....
TRACK 9 - INTRUDER 3

COMPOSER: KCE Japan Sound Team
LENGTH : 2:55

.....
TRACK 10 - MANTIS' HYMN

COMPOSER: KCE Japan Sound Team
LENGTH : 2:56

.....
TRACK 11 - HIND D

COMPOSER: KCE Japan Sound Team
LENGTH : 2:00

.....
TRACK 12 - DUEL

COMPOSER: KCE Japan Sound Team
LENGTH : 2:21

.....
TRACK 13 - ENCLOSURE

COMPOSER: KCE Japan Sound Team
LENGTH : 2:14

.....
TRACK 14 - BLAST FURNACE

COMPOSER: KCE Japan Sound Team
LENGTH : 3:00

.....
TRACK 15 - COLOSSEO

COMPOSER: KCE Japan Sound Team
LENGTH : 1:53

.....
TRACK 16 - REX'S LAIR

COMPOSER: KCE Japan Sound Team
LENGTH : 3:05

.....
TRACK 17 - ESCAPE

COMPOSER: KCE Japan Sound Team
LENGTH : 3:10

.....
TRACK 18 - END TITLE/THE BEST IS YET TO COME

COMPOSER: Rika Muranaka
LENGTH : 5:47

LYRICS:

DO YOU REMEMBER THE TIME
WHEN LITTLE THINGS MADE YOU HAPPY

DO YOU REMEMBER THE TIME
WHEN SIMPLE THINGS MADE YOU SMILE

LIFE CAN BE WONDERFUL
IF YOU LET IT BE

LIFE CAN BE SIMPLE
IF YOU TRY

WHATEVER HAPPENED TO THOSE DAYS?
WHATEVER HAPPENED TO THOSE NIGHTS?

DO YOU REMEMBER THE TIME
WHEN LITTLE THINGS MADE YOU SO SAD

DO YOU REMEMBER THE TIME
WHEN SIMPLE THINGS MADE YOU CRY

IS IT JUST ME
OR
IS IT JUST US

FEELINGS LOST IN THIS WORLD?

WHY DO WE HAVE TO HURT EACHOTHER
WHY DO WE HAVE TO SHED TEARS?

LIFE CAN BE BEAUTIFUL
IF YOU TRY

LIFE CAN BE JOYFUL
IF WE TRY

TELL ME
I'M NOT ALONE

TELL ME
WE ARE NOT ALONE IN THIS WORLD
FIGHTING AGAINST THE WIND

DO YOU REMEMBER THE TIME
WHEN SIMPLE THINGS MADE YOU HAPPY

DO YOU REMEMBER THE TIME
WHEN LITTLE THINGS MADE YOU LAUGH

YOU KNOW
LIFE CAN BE SIMPLE

BECAUSE
THE BEST THING IN LIFE IS YET TO COME

BECAUSE...
THE BEST IS YET TO COME

Credit to the soundtrack CD sleeve

.....

TRACK 19 - VR TRAINING

COMPOSER: KCE JAPAN SOUND TEAM
LENGTH : 2:37

.....

TRACK 20 - METAL GEAR SOLID MAIN THEME (1997 MAIN THEME)

COMPOSER: TAPPY
LENGTH : 5:23

.....

TRACK 21 - METAL GEAR SOLID CONTROL MIX

COMPOSER: TAPPY / Mixed by Quadra
LENGTH : 6:52

.....

9 - CONTROLS

Triangle - First Person View

Square - Fire weapon.

Circle - Action button, combo, confirm in menu

X - Crouch, go back in menu

Start - Pause the game

Select - Open coded

D-Pad - Move Snake

Analogue sticks - Move Snake

R1 - Equip weapon last equipped

R2 - Open weapon window

L1 - Equip item last equipped

L2 - open item window

10 - VR TRAINING WALKTHROUGH

[SNEAKING]

TRAINING MODE

STAGE 01-

As soon as you start, run into the alcove in the right wall and press yourself against the south facing wall. When the genome walks past you, go around the corner to the goal.

.

STAGE 02-

As soon as you start, head for the top left corner. The genome will be patrolling the middle of the map, so there is a chance he will be at the top of the map. Wait for him to turn, then head right across to the top right where the goal is.

.

STAGE 03 -

Crawl through the space right in front of you when you begin, and come out of the top end. Head around the corner, and on the block to your right, about half way down, is another crawl space. Crawl through it, and head upwards to the goal.

.

STAGE 04 -

Head left to the edge of the map, and follow the perimeter to the other side. Make sure the genome is not looking, then go for the goal.

.

STAGE 05 -

Not too hard this one. All you have to do is crawl down the middle to the goal (so your footstep noise doesn't wake the guards up), being careful not to bump into the sleeping guards. The two guards at the side who aren't asleep don't turn around, so yeah, just crawl down the middle.

.

STAGE 06 -

Head upwards, and when you are about parrallel to top of the block you started behind, go left and press up against the block in the middle. Move under the surveillance camera's blind spot (directly beneath it) to pass it. Once you have past it, head for the goal in the top left.

.

