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Area #2 - The Heliport  
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So, after the Codec conversation with the Colonel and Mei Ling (she will save your data throughout the game whenever you contact her via Codec) is done, you are free of long cutscenes... for the moment, as Metal Gear Solid is chalk full of long cutscenes. By the way, the Colonel is the guy in charge of your mission and just about everything else. You also meet Naomi Hunter in the Codec talk here, and I'm sure you'll grow intimate relations with her... =) Okay, now, back to business. Once you're in complete control of Snake once more, you will be able to located and obtain some more Rations for your collection right in the area that's next to the elevator. You now have a few choices of where you want to go first in this massive area. I'll list them all, but in the order of where and when I went to them, okay? I suggest you start off from the long five minute Codec scene on the elevator to the far right of this area. Here, there's a bunch of snow (be careful with guards, as walking in snow leaves temporary footprints, and guards'll pick up on that if they see them). There's one guard patrolling this right side, so, sneakily get up on him and choke him to death by repeatedly and sporadically tapping circle.

If he drops any Rations, that's great, you can add it to your already semi-large collection of them, heh. Also, be extremely cautious while in this area even with the guard being disposed of, as there's a camera up there, and it can spot you if you're not aware of its being there. You can tell if it's going to spot you by looking at your hi-tech radar and see its range of view. If you're in it, you're going to set off the alarm and be rushed by terrorist guards, if not, you're in the clear. But, get out of that area quickly nonetheless. Now, we've taken care of everything in this portion of the Heliport. Now, go back to the starting elevator (where the long conversation on the Codec took place). From here, you'll want to go all the way over to the left of the Heliport, and there's a large room here. In here, there is yet another camera just looking to bust you, but you can stray clear of its vision by staying up close to the wall. At the other side there's three Stun Grenade weapons, which make the screen go white for a moment, and stuns the guards for a period of time, giving you time to get away. They're very useful items to have in your inventory.

Get back out of this semi-large room the same way you entered it (backing up and staying pressed against the wall under the watch camera). Next, you'll be thinking why haven't I mentioned that big area with the two huge searchlights moving around it is. Well, you'll want to wait until they're as far away from eachother and then make a desperate dash through the middle, pick up the item and get to the other side. Up here in this newer portion of the Heliport you're in, there's a guard just waiting for you to sneak up on him and kill him. I recommend that you murder him the same way you did with the last guard in this area, and that is to choke him out, and you know he's dead when you hear a cracking sound, and don't let go at any time before that. Now, you'll easily spot a truck right there. So, jump in through the back of it, and then, while in there, collect the SOCOM. It's a pistol that has easy lock-on aiming with lazer meaning that it's dead-on accurate.

All right, now, remember where I said there's the first camera when you killed that first guard in the snowy area to the extreme right of the Heliport? Well, now, we go back there, push up against the wall under the camera, and then, make your indelible way up the stairs and to the upper level of the port. Here, there will be a small vent at the base of the wall, this leads you to the Tank Hangar. So, crawl under it with X + D-down, and navigate your way through it (no directions needed since it's pretty straight-forward on where you need to

go and how you need to move). When you reach the near end of it, there's a scene with two soldiers talking about an intruder who's busted in and killed a lot of their men. Snake knows it's not him... who is it...? Anyway, keep moving along and eventually you'll reach a vent where you can crawl down it and into the Hangar...

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Area #3 - The Tank Hangar  
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Once you get down and you're in the Hangar (big area with a big scary tank, hehe, figures... ^\_^), When you enter it, there's a bunch of Chaff Grenades that are literally in plain sight. So, needless to say, pick them up right then and there. Chaff Grenades: what they do is when you through them, unlike a regular Grenade, but much like a Stun Grenade in the sense that it temporarily takes out something so you can pass or take out safely. Yup, instead of making human soldiers stunned and unaware for a little while, the Chaff Grenade can disable mechanical spotters like cameras for a little while so that you can pass them by freely, or, derail them with your weapons (always do it with a silenced weapon preferably). Anyway, after you've picked them up, run to the place where the most close camera is, and, use one of those recently acquired Chaff Grenades to momentarily put it out of commission. Note: the bar that goes under your radar is the time that the camera will be out. Also note that whenever you utilize on of those Chaff Grenades, you are basically willingly putting out your radar for that length of time as well, which can also work to helping the enemy find you (human enemies that is). Now, go on past that now useless camera and then enter the nearby room that's past the first one there.

Be careful, there's yet another camera in this room. No need to Chaff it, just avoid it by staying close to the wall and staying right under it. At the other end of this room, carefully retrieve the Thermal Goggles. Now, leave this room by dodging the camera's view the same way once again. Okay, there is only one more accessible room left up here on the top high level of the Tank Hangar. So, run around to it making minimal noise, and then just enter it. Don't worry, no damn camera in this room. So, you can just easily enter it and reap the benefits that are inside. It includes and contains some more Chaff Grenades as well as the Cardboard Box A. What Cardboard Boxes do is when you're in the proper surroundings, and you're being chased by an enemy or you're just trying to avoid them, you can equip the Cardboard Box and it'll hide you from any danger. What I meant by "proper surroundings" was if there's more boxes of that kind there, and it's usually in or near the area where you first find the box, and it even gives you a clue as to where to use it if you examine it.

Now, you are to leave the room where you just got the Chaff Grenades as well as the Cardboard Box A. Now, find the set of stairs leading from the top level of this Hangar. But be careful, there's another stupid camera here just waiting to reveal you to the enemy terrorists. I suggest using a Chaff Grenade for this one, instead of trying to normally dodge it, as you'll probably be caught since it's a harder one to avoid normally. Also, don't turn foolish and think you're in the clear when on the steps and start getting loud and moving really fast, since there's guards right down below, so be careful, since your radar's jammed due to the Chaff Grenade. When down below, go behind the stairs until the Chaff wears away so you don't accidentally get caught. Another plus to this is that you can also attain some ammo for your SOCOM gun. A few god ways to stay clear of any guard spotting you is to stay to the sides of this room, wait for them to pass by, and choke the hell out of them. Memorize how they scout the place by your radar and stay away from the places they go and can view. Or, my absolute favorite method of doing so: hide under the tank and avoid any and all confrontation.

Okay, no matter how you finally decide to go about this, even if it's totally just coming out and stuffing the guards full of lead and raising hell and a lot of ruckus, go the elevator at the front of this lower level and when you enter it, set the elevator to lift you up to the area of B1, or, Basement 1. Here you go to the following area...

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Area #4 - The Cell  
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Okay, at the beginning, this area is very simple and easy to navigate your way through it. Anyway, I'm not going to give you a 10 line speech on it, let's just start, all right? Anyhow, when the elevator stops at your desired B1 destination, leave the elevator and then go on down to as far as you can in this area. Then, once you reach the end, head on to the right, and at the end of this small hallway, you'll see a ladder off to the left. Go up to it, and then press circle on it to go up, and open the shaft. Now, after that is all done and over with, you're located inside of the ventilation shaft, and it is quite similar to the one you were in earlier which lead to the Tank Hangar, but, do not be fooled, it is not. Again, it's easy to go through this shaft as it was with the previous one, if not just a little bit harder only because it's a tad longer. The only justifiable reason you'd have to get lost in this very easy-to-navigate shaft is that it's dark, but it's manageable. Once you get to a certain point in the ventilation shaft, you'll pass over a women who's doing sit-ups. Snake stops to admire her for a second (well, I don't know about him, but I sure was ^\_^). After just keep moving.

Eventually if you keep on going, you'll get a little call from the Colonel via the Codec. Talk to him if you want, but what he tells you isn't that pertinent, and is pretty redundant to what I'm about to tell you. Plus, it'd be easy to figure out by yourself, anyway. Well, just move forward a bit from where you saw the women, and eventually you'll get to another vent which you climb down out of and into the place where they have they are holding the DARPA chief in imprisonment. And it doesn't look like the cleanest or most comfortable place in the world to be held hostage... Anyhow, you'll get a long scene in which he tells you about The Revolution, terrorists, the Metal Gear black project, etc. Eventually, at the end of it all, you see him die of what seems to be a heart attack, but it's really the Foxdie intoxication. Then, snake feels his pulse to see, and he replies with a resounding "Dead". Now, crawl down on the ground and there you will be able to pick up some more Rations. Trust me, in a bit, you're going to need them a lot. Anyway, here seems like an ideal spot to dial up Mei Ling's frequency on the Codec so that you can save your game progress. You would not want to have to replay all that if you died, now would you?

Now, when you're able to exit the cell after the women kicks the guard on patrol's ass, she opens it and you're able to leave it. Now, as you walk out, she aims a gun at Snake's head, she then mistakes him for his genetic brother, Liquid Snake. They have a conversation, he taunts and makes fun of her, she does little girly screaming when he makes fun of her, etc. Afterwards, a bunch of guards ambush you and her at once. You have to kill them all by yourself at first. In a bit, they throw grenades into the room, be careful and try to avoid being hit by any of their explosions. Eventually, the girl decides to open fire with her \_machine gun\_ which she had made you use your small-time pistol before and by yourself. She then owns them all. After it all, you have another VERY short talk with her that just has her saying "Thanks for the help", and then she walks off with a very exaggerated walk (go Konami!). Afterwards, before she enters the elevator she's go towards, she turns back and starts firing rounds at Snake. That... little... bitch... We soon find out that's it's not her fault and she was being controlled by a powerful psychic named Psycho Mantis. You get another small Codec moment thereafter. After, go to the elevator and go to B2.

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Area #5 - The Armory  
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This is a big area, and can actually get quite complicating, so you'll have to pay attention. So, first you must get out of the elevator in which you got to this area from. Now, be careful in this area as well, as it is very much infested with enemy guards. But, also be weary that there are trick doors that can you send you falling into an endless oblivion if you fall into them (okay, so that's a bit much, but...). They are on the floor, and, you know that you have activated and set them off if there's a clicking sound. If that's the case then haul ass away from there and don't stay there and think "Oooh, a weird clicking sound, let me stay here and see what it does". I pity you if that's the case. Anyway, from where you first leave and get out of the elevator from which you got here with, you'll want to enter the closest room to you. In here, you'll be able to nab some C4s. All right, now, after you've received those from inside the room, you will want to make your way on back to the place where the elevator is. Dang backtracking...!

Now, your next mini-objective on the agenda is to plant two C4 Explosives. But, not just anywhere, but plant one each on the both sides of the elevator, and after that, you are to set them off with the Circle button. Doing so will then reveal two secret rooms, each of them containing different treasures for you to obtain. And they're all quite useful. First, if you want to save the better room for last (it wouldn't really matter at all), you should go through the right one and then the one on the left. If you want the better one first, you do it vice versa. The room on the right contains SOCOM ammo as well as some more C4 Explosives. And, on the right secret room you'll be finding some more Stun Grenades as well as Chaff Grenades. That's all for what you can find in the secret rooms that are found around the main elevator.

Like I said previously, the Armory is a huge area, full of tons of small rooms, but, it does pay off to go all around the place and looking in each of the rooms. I mean, it's called an Armory for a reason, and that reason's not just to sound cool and say there's an Armory in the game, but because there is tons of armaments for you to collect around here. These include some sucky stuff, to average stuff, Well, you can also locate some ammo for your SOCOM around here (actually, a lot of it), the FA-MAS rifle which is a deadly machine gun, and ammo for that as well. Be careful, though, as some rooms have infrared lasers that will be set off if you trip them. To avoid them you can press X + down to crawl, and then you can just go under them, but don't stand back up until you're completely on the other side, feet and all.

