

Metal Gear Solid FAQ/Walkthrough

by ChandooG

Updated on Jul 24, 2005

This walkthrough was originally written for Metal Gear Solid on the PSX, but the walkthrough is still applicable to the PC version of the game.

NOTE : PLEASE READ THIS GUIDE IN ONLY COURIER NEW FONT SIZE 10.

WELCOME TO CHANDOOG's COMPLETE GUIDE FOR....

T A C T I C A L E S P I O N A G E A C T I O N

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A Hideo Kojima masterpiece...

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Welcome to my walkthrough of Metal Gear Solid for the Sony PlayStation console. This walkthrough will be useable with the original version of MGS, as well as the Integral version, and the PC version of the game.

This walkthrough is brought to you by Adnan Javed, better known as ChandooG on the GameFAQ's message boards and as A-J among his friends and many many forums.

This walkthrough is complete in all means and unless i feel like doing some more work to it or some one tells me something important that i forgot to mention then this is probably going to be the first and the final version of this walkthrough.

ENJOY !

Overview :

Metal Gear Solid
F.A.Q / Walkthrough
By Adnan Javed
Alias AJ

ChandooG on gamefaqs.com message boards
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adnanj(AT)gmail.com
Original ver Jul/18/2005

www.planetdreamcast.com/residentevil

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If you haven't already figured it out, the code is a sort of quick jump from section to section rather than skimming through the whole thing, just hold CTRL+F and enter the code of the section you want to go to in the box, and presto. Your there.

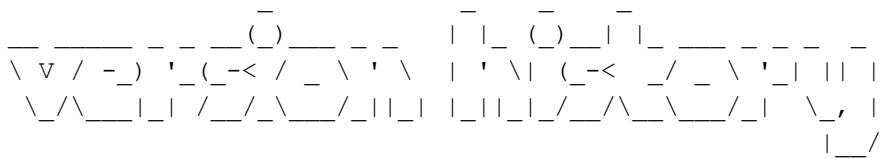
S no	TITLE	DESCRIPTION	CODE
10.	VERSION HIST.	History of the walkthrough. includes list of people i gotta thank	mgs000
11.	INFORMATION	The most basic information anyone would wanna know before playing.	mgs001
12.	INTRODUCTION	An introduction to Metal Gear Solid for those not aware with its history	mgs002
13.	STORY	A small look at the events leading up to Metal Gear Solid.	mgs003
14.	CONTROLS	The controls of the game, and the advanced control features.	mgs004
15.	GAMEPLAY	A brief look at the gameplay of MGS	mgs005
16.	WALKTHROUGH	The heart of the mass, complete start to finish walkthrough.	mgs006
17.	ITEM LIST	All the items in the game listed.	mgs007
18.	CHARACTERS	A look at the charactrs you'll see in the game.	mgs008

9. WEAPONS	A look at the weapons you'll have	mgs009
10. MGS EXTRAS	Contains following MGS extra's.	mgs010
	- Metal Gear Solid Trivia	mgs110
	- Metal Gear Solid Glossary	mgs210
	- Previous Game summaries	mgs310
	- Briefing transcript	mgs410
	- Ghost pictures in MGS	mgs510
	- Ranking guide	mgs610
11. CHEATS	Various IN game cheats and a few	mgs011
	gameshark codes and tips	
12. REVIEW	Read what I thought of MGS	mgs012
13. LEGAL INFO.	All the lagal/contacting mumbo jumbo	mgs013
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To ask me any question about this walkthrough or the game, or just for your general feedback, which is always appreciated. just send me a mail at the following addresses

adnanj(AT)gmail.com
returnofthemaniac(AT)hotmail.com

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mgs000

This is the first and most argueably the final version of this guide so im just going to list what i did in what date, just so this section has a little meaning to it. You know, all guide guys add this heheh

VERSION 1.0

I completed the entire walkthrough, it took me like two days, after that i did all the other sections in the next day, still being lazy i did what should have taken 2 days in 5 days :p

Director : Hideo Kojima
Producer : Motoyuki Yoshioka / Hideo Kojima
Game Genre : Third person tactical espionage action.
ESRB Rating : Mature, 18+
Playable characters : One, excluding VR missions.
Scenario's : 2, main game and VR missions.
Number of Endings : Two possible outcomes
Boss Fights : 10 or something like that.

Personal Information

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Comments : Metal Gear Solid is without a doubt one of the best,
if not the best ever, game created and every one who
owns a video game system should go out and get this
game. Its just that damn good. Cinematic representation
at its very best.

END SECTION.

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mgs002

This is it. Arguably one of the greatest games ever made by any company. Metal Gear Solid had been heard of by press and video game people alike since the early days of the PlayStation. Hideo Kojima had reportedly been working on this game for around three years, they would often tell a little bit about how the game is progressing and thats about it.

GamePro magazine was the first one to receive a full japanese trial edition of the game and they previewed it in their 1998 edition. I still have that magazine with me. They said that the game is great at its core and if done right it could be one of the best games ever and thats exactly what Konami did. They released Metal Gear Solid in the same year and boy was it a gem of a game.

Metal Gear Solid quickly became the 'it' game and just about everyone had heard of it or played it. That was because the game was different from the other games at that time in a sense that the game doesn't involve you blasting enemies or mindless zombies. The game was a good smart adventure in which you must sneak around and avoid confliction more then firing your guns around and killing people.

The game had an excellent storyline and the best graphics seen on the playstation at that time. Also, it was one of the earliest games to do all the cinematics in real time which meant that no heavy CG's were used in the game. Thanks to this konami was able to add a crap load of scenes in the game, which is why it feels more like a movie.

Besides that the game had the best voice acting of its time. The voice actor for Solid Snake, David Hayter, then went on to write scripts for movies such as The X men, its sequel and the Scorpion king.

After its original release, the game was re released around the world in a new package titled Metal Gear Solid : Intergral, this version of the game came along with another disc in which you could play Virtual Reality like missions, controlling Snake through artificial area's. This is just meant to be for practice's sake though and adds nothing more to the already so elaborate plot of the game.

The game was also released on the PC after two years, but sadly the PC version added nothing more and was just a direct port of the MGS Integral version, including the VR missions. There were rumors that Konami were planning to use higher rez character models for the PC version of the game, but they decided not to go through with that to release the game as early as possible.

Having multiple endings and a crap load of extra's to unlock or find Metal Gear Solid is one of those games that you'll want to keep on playing over and over again, raising the difficulty each time to get more of a kick out of your gaming experience.

END SECTION.

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taken over the nuclear warheads in it as well. They are demanding that the government turn up the remains of Big Boss, an elite soldier of the past century and also the father of Solid Snake. If their demands are not met, the terrorists are threatening to launch Nuke's at the world.

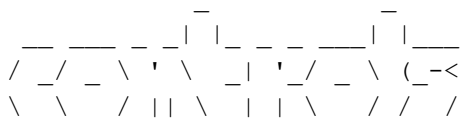
Solid Snake has been called back to infiltrate the Alaskan base using a special Submarine system and gather information. First he must find two important people on the island and he must determine whether or not the terrorists have the ability to launch a nuclear warhead. If they do then he has to stop them single handedly.

During the briefing Snake is introduced to a civilian doctor working on this mission. Dr.Naomi Hunter informs Snake about his sneaking suit and the shots they gave him to make his body durable. Snake is also briefed about the members of Fox Hound. One of them looks surprisingly like Solid Snake, Snake is shocked to see him too but no one knows whether he is Snake's real life brother or not. His name is Liquid snake and he is the leader of Fox hound.

After being briefed about the mission, snake preps for insertion and infiltration of the heavily guarded Alaskan base. Snake will have two mission objectives on the island. First, he is to rescue the DARPA chief and the president of ArmsTech, Kenneth Baker, both are being held hostage on the island. Secondly, he's to investigate whether the terrorists have the ability to launch a Nuclear weapon, and stop them if they do.