STAGE 07 -

Crawl down the middle (well, slightly to the left or right, so as not to bump into the block) until the genomes stop at the top. Wait for them to head back down, then go for the goal.

.

STAGE 08 -

Wait for the genome to change his view, then head right.
He will see your footprints and start following them, so you'll have to be quick!
When you see the next genome, wait until he isn't looking in your direction, and then go and CQC him (square + a directional button).
Quickly head for the goal, which is in the top right.

.

STAGE 09 -

Knock on any part of the block and wait to see which way the genome is coming from.
Head around whichever way to avoid the genome, and follow the path.
Knock on the block at the top, and see which way the genome is coming from.
Go around the different way to him, and get to the goal.

.

STAGE 10 -

Head right and crawl into the crawlspace, being careful not to step into the spotlight.
Look out of the topmost exit to see where the genome is.
When he is away, crawl out and make a break for the goal. (CQC him if you think you need to).

TIME ATTACK MODE

[SNEAKING, BUT WITH A TIME LIMIT]

The methods above work for the majority of these, but I have written guides to some levels where there has been a lot of change.

STAGE 04 -

Head forward slightly and wait against the wall to your right for the genome to come over.
When he does, CQC him and run for the goal (it's in the same place as it was during Training Mode).

.

STAGE 05 -

Walk onto the small part of noise making floor in front of you.
Wait for the genome to walk about half way around, then run around the opposite way to him and head down the centre to the goal,

.

STAGE 07 -

There's more genomes, but just crawl behind the blocks towards the goal as usual (make sure the last couple of genomes are facing downwards when you go for the goal, though).

GUN SHOOTING MODE

[SNEAKING, BUT EVERYONE MUST BE KILLED FIRST]

STAGE 01 -

Step around the corner, aim at and shoot the genome. Once you have, go to the goal.

.

STAGE 02 -

Wait for the genome to come out of the middle path. Shoot him.
When you have, head for the bottom right. A guard should be coming out of the right path. Shoot him.
By now, a guard will have heard the noise of the first guard being killed and will head towards where his corpse was.
When he turns his back, come out and shoot him.
That only leaves the guard patrolling the top of the map. When he is facing forward off the edge of the map, shoot him in the back.
Go to the goal.

.

STAGE 03 -

Head through the crawlspace, but take the exit on the left. When you come out, shoot the genome in the back.
Go back into the crawlspace and leave through the top exit. When you come out, shoot the genome to your left.
Go around the corner, and go through the shorter crawlspace. Shoot the genome in the back, and go for the goal.

.

STAGE 04 -

Come out of the left exit and shoot the genome walking in your direction.
Then, go down to the bottom and shoot the genome walking towards you.
Follow the path at the bottom, and when you reach the end watch the genome's patrol over the wall from you.
When he is walking away, step out and shoot him.
Now there will be a guard patrolling down the right. Wait for him to walk by and shoot him.
That only leaves the guard patrolling the top end of the map.
Wait until he walks into the center of the map and his back is turned. Then, go in and shoot him.
Go for the goal.

.

STAGE 05 -

Take out the two guards walking towards you at either side from the back of the map. One of the other genomes will hear, and will come to investigate.
When he is within range, shoot him. Take out the remaining genome like you did the two at the start, and head for the goal.

.

STAGE 06 -

Sneak under the camera to the north of Snake when the genome nearest the centre starts to walk southward. When you pass the camera, step around the corner and take out the genome.
By now, the genome who patrols the top should be in range. Shoot him.
The only remaining genome will investigate the noise of the corpse falling over. When he is in range; shoot him.
Go for the goal.

.

STAGE 07 -

Take out the genome in front of you, then the one on the right and the one on the left QUICKLY.
Wipe them all out using this method, and go for the goal.

.

STAGE 08 -

Take out the genome to your right, and when the genome in the top left goes to investigate shoot him in the back.
Take out the other 2 genomes when they stand out from behind cover and go for the goal

.

STAGE 09 -

Go around the corner, and knock on a wall relatively near the genome. When he comes out, run away and take him out from a distance. There should now be a genome patrolling down the centre. Take him out, and the two following him.
There will still be 2 guards patrolling at the top.
Knock on a wall on one side to get one guard's attention, and take him out from a distance. Repeat for the other, and go for the goal.

.

STAGE 10 -

Go to the left side of the map, and take out the genome walking into the middle of the map (be careful not to be seen by the camera).
When the other guard comes due to hearing the noise, take him out also.
When the camera is looking away and the spotlights have moved, go around the corner and take out the genome patrolling across the top.
Go up the ramp, and up the sides to find two other genomes. Take them out, preferably from behind.
That leaves one more, the one standing on the ramp next to one of the crawlpoint exits.
Get the jump on him by going up one of the sides of the ramp, and take him out.
Go for the goal.

.

NOTE: There is another VR training mode called "survival mode" but it's pretty much the same as Gun Shooting mode, apart from there is a time limit for doing the whole ten levels, not for each level on its own. Just utilize these tactics above, and you'll do it with no problems.