All right, back to the current main mission objective. We're fully loaded with weapons right now, so, you're probably feeling pretty confident and all, but do not get *\*too\** cocky. It can cost you. Okay, now, you'll now have to go back to the extreme left wall in this room. Down near the corner of it, there's another place for you to plant a C4. No, this is not another secret area for you to pilfer any weapons or items, but exactly the place that you currently need to go. After you detonate it with circle button, go on through. Okay, keep going all the way down to the other side of this path and then set yet another C4 on the wall here to blow it up for you to go on and proceed. Now, just head straight to the end of this larger corridor and place it on the wall all the way at the end. This blows it up and you can go through that one just as well. Now, go through it like usual, and then you get to see another semi-long but cool scene involving the ARMSTECH president, Snake, and Revolver Ocelot. After the scene's done, you get to fight the first boss in the game and I already just mentioned his name in the last sentence...

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Boss #1 - Revolver Ocelot  
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Hehe, well, there's a few catches to this battle that make it more difficult than it truly is. Here's one: you can't step into the middle area where the ARMSTECH president is or else you'll set off a mad explosives chain which not only kills his, but Snake as well. Also, you cannot use any sorts of explosive weapons here (darn, you don't get the chance to use the Nikita you just gained) which I hate, but, doing so will also set off a chain of cataclysmic explosive reactions which take the whole place down with you and the president of ARMSTECH. The weapon of choice in this bout is the SOCOM. Not only can it do great damage, but, it has perfect aiming for maximum accuracy. As you can see, Ocelot has a set amount of bullets he can shoot per round, so, one good and top strategy for this fight is to run around dodging his bullet shots for a little while and then, while he's reloading, go up to him (or stay at a distance, it's your choice), and pack him with SOCOM shots.

Word to the wise: don't think you're all safe when he shoots and he misses, because his bullets can bounce off of walls and if you're in the area where it bounces off to, well, you're hit. Another effective strategy here is to, when he runs around, for you to run in the other way. Doing so eventually makes you meet him in the process, and then, you can get more shots off at him from a bit closer and more sure-fire distance. Also note that there's ammo pick-ups around and surrounding the perimeter where pres. is. You can get them, but be *\*very\** careful not to go in because that would detonate it all and that would be a game over. It's a good reason to save before blowing up first "un-secret" wall just as a precaution. If you need to, use Rations when really hurt in this fight, but, don't use them mindlessly, only use them when health is like 1/7 of what it usually is.

After about ten shots, the fight will end with you as the victor (hopefully). Then, you'll have a huge conversation with president Baker. He tells you about Key Cards, the PAL codes, Metal Gear, about Ocelot's torture, etc. Once it's all done, he, like the DARPA chief Donald Anderson, dies, of what looks like it's a heart attack. But, as I said before, it's an "artificial, virtual" heart attack, which is all done by the Foxxdie. Before that happens, though (the conversation with Baker, that is), a lightning-fast ninja comes and cuts off Ocelot's arm. Ocelot runs off, and the ninja goes away. Apparently, Ocelot knows who/what that ninja really is, but now I guess he wishes he didn't know that ninja =) Anyway, after the 6+ minute scene is finally finished, you can exit this area through the door. It was locked before, but, now you can get through it. Now, you must leave the Armory through the elevator in which you came in. Take this back to the Tank Hangar now and get back out of the elevator. First order of business when you arrive back in the Tank Hangar is to call Meryl on the Codec. Just in case you didn't know, Meryl is the girl who aided you in escaping from the cell where the DARPA chief was. After the long conversation, you learn that she's Colonel Cambell's daughter. After, she opens the huge door to the Northeast of the Hangar.

Okay, after the talk is done, you don't want to go right and through the large door, but instead, go to the right from the elevator and since you have the Lv1 card, you can open the door there. Upon entering the room, kill the guard in there silently (choking is the best way to go here). After he's been killed, collect anything he may drop, and then, take the SOCOM Supressor. That allows uoi to make the SOCOM make less noise when shot. Now, after all of this, go to the huge door that she opened that's to the Northeast of this big Tank Hangar. Go on through it and get to the Canyon at the other side. Note the infrared lazars in here. You're then in long snowfield. Also, before you leave to the Canyon, make a Mine Detector pick-up at the top level.

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Area #6 - The Canyon  
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This place, as you can see, is a rather long area, and you're about to meet some trouble, but not immediately. First things first, in the Canyon, you'll get a strange and mysterious call on the Codec from a figure named Deepthroat. You can't see this person's face, as the Codec screen for that person is all fuzzy and blurry. He talks about a few things. But, the most pertinent things he says is that there are Claymore Mines planted all around the Canyon which are normally invisible to the naked eye. There are two ways that you can detect these mines. One being with the Thermal Goggles you picked up earlier on in the game, or, there's the obvious Mine Detector (duh! ^\_^). Anyway, crawl around picking them all up. And, when you're ready for yet another boss fight, go on further to about half way of the canyon.

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Boss #2 - Vulcan Raven/Tank  
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Well, it's time to face yet your next boss of the game. It does look quite a bit more intimidating than Revolver Ocelot, no? =) Well, if you're not fully and adequately prepared, that's the only time this boss is even a resemblance of difficult. You must be extremely careful not to be hit by the missiles it shoots, and try your best to stay clear of the machine gun bullets that it fires your way. Note: there are some Grenades in the corner of this Canyon snowfield if you run out or if you are currently short on them. Not only is Raven controlling the tank, but there's also one of those stupid white Genome soldiers in there with him, but that's no problem whatsoever. Also, be very \*extremely\* careful not to get too close to the tank itself. This is primarily due to that fact that the tank can actually RUN YOU OVER if you get that close to it, so don't.

Now, for the actual battle and no more prepping and general infos, time for the actual real strategy. First off, the first thing you should do is to throw a Chaff Grenade. This temporarily discontinues any machine gun rounds from being fired at you. Now, this allows you to get close to the tank. Well, closer than you normally could and still remain safe. So... what to do next? Yeah, next you should go up to it and start chucking Grenades at the white soldier. After you have done this enough (about 3 times), there's a big and loud explosion of the tank and the Genome soldier comes flying out of the tank dead. After, Raven and Snake talk about Liquid Snake, etc. Once it's done, you get to go on to the following building where they house nuclear warheads. You get the Lv3 Key Card from Vulcan Raven as well, so use it to open the door at the other side.

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Area #7 - Nuclear Warhead Facility  
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At first, you see a dull and boring garage -ish looking place. So, the first thing you must do in here is make your way to the top of the walkway ramp here, and at the top, collect the Rations. After, run back down it, and then, go to the end of the room (to the door that is cracked at the bottom. You'll get another semi-lengthy Codec call from the Colonel. He as well as Naomi explain that you cannot use any sort of weapon inside this facility, as there are nukes in it, hence the name "Nuclear Warhead Facility". She then has even taken the liberty of deactivating all your weapons in here just in case of usage. Okay, so, now, get down on the ground with crawling and go under and through the crack opening under the door. Now, when under the doorway, you have a lot of

options on where to go in here. First thing you'll want to do when you arrive in this big area of the Nuke Facility is to go on down to the corner in the left. Pick the Chaffs up here. Note: in here, watch your radar at all times in order to avoid guards and cameras. This place is full of them, but also full of places to hide from them and ways to avoid.

Now, you could go back to the big up-and-down door you crawled under to get in here, and then take a new direction - forward. Around here, you'll want to stay clear of the cameras again (of course), and any guards you spot, take them out with a good choking maneuver. You can hop in the truck here as well. Anyway, after you have found everything that there is to find in this gigantic area, go up stairs (you might want to have killed \*all\* guards, and then throw a Chaff Grenade to be super safe at this point. Now, once you have thrown the Chaff Grenade, make a beeline bolt for the elevator up here. Also, there's a guard up here, so be mindful of him, but it is easy to hide behind something up here, and then sneak out from behind wherever you were hiding and then choke him to death. Anyhow, once you've disposed of him and taken any items he may have dropped afterwards, go to the elevator and and take the B2 option to go all the down to the Basement 2.

Okay, then thereafter, you'll want to make your way on out of the elevator you came down here with, and then, just go straight on through into the room that's right directly in front of your face when you exit the elevator and go forward a bit. Anyway, here, you get a call from the mysterious Deepthroat again. He/it tells you to not step on the floor, as it's extremely dangerous since it's very high-voltage electricity and currents running through the ground there. So, what in the hell are we supposed to do here? Well, I'll tell you. First things first, you have to equip your Nikita missile launcher that you had obtained just a bit earlier on in the game. Now, only when you're truly ready and completely focused should you fire the Nikita. Well, when that time comes, shoot it, and you now have two options before anything: 1) is to leave the view as it is and guide it to desired destination 2) change into the First Person view here in order to have better control over the Nikita, and see better where it's going. I'll give two sets of instructions here - each for the two different views...

First here I'll describe how to do this with the first view that I had mentioned just previously: the normal view. This is the view I normally use since I am so used to it. First, right when you fire it, let it go as fast as it can for a while (you might want to keep more control over it than that so that you don't let it crash and explode into the wall below. Once you reach the end of its first stretch, you'll want to make a left here and this will take you down another, smaller hallway path. All right, now, when you've made it in to the next room with the missile, just keep going straight, and try your damn hardest to stay clear of the cameras' visions, since they're equipped with guns, and can explode your missile right there and make you have to do that all over again. So, once you get past them, and you're in the last top room in here you'll want to make a right into the next room and area. Once you're here, you want to keep going forward, and when in the very last small room, there's the energy generator which generates and emits the electricity running and flowing through the place. Once hit, the floor is no longer electrified.

All right, as promised, I now also describe to you how to get from where you are when you fire the missile, to the energy generator at the end of your guided missile's journey. This way is when you change into the First Person mode, in which you see what the missile sees, or like you really would in real life. Also note that this view isn't much different than the last one that was mentioned, but, it's still a bit different. In this one, you don't really need as much control over it as with the last view, because you can see that wall at the end from the start of the launch. Now, turn right, as you see from the

missile's view. Last time it was left on the D-Pad, but now it's the right button on the D-Pad, okay? It's not much different. Now, keep going into the next room by making yet another right, and go on through the rooms with the cameras. And again, be careful with them since they can stop your missile dead in its tracks. Once in the last room here, make a right (this is just like you would do it in the last view), and then go on through them and nail the energy generator, and this stops the electric floors.

Anyway, which ever view you finally decide to choose (it could take a few tries of getting used to it), you'll want to walk onto the once-electric floors. Now, Bzzzzzt! You're dead from the floor's shock \*waits to see if anyone believes him\* Naw, I'm just kidding you, you don't get shocked (well this depends on if you actually disabled the generator correctly). You'll know that you did when you hit it if there's a huge explosion and it shows the electric flow of currents disappears. Well okay, now, go down the first hallway and continue to follow the path you did when you were in the first camera view. Now, when you get to the room with the gun cameras, toss a Chaff Grenade into the room here and then go into the rooms on the right that were previously inaccessible when using the missiles. You can pick up the following from all of the rooms here: Armor, C4s, Grenades, Nikita Missiles, Night Vision Goggles. Note that I have listed them in the order that you get them in those rooms. When you arrive at the top room (be sure to do this quickly to not have to throw another Chaff), you find some more Chaffs and Ration. Now leave this whole top-right area of the once-electric area.