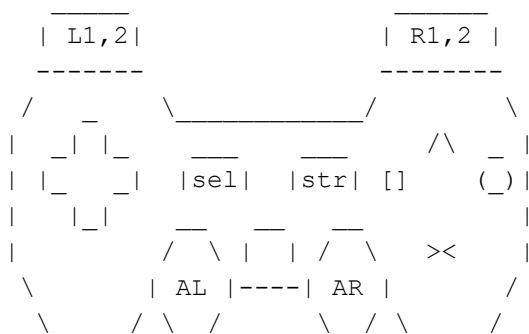
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mgs004

Here is a basic layout of what each button does on the controller. This is, hopefully, what your standard dual shock PS controller is going to look like. If not, that aint my fault :p.



BUTTON	FUNCTION
START	Pauses the game.
SELECT	Brings up the codec menu. Used to receive Codec calls
TRIANGLE	Enters First person view mode
CIRCLE	Normal : Punch, kick or action Back against wall : Tap on wall
SQUARE	Equipped with a weapon : Fire weapon Bare hand : Throw enemy down From behind : Choke enemy
CROSS {X}	Press once to enter crawl mode Cancels out of menu's or options
L2	Bring up the item inventory
R2	Bring up the weapon inventory
L1	Equip/Unequip current item
R1	Equip/Unequip current weapon
LEFT STICK	Normal view : Run First person view : Change camera

ADVANCED CONTROL FEATURES

THE BASIC THROW

When you run up to an enemy and press the square button with any direction button when you don't have any weapon equipped, Snake will throw the enemy down to the ground. Two throws like this will knock a soldier out cold. Do not attempt this on bosses and only try to do this with the enemies back on you, since you'll get shot from the front.

STRANGLE AN ENEMY

This only applies for when you are unequipped with any weapon at that time. Run right up to an enemy but stop just before pressing the square button since you'll throw the enemy down if you have the directional button and

the square button pressed at the same time. While choking you can drag the enemy around with you, or you can repeatedly tap the square button quickly to snap the enemies neck for a quick and effective kill.

This does not work on bosses though.

QUICK EQUIP/UNEQUIP WEAPONS AND ITEMS

Once you have equipped a weapon or an item from the inventory buttons, you can choose to quickly remove those items and re equip them by pressing the L1 and R1 keys, this comes in handy when you have a Stinger Launcher in your hands and you want to run away without having to change weaponry. Just tap R1 and the stinger will be unequipped. Tap it again and its back.

SHOOTING WHILE RUNNING

This can only be done with the FA MAS or Socom so dont attempt to shoot missiles while running. While you have the square key pressed, press the X key along it and start running in directions and you'll notice Snake runs while shooting. For reloading just let go of the square button temporarily and keep the X button tapped. Snake will reload while running now.

QUICK RELOAD

When your in the middle of a battle and your gun is about to run out of ammo, then rather then waiting for it to run out and watching Snake reload his gun, quickly tap the R1 key twice to unequip then re equip the gun, it will be full now.

STICKING TO WALLS

When next to a wall, tap the direction button in the direction of the wall and Snake will stand with his back to the wall, and the camera will pan around showing you the area behind him. This is really helpful when your in a corner and want to know whats ahead.

DISTRACTING ENEMIES

You'll notice that most of the guards in MGS have a set partol area and they will keep patrolling it on the same path. But if you want to go past them you can lure the enemies to you by making some noise, to do that stick to the wall and press the action button once or twice, Snake wil tap his hand on the wall to make a sound. This feature also comes in handy to find hollow walls as they make a different sound then normal walls.

END SECTION.

move from there on. On the radar you'll see several different dots.

The green dot in the middle are you, the red dots are your enemies and the blue cone in front of them represents their field of vision which means you'll be safe as long as your away from it. You'll be able to see any big objects in the radar as well, so you can plan ahead where your going to hide next.

The radar is very sensitive though and easily gets jammed, if your spotted the sirens of the base come alive, these sirens distract your radar signal and you won't be able to see anything as long as you've got enemies searching for you. Also, the radar won't work in area's with strong harmonic resistance.

Note that the radar is disabled in hard and extreme difficulties.

THE ALERT MODES

First of all, when ever your in an alert mode your radar will go off and you won't be able to use that. That being said here are the different 'modes' of alertness.

FINE MODE :

This means that all is well and no one is looking for you, your free to do whatever you want, but just dont get seen by any enemies or camera's. Hide yourself as required.

ALERT MODE :

As soon as you are spotted by an enemy, the game goes into Alart mode, the radar is distracted and a red bar forms over it. As long as your in the field of vision of the enemy or camera the alert mode counter will not budge. As soon as your out of it, the counter will start to count down until it becomes zero. Then it will enter into Evasion mode. Note that if your spotted once the counter starts to go down, it will fill up again and you will have to dodge enemies all over again. The quickest method to get rid of Alart mode is to exit the area and enter it again.

EVASION MODE :

Once the alert mode counter becomes zero, it turns Yellow and enters Evasion mode counter, the radar is still jammed and the guards are still twitchy. Although they will stop chasing after you furiously, they will roam the area where you were last seen more cautiously then normal and if your accidenatly spotted during this mode, the game goes back into Alert mode. Exit an area to finish Evasion mode. When it goes zero, the game returns to normal mode.

ELECTRONIC JAMMING :

You will run into some area's where the game shows electronic jamming on the radar, your radar and nikita missile launcher is unuseable in this area.

ENEMY BEHAVIOUR

The enemies in Metal Gear Solid are a bit complex then most games of its time, and they dont just stand there while you pump bullet after bullet in them. These enemies have specific patrolling area's to partol, they have their viewpoint and if you get in it they'll spot you and alert every one.

In normal mode, the enemies will continue walking around on the fixed patrol path. Some enemies will be napping. If an enemy in normal mode spots a footprint or hears a noise then he'll investigate it but no alert will go off until Snake is spotted.

In Alert mode, the guards will run right in your direction and shoot the hell out of you, they dont care how far you are, as long as the game is in alert mode they'll keep chasing you where ever you lead them. Except for inside vents and into new area's.

In Evasion mode, the guards will walk around searching for you in the area you were last seen. They'll ignore their patrol routes even now. But atleast in this mode you can lure the guards by footprints or noises.

ON SCREEN DISPLAYS

During the game, you'll see several gauges and displays on the screen, here's a brief description of what each represents.

LIFE bar : The life bar is in the top left hand corner, it shows Snake's current health, it increases after every boss battle.

Item display : Bottom left hand, shows the item thats currently in your hands, for immediate useage.

Weapon display : Bottom right hand, shows the currently equipped weapon, amount of ammo you have for it and total ammo with it.

O2 gauge : Appears only when your underwater, shows the amount of oxygen Snake has left, once this finishes your health starts go do down.

Boss life bar : Appears below Snake's life bar during battles with members of Fox hound, represents their health.

Hostage life bar : Appears only when you have a third person with you like Meryl or Kenneth Baker in Ocelot fight. You can not let them die or its game over.

Ocelot ammo : Appears only during the fight with Revolver Ocelot it represents the ammount of ammo in his six shooter.

CAMERA MODES

Metal Gear Solid takes advantage of its full 3D graphics using the camera like no game before it. The default camera mode is a top down one but depending on the situation at hand, it can be changed by the game, or you can change it yourself.

The first person key brings the camera into Snake's view, ie a first person view. At this time you can look around to get a better look at things, your field of vision can be seen in the radar as a green cone.

If you stick to certain walls or corners the camera will go around and reveal a movie style around the corner shot with which you'll be able to determine whats coming around the corner. This looks good too.

When your in air vents or ducts the camera goes into first person view mode again for the duration your in the duct.

SPECIAL EVENTS

At certain points in the game, you will run into special events in which you will have to use special techniques for escaping or surviving. Here's a brief look at what you'll encounter.

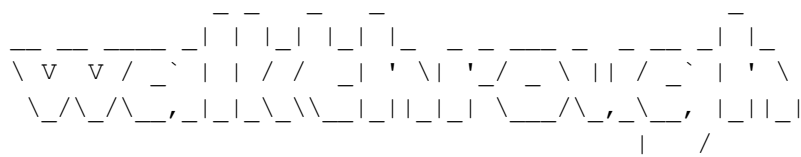
Torture stage : At one point in the game, Snake will get caught and he will have to endure some sadistic torture by Revolver Ocelot, in order to survive this torture, you must rapidly tap the Action button repeatedly, the faster you tap the quicker your health will rise back up. If you are unable to tap it fast enough then Snake will die. If you want to submit to Ocelot's torture then press the Select key. Keep in mind that this could have dire effects on your game outcome.