VR TRAINING SECTION END

WALKTHROUGH

AREA (I) - DOCKS

After the codec conversation ends, crawl under the pipe, and head right.
Make sure you stay out of the Genomes' sight. Once you're at the bottom right of the room, head straight up and hide behind the forklift truck.
You should be safe there.
Stay there until the lift comes down, and when the guard leaves the lift, he begins his patrol and when his back is turned, make a break for the lift.

AREA (II) - HELIPORT

After the codec conversation, head left, and walk along the cliff edge to find a ration.
Then, head along the right side of the Helipad, being careful to stay out of the Genome's sight, and head into the weird truck style thing slightly to the left. In there, you'll find your first weapon, the SOCOM.
Leave the truck and head north east, it should cut to Snake saying "Surveillance camera?" after this, run directly beneath the camera, and up the stairs.
Don't go all the way up, however, press up against the wall, or go into first person view to see if the patrolling Genome is there. If he is there, stay put, and make sure the coast is completely clear before moving.

There is a small part of wall sticking out to the right.
Hide behind it if you feel you are going to be seen.

Either way, once the coast is completely clear, walk along the balcony, and in one of the indents in the wall, there is a vent.
Crawl through it.

AREA (III) - VENTS

After crawling for a little while, Master McDonell Miller will call you. After this, keep crawling. There's only one route, so you can't go wrong.
Along the way, there will be a short cutscene, where two Genomes are talking about where the DARPA chief is held.
After this, just keep crawling until you come to a hole, on the other side of which, is a ration.
Pick it up if you need it, and head down the hole. (O button).

AREA (IV) - TANK HANGAR

On your left as soon as you come down are some Chaff Grenades, pick them up, and either sneak directly underneath the camera to get past it,
or throw a chaff and just run by.
After continuing on the balcony, you should notice a room with a surveillance camera in.
Either sneak past it and grab the Thermal Goggles, or throw a Chaff Grenade and pick them up.
It is highly advised you pick these up, as they help you immensely later on.
Continue along the balcony, crawling if you want to avoid Genomes coming after you, until you come to a surveillance camera and some stairs.
Either sneak past the camera and go down the stairs, or throw a chaff and head down the stairs.
You should stop half way and go into first person view to avoid being spotted.
Once at the bottom, head to the north of the room and press the button for the lift.
It should arrive pretty quickly. When it does, head to B1.

Area (V) - B1/CELL

Head down the corridor and turn right to find a ladder. Head up it with the O button

AREA (VI) B1/CELL (VENTS)

Equip your Thermal Goggles in here if you want, and head around the first corner. Ignore the opening on your left (you can still go there if you wanna see Meryl, but it's not important) and continue going straight. There's only one route after that, so you can't go wrong. A cutscene should trigger when you crawl over the second vent. If it doesn't, either crawl back, and then crawl back over, or hold triangle and look down.

AREA (V) B1/CELL (continued)

After the cutscene, you should hear a Genome being beat up. Wait for a while, and you should hear your door being unlocked. There is a ration under the bed if you want to collect it while waiting. (you might need it for the next part, so it is advised) Once you step out of the door, a cutscene will trigger, and afterwards, you'll be fighting a horde of Genomes. Gun them down, then Meryl'll take down the next lot. Take down three more waves, and then some Grenades will come through the door; To avoid these, run TOWARDS the door. After this, gun down one more wave, and the fight'll stop.

After the cutscene, go in the lift, and head to B2.

NOTE: DURING THE CUTSCENE WITH THE DARPA CHIEF, HE WILL GIVE YOU THE LEVEL 1 CARD

AREA (VII) B2/ARMORY

Come out of the lift, and head for the top middle "hut". In there, you'll find 4x C4. Also, if you go to the bottom middle hut, there's some SOCOM ammo. If you want Grenades aswell, head to the bottom left hut. After collecting these, head to the bottom left of the room. Look around for a part of the wall that looks different to the rest of the wall, and plant a C4 on it. If you can't see any difference, then knock on the walls of that area, and listen for a hollow sound. Plant a C4 on the part of the wall you were knocking. Either way, get a safe distance away, and detonate. It'll blow a clean hole in the wall. Head through the hole.

AREA (VIII) ARMORY STH.

Once through the hole, repeat what you just did, searching for a part of the wall that looks different, or knocking on the wall for a hollow sound. Once through the hole, there will be two more parts of wall like this. The one at the very end of the hall leads to a room with the Camera in, and the other leads to a boss fight with Revolver Ocelot. Get the camera if you want, and head into the first boss fight.

```
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
|Boss Fight: Revolver Ocelot|
|                               |
|My difficulty rating: 4/10 |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
```

The tip for this boss fight is to keep moving. Sometimes, he will stop to fire a shot off, and this will be your chance to get a hit in. Also, if you keep moving, it's harder for him to hit you. Don't try going the other way, it doesn't work. Just keep following him and getting shots off when you can. The main opportunity to hit him is when he's reloading, so try to capitalise on that. If you need the ammo which is dangerously near to the C4 wire, edge closely to it slowly, so you don't over step it and blow the C4 up.