All right, now, what to do next? Hmm... oh yeah! Go back to where you started this and in the T-junction here after the big hallway where you initially fire your rocket, go to the left instead of the right. Head all the way down into the last room down this corridor, and inside here, you are able to make yet another pick-up, and that is the Gas Mask. This lets you breathe without losing air (oxygen) when in an area that's filled with gas. Very useful, by the way. All right, after all of this is done, your status is perfect and all, go through the main door here and then you get to have your next boss fight. And it's a quite difficult one at that.

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Boss #3 - Cyborg Ninja  
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This fight, definitely, is the hardest and most bugging boss that you have yet to face in the game so far. Apparently, he seems to know Snake from somewhere long ago (???) Anyhow, first some strategic briefing: never, ever try to use any sort of weapon in this fight, since it's a complete waste of your time and valuable time to attack, as he blocks the bullets with his sword. Besides, not only does it waste time, but also wastes shots as well. Also, although you'd think he couldn't block the Nikita, it'd be \*very\* dangerous to try it, since he's so fast and you have no defense, making it perfect for him to attack you and you having almost no chance of hitting. I haven't hit him with it, so I would not know if he would take damage from it or not, so don't e-mail me asking if it's possible for him to take damage from the Nikita Missile Launcher After the opening scene, the fight starts, and I truly hope that you're ready for it, since it'll more than likely take quite a long time for you win. As you should already know since I said don't use weapons, you'll be needing to use only your fists and feet to win the beginning of this fight. There is tons of things for you to hide behind for a bit, but also for him, too. So, whenever you see he's a bit vulnerable, go in and start striking him with everything that you have. Later he'll turn on his Stealth Cammo.

Throughout this fight, you'll be noticing that your battle with the Cyborg Ninja is doing a lot of damage to the environment, but this does not matter,

just continue on fighting. After a bit, like I had previously mentioned, he will go Stealth Camouflage, and it is at this time which you will want to equip the Thermal Goggles that you had collected earlier on in the game. Like this, you will be able to see him as if he didn't have stealth on, and you didn't have the Thermal Goggles put on. After this, just continue fighting him like you were previously. Eventually, and soon enough, he'll start to begin shaking and it's at this point in the fight in which you will have to bring out a gun and start firing away at him with all of the bullets you have. The best weapon to use is I would have to say the FA-MAS. It's quick-shooting and very effective. After a while, he will go away and the fight will be over, and it is about time, too. If you need to during the fight, I highly suggest using Rations when needed. But, I can't see how this fight should really require more than three Rations, and four \*at most\*.

Okay all right, I'll bet you're really happy now that the long and annoying boss fight with the Cyborg Ninja is finally over and done with. Well, now, there is another rather long scene involving you and Otacon (he'll be your main partner for the game by helping you out a lot through Codec, etc.) - he'll explain why his name is Otacon (Otaku Convention - Ota + Con = Otacon), about how he got involved with the Metal Gear project (apparently like me he's really into anime), and a lot of other things he'll talk about, as well. Oh, and after the fight during this you also will receive the Level 4 Access Card. Now, once it's all finished, you'll want to go on back to the elevator. Also, like in all of the other previous boss battles, you receive a boost to your Life Gauge as well. When you finally arrive at the elevator once more, you'll want to take it down to Basement 1 (B1). This section can kind of get a bit difficult and maybe even confusing, but it's really nothing to fret about since you have this guide to help you through it.

Remember Meryl, the Colonel's daughter from earlier on in the game? Well, now it is your time to look for her in this Basement 1. It's not too hard, but if you make a mistake, it could be Game Over for you. Meryl will be dressed up in the attire of the soldiers that patrol this area, and the reason for that is so she could break in undetected (man, don't you wish you could have done that and made it a whole lot simpler on yourself!?). When you get onto this floor, head on into the room that's right in front of the elevator right when you get here. This room will really put your remembering skills to the test. You all recall the scene where Meryl started walking away from when you killed all the guards and she turned around and started firing at you? Well, you must remember her walk and the way her butt and legs moved around, hehe. In this place, search for the guard who's walking like that, and let them spot you (don't worry, it is only Meryl). Afterwards, she runs into the Ladies Bathroom; follow her. You sick person, going into the Ladies Bathroom, how dare you!? Hah, just kidding.

Next there is another giant cutscene which plays and it involves Meryl explaining a lot about herself as a person, and her stripping - but of course you know that I'm kidding about that last part ;) Also, not only does she talk to you and stuff in this scene, but she also lets you have the next Lv. Keycard which is Level 5, of course used for opening Lv.5 Access Only Doors. From here, go back into the area where you have just found Meryl and explore all over the place. There's a Rations, SOCOM Bullets, Cardboard box B, Stun Grenades, Medicine, Nikita Missiles, Diazepam, and FA-MAS Bullets. That's a lot of prizes in here, and will have you stocked up for quite a bit. Now after you have collected all of those things and you are truly sure that you are fully and one hundred percent prepared, get out of the big room in which you had located Meryl and go out into the hallway. From here, go up the big and semi-long corridor and enter the room. Small Fun Note: Here, if you check Meryl's body out by zooming in with your camera she says funny things like "Why are you staring at me like that?". Afterwards, enter the room. Boss Fight!

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Boss #4 - Psycho Mantis  
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Well, there he is, the psychotic bastard who was controlling Meryl earlier in the game. Now, it's time for you to kill him and free him from all of his pain and sorrow. At the beginning of the battle, he starts out by telepathically controlling Meryl. Now, you don't want to kill her, but, you do need to put her out for a second. So, what do we resort to now? Well, that's easy: your fists. So, punch her a good few times and it knocks her out. "Snake, hurry, hurry, make love to me! Oh Snake, I want you!". Damn, Psycho Mantis really is psycho.. After you have done this, it is then time for the fight to really begin. Once the scene's over, he starts moving quickly all around the whole room. He can currently dodge every single one of your attacks because he reads your mind with his telekinetic powers. So, how the hell do we prevent this from happening and actually be able to land hits? Well, that's also quite a simple matter, especially since you get a call from the Colonel telling you how to do it. But, just in case you don't get it: take the controller you're using from the first slot of your Playstation and plug it right into the second slot, that way he won't be able to read you. Sort of like in Dragon Ball Z, "Covering up your true power level". Sorry... Back to the main fight...

Okay, so there's the first problem solved. The next problem is just the fight itself - it being so hard and annoying. But, like all other battles, it's totally manageable. He attacks really only one way, and that is by levitating the surrounding objects and environment and commanding them to go after you and attack you. Luckily, there's a lot of things that you can hide behind in this fight, as well. Things like tables, chairs, etc., but your real best bet is to just keep on the move and shooting rounds into the Psycho Mantis, since a lot of times the objects he sends your way just go over and/or around whatever you are hiding behind. The best weapon to use during this bout is definitely the FM-MAS, for its immense speed, as well as its strength. After a few good shots into him, Meryl arrises yet again, and that's when you have to do exactly what you did before once again. After doing so, you focus your attention once more on mostly firing at Psycho Mantis with your FA-MAS.

This, all in all is a semi-difficult fight, but, I still don't think that it's any harder than the Cyborg Ninja battle. You, unfortunately, are going to be needing to use some Rations to heal up in this battle, since you'll inevitably be losing a good amount of health, since he's a tough boss. But, like with the Cyborg Ninja, you really should not have to use any more than about three to four of them. That's it for the Psycho Mantis fight. And after it, you get a long cutscene with Meryl saying sorry for being controlled, you learn a bit of Psycho Mantis' past, you learn a small bit about Solid Snake and Liquid Snake, and you even get to see Psycho Mantis' face under the mask, and I can tell you: it's not a pretty sight.

All right, first, before you decide to go on through the secret passageway that Psycho Mantis opened and revealed for you, you'll want to leave this room and head back to the elevator through the hallways. Now, like where you were before you'll want to head back to Basement 2 (B2). Once arriving here, you'll want to enter the once locked room through the door you can now open up with your Level 5 Access Card. Inside here, you are able to pick up the Night Vision Goggles, which are sort of like a variation of the Thermal Goggles. Instead of being able to see stealth, you're able to see easily and without struggle in places that are very, very dark. Like some of those ventilation shafts you were crawling through a bit earlier in the game. Now, once you've added those to your inventory collection, make your way back over to the elevator and rise up again to Basement 1 (B1). Here, go back and enter the room where Psycho Mantis was beaten, and then, go through the secret passage that was opened before.

Get the ammo under the stairs here and then go through the door, and this takes you into the Caves area where you'll be seeing some huskies.

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Area #8 - Caves  
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It's too bad here that your radar is being jammed by interference around these parts, so that means that we'll have to wing it and find our way through the caves by ourselves. The second thing you notice is that this area is quite dark in some areas, well, we just picked up the Night Vision Goggles... so, put them on when you enter this area - it makes everything a lot easier on you, and much safer for when you are attacked by huskies in here. Now, this is a bit of a confusing area for the two factors I've already mentioned, but you have to go so much back and forth. Well, it's time to help you navigate through this area. First off, you have to, when you enter the caves through the door, run all the way down to the other side of the pathway. Here, you can obtain some SOCOM ammunition as well as Rations. Now, once you've made that collection of items, you back to the entrance and then crawl under with Down + X and go directly under the rocks. Once you get over to this side, get up immediately and pull out your FA-MAS/SOCOM if they're not out already. Keep moving and you will be running into tons of huskies. Now, they're quite an easy task to kill if you use the FA-MAS, so it's more recommended, but if you're quicker, they're pretty much just as easy as with the FA-MAS rifle.

In this area, there will be some FA-MAS ammo lying around in plain sight. So, collect them and keep on moving to the right. Here, there's yet another crack for you to crawl right under using the same buttons (as you should be really used to after doing it so many times already in the game). Here, it's a place with Diazepam. But not only that, but also in this area, you will be able to find even more FA-MAS ammo, so, even if you blew a few out against the huskies, you have this stock right here to gain them back. Now, get back out of this area by crawling under the same crack that you used to get in it, and then proceed forward and around a bit. Okay, around here, shoot the huskies and then crawl under the wall on the right side. Now, once you're fully through, you'll find Meryl waiting for you there. Wow, she has a lot of husky friends, and they helped her through here!?! That lucky wench... Anyway, you can wander in here aimlessly admiring Meryl, or, you could proceed with what you actually \*need\* to do, and that is to make your way through the door here.

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Area #9 - The Underground Passage  
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Wow, interesting little scene here. Meryl is able to pick up that there are Claymore Mines situated around here. This is very easy to do: first off, wait and watch Meryl make a perfect path around the Claymore Mines. She leaves her foot prints everywhere along the path (at least this isn't like Final Fantasy VI where you had to watch the light in the Narshe mine, remember its exact path, and then follow it once it was done). All right, now, after you've walked along her path and made it to the other side completely unscathed, move forward down what is for some reason to me an intimidatingly huge passage. Around one fourth of the way through, you'll get another scene, and this one is sad as hell. There's apparently a damn sniper hiding somewhere up at the top of this place and she's shot Meryl. After the long scene, Meryl really opens up and tells Snake the truth about her opinions on war, and other things. Then, you get another call on the Codec from the Colonel. After this scene, Snake then promises to save Meryl. Okay, so where to go now? All right, now, go back to the Armory area that I covered before and find the Sniper Rifle. Make your way back to here and then you get to have your first fight with Sniper Wolf, a

beautiful woman sniper.