Rapelling stage : At another point in the game, you will use an item, a rope, to travel down the side of a building while dodging gun fire from a chopper and trying not to land on jets of steam being let out by pipes. You will have to press the X button to jump away from the building, and at that same time press the down button to make Snake go down the harness. Its that simple.

END SECTION.

6.

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This is it, this is the start of Solid Snake's mission. So lets get on with it now. Start the game, select any difficulty level and watch the opening.

THE DOCKS

You will start the game by seeing a small scene of snake emerging out of the water and taking some of his scuba gear off. You will immediately be contacted by the Colonel after the scene is over, listen to the lengthy conversation in which he will actually explain to you some of the basic functions of the game like how to operate the codec and what not. Listen to him and when he's done, get ready.

From the start, immediately head down back into the water via the stairs going down and find the ration underwater, now surprisingly Snake runs underwater as well. After taking this head back up and crouch under that pipe blocking your way. You will be in an area with containers and just two guards patrolling. For now we dont want to kill or alert anything as we have a very small health bar.

So, ignore those two guards, and sneak past them and head to the right hand side of this area. Avoid those water puddles as the noise you make on them will attract the guards attention. After reaching the right hand side head all the way up and take the ration behind the fork lift. After that go near the elevator shaft and you'll be contacted by the Colonel who tells you to wait for the elevator.

Now, go and hide behind the fork lift again to avoid the guards and wait for the elevator to arrive. The elevator will arrive shortly but dont go to it yet as a guard will come out of it. Wait for this new guard to go away from the elevator then quickly head inside to trigger the next scene.

Now you will watch snake take the rest of his scuba gear off, and finally the title of the game will appear on the screen. "METAL GEAR SOLID"

THE HELIPORT

Now begins a series of lengthy scenes, in which Snake will first see a Hind D flying off, afterwards your contacted by the Colonel, and you also meet Mei Ling for the first time, if you want to save the game she's the person to call. Her frequency is 140.96. Dont forget it.

Afterwards, Snake will look for possible ways to enter the facility, the main gate is out of question but there are two ducts which he can use to enter the area. You'll also be briefed on how your radar system works. Also, snake tells Naomi that he managed to smuggle out his Cig's, how it will help him is yet unknown.

-----| NIFTY TRICK WITH MEI LING |-----

| Here's a neat trick, if you want to see a funny scene and piss off Mei |
| Ling then continue to call her without saving the game, she'll tell |
| you to stop it but if you call her about a dozen or so times then she |
| will stick her tongue out at you. There's nothing more to it but its |

| just fun to watch this. |

After the series of scenes is finished and your finally back in control of Snake. If you want another ration {you can only carry 2 for now} then run to the left and check the area to find another ration. Afterwards go right on the snowy area, there's a guard patrolling here, avoid him and go around the air conditioning unit. There's a set of stairs going up to the second floor on the top right hand corner but there's a surveillance camera here. If you want to go past it then stick to the wall right under it and sneak past quietly.

Before that, head to the area right above the heli pad and you'll find a truck parked here. Head in the back and check in the back of this truck to find your first fire arm. The Socom pistol. Equip it. Afterwards get out of the truck and choose which floor your going to enter the facility from. Here's your options...

-----| ENTERING AREA 1 : FIRST FLOOR |-----

| The first floor area is easy and a takes less time to complete since |
| you'll have a shorter time in the vents. From the main gate head left |
| and Snake will find a guard napping with a Camera over his head, kill |
| the guard quickly by either using the gun or choking him, or just get |
| rid of him by throwing him quickly, then enter the duct that was just |
| behind the guard. Enter the duct quickly since you most likely have |
| been spotted by now. After entering the duct, move forward, the duct |
| is linear so there's no chance of you getting lost. After a litte |
| while you will get a Codec call from one of Snake's friends, Master |
| Miller. He will tell you to follow the rats you see in the duct as |
| they will lead you to the exit. Do that and you'll emerge out of the |
| ducts in the first floor of the Tank Hanger. Your in now. |

NOTE : The master's frequency is 141.80

If you'd rather go by the second floor and watch one extra scene for the sake of story, then here's what you do.

-----| ENTERING AREA 2 : SECOND FLOOR |-----

| The second floor area isnt that hard either, from the truck or the |
| main gate go right to the stairs where we saw the first camera. Avoid |
| the camera by sneaking on the wall right under it. After passing the |
| camera zone take the stairs up to the second floor balcony area. A |
| guard is roaming the area so you might want to be careful. Or if your |
| just in a hurry, pop one in the guards ass and head left afterwards. |
| You will spot a duct in one of the pillary area's soon. Enter it as |
| you've probably already been seen by the guards. The duct itself is |
| straight forward so you can't get lost. Move straight on and shortly |
| little while you'll come to a grating under you and another scene |
| begins. Snake will over hear some guards talking about the DARPA chief |
| and some one who's already killed a couple of guards. Not snake. Once |
| the rather long scene is over, head to the end of the duct where you |
| will see an open area at the bottom. You will get a call from the |
| Colonel who'll tell you to press the action button to go down. Do it |
| and we're in the Tank Hanger, second floor balcony area now. |
|

| Oh, and you'll also be contacted by the Master, Snake's old buddy. |

NOTE : The master's frequency is 141.80

THE TANK HANGER

You'll enter the Tank Hanger either from the first or second floor, I will prefer the second floor since it will bring you easier to an important item that we will take before proceeding. Shortly after entering from any floor you will get a call from the Colonel who will tell you about the elevator. The elevator is on the first floor, but ignore that for now. If your on the first floor then avoid the guards by hiding around the tank in the center and make your way to the left hand side. Take the stairs you'll see here to the second floor balcony. There's a camera right on the top of the stairs, wait for it to move the other way, then run and stick to the wall right under it. Wait for it to clear the area ahead the run past its field of vision.

Afterwards, proceed across the catwalk which for some reason makes a lot of noise, keep heading right until the path heads up north, dont go up yet but enter the room on the right wall, careful here as there is a camera on the far right wall of this room. Avoid the camera and take the item from the far corner of this room, its the very important Thermal Goggles. We can live without them but they will make the coming area's very easy.

After taking the Thermal Goggles, proceed back across the catwalk, go back down to the main floor once again, and this time head for the elevator, be careful as the two guards are still here, press the call button next to the elevator and wait for it to come up. Once its up, enter the elevator and choose the floor B1.

-----| NIFTY TRICK FOR THE ELEVATOR |-----

| Here's a neat trick, if your tired of waiting for the elevator to come |
| up then quickly press the elevator call button two times, quickly tap |
| the action key and the elevator door will open at once. This is useful |
| for saving time and especially if guards are close by. |

HANGER FLOOR B1 : CELL BLOCK

As soon as you arrive at this floor, you will get a call from Mei Ling who informs you that the DARPA chief is really close to you and showing up on your radar, check it and you'll see his dot on it. If you want to take a sneak peak at him then cling to the right side wall, the camera will pan further showing him sitting in his cell.

After the talking is done, head south in this linear hall, a door will be on the right wall but we can't enter it since its electronically locked off and we'll need a Level 1 card or higher. Ignore it and keep heading south, turn right at the turn and head to the end to see a ladder going up, the Colonel will call you and tell you how to climb up. Do so.

You'll enter another duct, move forward, at the first right intersection you'll find Socom bullets, take them, if you look down via the grating you'll see a guard sitting on the toilet talking about some 'well built' woman. Head back to the main duct area and proceed down. Its straight forward so you can't get lost. At the final parts of the duct you'll see two gratings. Look down the first one to spot a woman working out in her cell, ignore that and proceed to the second grating. Before you reach it you'll be called by the Colonel who tells you how to look down into a grating. As if we didn't know already.

Look down and you'll find the DARPA Chief and another long set of scenes will begin. How interesting.