Once the fight is over, there will be a cutscene, in which you will be given the Level 2 card, and the MO disc.

```
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```

AREA (VIII) ARMORY STH. (continued)

Head back through the holes to get back to the Armory.

AREA (VII) B2/ARMORY (continued)

When you get back here, you'll notice there are now Genome Soldiers patrolling.
Being careful to stay out of their sight, head to the bottom right hut.
When you enter, don't run straight for the weapons.
If you equip the Thermal Goggles, you'll see there's some laser sensors.
Fortunately, these can be easily avoided simply by crawling under them. When you collect the boxes, you'll notice you've picked another weapon; the FAMAS.
Once you've got the FAMAS, head for the lift, making sure you aren't seen. (or caught on one of the traps in the floor)
Once in the lift, head to floor 1; the Tank Hangar.

AREA (IV) TANK HANGAR (continued)

Exit the lift, and head to the left.
Hide behind the pillar next to the stairs.
When you're there, call Meryl (her frequency can be found earlier in this guide, or on the back of the Metal Gear Solid box, anyways it's 140.15).
When you ring her, she says she'll open the Tank Hangar door, but it might take a while.
Use this time to sneak across to the door on the other side of the room.
When you go in through the door, you'll notice a sleeping guard with a box next to him.
Crawl past him so he doesn't wake up and pick up the box.
It's the SOCOM supressor, equip it in the item window, and the SOCOM in the weapon window, and it'll attach it.
You can now kill guards cleanly and easily.
After doing this, wait in that room for the door to open.
When it is opened, head in and equip the Thermal Goggles,
watch the lasers, and only go when you're sure you're gonna make it.
If you get caught, the doors'll close and you'll get gassed; certain death.
A good tip is to watch where they hit the ground so you don't get them mixed up.
Once at the other side, go through the door into the Canyon.

AREA (IX) CANYON

Straigh away after walking a few steps, you should get a codec call from Deepthroat telling you there are claymore mines, and a Tank ahead.
Equip the Thermal Goggles so you can see them, and crawl over them to pick them up. (they come in handy later on).
When you advance a bit farther north, the second boss fight will start.

```
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*  
|Boss Fight: Tank           |  
|                           |  
|My difficulty rating: 4/10 |  
*-*-*-*-*-*-*-*-*-*-*-*-*-**
```

Try and get as close in as you possibly can, so that he doesn't shoot missiles at you.
It's better to use a hill so that you are covered.
Once you get up close, throw a Chaff Grenade to screw up the Tank, get in close, and throw a grenade.
Snake should automatically try and throw it as near to the gunman as possible.
If it lands near the hole; then it's a hit.
Repeat this Chaff 'n' Grenade tactic until the fight is over.
(Also, if you get low on health or Grenades, there are some rations & grenades at the side, you have to crawl under a pipe to get them, though.)

In the cutscene after the fight, you'll get the Level 3 card.
Snake will then enter the Nuke Building, and this is where you resume play.

NOTE: You don't need to use a Chaff Grenade before attacking, it just makes it easier.

```
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|           F I G H T      |  
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```

AREA (X) NUKE BUILDING

Run along the walkway to the left to get some Ration if you need it, then, come of the walkway, head down the ramp, and crawl through the door.
In this room, your use of weapons will be disabled.
Avoid the Genome that patrols the perimeter of the room by pressing up against the boxes, then, in the left side of the room, there are some stairs.

Make sure the coast is clear, and head up them.
Follow the patch until you find the lift.

AREA (XI) NUKE BUILDING B2

Go in the lift and go to floor B2, to find the electrified floor, you'll then get a call from Deepthroat telling you you need RC missiles (Nikita)
So head back to the Armory.

AREA (VII) B2/ARMORY (continued II)

Once back in the Armory, you'll notice it's alot more heavily guarded.
Head into the top right hut to find the Nikita + Ammo, and head back to the electrified floor.

AREA (XI) NUKE BUILDING B2 (continued)

Go into the room with the electrified floor again and shoot a Nikita missile.
Take the right into the room with the gun Surveillance cameras, and guide it through without the rocket being shot.
(A good tip is to go behind the second desk with the computer on.)
Once you've got through that room, go through the other two doorways, and hit the machine with the blinking light.
Once you've done this, the electrified floor will be disabled, and you can walk on it.
Head down it, and on the first door on your right, there's a ration, the middle can't be opened with a level 3 card, but the end one has the Gas Mask in.
You can't sneak past the camera in this room, so just throw a Chaff Grenade.
The Gas Mask will not stop being damaged by Gas completely, but it reduces the damage by a very significant ammount.
Leave the Gas Mask room and continue along the path, when it comes to the turn, head right, hide beneath the camera, and head through the door.
When you go through that door head through the other door straight ahead. Note: you will hear people being killed when heading through the door.
After heading through that door, head through the other door.
(Yeah, I know I said door alot, but there's no better way of describing it. :P)

When you go through there, a cutscene will trigger with loads of slaughtered Genomes.
After the cutscene, head around the corner, and through the door with the sparks coming from it.
Here you will fight Ninja, and meet Otacon.

```
*-*-*-*-*-*-*-*-*-*-*-*  
|Boss Fight: Ninja      |  
|                       |  
|My difficulty rating: 6/10 |  
*-*-*-*-*-*-*-*-*-*-**
```