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Boss #5 - Sniper Wolf  
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Well, in this fight, you'll be going Sniper Rifle-on-Sniper Rifle. The name of your new sniper is called the PSG1. Throughout this fight, you have to look for Sniper Wolf along the tops of this whole big area. I hope that you have been able to locate a healthy supply of Diazepam throughout the game, because in this fight, you're definitely going to need them. What they do is, when you are using your PSG1, stop you from moving all around and from that, you lose any and all accuracy. After doing it, the shaking and moción around stops, but then, after about 15 seconds, it comes back and you have to use another one of your Diazepams. Now, if you don't want to use them here, you can always master how your PSG1 moves when you shake and then position it to where, when it does its shaking, it'll land on her head and then you fire, but that's too hard for a lot of people to do, so, just stick with the Diazepam, all right? Okay, good. You need not only to have a lot of Diazepam for the fight, but also a lot of accuracy, patience, persistence, and speed. Get off as many shots as you can before she can pull off her shots between regular intervals. It really helps to be one or even a few steps ahead of her. Remember, always try to have her in your scope's site, because she can easily get away from you, pull off a few shots, and it can take you quite a bit of time to find her again if you are aloof and not paying any close attention. Anyway, also remember you're not the only one doing the firing, so, naturally, you are going to get hit a few times. To aid this, you are going to have to use some Rations more than likely to stay alive. Well, good luck with this fight.

After the first bout with Sniper Wolf, you get another Life Gauge increase, like with all boss fights. What? Were you expecting it not to happen? Anyway, after the battle is done with, use your Codec to call up Mei Ling and have her save your game progress. Now, keep running forward down this humongous path and you will eventually reach yet another semi-long scene (this one really isn't as long as some of the last ones you have seen). Apparently someone has a crush on Solid Snake, oohhh... Well, now we find ourselves in the next area of the game which is the Torture Chamber.

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Area #10 - Torture Chamber to Underground Passage  
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Okay, during the long scene, for the first time you're really introduced to Liquid Snake, Solid Snakes brother. You also find out a bit about Sniper Wolf, how she falls in love with someone, and then doesn't sleep until she finally kills them. What deranged mentality, huh? Anyhow, after the long scene, you are eventually left in the room all alone with Revolver Ocelot, and he's not looking too swell after losing his whole hand. After he gives the brief explanation of how he's going to torture you, you'll be put to a very strenuous test. Now, I'll explain a bit. He's going to torture you by sending a high-voltage electric current through your whole body. You're going to have to fight it by tapping the Circle button over and over again instantaneously one after another. There's 3 rounds of it. If you only get past zero to one of them, you live but Meryl dies. If you happen to pass them both (the first is easy, but the second is hard, and the third is IMMENSELY hard), both you and Meryl live, and you get the special alternate ending. Note: when you lose health from one torture round that current health is carried into the next one, so be fast. A lot is counting on this...

Whatever happens, when the torturing and punishment is over and done with, you

will then be located in a cell with the "real" dead DARPA Chief, the one you saw in the cell wasn't the real one, but you'll learn about that quite a bit later on in the game. He's looking horrible, and he's being devoured by maggots which is pretty disgusting, but I love it! Anyhow, you can get a LONG talk on the Codec with the Colonel and Naomi, or you could talk you any of your other partners in the mission through Codec as well. When you're ready, go ahead and call up Otacon - he gave you his frequency earlier. Now, after a while, when the guard takes one of his many trips to the bathroom (by the way, you can hear him say some funny things here), Otacon will come and give you three things: Level 6 Access Card, Hankerchief, and some Ketchup. Now, right now I bet you only know what the Lv.6 card is for, right? Well... time for an explanation: Believe it or not, the Ketchup is how you're going to get out of here. And the Hankerchief is pointless currently.

Okay, here's exactly how we're going to bust out of this rotten cell. After Otacon leaves with his Stealth Cammo (God, don't you wish you had that?), you must again wait until the guard goes to the restroom once again, and then what you'll have to do is lay on the center of the floor inside this chamber, and then utilize your Ketchup. When the guard comes on back, he will look inside of the cell again naturally. This makes him think that you have actually committed suicide, and he comes running inside. While he's looking at you in utter amazement and awe (sort of), you'll want to jump up right away and choke him out (man, it would certainly be nice to have your guns right now to make it easier. Two words of note: when he's noticed on the ground pretending to be lifeless, wait until he is completely in the cell, or else he'll close the door right away. The second note is to get up quickly and kill him when he is in so he doesn't go back out.

Through my playthroughs of this game, I've also found that using the Ketchup is not the only way of getting out of this chamber, but part of it uses the same basic concept. Like with the other Ketchup method, you have to wait until Otacon comes and hands you your stuff. Then, also like with the other method, you must wait until the guard takes another one of this trips to go bombard the toilet with fecies bombs. Now, instead of lying down at the middle of the floor, you will want to go and lay down right under the bed there, make sure all limbs are under to where you go to First Person View mode, and not to where you still see arms or legs from under the bed. Anyway, when he comes back, he will think that you somehow managed to escape the cell. Well, he'll come on barging in again. Well, when he's completely in the room, you'll want to pop out, quickly arise to your feet, and start to choke him to death. As with the others, take the two words of note into consideration with this alternate method as well, all right? It has now been confirmed to me that the Ninja saving you from the cell is true, and this person even sent me how to do it through e-mail, and it's in the next paragraph. Thanks.

This is another easy one to do, and if not, it's definitely the easiest out of three options that you have. You don't have to rush out from under the bed, or kill anybody or anything. But, you still, of course, have to do something, but it's not as difficult (and that's really not saying much, since the last two were still simply done). Okay, the first thing that you are to do is, while the guard is still standing there (he must be awake, as well), and he doesn't go to the bathroom, is to put the ketchup on yourself. Apparently he'll make a remark on what you're doing (of course). Now, after he's all done making fun of you (sorta), and being confused over the whole thing, he'll again take another trip to the bathroom to take a crap. Anyway, it's during this time that the Cyborg Ninja comes in to rescue you from the cell. I know, it makes no sense, but, it's the only way they could really implement and incorporate the Cyborg Ninja actually bailing you out of the cell. Well, you're out now...

All right, once you leave the room where you were being held with the DARPA

Chief, go back and on into the room where you being tortured by the sinister Ocelot. In here, go back to the back of room and pick up your items as well as your equipment. Note: if you didn't survive the two rounds of excruciating torture, you have nothing to worry about. But, if you did survive them both, you must go to your items, and press the Circle button to dispose of the Time Bomb that Ocelot had planted there (like you'd actually fall for that trick). Okay, now, once this is done and you look like your old regular self again, get out of the torture room and use the elevator to get back to the Tank Hangar. Once you've made it there, go back out through the huge door and outside to the the snowfield Canyon again. From outside the Canyon, take out the cameras above the door with your PSG1 or use your Chaff Grenades to temporarily disable them (that's more recommended so you can save some sniper ammunition for later). Now when you get into the building, take out all guards.

Okay, in here, make your way up to the top elevator, then, use that to go down to Basement 1 (B1). Go through the Commanders Room and follow this piece of the walkthrough again, as it's going to help you out and jog your memory a bit. It's too bad here that your radar is being jammed by interference around these parts, so that means that we'll have to wing it and find our way through the caves by ourselves. The second thing you notice is that this area is quite dark in some areas, well, we picked up the Night Vision Goggles... so, put them on when you enter this area - it makes everything a lot easier on you. Now, this is a bit of a confusing area for the two factors I've already mentioned, but you have to go so much back and forth. Well, it's time to help you navigate through this area. Go to the entrance and then crawl under with Down + X and go directly under the rocks. Now, proceed forward and around a bit and get under the right wall here and go through the door on the other side. Now, cross the bug plain passageway and go through the door on the other side before you knocked out by Sniper Wolf and the guards. Now, going through here takes you to the Communications Towers.

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Area #11 - Communication Towers A/B  
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All right, when you get here, you're probably a bit excited that you're this far in the game and it all seems like everything's starting to come together, heh, well, so was I. Anyway, when you first arrive in this area, go in through the door and immediately equip your friends: the Thermal Goggles, which makes this place quite a bit easier. Now, as you go forward enough and around this area, there will be an alarm that sounds. Now, this means that you should start hauling ass up the stairs and steps here, but this does not mean that you will be safe. Oh no, on your up to the top, you'll be followed by a lot of guards who are armed like the rest of them. Now, your best bet while ascending the stairs is to shoot them all up with the FA-MAS rifle. Everytime you just kill someone, be sure to pick up anything they drop, if there is anything. They drop FA-MAS/SOCOM ammo, and Rations, all very useful for this scene, and what is a bit ahead.

I suggest running up and shooting what's ahead of you for the most part, but, if it's necessary because of a guard is behind you annoying you and firing at you, don't be shy and turn around and kill him. Besides, this can be useful to take some more items they can potentially drop. Note: I hope you made the FA-MAS bullet pick-up when you entered this tower - it was in a corner nearer to the beginning. For the most part, just continue to make your way up the LONG flight of stairs until you reach the top, all the while killing people and taking their items. Now, when you finally reach the top amidst the mayhem (or, more fitting would be when it's all over), pick up crap load of ammunition for a good amount of guns up here (especially SOCOM and FA-MAS). Now, when up here, you see that ladder over there? When you're done collecting all the ammunition

like an ammo whore, climb outside to the in-between passage.

Now, when up here, you use the Lv6 Access Card to get out of here (man, don't you just love that precious card?). Now, while you are right outside there, there is one thing of note (which won't be there too much longer), and that is the satellite. Though, in a second, Liquid Snake will come in a Hind D helicopter and blow it to smithereens. But not only does he destroy the big satellite in that process, but he also destroys the path between Communications Tower A and Communications Tower B, the bastard. Now, it's time to go over the ledge with the Rope that you picked up a bit earlier. So, go to your items and use the Rope. Now, as you're going down the tower's side (cool, huh?), you will get a Codec call explaining how to do this well. Try to avoid the steaming pipes on your descent down. Now, eventually when you get down to the bottom, and move a bit towards the path there, but only to the beginning of it. Next, draw your PSG1 out and zoom in all the way forward. There will be three guards up there; snipe at them all. If you need to, use a Diazepam.

After you take those three out, there will be some C4 Plastic Explosives (boy, you haven't used some of them in awhile, have you? Well, you will be using them soon enough). After that, there's also a Ration here in plain sight. After you have picked up those two items, keep going down the path. I've also learned that it can be quite effect to send one, just one is enough, Nikita Missiles down the guards' ways to take them all out in one clean sweep. Now, whichever killing method you decide to use, after it, just move up down this path and then you once again have another encounter with stupid Liquid Snake inside the Hind D. Here, grab the Ration, as you are still free to move about as the Hind D is popping up again. All right, now, make your way quickly to the door, use your Lv6 Access Card and enter through it. Now, as you might've guessed just by looking at the different case and ammo box, that's a new big weapon. And, if you've thought even a bit more ahead, you might think that it's what you're going to use to bring that Hind D out of the sky. Well, you're right on both accounts. It's called the Stinger Missile Launcher, and it is what you're going to use to destroy the Hind D once and for all. After you have picked up the Stinger Launcher and all of the ammo there, pass through the next door not the one you came in through, but the one after that).