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-----| MERYL WORKING OUT IN HER UNDIES |-----  
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| This is one for all you preverted video gamers out there hehe, when |  
| you see Meryl working out in her cell, go back out of the duct and |  
| climb back up into it, see Meryl again and she'll be doing different |  
| exercises each time, do this six times and you'll see her working out |  
| with her pants off. Ohh my .. |  
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Once you check the DARPA chief's cell, Snake drops down into his cell and a long series of scenes begins. The DARPA chief acts sort of weird and asks Snake a couple of questions. Then tells Snake of the secret project being worked on, on this island. A prototype Nuclear walking battle tank code named Metal Gear Rex. Snake immediately recognizes that name. After a series of scenes, and giving Snake his level 1 security card the DARPA chief suddenly has a heart attack and dies in front of Snake in a matter of seconds. The woman in the cell, who was listening to this conversation from her cell the whole time, starts to shout out to the guard.

After the series of scenes and the following Codec talking is over you'll be in the DARPA chief's locked cell with his body. Check under the bed to find another ration. Then all you have to do is wait.

You'll hear noises from outside and if you see the radar you'll see that the girl got out of her cell, and knocked out the guard. After a few more seconds the DARPA chief cell will open. Walk outside and Snake noticed the knocked out guard, the girl points her gun at Snake, dressed in the guards uniform. Some more talking later you'll be ambushed by soldiers in this room and its fighting time.

In the first round of fights, you should take your socom out and shoot the three guards, after the first wave goes out Snake orders the girl to shoot as well, if you didn't take the Socom early on in the truck then you will find it next to you as soon as the guards attack.

Once the initial wave of guards is out head on to the top right corner of the screen, to the right of the door the guards are coming from and wait for the next wave of guards to arrive, shoot them quickly, the girl will help you in shooting from now on as well. Keep shooting waves after waves of guards. At one point three grenades will be thrown into the room, you should quickly head to the top of the screen if your not already there to avoid getting killed. After that the final wave of guards will enter the room, take them out quickly and its over.

Afterwards, another set of scenes begins, Snake tries to stop the girl,

she runs off and tries to shoot at snake, and in some further away place you see the members of FOX HOUND talking among themselves. Afterwards, the girl escapes in the elevator, and snake catches a glimpse of one of the members of FOX HOUND, Psycho Mantis, as told by Naomi on the codec.

Afterwards. you'll be back in control of Snake.

-----| HOW TO USE THE PAN KEYCARDS |-----

| If you want to enter the doors locked by the cardkey system, then put |
| the card on you from the item menu and walk right up to the door, it |
will open as soon as you come near it automatically.

Control Snake back into the room we just came out of, inside you can see the guard still out, head for the south part of this room and near the door to the bathroom you'll find a pack of Socom ammo, take it. Now exit back to the hallway and head for the elevator. We're done with this part. Take the elevator and choose to go to floor B2, the armory.

HANGER FLOOR B2 : ARMORY

You will come out in the armory, this area is a large area which has small sub rooms containing various ammo and weapons in them, unfortunately we only have a level one card right now. You can only open two of these sub rooms, one in the middle row which contains two packs of C4 Explosives. The other is in the bottom row which contains more Socom ammo. Take both of these doors. Now its time for you to look hard.

-----| ADVANTAGES OF THERMAL GOGGLE |-----

| Equip the Thermal Goggles that we picked up in the hanger after you |
| enter this area, you'll see some trap doors on the floor which you |
should avoid since falling in them gives you an instant game over.

Dont forget, there's a couple of guards roaming around here as well, so watch out for them too. Once you've taken all available items, look on some of the corner walls and you'll find dried paint chips on them. The C4 we just found will be used to get rid of these. Over all there are 3 walls you can blow, one on the right side of the elevator, one on the left side of the elevator and one at the bottom left hand corner of the area. The first two contain ammo and more C4, the bottom one is the one that we need to proceed on to.

Remember to get a good distance away from the planted C4 before you go ahead and detonate it since the damage radius is high. Also, you can plant multiple C4's and detonate them at once using the action button.

Enter the south side area once you've detonated the bomb there. In this new area just proceed south and check the right side wall and plant the explosive where the wall is dry to make another hole. Enter this hole and go right. You'll see two more dried walls. One on the north and one on the right side. Ignore the right wall for now and plant the bomb on the upper wall. Detonate it and enter this new area.

In this new area you will meet Kenneth Baker, the other guy we were to rescue, but he's all tied up. You'll also meet Revolver Ocelot, the gun slinger of the group. The scene will end up with your first boss fight. A true fight of the pistols among two good gun slingers.

-----| BOSS BATTLE : REVOLVER OCELOT |-----

| This is the first boss battle in the game, this boss fight can be |
| really easy or really difficult depending on how good your gunning |
| is so far in the game. As soon as the battle starts, you'll notice |
| a couple of extra meter's on the screen. First is Ocelot's health |
| meter which is WAY bigger then yours, then Kenneth's health meter |
| and you'll also see Ocelot's ammo count, he's got a six shooter. |

| Here's the basic DONT's of this boss battle. |

- | 1/ DON'T shoot Kenneth
- | 2/ DON't run into the wires near Kenneth as they'll detonate |
| the entire area and bye bye Kenneth.
- | 3/ Also, DON't die heh. |

| This boss fight is easy and all you have to do for the most part |
| is dodge Ocelot's bullets, and shoot him with your own. If you |
| are out of ammo there's a pack or two that you can find in the |
| corners of this very room. Basically you have to run around and |
| follow Ocelot and avoid his bullets, when you have a clear shot |
| fire him once and wait, you can not hit him multiple times in a |
| row so dont bother wasting ammo. |

| Also, dont bother trying to hide behind the pillars as Ocelot is |
| able to ricochette his bullet's on walls and hit you. When he is |
| out of ammo he will take a long time to reload his gun completely |
| and will be very vulnerable to you so thats the prime time to hunt |
| him down and put a bullet or two in his ass. You'll have to shoot |
| him a good amount of time before his health runs out and the boss |
| fight finally ends. |

After the boss fight is over Ocelot will continue to taunt Snake but a weird ninja type person comes in and chops off his gun hand and also he cuts the wires around Baker letting him out. After that Ocelot escapes, soon the ninja escapes too. Snake and Kenneth are left. Another series of long scenes begins in which Kenneth tells Snake some more about the Metal Gear and dies with a similar heart attack to the DARPA chief.

Fortunately you got his Level 2 card before he died. After he's died a long codec conversation begins. Once it ends you'll be back in control.

Some more ammo packs would have regenerated in this room, take them as your about to leave, the lv 5 locked door at the top of this area isn't our concern for now so head back the way we originally came into this place and go back into the main armory area.

Now that we have a new card, we can open a couple more of new doors. But before that head back to the same rooms that we opened with our Lv 1 card and all the items in them will have regenerated, take all of them. Especially the C4 since we're going to need them shortly.

Also, check the middle room in the bottom row to find some hand grenade which we'll need in the next boss fight. After that enter the bottom right door and you'll find a box with two laser wires blocking it. You will not be able to see these wires unless you have the Thermal Goggles equipped. To find out more about stuff like this you can contact an ally of yours named Nastasha and her frequency is 141.52 .

Anyway, you can just crouch down to avoid the lasers and take whats on the other side, its a FAMAS and some ammo for it. The FAMAS is an auto rifle which shoots bullets at a very fast rate.

While we're here lets contact the girl that kenneth talked about when we were talking to him. He asked you to check the back of your CD to find the frequency of her radio. Also, you can find it in the official game manual as well. But I'll just tell you. Her frequency is 140.15

Contact Meryl right now and sit back to listen to the very long codec conversation. After the banter Meryl will inform you on the ware about of the scientist Hal Emmerich and tell you that she has the key to get to his building. So Snake has to work with her.

After the talking is done head to the elevator and take it to the 1st floor of the hanger. As soon as your on the first floor Meryl will contact you again and open the big gate at the north of the tank hanger.

THE TANK HANGER

We're back in the Tankk Hanger now, you can go directly to the big gate tha Meryl just opened up for you but we'll take a little time to get a couple of nessessery items.

From the elevator go straight to the right, you'll run past the gate we just saw opening. But ignore that and enter the big door on the right wall. Inside you'll find a single guard sleeping, kill him and take the box behind him. Inside it is the Socom Supressor which is just a fancy word for Silencer. Take it and head back to the main hanger area.

Now proceed to the right while avoiding the guards, test out your new silenced Socom and take one or two out. Take the stairs up to the second floor. Avoid the camera here like before and enter the door near it on the right wall. In this room take the item which is BOX A.