There are several different "stages" to this fight.
On the first bit, unequip your weapon and use your combo on him.
After you've hit him with a few combos, there will be a cutscene where he puts his sword away to fight you hand to hand.
Avoid his attacks simply by running out of the way, and get in a combo when you can.
After a fewhits, he will say "that's good, Snake, hurry up and catch me."
Now, equip the Thermal Goggles so you can see him easily, and he'll pretty much let you hit him.
After a couple of combos, he'll say "like old times... I've been waiting for this pain," and this is where he becomes most difficult.
He will walk towards you, but then dissapear & reappear next to you and hit you with a really hard punch, which does severe damage.
The tip is; let him walk towards you, then when he reappears and is charging his punch, run behind or to side of him and get a good combo in.
(You can also attack for a second after he's punched.)

Once his health is empty, he will start giving off a kind of glow.
Finsish the battle by shooting him a few times with the FAMAS, but be careful not to step into his bubble as it does damage.

In the cutscene after the fight, Otacon will give you the Level 4 card.

```
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```

AREA (XII) LAB

Not much to say here. Just collect whatever items were left behind from the fight and leave.

AREA (XI) NUKE BUILDING B2 (continued II)

Head back to the lift and go to B1.

(Along the way, you can go in the room half way down the corridor that wasn't accessible before to get some Stun Grenades.)

AREA (XIII) NUKE BUILDING B1

Look for Meryl and make sure she sees you.
(you can tell it's her by the way she walks)
Follow her to the bathroom to trigger a cutscene.
(In the cutscene you receive the Level 5 card.)

After the cutscene, walk out of the bathroom and lead the way up the corridor heading north, and head through the door.
Then, go try to go through the other door, but Psycho Mantis will take over Meryl.

After this cutscene head through the door and walk around for a bit.
Soon another cutscene will trigger where Meryl points her gun at you (being controlled by Psycho Mantis) and you have two options:

- A) Use a Stun Grenade, the no hassle way of knocking her out.
- B) Beat the shit out of her, you may have to do this if you don't have any Stun Grenades.

After she's been knocked out, a cutscene will trigger, and the fight with Psycho Mantis will begin.

```
*-**-**-*--*--*--*--*--*--*--*--*--*--*
|Boss Fight: Psycho Mantis |
|                               |
|My difficulty rating: 2/10 |
*-**-**-*--*--*--*--*--*--*--*--*--*--*
```

First, do the old trick of swapping the controller to the second port so that he can't read what you're trying to do.
Second, don't be alarmed if the screen goes black and "HIDEO" is in the corner, it's part of the game.
Third, equip the Thermal Goggles, so you can see him even when he's wearing stealth.
If you need cover from the furniture being thrown at you, press up against one of the pieces of furniture that isn't being thrown around the room.

The best time to attack him is when he's laughing in the middle of the room.
You can also attack him just before he throws the furniture, and this will stop it being thrown.

Half way through the fight, he will make Meryl stand up again.
Use one of the tactics mentioned above to knock her out again.
Straight after that, he'll make her stand yet again and put a gun to her head. Knock her out again.

Then, go back to using the same tactics, and he'll be beaten in no time.

After the cutscene, head through the hidden passage shown by Mantis (the bookcase will move in the cutscene) collect the items, and head through the door.

```
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|           O F                       |
|                               F I G H T |
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```

AREA (XIV) CAVE

Head to the right straight away if you want some SOCOM ammo, and a ration.
Then head back to where the door is, but head north, and crawl through the crawlspace.

When you come out of the crawlspace, head NE* onto the none snowed on area and follow that no snowed on part southwards until you come to another crawlspace.
Crawl through it, and meet up with Meryl.
Then, head through the door.

*North East

AREA (XV) UNDERGROUND PASSAGE

Watch Meryl show where the Claymores are.
However, don't follow her path, just put the Thermal Goggles on and crawl over Claymores.
Once you head further enough, a cutscene will trigger in which Meryl will be shot.
After this, you have to head back to the Armory, get the PSG1, and come back.

On the way back to the Armory, you'll notice that the Canyon now has cameras and more Claymores. But, on the + side, the lasers in the Tank Hangar are gone.

The PSG1 is in the top left hut of the Armory.

When you get back, you'll notice that Meryl is gone. Then, the fight with Sniper Wolf will begin.

```
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*  
|Boss Fight: Sniper Wolf   |  
|                           |  
|My difficulty rating: 5/10 |  
*-*-*-*-*-*-*-*-*-*-*-*-*-**
```

Although she may seem an intimidating boss, she isn't really that hard.
The tip is to get her a few times in a row, so you can keep an eye on her and get off a few more shots.
If you get hit, unequip, and reequip so that your aim will be back to normal.