Now, in this next Communication Tower, you'll first notice that there's an elevator here (like with a lot of other places we've already been to). So, you say "I'll go through the elevator, that's gotta be the way!". Well, when you press the button with your Circle button, you quickly notice otherwise, as it starts beeping, and that means it's out of service. Too bad. Oh well, continue on the normal objective. Later on you'll be using it when it's working (you do that), but that's not our main focus currently, since it's temporarily out of order and nothing we can do about it yet. Okay, right now, the only thing to do is use the stairs here and go all the way down. So, just run down them, and if it's too dark naturally for you, or it's a darker complexion on your screen, you can put on the Thermal Goggles or Night Vision Goggles, whichever is best for you I suppose. Make your way down all the flights of stairs (don't worry, it's not as long as what you had to go up earlier when running from the guards and shooting them to bits), and when you're all the way down there, you'll see that a part of the stairs is gone, and you cannot go any further.

So, now that we're here, what do we do. I'm sure you're saying, "SinirothX, why did you make us go all the way down there if we just can't go any further because of the stairs being gone!?", well, there is a reason for this, and it will all make sense in just a bit of time. So now you say, "Where on Earth do I do!?", and my answer to that is again, coming up in a bit. Go back up to the level where the elevator is, and, that automatically initiates yet another cut-scene (don't worry, it's not too long at all). The person coming up in the scene is none other than Otacon, and he's sneaked into the building using his

Stealth Camouflage. From here, he will explain a lot about himself and open up to Snake about his life, they talk about life, love, etc. During the long talk, Otacon calls Snake a hero, and Snake replies with something like he's not, and that a hero always saves the girl. That's if you didn't survive the torture. Afterwards, Otacon beings his work on starting to repair the elevator so that it works for Snake. In the meantime, the boxes are now gone and you could go up and do battle with Liquid inside the Hind D. After the small short cutscene, you commence with the fight with him.

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Boss #6 - Liquid Snake/Hind D  
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Now, I hope you don't get the idea or become under the impression that this is the last battle of the game, although this is Liquid Snake, and he's supposedly the main antagonist in the game. This fight, easily, is definitely one of the most difficult bosses in the game thus far, so, finally a boss that was harder than Psycho Mantis and the Cyborg Ninja. One major hard thing to do in this fight is to have your Stinger Missile Launcher out, and moving it around quick enough and accurate enough to keep up with the Hind D's constant moving. And, another difficult thing to contend with is having the Stinger out (you can't move, nor see the rest of the body when it's out), you unequip it move around to dodge its rockets and its chain guns, and then, switching back to your Stinger's view. Well, here's a little explanation on how to use the Stinger: When you equip it, you go into somewhat of a First Person View mode, and like that, you shoot like with any other weapon. One catch, though, and that is to line your opponent up in the middle square, and when it flashes red, shoot it and it turns out to becoming a homing missile which follows the opponent for a good bit and if they make to sharp of moves, it can't follow for too long.

Now, enough about that and let's explain the boss and how to beat it with some ease, baby! Okay, after the first little scene where Liquid Snake comes in the Hind D, you start off the fight. So, make sure that your Life Guage is all the way full and ready for the fight. So, as the fight starts out, pull out your Stinger and keep it as your set weapon. Now, look for the Hind D in the air with your gun's scope, lock the helicopter with nothing in your way, and then fire, and if you can, do it a few times. All right, after you do this, go and choose another spot on the roof. If he's shooting at you, keep on dodging them all, and then firing. Now, the hind has a few targets on it: the bottom, left wing, right wing, front. The front is the best part since it's \*usually\* the easiest to get with your missiles. You'll be destroying the surroundings in this fight (at least Liquid will be), but don't let this stop you, and don't get in the line of fire. Although sometimes you get a Stinger reading without seeing the Hind D, but instead you see something blocking it; that means the Hind D is behind that, but you can't see it, so don't shoot, you're wasting missiles, and on top of that, you could hurt yourself with the explosions.

Now, right after the long and heated fight with Liquid Snake, head back on down the stairs that you got up here from. Now, when you are down here, you'll see and notice that the elevator is now accessible, so let's all have a round of applause for Otacon. Now, when you are on the elevator, you then get a little ring from Mr. Super Genius, Otacon. You find out that the weight limit of six hundred pounds has been exceeded. Not even Snake with all those guns and the equipment could get up to that amount, and they both know it. So, what in the world is wrong!? The only explanation is that you're not the only person that's on this elevator!!! (???) You then see that you are ambushed by many guards who were using the same kind of Stealth Camouflage as Otacon has been using the whole game. No wonder! All right, now, put on your Thermal Goggles and then have your FA-MAS out and shoot them all. Now, after the elevator ride down, get out of it, and use the Lv6 Access Card to get through the door. Now, after you

do that, you'll find yourself out in the Snowfield area.

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Area #12 - The Snowfield  
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All right, the first thing that you notice here is that there's a lot of snow here. Well, of course, it's a snowfield for crying out loud. Well, as you go a bit forward, you will then have a three way conversation on the Codec with both Otacon and Sniper Wolf (boy does she look good on the Codec...). Anyway, after all that is done, you have to start yet another fight with the awesome sniper, Sniper Wolf...

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Boss #7 - Sniper Wolf (2)  
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Damn, you have to fight her again. She is considerably more difficult during this fight than in the last one for a few reasons. One of them being that this area is bigger and has more space to cover while searching for where she is right off that bat. Now, she moves around more constantly. In this battle, you are going to need a lot of Diazepam like in the last battle you fought with her since again it's the PSG1 sniper rifle you have to use against her in the battle. So, needless to say, I hope you have a healthy supply of sniper bullets at your disposal. Also, I seriously suggest that you be stocked up good on them Rations, because chances are, you'll be needing them a god bit. Now, as the battle with Sniper Wolf begins again, find a good spot to lay down and shoot her (out in the open is \*NOT\* a good idea, because you'll be easy open prey for her to hit there, but instead a good spot is in the rocks to the right. It protects from a lot of her shots, actually). Now, from here, pull out your PSG1 and have Rations set as your item on the left.

All right, the first challenge of the fight is not actually fighting her, but, finding her. I call this fight the ultimate F&F (meaning Find and Fight). The first this to do is find her in the back, opposite the area you're at. So do so. She'll usually be hiding behind a tree over there, so, look at them, and she'll be behind one of them. So, once you've finally been able to manage to locate her, take a Diazepam and fire a shot at her head. Remember, don't forget to zoom in at her all the way. If you somehow get shot, use a Ration if too much damage is done. Always try to keep her in your sights. This is easier said than done, because she moves fast (not really too much of a problem), but when she shoots you and hits, you lose it and the scope goes all over the place. Well, once you find her again, use a Diazepam, and start shooting again. Once she has taken enough hits, she'll die once and for all.

Anyway, after the fight is all done, Snake and Sniper Wolf get into a long cut-scene conversation. During it, she talks about Big Boss (Solid Snake's and Liquid Snakes genetic father by genes, since they're apparently bi-products of him). She also explains about the Curds and Big Boss (also known as Saladin), helping her out and all. At the end of the cutscene, Sniper Wolf asks him to shoot her to put her out of her misery and end her suffering. So, after he does you hear a big gunshot, and that's the end of her. You know, I thought I'd be glad to see that after seeing what she did to Meryl, but after the fight was won, I heard a whole new side of her, and I felt so bad that she had to die, and I actually cried like I did when Meryl was shot when I heard that loud gunshot from Snake's SOCOM. Afterwards, you see a sad Otacon in the background, and then he talks a bit. Once it's done, you can get a lot of items from around the perimeter of the base. Don't go in yet, though. You can get the following: You can get Rations, Grenades, SOCOM bullets, Diazepam, FA-MAS bullets, Chaff Grenades, and even some more PSG1 bullets. After you're stocked with all of

that good stuff, go into the base. In here, throw a Chaff Grenade to disable the cameras there. Now, keep going and you'll be on Disk 2 finally.

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Disk 2  
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Area #13 - The Blast Furnace  
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All right, when you are in the Blast Furnace, there's going to be a guard that is pretty close to you. Now, I don't suggest taking him out with a loud gun, so do it with choking (if you can get close enough without him seeing you, and you are sure you can beforehand), or, my more preferred method, of using the SOCOM with the Supressor to kill him from a bit further with your lazer sighting. Next, what you do here is to make your way to the left and then go across the walkway there. Once you make it across silently and undetected, you will be able to pick up even more bullets for your SOCOM. See, you almost instantly restock on any bullets used on the first guard in this area, plus, then some if you didn't have maximum amount before. This next part you have to do can be quite difficult, but not if you follow these instructions (all in all, it was not too hard for me, though). Get along the edge of the wall up here and sidestep while moving to the other side. Now, there's a catch, instead of just going to the other side, you must also contend with ducking when the crane is coming towards you. Do so with down on the D-Pad. When it passes, get back up and keep on moving in the same direction. When it passes over again, do the same thing again. If you screw up here, you fall into the molten fire below.

All right, when you have made your way completely across to the other side of the Blast Furnace, over the hot pit of fire, make your way to the bottom of the stairs here. When you are down here in the lower level of the Blast Furnace, you'll see a little area in the wall on the ground to crawl into. Crawl through it and when you get to the room, you will be able to make another pick up of Nikitas and PSGIs. All right, now, get back out of here and enter the door next to this. Okay, now, keep on going through this room, and, when you get to the big elevator, pick up the two Nikita Missile boxes, the Rations, and of course, the C4s. Now, as you start the elevator ride downward, eventually, you will be attacked by soldiers, but, you can quickly waste them with all of the FA-MAS ammo that you have. All right, after they're quickly disposed of, enjoy the rest of the progression downward, and when you're finally at the bottom, just first go around left and you're able to re-stock up on your FA-MAS bullets that you just used up on the soldiers that attacked you while you were on the big elevator. Now, go around the other side, Chaff Grenade the camera (that has a gun equipped on it), and run past it. Get the Ration around here, while also avoiding Claymore Mines that are in place. Now, next to next elevator, get more FA-MAS ammunition and go down. All right, at the bottom there's a lot of ravens flying around. Get Nikitas, Rations, and C4 here. Go through the big door here and prepare to fight Vulcan Raven... again...

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Area #14 - The Warehouse  
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Boss #8 - Vulcan Raven (again)  
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Okay, I know, this may be a very late boss in the game, but, this does not at all mean that he's difficult. Hell, I'd even say this boss is less of a

challenge than the first Sniper Wolf battle, and, that's pretty easy. I even categorize him as being as tough as the Ocelot fight only, because that's how weak he is, at this point of the game, if not weaker because of his inconstant and slow moving. Anyway, he may look intimidating with that huge gun, but, as I said before, don't be scare, because as long as you are fast and you keep on the move, you'll be fine. Okay, so, before the fight, like with most cases, there is a long cutscene first, with Snake making fun of Raven, and Raven sort of paralyzing Snake (well, the ravens do). All right now that that's done with, let's move on with the fight's strategy. Now, in this warehouse, you will immediately notice that there's a whole bunch of crates everywhere. These can be used to your advantage, as you might have already been able to imply. First thing's first, move behind a safe crate a distance away from Vulcan Raven and then wait for a little while. He will eventually get to you (he might spot you first since he has LONG range of vision. But, the Stinger will hit him first (that's the gun to use). Then run to a new spot. He shoots where you just were for a little, because of bad reflexes I suppose.