Afterwards, go across the catwalk as if we were going to the room with the thermal goggles. But run north past that door. Avoid the camera here and enter the door next to the camera, its a level 2 door. Inside it you will see a guard, kill him and take the Mine Detector item. Another one that we'll need in a little while. Take it. Head back all the way to the main hanger floor. NOW enter the big door Meryl just unlocked.

Once your in Meryl will contact you again and tell you that there's a bunch of laser beams in this area and if you touch one the entire area will be gassed and you'll die. So equip the Thermal Goggles to be able to see those laser wires. Now carefully dodge the wires and cross this area, remember if your touched by a wire then its game over for you.

If for some freakish reason you didn't have the thermal goggle with you then equip the cig's from Snake's inventory, now stand next to a laser

and the smoke from the cig will make the laser visible. Keep in mind if you equip the cig's Snake's health will slowly begin to fall down.

Sheehs, what kind of cig's are these.

One way or another you should make it to the north end of this room, so equip the card key to pass through and out of the Tank Hanger completely.

-----| FOR THOSE PLAYING SECOND GAMES |-----

| First timers won't know what I'm talking about in this area, if you |
| finished the game with the Otacon ending then you would've gotten the |
| Optic camoflauged device from him. In the new game from the save made |
| at the end, you should start with it. Equip the device and just pass |
| this area as the laser's won't be able to detect you at all. This |
| applies to all the laser's in the game. Not just these one's. |

OPEN CANYON AREA

In this area, run a few steps forward and you'll be contacted by a new person on the Codec, some one calling himself Deep Throat. This person is weird in the sense that you cannot contact him, he's the one calling you to inform you about various threats approaching. He'll tell you to watch out for the mines in the area.

Equip either the Thermal goggles or the mine detector we found a little while ago, with the thermal goggles you'll be able to see exactly where the mines are but you won't know which side they're facing so its a bit dangerous. With the mine detector you'll know which sides the mines are facing and where to pass them by. But only on the radar. So equip either one and pass the area. A good tip is to pass from the very left or right side of the canyon.

-----| DONT WASTE THE MINES |-----

| Although they are almost completely useless and you'll probably not |
| use them ever in the game, you can still take those mines laying on |
| the ground, just crouch down and crawl over them, when you pass over |
| a mine Snake will take it. Thats stealing. |

After the mine area, proceed further into the canyon and another scene starts, you'll be introduced to another member of the Fox hound group, this is the Shaman of the group. Vulcan Raven. Its boss fight time and your up against a huge cannon firing Tank.

-----| BOSS BATTLE : VULCAN RAVEN TANK |-----

| This is the second boss fight in the game, though its an easy fight |
| but if you didn't pick up any chaff grenades from your trips in the |
| armory then you'll be very annoyed with the Tank cannon which can |
| kill you very quickly. So I hope to god you didn't forget the chaff's |
|

| Here are the basic dont's of this battle. |

- | |
- | 1/ Don't forget to bring some Chaff grenades |
 - | 2/ Don't get too far from the Tank as it'll fire the cannon if you |
| get a little too away from him. |
 - | 3/ Don't stand still when your close to it either since the machine |
| gun on the cannon can shoot you regardless of your distance. |
 - | 4/ Don't get in the tank's path, it can run you over for a very |
| annoyingly long time wasted and health wasted. |
- |

| Okey, so as soon as the battle begins, quickly throw a Chaff gren. |
| to distract the senosrs of the tank so you can run right up to it |
| without the hell blown out of you. After your a little close to it |
| equip the hand grenade's. Now you'll notice a guard on the top of |
| the tank firing at you with the machine gun. You can easily outrun |
| the machine gun fire by running left or right so do that to avoid |
| the getting hurt part. Once you see a clear shot and the tank is |
| not moving that fast, throw a grenade right at the machine gunner. |
| If your lucky enough the grenade can some times go right into the |
| tank and kill the guard in a single blow. This will immediately |
| take half of the Tank's energy bar. If the guard doesn't die in a |
| single grenade then throw another one. |

| Once the first guard is dead, another will take his place, and if |
| your close to the tank at this time, the tank will try to run you |
| over a lot, so stay a bit away from the tank from now on. Like the |
| first guard, throw a couple of hand grenades to take out this one |
| as well and ths boss fight will be over. We didn't get to face |
| Vulcan raven at all. |

After this boss fight is over, Snake will automaticaly take the Level 3
PAN card from one of the dead guard and enter the Nuke building. But
Vulcan Raven is still alive and well. He talks to Liquid Snake on his
radio and tells him about Snake. Ocelot also joins in the conversation
but he's still angry at loosing his hand.

NUKE BUILDING

As soon as your back in control of Snake after entering this building,
go back outside. To where we just had the boss fight. Now explore this
open area and you'll find a ration on the right hand side of the canyon
and some ammo and grenades on the left hand side. Take all of them and
enter the building once again.

You'll see a catwalk heading up the left, run right up to it and take
the ration at the end of it. Head back to the main area and proceed
north and crawl under the slightly open door.

As soon as you enter here you'll be contacted by the Colonel and told
not to use guns in there since thats the place where they store the
dismantled Nuclear Warheads. Contact Nastasha for more information on
this subject. Anyway, you can't use guns in this area even if you want
to since you won't be able to select weaponry from your inventory. So
we'll just have to be sneaky in this area. You'll notice the guards in
here are wearing gas masks. That is because if your spotted then the
alarm goes off and gas is released in this area, meaning your almost
certainly killed if your spotted.

So avoid being spotted at all. From the entrance of this area, head left past the containers, there's a guard partolling this side of the floor so watch out for him, there's a set of stairs at the very left side wall, take it up to the above balcony area. Sometimes there's a guard right in front of the stairs on the 2F, if that happens then wait at the center of the stairs for the guard to go back. Once the area is cleared, go to the balcony area and enter the elevator. Quickly press the call button twice to open the gate at once.

Take the elevator down to floor B1.

-----| NEAT TRICK FOR THE PC VERSION|-----

| If your playing the PC version of Metal Gear solid then there is a |
| way to use weaponry even on the forbidden floor. You will notice |
| that in the PC version you can change weaponry also by pressing the |
| numeric keys on the keyboard. So, keep the numeric key of the weapon |
| you want pressed, you'll see the display going on and off but the gun |
| will remain in your hands as long as you hold the key. Be advised as |
| any noise which attracts anyone will cause gas to be released in the |
| area and you'll get killed. So its better NOT to use weaponry at all. |

NUKE BUILDING B1 : THE OFFICES

Our stay in this part of the building is very small as we're here only to take a certain item. So, as soon as you get off the elevator run straight forward and enter the door right in front of you. Ignore all other directions and paths for now. You'll enter a square room with a couple of doors on either side and one guard roaming the area. I'd ask you to kill the guard to make roaming this place easier.

Once free, check the top right corner of this area and you'll find a box with stun grenades. Then back to the center area, check the middle room in the right hand side and inside you'll find a box with the uber cool Nikita missile launcher in it and a couple of ammo for it.

The Nikita is a remote controlled missile system and we're going to need it in a little while. With this in hand, go back outside and take the elevator again. This time go to the floor B2.

NUKE BUILDING B2 : THE LABS

Once outside, for a little sneak peak at where we're about to go, go to the left wall and lean against it. The camera will pan to the right and you'll see a guy in a white coat on the other side. Could that be Hal Emmerich. Anyway, now proceed down the only door here and another scene will begin.

Snake noticed that the floor ahead of him is electrified, the camera will then move and show you where the electricity box is, now we have to get rid of it somehow. You'll get a call from Deep Throat again

who tells you that you'll need a remote controlled missile to get rid of the box. Luckily for us, we just found one. Also, the area is full of gas so your slowly loosing Oxygen.

Equip the Nikita launcher and fire a round straight down, you'll see that the game puts you in control of the launcher and you'll decide where it goes. You can control the missile in first person as well by pressing the look button, but i find its easier to control it in third person since you just have to press left or right to change its direction.

So anyway, control the missile down, then turn left at the bottom, then turn up as soon as possible since there are automated guns in the next area which will shoot the missile down. Go straight up and turn left again, go up through the door, turn right and crash into the electricity control box. It'll blow into bits and the floor in front of you will become safe.