If your aim starts to get shaky, don't be afraid to use some Diazepam

```
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*  
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|           F I G H T        |  
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```

AREA (XV) UNDERGROUND PASSAGE (continued)

Save it straight after the boss fight, because a torture's coming up, and if you want the Meryl ending, this is the most important part of the game.
Head forward, collecting the items from the indents in the walls in you need them, and head towards the door in the north east.
Genome's will come, and you will be arrested; then get ready for the torture.

AREA (XVI) TORTURE PLACE

There's a cutscene before the torture.
Ocelot says he'll know if you're using autofire, but he doesn't really, so if you've got a turbo controller, plug it in. :P
You have a life bar, and a time bar, you've gotta hit O to replenish your life.
So basically - Mash O, or let your turbo controller do it for you. :P
You have to survive for a certain ammount of rounds.
Be careful - if you fail, there isn't a continue option. :|

Once this is over, you'll be taken to the cell.
Once you're in there there really isn't much to do at first apart from receiving a codec call so just wait a while, and Otacon'll come
when Johnny runs off to the toilet.
Walk towards to door to trigger the cutscene. During the cutscene, you'll be give a Handkerchief, Level 6 card, and some Ketchup.
Now, lie on the floor, and have the Ketchup equipped in the item window, and hit O.
Some ketchup'll be released, (after you've let some out, unequip it or this doesn't work) and the guard'll think Snake's dead and run into the cell.
When he is in the cell with you, stand up and knock him out with a couple of combos, and exit the cell.
Follow the corridor around the outisde of the cell back into the torture room. (there's a ration behind you when you reach the door, if you need it)
To the right of the torture machine, you'll see a red box.
Pick it up, it's all of the equipment you had before the torture.

Throw a Chaff Grenade and exit through the Level 6 door.

AREA (V) B1/CELL (continued II)

You'll notice that there's now some Surveillance Cameras, so being careful to stay out of their sight, enter the lift and head to floor 1.

AFTER THIS, JUST HEAD TO WHERE YOU FOUGHT SNIPER WOLF

Along the way there, you might want to collect some of the Claymores on the Canyon.
Also, have Sniper Wolf's handkerchief equipped to stop the wolves attacking you.

AREA (XV) UNDERGROUND PASSAGE (continued II)

Once you're here, (there'll be a cutscene and codec conversation when you first get there) just head through the door you tried to go through last time.

NOTE: there may be gun surveillance cameras when heading towards the door

Anyway, once you're through the door, you'll find yourself in Comm Tower A.

AREA (XVII) COMM TOWER A

Once you're in there, just follow the path and pick up the items.
When you head through the door, a surveillance camera will see you, and as soon as you start, make sure to pick up the two items.
Now you've gotta gun your way up Comm Tower A.

The weapon of choice is the FAMAS, so have that equipped, as well as some Ration equipped in the item window.
If you run out of ammo for the FAMAS, Stun Grenades are pretty effective too, and if you don't have any of them, you're gonna have to use the SOCOM.
Sometimes guards will come behind you, so take a few seconds to get them before they get you.

On the way up, ignore the level 6 door. It can't be opened yet.

It may take a while, but you'll eventually reach the top.

Once you're there, pick up the ration near the ladders, and head up them.
Once you head through the door, go towards the stairs and a cutscene will start.
The satellite dish will be destroyed, and you'll have the Hind on your ass.
When you resume play, head straight forwards to the railings, and equip the rope you picked up before shooting your way up the tower.

With this part, you'll get a codec call from the Colonel tell you how to rappel down.
It's not really that hard, just kick off the wall and move down, and left or right if you need to avoid something.

Once you're at the bottom, to your left will be some items.
Pick them up if you need them.
You'll also notice a level 6 door, it's the one that I told you to take no notice of.
However, if you want to open it, plant a C4 and detonate it.
The door will now open like any other door.
You need to take care of the guards ahead of you, so equip the PSG1 and take 'em down.
Don't worry if they run away, they'll come back shortly after.
Once they're all dead, progress along the path.
Along the way, the Hind will come back.
Avoid it's bullets
and run through the level 6 door to find the Stinger and some missiles.
After you've got those, head through the door into Comm Tower B.

AREA (XVIII) COMM TOWER B

Head right and follow the path, picking up the items if you need them.
After going down a few sets of stairs, you'll find that the staircase has been destroyed.
Head all the way back up.
Go past where you entered, and a cutscene will trigger with Otacon.
After this head up a few flights of stairs to the top.
(MAKE SURE YOU USE CHAFF TO GET PAST THE CAMERAS ALONG THE WAY.)

When you reach the top, collect the items around the room, and climb up the ladders.
Head through the door, and the fight with the Hind will begin.

```
*-**-**--*-**-**--*-**-**--*-**-**--*  
|Boss Fight: Hind D           |  
|                             |  
|My difficulty rating: 6/10 |  
*~**~**~**~**~**~**~**~**~**~**~**~**~
```

For the first part of the fight, just avoid the Hind's machine gun bullets by hiding behind cover and get a few shots off with the Stinger.

You can take cover behind the little "building" thing in the middle if you want to.
After a few hits like this, he'll begin going down low.
You can't hit Liquid like this, so just wait until he comes up before getting a shot off.
Liquid'll shoot a missile after the first time you hit him like this, which will damage the platform thing at the side, so get away ASAP.
After Liquid's shot that, attack him the way you were before (waiting until he comes up and then shooting).
When his health runs out, he'll shoot one final missile at the little building thing in the middle.
Get as far away from it as possible, and if you survive, a cutscene will start.

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AREA (XVIII) COMM TOWER B (continued)

After the fight, you'll get a call from Otacon, saying that the lift is working.
Head back down the stairs to there and head down in the lift.

When you're going down, Otacon'll give you a call.
He tells you that there are people with Stealth camo in there with you! Put on your Thermal Goggles, equip your FAMAS, and kill them.
They are slightly tougher than normal enemies.

When you come out of the lift at the bottom, you can follow the path both ways to find some items.
once you have these go through the door in the bottom right corner of the room.

Watching out for the camera, grab the items and head through the door.
From there just follow the corridor throwing chaffs and collecting the items.
Head through the door level 6 door to the Snowfield, and the second sniper Wolf fight.