Now, if you want you can get behind him as he is walking and stuff another Stinger Missile straight up his ass. He turns around to start shooting, meaning that this is a risking attempt for you. Now, as you may have noticed, this guy is very slow, meaning that you can get ahead, to the side, behind, in front, with almost no problem besides his massive chaingun. This thing can do a lot of damage to you, so, always to try to evade it at all costs. This guy always goes in straight lines, meaning only in-between crates, which can be helpful for you since you can "trap" him and shoot him up, and you don't have to worry about him hiding or having extra space to attack you, either. The crates are your hiding place as he's wandering around, and they're very useful to stay out of his sights, since you can very plainly see that his view covers a lot of this warehouse. Eventually, he starts going crazy with his gargantuan weapon and he starts demolishing the crates, and this lowers your hiding spots, so, try to kill him quickly at this point. Also, if you need to, use Rations to heal from shots. Not too many are needed, though. Note: When you shoot him with the Stinger, and he's staggering, that's your time to get to a new spot, so he doesn't have a chance to react. Good way is to put your Stinger away right after the shot and then to move away then. After enough damage, the fight ends.

Once the fight with Vulcan Raven is over, you have quite a similar conversation cutscene with him as with the last time that you fought and won against him. You guys talk a lot about Solid and Liquid Snake, about himself, and other things. But, at the end of the cutscene, it shows Snake walking away from him, and then the ravens devouring Vulcan Raven. Afterwards, Raven is completely gone, and the ravens fly away. After the fight, he also gives you the Lv7 Access Card and tells about the real Darpa Chief and decoy Octopus before he's eaten. Now, you then get a call from Master Miller, and he explains the current situation with Naomi further. After the Colonel overhears, etc., collect the Nikita, and Stinger ammos, as well as the Rations, and then, leave the warehouse area using your newly acquired Level 7 Card. Directly to the left of the other side of the door, you can make a Chaff Grenade pick-up, then. There are trap doors in the floor here, like in the Armory earlier. Keep going forward and use a Chaff Grenade, as there are a multitudinal amount of cameras here at literally every turn, so Chaffing is your best bet here. You can also make a Stinger Missile pick-up from the other right side of this area. Note to be quick since your Chaff effect doesn't work forever against the cameras, and if they all spot you, you're screwed to high hell. Now, make your through to the Underground Base.

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Area #15 - The Underground Base  
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Oh my God, you walk into this place and you see the almighty, gigantic, fabled Metal Gear Rex. Now, you're probably in sheer awe right now at the thought that you have to fight and destroy that thing by mainly the same physical means as with the other bosses and wonder how the hell that's possible. Well, when we get there I'll tell you, but not now - what else did you expect from me? ^\_^ Well, after you finish picking your jaw off the floor, continue to proceed forward and watch the camera's position change, revealing more and more of the humongous Metal Gear Rex (I, and I bet you too, didn't really expect nor believe that thing was going to be SO enormous, right?). Well anyway, keep on going to the left and climb on up the very first ladder that you encounter and get to the top of it (it's not too high up yet, though). Here, Otacon then makes contact with you once again using the Codec (of course). He explains his current status and situation. He explains that he's trying to hack into and break into the ARMSTECH president Baker's files. What his main objective there is to find out just how to use the keys to deactivate Metal Gear Rex.

Up here, you can get some Chaff Grenades. Now, go back in the other direction and climb the next highest ladder up to the next level of Metal Gear Rex. Up here, you get another Codec call from Otacon, and, this time, he says that he's been able to get through some security, but he's not through completely yet. Drat! Anyway, after this call, go up the next short ladder to Metal Gear Rex's head. Now, from the top of its head, there's another small ladder on the other side leading to the other side of his head. Now, keep going down and then get off of Rex completely. As you walk around here, take the corner, etc., (be careful and quiet, by the way), you'll notice a guard up here scouting this top area of the Underground Base. Here, though, you get yet another call from Otacon once again. In this one, it's much more pleasing since he's finally been able to penetrate through Baker's computer and get to his files (man, Otacon always pulls through for you, doesn't he? Man, he's almost as useful to this mission as Snake himself is). This conversation tells you that the nuclear warhead will be fired, and from the Rail Gun on Metal Gear Rex, making it super deadly and lethal, like a stealth nuclear missile!

Well, after the conversation which lasts for about 5 minutes or so, you should go up and choke the guard around here, or, you can take him out with the more silent SOCOM, or PSG1. There's some risks in the first option and last option that I mentioned, so, it's best to use the SOCOM as you can see. After he's been wasted for good, take anything the bastard might drop, and then continue with my instructions. Now, continue forward to where he's killed near the office where Liquid and Ocelot are. They've been conspiring with each other the whole time. Otacon calls you again (damn it!), and then go up to the office area. You can overhear them talking about Fox Die: the virus that impersonates a heart attack, and that's what killed Baker and Donald Anderson...err... Decoy Octopus earlier on in the game. Otacon explains the "Shape Memory Alloy" of the PAL card and how it's used. It's used as a temperature key, actually. You see that there's three slots for insertion, each for a different type of room temperature: Normal, Frozen, and Burning. After the talk, Revolver Ocelot notices that Snake is present, and fires his gun at him.

He doesn't shoot Snake directly, because he had a different agenda, and he decided to just shoot the PAL card out of Snake's hand and down into the waters way, WAY below. Okay, afterwards, leave this room, go to Metal Gear Rex, climb the up and down the four ladders and down to the bottom area from which you entered the Underground Base. You'll be shooting guards a lot, though, but, once you get to the bottom, there's no more of them and you'll be in the clear when it comes to that. From this point, take out your Mine Detector item first of all. You can see the PAL Keycard like this. Beware, there's also a Bomb here, and if that's picked up and not disposed of, you blow up and die. If the card's not in the water, then, it's sometimes in the animals down here, and you have to get them. Well anyway, while you're down here, you're losing

health since it's a sewer, so try to find the PAL Card quickly. It doesn't take to much trouble, but it could take about a few minutes at best. Damn, more backtracking ahead of you now...! Get out of the sewer, climb the four ladders and over Metal Gear Rex, and back into the meeting office. Kill the guard there again as well. Now, when in the office (now clear of Ocelot and Liquid Snake), insert the first key in the left (yellow symbol), which is the normal room temperature. Now, what you must do next is go around the base and changing its temperature.

First one we'll want to do is the frozen key, mainly because it's the closest room to where we are. So, let's think... hmmm... which room have we passed in the past (in the base itself), that has been cold and could potentially freeze the card? Well...? Oh yeah! The Warehouse where you had fought Vulcan Raven for the second time around. So, that's where we'll have to go next. Now... to the Warehouse! All right, make your way back through all of the rooms previous to the Underground Base. Past all of the cameras, trap doors, elevators, etc., to get to that room again. Well, once you're there and you use your Lv7 Access Card to get it, you'll want to be aware of the new Genome Soldiers around the whole place. Now, you could kill them and then freeze the card in peace, or you could hide from them and freeze the card in stealth; your choice. Well, after about two minutes of the freezing process, you'll want to put your PAL Card away, use your Lv7 Card to get back out, and haul ass back to the Underground Base area. Once here, climb the four ladders yet again, and get up to the office to now insert the frozen card into the middle slot (with blue symbol).

Next is, "Heat the key". So, like last time, let's sit down and ponder on how we'd burn the key, and which room to do it in \*pauses and thinks for a minute\* Well, there was always the Blast Furnace from earlier on in the Base, and that was scorching hot inside, so, let's proceed there. When we arrive here, if you want to move around the place again, kill any guards, also. Now, like last time just find a good place to hang out for a while just waiting while the card burns and heats up. Ok, after about two minutes, to maybe even as far as two minutes and thirty seconds, you should check the card to make sure that it is red-colored, and put it away and switch it for the Lv7 Card which we do not need until the Warehouse place again. So, make your way back through every area including the Warehouse where you'll have to use the Lv7 Access Card to make your way through it again. Once past the camera/trapped area once again, and you're in the Underground Base where Metal Gear is housed, climb the four ladders in there and make your way through to the office area yet again. Here, insert the now red card (if you hurried, if not you have to DO IT AGAIN). And that is the end of the inserting/changing temperatures PAL Keycard.

DAMN IT STRAIGHT TO HELL!!! Snake, this whole time, was tricked into believing that when he inserted all PAL Keys into the three terminals, that he'd prevent the nuclear launch. Well, damn, that's not true. The terrorists had tricked Snake, and the whole government for that matter, into believing that they had the capabilities to launch a nuclear missile. Well, they didn't. They used that as a cover up so that Snake would come in, and use the PAL Keys to try to stop the threat, but instead, the PAL Keys really worked in reverse - instead of preventing the launch, it now initiated it! Darn terrorists with their stupid reverse psychology! Well, now you must escape from the room filling with poisonous gas. So, call Otacon, and he eventually comes to help you out of the room (you gotta love him). Afterwards, leave the room, and then take a right turn, walk a little tad, and then make another one (by the way, Liquid Snake has been Master Miller this whole time). Here, you get a little scene with Liquid complaining that he got all the bad genes, while Solid received all of the good ones, and sort of crap. He also explains the situation of what Snake's just done, then, he jumps into Metal Gear Rex and you have to fight it now.

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## Boss #9 - Metal Gear Rex

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Well, after the whole cutscene is over and then Liquid explaining all of that stuff to Snake, and then the grand entrance of Metal Gear Rex while you're both at the bottom, the fight starts out. Now, the only way you can possibly damage this thing is with Stinger Missiles. This boss has two sections of the fight to it, and the second one is a bit easier than the first actually. The whole goal of the first half of round is to use your Stinger Missile Launcher and shoot them at the disk on his arm. Now, more strategy than that: Well, Metal Gear Rex shoots a lot. Whether it be his machine gun, his rockets, or, if you get to close to him, its lazer, Metal Gear Rex shoots a lot. Another thing that Rex is able to do is, when you get right under him almost, he can lift up his giant foot and stomp right on Snake. Now, as you might've insinuated from that, it's a one-hit kill, which is the only of its kind in the game. Then afterwards you see Snake just dead and as flat as a pancake. Metal Gear Rex also moves around the place a lot, so, you will need to, too. Metal Gear's machine gun fire is a bit easy to dodge, just move around. His blue lazer is also the same thing. But, what's really tough about it is its homing missiles, which are hard to get away from. Just try your hardest.

Now, we're done with all of the preparations, let's talk about just how we're going to go about bringing this mechanical beast down. First, a small note: you can call people like the Colonel or Otacon (especially Otacon), to get some help and useful tips on how to beat it. Some of Otacon's stuff is useless, and just downright annoying. But, he does have some useful information and also some reminders just in case you forgot some things, or you're just not sure. Colonel and everyone else is just there to talk and provide support. Now, as the fight starts, call Mei Ling and save the damn game! Now, as the fight is about to begin, remember your target, its left shoulder (which is your right whilst using the Stinger Missile Launcher). First off, I suggest finding a safe shelter for like 5 seconds, and then tossing a Chaff Grenade to disable its functions for a bit, haha! What now, Rex!? From here, try to get off a good and mark-finding three Stinger Missile shots out at its right left shoulder. Not so impregnable now, huh, Otacon? Continue to do this for a while until it's been enough damage executed. If you run out of Chaff Grenades, improvise by just dodging its fire manually and shooting when you have an opportunity. Use Rations as much as you want, since you won't use more than probably two of them after this fight is through. After damage is done, eventually, the Cyborg Ninja comes, who is really... Gray Fox!