But i'd advice you to go back near the elevator and regain some air then go back in and pass the now safe floor. Run down. You'll pass three doors on the right wall, enter the first door to find a ration you can't enter the second one yet, enter the third one to find a very helpful item, the gas mask. This will slow down the oxygen depletion level. After taking all the items, head all the way down and turn right. Head all the way right and enter the door at the end of the hall while avoiding the camera.

In this new area, run forward and you'll hear some screaming and slashing sounds. Run forward, enter the next room and enter the door directly north of you to see a very gruesome scene.

Dozens of guards bodies have been layed out in this long hallway and they have huge gashes on their chets. When your in control of Snake run fo rward, you'll run into one living guard but he's not going to make it a long time. Run to the end of the hall and turn the corner. You'll see a pretty awesome scene.

Something, partially invisible is holding a guard up in mid air, suddenly, the thing decloks, its the ninja who took Ocelot's hand. He's holding a guard up by his sword. He throws the guard down and enters through the door leading to Hal Emmerich's personal lab. We gotta save him.

Enter after the Ninja, another series of scenes will now begin in which Snake confronts the ninja and Hal Emmerich, the ninja offers to fight Snake one on one while Hal goes and hides in a locker after peeing his pants. Now, one of the most exciting boss fights in all of video game history begins.

-----| BOSS BATTLE : NINJA |-----

| I really love this boss fight since this is one of the purest bosses |
| in the entire game, he will offer you to throw down your guns and be |
| a man, use your fists to battle with him. That's exactly what we're |
| going to do since thats the only way we can fight this ninja. Contact |
| Nastasha to hear a little rambling about the ninja's skeleton. |
| |
| Here are the basic don't of this battle. |
| |

- | 1/ Don't bother to use weapons in this battle, since if you try to
| he'll just dodge all your attacks with his sword.
- | 2/ Dont stand in one place at all since it has a very damaging
| stomp from air attack.
- | 3/ Dont waste your Chaff grenades.

| As soon as the battle begins, run right up to the boss and smack a
| good combination of punches in him. He'll be using his sword for the
| first bit of the fight so right after you hit him run away to avoid
| being sliced. Once you've landed a couple of combo's he'll land in
| the middle of the room and start talking again. He'll throw down the
| sword and battle you hand to hand.

| Use the same strategies as before, run up to him and smack a combo
| of punches and kicks into him, making sure to get away after one
| combo since bosses are invulnerable to repetetive attacks. Once you
| have hit him a couple of times and drained his health bar a good d
| deal then he'll land in the middle again and start talking. Now he
| will ask you to hurry up and find him.

| In this phase of the fight he will use his cloaking device and go
| in one of the corner's of the area and ask you to find him. For
| this part equip the thermal goggles since he'll appear on them. But
| also note that if you fail to hit him in a little time then he'll
| run right up to you and hit you really hard. After every time you
| hit him he'll jump to a different place to hide. Hit him a couple
| of times and he'll land in the middle and start talking again. The
| fight should be nearing its conclusion now.

| In this phase, he'll walk right up to you but quickly teleport to
| your side and SMACK you really hard. His punches in this phase take
| out a lot of your health so avoid them. The best way is to wait for
| the ninja to come up to you and when he teleports quickly run ahead
| to dodge him and hit him with your own combo of punches. After you
| hit him a couple of times and his health bar reaches zero he will
| start glowing and form a large circle of electricity around him.

| Now take out any gun and shoot him once, he'll teleport to the mid
| area of the room, shoot him once more and the fight is over.

-----| TIP TO MAKE NINJA FIGHT EASIER |-----

| Though it can be done regularly, but this trick comes into action at
| the fullest if you have he Bandana from completing the game once with
| the Meryl ending. Take out the Chaff grenades and throw one, they
| will distract the Ninja and he'll be defenceless, go kick his ass
| throw another chaff, kick some more ass, repeat the process until
| his health bar is empty.

Now begins, argueably, the longest series of scenes in the game. This is boring. To summarize. Snake meets Hal Emmerich, Hal asks Snake to call him Otacon. Otacon knows where Meryl is. Snake contacts Meryl but she is found by some guards and her radio breaks up. Otacaon mentions he heard some music in the background. Otacon claims he didn't join the team to make weapons of mass descruction. Also, Otacon hands you the level 4 key

card which we'll lose very quickly, then Otacon reveals he has another cloaking device like the ninja and runs off using it.

Now, back in control of Snake. Take the various items like the box of chaff grenades, Socom ammo and a ration from this room and head back out the way we came. Make your way back all the way to the elevator and take the elevator to floor B1.

NUKE BUILDING B1 : THE OFFICES

Now that we're back here, head in the door across the elevator door one more time, in here you'll notice a single soldier walking on the left hand side who makes a squishing sound while walking. Don't kill this guard as it's actually Meryl and you'll get a game over very quickly for doing so. Let her see you, she'll run off into the women's toilet.

Follow her and check the corner cabin to trigger another scene. Snake will finally meet Meryl in all her feminine glory. Meryl seems to know how to handle guns pretty easily and she despises weak women. After the scene is over head outside the bathroom. Meryl will comment that the guards have disappeared and Snake will comment on the mysterious music that was playing here before. That has stopped too.

-----| SEE MERYL IN HER UNDIES PART II|-----

| If you're one of those perverted gamers who were willing to see Meryl |
| in her panties the last time, you'll want to read this part as well. |
| As soon as Meryl spots you, quickly go after her and make sure that |
| you trigger the scene within five seconds after entering the female |
| toilet. Then throughout the first half of the next scene Meryl will |
| be without her pants. That's what I call caught with your pants down. |

Now since there are no more guards in this area you're free to roam around this floor and check all the doors to find various items that we couldn't get before, also since Meryl gave you a level 5 card you can open various new doors as well. So head back into the door across the one from the elevator. There are a total of 6 rooms left and right combined, check all of them. You should be able to open all of them. You'll find various ammo and a box B in one room, also I think you won't be able to open the door at the bottom right hand corner right now since it's locked with Level 6.

One of the rooms contains the Night vision goggles, they're useless in my opinion as you'll only really need them in one area in a little while.

-----| MAKE MERYL BLUSH ON SCREEN |-----

| Once Meryl is with you stand right in front of her and start looking |
| at her directly in first person mode, after a little while Meryl will |
| turn slightly red and ask Snake what he's looking at. Continue that |
| and after a little while she'll get more red and ask Snake to stop |
| looking at her. Continue looking at her and she'll keep getting redder |
| and redder making comments at Snake. |

Once you've taken all the items from the various rooms it's time for us

to proceed. From the elevator door proceed left and you'll see a hall going north on the screen. Go there and pass through the door at the end of the hall to reach the next area.

THE BASE COMMANDER'S ROOM

In this new area, proceed forward and Meryl will run ahead of you and stand next to the big door leading into the Commandor's room. When you get near her a scene will begin and Meryl will begin to feel a terrible head ache. Suddenly she gets all fine but her voice becomes mono tone and she starts acting weird.

-----| MERYL'S POINT OF VIEW|-----

| After this scene happens if you press the first person view button |
| you'll notice that you'll be seeing from Meryl's eyes rather than |
| snake. So stand right up to Meryl and press the FPS view button to |
see Snake's ugly face close by.

Afterwards, head into the room ahead and you'll notice that its empty and the base commandor is no where to be seen. But Meryl is still being weird and following you around. After a little while in this room Meryl will go to the center of the screen and raise her gun at Snake. Cue another scene.

Meryl will start asking Snake weird questions and waving her gun at him, but Snake notices some distortion behind Meryl and realizes that some one is doing this to her. Suddenly Meryl gets ready to shoot at Snake and its back to Snake. You will be contacted by the Colonel who will beg you not to shoot Meryl and that she's being controlled by some one via the music.

At this time, you must quickly knock Meryl out by punching her, DON'T you shoot her at all. Just keep punching her until she falls unconscious. Now finally the person controlling Meryl reveals himself. Its Psycho Mantis, the psychic of the Fox hound group.

He challanged Snake to a battle and warns him that he can read every one of his moves. He also demonstrates by reading a part of Snake's memory and scanning through your memory card to see if you have any other saves from a Konami game. If you do then he'll comment on those games too.

After some more talking its boss fight time.