```
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*  
|Boss Fight: Sniper Wolf[II]|  
| |  
|My difficulty rating: 1/10 |  
*-*-*-*-*-*-*-*-*-*-*-*-*-*-**
```

You may think you have to have a Sniper shootout again, but there's a much easier way.
Head straight for the bottom right of the Snowfield (where you are covered) and use the Nikita.
You can guide the rockets straight into Sniper Wolf doing some damage, so just repeat this for an easy victory.
After the fight, head forward to trigger a cutscene.

```
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| O F |  
| F I G H T |  
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```

AREA (XIX) SNOWFIELD

Check out some of the little rooms around the outside for some items.
(be warned, some have Claymores & Surveillance cameras in).

When you are ready to advance, head into the top left room, through a chaff, find your way through the room, and go down the stairs.

NOTE: Everything from this point on will be on Disc 2 of Metal Gear Solid

AREA (XX) BLAST FURNACE

Head down the stairs and through the door, kill the Genome if necessary and head down the walkway on your left.

When you reach the wall press up against it and move along, being careful not to touch the moving thing.
If it is coming towards you, crouch (BUT STAY AGAINST THE WALL) and let it go over your head.
When you reach the other side, follow the path and go down the 2 sets of stairs, making sure sure the coast is clear.
Then, pick up the items if you need them, and head through the big door.

AREA (XXI) CARGO ELEVATOR

Pick up the SOCOM ammo around the outside if you need it while the elevator is coming, then get on it.
Go towards the control panel and press O.
When the lift starts going down, there will be a cutscene when some Genomes see you going down and jump on the lift.
Kill them all.
You will then reach the bottom.
Be careful when stepping out of the lift, because there's a Surveillance camera which will shoot you.
Once you've got past that camera, collect the items around the outside of the lift and climb on.
Be warned, there are Claymores around the outside of the lift.
Go to the control panel and hit O to make the lift start moving, you will notice Ravens, which are a hint as to which boss is next.
During the lift journey down McDonell Miller will call you.
When you reach the bottom, go through the big door, and the boss fight with Vulcan Raven will begin.

```
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*  
|Boss Fight: Vulcan Raven |  
|                           |  
|My difficulty rating: 7/10 |  
*-*-*-*-*-*-*-*-*-*-*-*-*-**
```

It is very important to stay out of Vulcan Raven's sight.
Get behind him and blast him with a Stinger missile, make sure you are behind cover by the time he turns around.
Another tactic is to plant Claymore and C4 in clever places.

Towards the end of the fight, he will begin moving a lot faster; but you should still use the same tactics.