You have the LONGEST cutscene so far in the game right in the middle of the fight, where Snake and Grey Fox are behind that crate talking with each other. Fox tells Snake about how Naomi is his sister, he killed her parents, felt bad for her and kept her as a sister. They talked a lot about the past, he asked Snake to do him a favor and tell Naomi about this (she hears them through the Codec, anyway). Well, after Grey Fox is done talking with Snake and all of that he jumps out and shows incredible skill and bravery, sacrificing his own life to stop Metal Gear Rex. He goes and gets pressed against the wall by Rex and then crushed bones, but, and then Liquid says "In Foxhound, we hunt jackals, not foxes" (or something like that), and then Grey Fox replies with the famous quote, "A cornered fox is more dangerous than a jackal!", and then blows off Rex's left shoulder. He's then bleeding profusely. Fox then tells Snake to finish the job right there. So, he has the Stinger out aiming at Rex, but he can't do it because that would finish off Grey Fox as well. Well, Fox dies anyway after Metal Gear Rex drops him to the ground and stomps on him and tons of blood spew out (that's what'd happen to you if you got to close to it during the fight!). Now, you must continue to the rest of the fight after the Codec...

Okay, we now proceed on with round two of the battle next. This is a bit easier







ARMSTECH president is or else you'll set off a mad explosives chain which not only kills his, but Snake as well. Also, you cannot use any sorts of explosive weapons here (darn, you don't get the chance to use the Nikita you just gained) which I hate, but, doing so will also set off a chain of cataclysmic explosive reactions which take the whole place down with you and the president of ARMSTECH. The weapon of choice in this bout is the SOCOM. Not only can it do great damage, but, it has perfect aiming for maximum accuracy. As you can see, Ocelot has a set amount of bullets he can shoot per round, so, one good and top strategy for this fight is to run around dodging his bullet shots for a little while and then, while he's reloading, go up to him (or stay at a distance, it's your choice), and pack him with SOCOM shots.

Word to the wise: don't think you're all safe when he shoots and he misses, because his bullets can bounce off of walls and if you're in the area where it bounces off to, well, you're hit. Another effective strategy here is to, when he runs around, for you to run in the other way. Doing so eventually makes you meet him in the process, and then, you can get more shots off at him from a bit closer and more sure-fire distance. Also note that there's ammo pick-ups around and surrounding the perimeter where pres. is. You can get them, but be *very* careful not to go in because that would detonate it all and that would be a game over. It's a good reason to save before blowing up first "un-secret" wall just as a precaution. If you need to, use Rations when really hurt in this fight, but, don't use them mindlessly, only use them when health is like 1/7 of what it usually is. After about 10 shots, you'll emerge as the final victor (hopefully).

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Boss #2 - Vulcan Raven/Tank  
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Well, it's time to face yet your next boss of the game. It does look quite a bit more intimidating than Revolver Ocelot, no? =) Well, if you're not fully and adequately prepared, that's the only time this boss is even a resemblance of difficult. You must be extremely careful not to be hit by the missiles it shoots, and try your best to stay clear of the machine gun bullets that it fires your way. Note: there are some Grenades in the corner of this Canyon snowfield if you run out or if you are currently short on them. Not only is Raven controlling the tank, but there's also one of those stupid white Genome soldiers in there with him, but that's no problem whatsoever. Also, be very *extremely* careful not to get too close to the tank itself. This is primarily due to that fact that the tank can actually RUN YOU OVER if you get that close to it, so don't.

Now, for the actual battle and no more prepping and general infos, time for the actual real strategy. First off, the first thing you should do is to throw a Chaff Grenade. This temporarily discontinues any machine gun rounds from being fired at you. Now, this allows you to get close to the tank. Well, closer than you normally could and still remain safe. So... what to do next? Yeah, next you should go up to it and start chucking Grenades at the white soldier. After you have done this enough (about 3 times), there's a big and loud explosion of the tank and the Genome soldier comes flying out of the tank dead. After, Raven and Snake talk about Liquid Snake, etc. Once it's done, you get to go on to the following building where they house nuclear warheads. You get the Lv3 Key Card from Vulcan Raven as well, so use it to open the door at the other side.

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Boss #3 - Cyborg Ninja  
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This fight, definitely, is the hardest and most bugging boss that you have yet

to face in the game so far. Apparently, he seems to know Snake from somewhere long ago (???) Anyhow, first some strategic briefing: never, ever try to use any sort of weapon in this fight, since it's a complete waste of your time and valuable time to attack, as he blocks the bullets with his sword. Besides, not only does it waste time, but also wastes shots as well. Also, although you'd think he couldn't block the Nikita, it'd be \*very\* dangerous to try it, since he's so fast and you have no defense, making it perfect for him to attack you and you having almost no chance of hitting. I haven't hit him with it, so I would not know if he would take damage from it or not, so don't e-mail me asking if it's possible for him to take damage from the Nikita Missile Launcher. After the opening scene, the fight starts, and I truly hope that you're ready for it, since it'll more than likely take quite a long time for you win. As you should already know since I said don't use weapons, you'll be needing to use only your fists and feet to win the beginning of this fight. There is tons of things for you to hide behind for a bit, but also for him, too. So, whenever you see he's a bit vulnerable, go in and start striking him with everything that you have. Later he'll turn on his Stealth Cammo.

Throughout this fight, you'll be noticing that your battle with the Cyborg Ninja is doing a lot of damage to the environment, but this does not matter, just continue on fighting. After a bit, like I had previously mentioned, he will go Stealth Camouflage, and it is at this time which you will want to equip the Thermal Goggles that you had collected earlier on in the game. Like this, you will be able to see him as if he didn't have stealth on, and you didn't have the Thermal Goggles put on. After this, just continue fighting him like you were previously. Eventually, and soon enough, he'll start to begin shaking and it's at this point in the fight in which you will have to bring out a gun and start firing away at him with all of the bullets you have. The best weapon to use is I would have to say the FA-MAS. It's quick-shooting and very effective. After a while, he will go away and the fight will be over, and it is about time, too. If you need to during the fight, I highly suggest using Rations when needed. But, I can't see how this fight should really require more than three Rations, and four \*at most\*.

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Boss #4 - Psycho Mantis  
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Well, there he is, the psychotic bastard who was controlling Meryl earlier in the game. Now, it's time for you to kill him and free him from all of his pain and sorrow. At the beginning of the battle, he starts out by telepathically controlling Meryl. Now, you don't want to kill her, but, you do need to put her out for a second. So, what do we resort to now? Well, that's easy: your fists. So, punch her a good few times and it knocks her out. "Snake, hurry, hurry, make love to me! Oh Snake, I want you!". Damn, Psycho Mantis really is psycho.. After you have done this, it is then time for the fight to really begin. Once the scene's over, he starts moving quickly all around the whole room. He can currently dodge every single one of your attacks because he reads your mind with his telekinetic powers. So, how the hell do we prevent this from happening and actually be able to land hits? Well, that's also quite a simple matter, especially since you get a call from the Colonel telling you how to do it. But, just in case you don't get it: take the controller you're using from the first slot of your Playstation and plug it right into the second slot, that way he won't be able to read you. Sort of like in Dragon Ball Z, "Covering up your true power level". Sorry... Back to the main fight...

Okay, so there's the first problem solved. The next problem is just the fight itself - it being so hard and annoying. But, like all other battles, it's totally manageable. He attacks really only one way, and that is by levitating the surrounding objects and environment and commanding them to go after you and

attack you. Luckily, there's a lot of things that you can hide behind in this fight, as well. Things like tables, chairs, etc., but your real best bet is to just keep on the move and shooting rounds into the Psycho Mantis, since a lot of times the objects he sends your way just go over and/or around whatever you are hiding behind. The best weapon to use during this bout is definitely the FM-MAS, for its immense speed, as well as its strength. After a few good shots into him, Meryl arrives yet again, and that's when you have to do exactly what you did before once again. After doing so, you focus your attention once more on mostly firing at Psycho Mantis with your FA-MAS.

This, all in all is a semi-difficult fight, but, I still don't think that it's any harder than the Cyborg Ninja battle. You, unfortunately, are going to be needing to use some Rations to heal up in this battle, since you'll inevitably be losing a good amount of health, since he's a tough boss. But, like with the Cyborg Ninja, you really should not have to use any more than about three to four of them. That's it for the Psycho Mantis fight. And after it, you get a long cutscene with Meryl saying sorry for being controlled, you learn a bit of Psycho Mantis' past, you learn a small bit about Solid Snake and Liquid Snake, and you even get to see Psycho Mantis' face under the mask, and I can tell you: it's not a pretty sight.

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Boss #5 - Sniper Wolf  
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Well, in this fight, you'll be going Sniper Rifle-on-Sniper Rifle. The name of your new sniper is called the PSG1. Throughout this fight, you have to look for Sniper Wolf along the tops of this whole big area. I hope that you have been able to locate a healthy supply of Diazepam throughout the game, because in this fight, you're definitely going to need them. What they do is, when you are using your PSG1, stop you from moving all around and from that, you lose any and all accuracy. After doing it, the shaking and moving around stops, but then, after about 15 seconds, it comes back and you have to use another one of your Diazepams. Now, if you don't want to use them here, you can always master how your PSG1 moves when you shake and then position it to where, when it does its shaking, it'll land on her head and then you fire, but that's too hard for a lot of people to do, so, just stick with the Diazepam, all right? Okay, good. You need not only to have a lot of Diazepam for the fight, but also a lot of accuracy, patience, persistence, and speed. Get off as many shots as you can before she can pull off her shots between regular intervals. It really helps to be one or even a few steps ahead of her. Remember, always try to have her in your scope's site, because she can easily get away from you, pull off a few shots, and it can take you quite a bit of time to find her again if you are aloof and not paying any close attention. Anyway, also remember you're not the only one doing the firing, so, naturally, you are going to get hit a few times. To aid this, you are going to have to use some Rations more than likely to stay alive. Well, good luck with this fight.

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Boss #6 - Liquid Snake/Hind D  
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Now, I hope you don't get the idea or become under the impression that this is the last battle of the game, although this is Liquid Snake, and he's supposedly the main antagonist in the game. This fight, easily, is definitely one of the most difficult bosses in the game thus far, so, finally a boss that was harder than Psycho Mantis and the Cyborg Ninja. One major hard thing to do in this fight is to have your Stinger Missile Launcher out, and moving it around quick enough and accurate enough to keep up with the Hind D's constant moving. And, another difficult thing to contend with is having the Stinger out (you can't

move, nor see the rest of the body when it's out), you unequip it move around to dodge its rockets and its chain guns, and then, switching back to your Stinger's view. Well, here's a little explanation on how to use the Stinger: When you equip it, you go into somewhat of a First Person View mode, and like that, you shoot like with any other weapon. One catch, though, and that is to line your opponent up in the middle square, and when it flashes red, shoot it and it turns out to becoming a homing missile which follows the opponent for a good bit and if they make to sharp of moves, it can't follow for too long.