-----| BOSS BATTLE : PSYCHO MANTIS |-----

| This is one helluva interesting boss fights. Its one of those fights |
| where if you don't know EXACTLY what to do then you won't have a god |
| damn chance in the world of surviving. Right from the start of the |
| fight if your playing the PSX version of the game then take out the |
| control pad from the player 1 slot and plug it into the player 2 slot |
| |
| Here are the Dont's of this fight.. |
| |
| 1/ DON't forget to switch the controller slots. |
| 2/ DON't forget to equip the thermal goggles at all times. |
3/ DON't bother trying to shoot Mantis when he swings the items

| around the room like a hurricane, wait for it subside.

| 4/ DON't let Meryl die

| As soon as the boss battle begins you should take out the controller
| from the first player slot and put it in the second player slot if
| you haven't done that already, after that a second or two into the
| boss battle the screen will go black and the word HIDEO will come
| on the screen for a brief while. Then it will disappear. If the word
| appears that means your doing it just right. Now you will be able
| to face the boss without him avoiding your every move.

| Otherwise if you fight him normally then he will dodge your every
| single move and you'll become frustrated very quickly. With this
| trick though, you'll have an easier time. Also you should equip the
| thermal goggles for this boss fight since you will be able to see
| Mantis even when he becomes invisible. Now onto the fighting.

| Basically, I use the Socom for this battle, fire a round into him
| and wait until he stops blinking and fire another round into him.
| You should keep track of him thanks to the thermal goggles. But if
| for some reason you dont have them then you can still track him if
| he goes invisible. Just press the first person view mode and you
| will switch over to Mantis's vision, which should help you to some
| extent in finding out where's he at. Then aim and fire at him.

| During the fight he will often hurl objects at you using his mind
| power, which shouldn't be too hard to avoid. It gets a little more
| annoying when he calls too little things and makes them attack you
| repeatedly, in that case all you can do is run away from them. Make
| sure you pop one into Mantis every other time causing his health bar
| to go down rapidly.

| When you've caused him a substancial amount of damage Mantis will
| wonder why he couldn't read your mind, but then he realizes what
| Snake's weakness is and summons Meryl. He then forces Meryl to try
| and shoot herself. At this time you must quickly punch Meryl to
| knock her out like before. If you dont do that she will blow her
| brains out and its game over. Once you've knocked her out again
| Mantis will damn near lose his mind and quickens the attacks.

| Now continue like before and Mantis should be dead pretty soon.

| If your playing the PC version of the game and also have a gamepad
| connected then the game will detect that and will do the same thing
| as the PSX version and you will have to switch to the keyboard in
| order to make the Mantis fight easier. But on the other hand if you
| don't have any gamepads installed and are playing the game using
| just the keyboard then the battle will be easy to begin with and the
| game will not require any sort of control changes.

After the fight is over you will see another lengthy scene in which Mantis
shows his better side and ends up helping Snake and Meryl by telling them
what they have to do after this part of the game, and he also reveals the
hidden exit out of the Commander's room.

Once the talking is done take the secret exit that Mantis revealed for you
and head in it. Climb down the little stairs but before heading through the
door check the area on the side of the stairs for some more ammo and one
ration. Take all these and exit through the door on the north.

You will come out to the open.

THE CANYONS

Once you reach the new area Snake and Meryl will comment on the wolf dog voices they're hearing in this area. Then Meryl runs off and you have to continue yourself. From the start of this area go up and crawl under the grating. You'll come to an open area with wolves in it. These wolves are going to attack you so you have to avoid them or throw a stun grenade to momentarily stun them giving you the time to get out of the area. Since its a dark place you might want to equip either the Thermal goggles or the Night vision goggles to see better.

After crawling under the ledge, run up north and stick to the right side, and go right when you can, after that go down when you can. Throw a stun grenade or two to distract the dogs. Once you've reached the south part of this side you'll see two further crawling spaces, one in the south corner and one heading off to the right. The south one has a couple of stun grenades in it. Ignore that one and take the one to the right. You will come to an open area.

Run a bit forward and you will meet up with Meryl again who is waiting for you by the gate leading to the next area. She'll comment on Snake's attitude towards the dogs. When your in control take the ration next to the gate heading further and head through it when your ready.

-----| MAKE FRIENDS WITH THE WOLVES |-----

| This following trick can come in really handy for you at times. If |
| your a bastard then go ahead and punch Meryl, she will blow a whistle |
| and the wolves will attack you draining a small part of your health, |
| but we being sneaky and all figured a way around it. Punch Meryl once |
| then quickly hide inside either one of the boxes from your item menu. |
| She will blow the whistle but the dog won't be able to attack you, |
| instead it will take a piss on your box. From now on when ever your |
| in this area equip the pissed on box and the wolves will consider you |
as one of their own and not attack.

UNDERGROUND PASSAGE

Now you will come out in another big wide open area. But before you can go any further Meryl will stop you and tell you that the place is mined. When Psycho Mantis tapped into her mind she was able to see where the mines are placed. Meryl will then walk across the area leaving behind footsteps for Snake to follow. She will clear the field successfully.

But its much easier to just crawl across the area to avoid the mines. Once you reach Meryl another scene begins. Some one is aiming at her with what looks like a sniper rifle and suddenly Meryl is shot three times by this unseen sniper. But none of the shots is critical and hits her in her legs and arms. This person is an excellent sniper. Snake realizes that he can't face the sniper unless he has a rifle himself so he has to leave a bloody

and injured Meryl and escape the area to find a Sniper rifle. Luckily Otacon tells him that there is a sniper rifle in the Armory way back in the hanger.

RETURN TRIP

Now we have to go back all the way to the Armory way back in the Hanger. At the wolves area equip the box that they pissed on to avoid being attacked by them. In the Nuke Building B1 area quickly rush to the elevator since you'll be able to make it without any one noticing you. In the 1st floor of the Nuke Building avoid the guard and run down the left side, down the stairs and head to the big gate.

In the open mine field, stick to the left or right side of the field, equip the Thermal goggles or the mine detector for easier navigation and enter the tank hanger again. Luckily no more wires here for now so quickly go over to the elevator and take it to B2, the armory of the hanger.

In the armory, check your radar, you will notice one guard patrolling out near the door of the small room in the top left row. That is the room in which the sniper rifle is. Quietly kill the guard using the Socom and go inside the room. The sniper rifle is in the back but there are a couple of lasers here as well. So crouch down and take the sniper rifle without alerting the guards or tripping the wires. Afterwards proceed back all the way to where Meryl was shot at.

There shouldn't be any significant changes on your trip back either but once you return back to the place you'll notice that Meryl is no longer there, but her blood is still there. The sniper is also still there and you have to duel with her. Sniper Wolf.

-----| BOSS BATTLE : SNIPER WOLF |-----

| This is a very unique sniper vs sniper fight. Not an easy one if your |
| not good with aiming and especially not good if you don't have any of |
| those Diazepan items. You should have found some Diazepan in one of |
| the rooms in the Office area of the nuke building. Anyway, before you |
| start the fight face the front side so you dont waste half an hour in |
| turning the sniper rifle and use a Diazepan on yourself and equip the |
| PSG 1 Sniper rifle. |

| Here are the DONT's of this fight. |

- | 1/ Don't shoot unless you have a clear shot. |
- | 2/ Don't waste your Diazepan too quickly. |
- | 3/ Don't take a long time in aiming since Sniper Wolf doesn't. |
- | 4/ Don't try to shoot her multiple times. You can only shoot her |
| once at a time and wait for her to stop blinking before you can |
| shoot her again. |

| If your low on sniper rifle ammo then there's a pack on the left and |
| right of the screen, and if you run out of ammo during the battle the |
| pack on the left keeps regenerating. So you can breath a sigh for now |

| As soon as the battle starts, use a Diazepan and aim steadily at her, |
| you should see her aiming at you or running and hiding behind pillars |

| the best time to shoot her is when she's aiming at you but don't take |
| a long time since she has pretty accurate shooting skills and she is |
| not going to miss you. |

| You can also get a shot in her if you catch her running. That is |
| very hard to do since the sniper scope doesn't move that fast to |
| catch up to a person. |

| Overall this is one of the easier boss fights and you really should |
| not have any problems with it. The only concern is that a shot from |
| Sniper wolf takes a good chunk of your health out and it also moves |
| your sniper scope so you have to re adjust your aiming again. Which |
| totally sucks. |

Even though she screams as if she's dead, believe me Sniper wolf is not
even after this boss fight. So as soon as the fight is over, start running
to the north of this huge area. Once you reach the tower where Sniper wolf
was go to the second floor taking note of the blood spots and take the box
of PSG 1 ammo from there. Also check under the tower to find a ration. And
some more ammo on the area to the left of the tower.