In the cutscene after the fight, he will give you the Level 7 card.

```
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|           O F               |  
|           F I G H T       |  
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```

AREA (XXII) WAREHOUSE

When you return to play, you will get a call from McDonell Miller.

After the call, go through the door ahead.

AREA (XXIII) WAREHOUSE NORTH

Throw a chaff, follow the path, cross the bridge, and enter the door on the left.
Be careful not to be caught on the traps.

AREA (XXIV) UNDERGROUND BASE

Here we will see Metal Gear Rex for the first time.
Run down the corridor, and head right after the cutscene where Snake looks at Rex.
You'll come to a ladder, but before you can climb it, Otacon will call.
After the call, climb the ladder.
When you have climbed it, head North West and you will get a call from Otacon.
After the call, climb the ladder. When you reach the top of that ladder, climb the ladder which is nearly directly in front of you.
When you run across to the other ladder, Otacon will call you again, saying he's got into Baker's personal files.
After the call climb down the ladder, and follow the path straight down.
Along the way, there should be a single Genome.
Either sneak past him, or take him down with the SOCOM.
You should see a small set of stairs, go up them.
There will be a cutscene.

You have to get the key into three different temperatures,
room temperature, low temperature, and high temperature, as told by Otacon.

Unfortunately, the card key is shot out of Snake's hand.
You have to go get it, so backtrack to where you climbed the first set of ladders, killing Genomes if you need to
along the way. (You'll be in Alert mode)

When you get back, follow the railing along the right until you see a set of stairs.
Head down them, and pick up the items.
Then, equip the Thermal Goggles, go in the water, and head left.
(Don't be alarmed if you begin losing health - it's normal).

McDonnell Miller will call you and tell you that a rat might've eaten it.
So, keep running around the drainage ditch with the Thermal Goggles equipped to see if you can see any rats that are glowing red.
If you see it, you have two options:

- A) Shoot it with a Stinger missile
- B) Track it and blow it up with a C4

I prefer to use technique A, as it's easier,

**NOTE: this "rat" thing has only happened to me once...the rest of the time I just found it in the ditch. o.O

And yes, I always play on the same difficulty. (Normal)**

Anyways, when you have the Pal Key back, go to the computer room and throw a chaff so you aren't seen by the cameras, and go to the computer on the left.

(You have to have the Pal Key equipped in the item window to put it in the computer.)

That is the room temperature key down.

Now, to freeze the key, you need to head back to where you fought Vulcan Raven, so head back there.

AREA (XXII) WAREHOUSE (continued)

When you are back here, equip the Pal Key in the item window.
Stay there for a bit, and keep checking the description of the Pal Key to see if it has changed colour.
If it is blue, it has cooled

AREA (XXIV) UNDERGROUND BASE (continued)

Once it has changed, head back to the Computer Room as quickly as possible so it doesn't change back.
Put it in, the middle computer, and that's the low temperature key down.

To heat the Pal Key, you need to go back to the Blast Furnace, so head back there.

AREA (XX) BLAST FURNACE (continued)

On the way back, you'll notice that there are now guards patrolling the Warehouse - so stay out of their sight.

Also, along the way, you'll get a call from McDonnell Miller, and the colonel

When you get to the Blast Furnace, equip the Pal Key in the item window and run around a bit.
Keep checking the description of the Pal Key to see if it has changed colour.
Once it is red, it is heated.

Once it is heated, head back to the Computer Room as quickly as you can.

AREA (XXIV) UNDERGROUND BASE (continued II)

When you get back to the Computer Room, put the Pal Key in the computer on the right side.

After you've put it in, Master McDonnell Miller and reveal something to you.

After the Codec conversation, the room will be filled with gas.
The only way to get out, is to contact Otacon, and he will open the door for you.
(You should equip the Gas Mask when the gas is released)

Leave the door when it opens, follow Liquid, watch the cut scene, and get ready for the fight with Metal Gear Rex...

```
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*  
|Boss Fight: Metal Gear Rex |  
|                               |  
|My difficulty rating: 8/10 |  
*-*-*-*-*-*-*-*-*-*-*-*-*-**
```

For the first part of the fight, you need to aim for Rex's radar which is the only thing you can lock onto with the Stinger.
Avoid the machine gun bullets by running out of the way, and avoid the missiles by running TOWARDS metal Gear.
After Rex's radar is destroyed, there is a cut scene.

NOTE: you can use Chaff to stop Rex using missiles

For the second part of the fight, Rex's attacks will be much more rapid, giving you less time to attack. But, still stick to the same tactics, just be a bit quicker.

Once the fight is over, Liquid should be dead right?

No. There's still another boss fight; hand to hand with Liquid on top of Metal Gear Rex.

So watch the cut scene, and get ready!

```
*-*-*-*-*  
| E N D |  
| O F |  
| F I G H T |  
*-*-*-*-*
```

```
*-*-*-*-*  
|Boss Fight: Liquid Snake |  
| |  
|My difficulty rating: 9/10 |  
*-*-*-*-*
```

At the start, you can get a combo in.

However, he will start using new tactics later on.

Once you get his health down to nothing, you still need to kick him off the side of Metal Gear Rex.

The best chances to attack Liquid are right at the beginning, just after he spin kicks, and after he does a "charge" attack.

When he is beaten, there is a cutscene, and you then have to escape.

```
*-*-*-*-*  
| E N D |  
| O F |  
| F I G H T |  
*-*-*-*-*
```

AREA (XXV) ESCAPE

Walk back through the doorway and pick up the ration, then, head back through, pick up the ration next to the stairs, and head up the stairs.

When you enter the area, Otacon will be spotted by a Surveillance camera, and some Genomes will come.

The best thing to do is hide behind the jeep while Otacon gets it started, & do your combo on anyone who comes near.

When it is started, Snake will automatically hop on the back. You control the gun.

You have to shoot a barrell to blast a hole in the grid so you can drive away. When you're driving, you'll come to some checkpoints.

With the first one, you can just shoot the two barrells to kill the Genomes, but with the second, you have to take them down individually with bullets.

After the second checkpoint, Liquid will come in a jeep and start chasing you. At first, you can just hold square and move the gun from left to right.

You're guaranteed to get some hits on him doing this.

You can't actually kill him like this, but it stops him from shooting back at you.

Then, it will come to a part where he is behind you, and smashing your jeep.

For this, it really isn't that hard to hit him.

Then, it will come to a part where you are driving alongside him, this is the hardest place to get a shot off because it's hard to get the aim right.

Sometimes doing a left-to-right wave of bullets is a good idea.

After a few hits of being along side him, you just drive for a little bit longer, and then you'll come to daylight.

Watch the ending.

Congratulations! You have just completed Metal Gear Solid! ^^

11 - CREDITS

Thanks to Konami for an awesome game.

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(<http://ascgendotnet.jmssoftware.co.uk/>)

(<http://www.network-science.de/ascii/>)