Now, enough about that and let's explain the boss and how to beat it with some ease, baby! Okay, after the first little scene where Liquid Snake comes in the Hind D, you start off the fight. So, make sure that your Life Guage is all the way full and ready for the fight. So, as the fight starts out, pull out your Stinger and keep it as your set weapon. Now, look for the Hind D in the air with your gun's scope, lock the helicopter with nothing in your way, and then fire, and if you can, do it a few times. All right, after you do this, go and choose another spot on the roof. If he's shooting at you, keep on dodging them all, and then firing. Now, the hind has a few targets on it: the bottom, left wing, right wing, front. The front is the best part since it's \*usually\* the easiest to get with your missiles. You'll be destroying the surroundings in this fight (at least Liquid will be), but don't let this stop you, and don't get in the line of fire. Although sometimes you get a Stinger reading without seeing the Hind D, but instead you see something blocking it; that means the Hind D is behind that, but you can't see it, so don't shoot, you're wasting missiles, and on top of that, you could hurt yourself with the explosions.

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Boss #7 - Sniper Wolf (2)  
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Damn, you have to fight her again. She is considerably more difficult during this fight than in the last one for a few reasons. One of them being that this area is bigger and has more space to cover while searching for where she is right off that bat. Now, she moves around more constantly. In this battle, you are going to need a lot of Diazepam like in the last battle you fought with her since again it's the PSG1 sniper rifle you have to use against her in the battle. So, needless to say, I hope you have a healthy supply of sniper bullets at your disposal. Also, I seriously suggest that you be stocked up good on them Rations, because chances are, you'll be needing them a god bit. Now, as the battle with Sniper Wolf begins again, find a good spot to lay down and shoot her (out in the open is \*NOT\* a good idea, because you'll be easy open prey for her to hit there, but instead a good spot is in the rocks to the right. It protects from a lot of her shots, actually). Now, from here, pull out your PSG1 and have Rations set as your item on the left.

All right, the first challenge of the fight is not actually fighting her, but, finding her. I call this fight the ultimate F&F (meaning Find and Fight). The first this to do is find her in the back, opposite the area you're at. So do so. She'll usually be hiding behind a tree over there, so, look at them, and she'll be behind one of them. So, once you've finally been able to manage to locate her, take a Diazepam and fire a shot at her head. Remember, don't forget to zoom in at her all the way. If you somehow get shot, use a Ration if too much damage is done. Always try to keep her in your sights. This is easier said than done, because she moves fast (not really too much of a problem), but when she shoots you and hits, you lose it and the scope goes all over the place. Well, once you find her again, use a Diazepam, and start shooting again. Once she has taken enough hits, she'll die once and for all.

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Boss #8 - Vulcan Raven (again)

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Okay, I know, this may be a very late boss in the game, but, this does not at all mean that he's difficult. Hell, I'd even say this boss is less of a challenge than the first Sniper Wolf battle, and, that's pretty easy. I even categorize him as being as tough as the Ocelot fight only, because that's how weak he is, at this point of the game, if not weaker because of his inconstant and slow moving. Anyway, he may look intimidating with that huge gun, but, as I said before, don't be scared, because as long as you are fast and you keep on the move, you'll be fine. Okay, so, before the fight, like with most cases, there is a long cutscene first, with Snake making fun of Raven, and Raven sort of paralyzing Snake (well, the ravens do). All right now that that's done with, let's move on with the fight's strategy. Now, in this warehouse, you will immediately notice that there's a whole bunch of crates everywhere. These can be used to your advantage, as you might have already been able to imply. First thing's first, move behind a safe crate a distance away from Vulcan Raven and then wait for a little while. He will eventually get to you (he might spot you first since he has LONG range of vision. But, the Stinger will hit him first (that's the gun to use). Then run to a new spot. He shoots where you just were for a little, because of bad reflexes I suppose.

Now, if you want you can get behind him as he is walking and stuff another Stinger Missile straight up his ass. He turns around to start shooting, meaning that this is a risky attempt for you. Now, as you may have noticed, this guy is very slow, meaning that you can get ahead, to the side, behind, in front, with almost no problem besides his massive chaingun. This thing can do a lot of damage to you, so, always try to evade it at all costs. This guy always goes in straight lines, meaning only in-between crates, which can be helpful for you since you can "trap" him and shoot him up, and you don't have to worry about him hiding or having extra space to attack you, either. The crates are your hiding place as he's wandering around, and they're very useful to stay out of his sights, since you can very plainly see that his view covers a lot of this warehouse. Eventually, he starts going crazy with his gargantuan weapon and he starts demolishing the crates, and this lowers your hiding spots, so, try to kill him quickly at this point. Also, if you need to, use Rations to heal from shots. Not too many are needed, though. Note: When you shoot him with the Stinger, and he's staggering, that's your time to get to a new spot, so he doesn't have a chance to react. Good way is to put your Stinger away right after the shot and then to move away then. After enough damage, the fight ends.

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Boss #9 - Metal Gear Rex  
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Well, after the whole cutscene is over and then Liquid explaining all of that stuff to Snake, and then the grand entrance of Metal Gear Rex while you're both at the bottom, the fight starts out. Now, the only way you can possibly damage this thing is with Stinger Missiles. This boss has two sections of the fight to it, and the second one is a bit easier than the first actually. The whole goal of the first half of round is to use your Stinger Missile Launcher and shoot them at the disk on his arm. Now, more strategy than that: Well, Metal Gear Rex shoots a lot. Whether it be his machine gun, his rockets, or, if you get to close to him, its lazer, Metal Gear Rex shoots a lot. Another thing that Rex is able to do is, when you get right under him almost, he can lift up his giant foot and stomp right on Snake. Now, as you might've insinuated from that, it's a one-hit kill, which is the only of its kind in the game. Then afterwards you see Snake just dead and as flat as a pancake. Metal Gear Rex also moves around the place a lot, so, you will need to, too. Metal Gear's machine gun fire is a bit easy to dodge, just move around. His blue lazer is also the same thing. But, what's really tough about it is its homing missiles, which are hard to get

away from. Just try your hardest.

Now, we're done with all of the preparations, let's talk about just how we're going to go about bringing this mechanical beast down. First, a small note: you can call people like the Colonel or Otacon (especially Otacon), to get some help and useful tips on how to beat it. Some of Otacon's stuff is useless, and just downright annoying. But, he does have some useful information and also some reminders just in case you forgot some things, or you're just not sure. Colonel and everyone else is just there to talk and provide support. Now, as the fight starts, call Mei Ling and save the damn game! Now, as the fight is about to begin, remember your target, its left shoulder (which is your right whilst using the Stinger Missile Launcher). First off, I suggest finding a safe shelter for like 5 seconds, and then tossing a Chaff Grenade to disable its functions for a bit, haha! What now, Rex!? From here, try to get off a good and mark-finding three Stinger Missile shots out at its right left shoulder. Not so impregnable now, huh, Otacon? Continue to do this for a while until it's been enough damage executed. If you run out of Chaff Grenades, improvise by just dodging its fire manually and shooting when you have an opportunity. Use Rations as much as you want, since you won't use more than probably two of them after this fight is through. After damage is done, eventually, the Cyborg Ninja comes, who is really... Gray Fox!

You have the LONGEST cutscene so far in the game right in the middle of the fight, where Snake and Grey Fox are behind that crate talking with each other. Fox tells Snake about how Naomi is his sister, he killed her parents, felt bad for her and kept her as a sister. They talked a lot about the past, he asked Snake to do him a favor and tell Naomi about this (she hears them through the Codec, anyway). Well, after Grey Fox is done talking with Snake and all of that he jumps out and shows incredible skill and bravery, sacrificing his own life to stop Metal Gear Rex. He goes and gets pressed against the wall by Rex and then crushed bones, but, and then Liquid says "In Foxhound, we hunt jackals, not foxes" (or something like that), and then Grey Fox replies with the famous quote, "A cornered fox is more dangerous than a jackal!", and then blows off Rex's left shoulder. He's then bleeding profusely. Fox then tells Snake to finish the job right there. So, he has the Stinger out aiming at Rex, but he can't do it because that would finish off Grey Fox as well. Well, Fox dies anyway after Metal Gear Rex drops him to the ground and stomps on him and tons of blood spew out (that's what'd happen to you if you got too close to it during the fight!). Now, you must continue to the rest of the fight after the Codec...

Okay, we now proceed on with round two of the battle next. This is a bit easier of a part since Grey Fox was able to destroy the left shoulder disk of Metal Gear Rex (hah, take that Liquid), and this reveals the inside of the cockpit of Metal Gear Rex where Liquid Snake is in plain sight. Now, what you do, is to still have the Stinger Missile out and fire them at Liquid's cockpit way up high. Now, you can get him all pissed off and get behind him and under him (be careful as hell, remember stompy and lazer?). Anyway, from behind and under here at this point, you're able to aim upward and fire Stinger Missiles up at his head. Now, about five hits of this and it will finally kill off and destroy the Metal Gear Rex once and for all, but... Liquid is left alive, meaning, you still have to fight him until he is perished.

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Boss #10 - Liquid Snake  
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Well, after the fall of Metal Gear Rex, and you've soiled the terrorists ambitions once and for all, Liquid doesn't just settle for that and give up, no, he still wants you dead. So, before this fight, you get THE VERY LONGEST CUTSCENE IN THE GAME. It lasts about ten minutes altogether, and, on top of



you will receive your stats and the usual "Impressive, Snake" line.

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Level #3 - Difficult: Easy  
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From the start, there's the same correlation with each other as in the last two levels (Snake-Bottom left, Goal-Top right). This does not make it any more challenging or difficult than the last level we were just at. There is a guard at the top left from the beginning, and he patrols parts of this first area. But, how do we avoid him? Well, it's simple, all you have to do first is go under the hole here (Down + X button), and crawl to the other side of this level. When you arrive there, go to the top right there and go grab the Goal once more. You get your stats for the level and you learn that you are quite impressive... again.

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Level #4 - Difficulty: Easy/Medium  
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This is a bit different in the Snake/Goal location scheme. You see, they're basically right across from one another, but, there's a few guard obstacles in the way, as well as a wall barrier. So, go to the left a bit, and off of the corner of this wall. Now, press your back against the wall and tap circle once or twice. Doing this lures the guard that's patrolling this area over to where you are. Now, hide from him for a second so you don't get spotted and receive a game over. And while he has his back faced towards you, so that you could go behind him and assassinate him. Afterwards, go behind the other guard here easy and then choke him to death also (or, you can just go to the Goal). Whatever you decide to do, once you're at the Goal, you once again receive your stats for that level, and then "Impressive, Snake".

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Level #5 - Difficulty: Medium  
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The Goal is straight away from Snake in this level, but, it's of a medium difficulty to get there. You see, there's this special type of floor introduced in this level, you'll notice it because it has a more aquamarine, clear blue-ish color. What happens when you step on this kind of floor is it makes a loud noise which awakens and alerts the two sleeping guards on the other side. So, what is the best way to get across from point A to point B without alarming the lazy guards on the other side? Well, you can silence your steps by crawling on the floor, instead of normally going across with your regular standing footsteps. Once on the other side, you can funnily take out the guards (drag one to the back and snap his neck so you don't wake the other one up, and then kill him here). If you want to, kill them both. Then, after you're satisfied with your killing self. Check your stats out afterwards, and also here that you're impressive by some hot-sounding virtual chick.

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Level #6 - Difficulty: Easy  
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This level's layout is exactly different and opposite of the first few levels, in the sense that Snake starts on the bottom right, and the Goal is at the very top left. There's two cameras here, so, the easy way to do this is to first is to go under the cameras, and then make your way across to the Goal at the other side. Once you reach it quite easily, you get stats for that mission, as well as the usual finishing mission/level quote.