To the right of the small tower is a door, run towards it but before you
can enter it a scene begins and Snake is ambushed by some guards. Sniper
Wolf also makes an appearance and she leaves the mark of death on Snake's
face before one of the guards knocks him out with his gun. Snake see's in
a subconscious state that he's being dragged away from that area.

-----| PISS OFF THE COLONEL |-----

| This is a very funny thing to do. When you've beaten Sniper Wolf stay |
| there and aim at the tower where she was with the Sniper rifle, on |
| the metal pipes of the tower you'll notice some rats going back and |
| forth. Shoot the rats with the sniper rifle and after a couple of |
| them the colonel will call you in and angrily tell you to stop doing |
| that and proceed on with the mission. |

SNAKE'S IN TROUBLE

Now begins another lengthy series of scenes. Snake will wake up on a bed,
a torture bed actually and he will over hear some of the conversation
between Ocelot and Liquid Snake before they finally realize that he is up.
After that his bed is straightened and Snake finally comes face to face
with Liquid Snake for the first time. He looks remarkably like the hero
Snake besides the blonde hair.

Pretty soon Sniper wolf will enter the area too, and after some chatting
Liquid Snake and Sniper wolf will leave you with Ocelot and its time for
his interrogation. Which means a fun little mini game called Survive the
brutal torture. He will tell you a couple of the details, like press the
action button to survive, and if you die there is no continue. Its game
over for you. He also warns you not to use a turbo controller since he
will know about it.

| This is without a doubt the most important location in the game as |
| what you do in this sequence will determine what ending you get at |
| the end of the game. Surviving the torture successfully will give |
| you the good ending and giving up and submitting to Ocelot will be |
| rewarded by the bad ending. |

| Surviving the torture is simple enough, you just mash the action key |
| as fast as you can to make sure your health bar doesn't finish |
| before the time runs out. If you press the Select key then you will |
| give up and Ocelot wins. |

| Although Ocelot says he'll know if you use the turbo controller for |
| cheating, i've read on many places that it doesn't do anything and |
| you can use a auto controller to cheat through this area easily. |

| The torture will have three parts. Each time the time bar will be |
| increased slightly and you'll have to press the buttons harder to |
| keep Snake alive through it. After three shocks Ocelot will think |
| its enough for now and you'll be sent to your cell. |

When you reach the cell another scene begins, Snake will notice that there is a corpse in his cell. Its the DARPA chief's body and its decomposing already. Snake receives a call from the Colonel and a lengthy talk begins in which Snake talks about his past with Naomi.

Also, call Otacon and inform him of your situation, he'll say that he's heading for your area now. But he won't be there quickly enough as in some time you will be called back for a second torture. Since we're hopefully going for the good ending we'll have to endure this one as well. Do what we did the last time and all should be fine.

Now its time to escape.

When you come back from the torture a second time, keep an eye on the guard patrolling outside your cell. Pretty soon he'll feel some pain in his stomach and will run off to the toilet. Soon after that Otacon will arrive, still cloaked and decloak next to the cell door and call you. Run towards the cell door to trigger the scene. Otacon can't free you but he will give you a Level 6 card, some ketchup and Sniper wolf's scented scarf to hold by. Then before the guard comes he bails off.

Now you can do one of the two things in order to escape the cell. The guard is coming back from the cell and you don't have much time to decide. The first trick is simple, lay down on the ground and use the Ketchup that Otacon just brought for you, Snake will squirt it around himself, when the guard enters he thinks Snake's dead and enters the cell to check on him. Quickly get up and kill him.

Note that if you move even a little bit during this time the guard will see you and you'll be busted.

The second method is a bit simpler, hide under the bed in the cell before the guard arrives. He'll come and not find Snake in the cell. He opens the cell door to check inside, quickly get out and kill the guard before he gets out and closes the cell again. Either way you should be free now.

Exit the door which takes you back to the torture device room. Take the

box floating here to receive all of your items back. If you survived all of Ocelot's tortures then check your item menu right now. There should be a bomb in there placed by Ocelot, get rid of it by pressing the action button on it. Afterwards the colonel will contact you and Snake will vow revenge on Ocelot.

-----| HIDDEN ESCAPING METHOD |-----

| Most people don't know about this method since they dont want to go |
| through the torture sequence this many number of times. For this you |
| will have to pass the torture sequence five times. Yes FIVE times. |
| After you pass it the fifth time the ninja will come in and kill the |
| guard and open the cell for you to escape. |

| The plus side of this method is that once you take your items back |
all your ammo will be restored on full capacity. Cool.

After collecting all your items again head outside via the door on the right wall, watch out for the camera there as some times people don't see it. Once out the door you'll realize that your in a familiar place. This is the hallway outside the elevator in floor B1 of the Tank Hanger.

Our Objective now is to make it all the way back to the place where we fought Sniper wolf. Although there have been no significant changes in the path there are still two side trips that we can make to get two items which we will benefit from a lot.

-----| SECRET ITEM : THE CAMERA |-----

| Now that we have the level 6 card courtesy of Otacon, we can open all |
| the doors in this base and the Nuke Building. This is one of those |
| fun to have in your inventory items. To get the camera, go back to |
| the armory of the Tank Hanger, and go through the wall hole as if we |
| were going to the place where we fought Revolver Ocelot. But remember |
| there was an additional place to put the C4 in on the right wall, it |
| was right next to the place where we put the bomb to reveal the area |
| where Kenneth Baker was held. Blow that area up now with the C4. If |
| you don't have any then take it from the rooms in the armory itself. |

| Now you will come out in a little hallway, there are two gun cams in |
| this place, one at the north end and one at the south end, and also |
| two doors, both locked with level 6. Open those doors after using a |
| chaff grenade to disrput the gun camera's. Each of the two doors has |
| a gun camera inside it as well so you'll need to be quick. One door |
| woill have a bunch of stun and chaff grenades, and the other one has |
| the Camera in it. Take it. |

| NOTE : You can take pictures of anything from the camera using it as |
| if you were viewing through the Scope you have. Remember that each |
| picture takes one block on your memory card so dont waste it. |

| NOTE FOR PC VERSION : All of you who have the PC version, dont hold |
| back on using the camera since it takes very little space on your PC |
| hard drive and the pictures are neatly stacked. So get on. |

| Also, the camera will be in your inventory in the next game too but |
| only if you found it once in the main game. |

-----| SECRET ITEM : THE BODY ARMOR |-----

| This isn't really a secret item and you can find a body armor later |
| in the game too but that is very late in the game and here you are |
| able to find one pretty early on. So, when your in the NUKE building |
| take the elevator to floor B2 and go down the gassy hallway as if we |
| were going to Otacon's lab. But turn left at the intersection to the |
| hall where we moved as the Nikita Missile. |

| Go left till you reach an open area with a couple of gun cameras and |
| a bunch of doors above you. One of the doors here will be locked by |
| a Level 6 pad. Go in it to find the Body armor. When equipped, this |
| baby will reduce the amount of damage that Snake sustains. Really is |
| handy during boss fights. |

| Also, check around the rest of this area as well to find the various |
| ammo for different weaponry of yours. |

Oh and just let me add one more thing. When your passing through the wolf
area equip Sniper Wolf's scarf and the wolves will go soft on you, they
wont hurt you even if you kill them or punch them. That's because Sniper
Wolf is the only person in FOX hound who takes care of the wolves, and
they like her too.

UNDERGROUND PASSAGE

After you've taken the items and are ready to proceed on with the story.
Head back to where we fought Sniper Wolf. Once you reach the passageway
Snake will stop and have a flashback of Meryl, where she was shot. Also
your contacted by your Codec team and they try to make Snake feel good.

Once your ready, proceed on to the other side of this large area and go
to the door we were trying to enter before we were caught. Now that you
have the right card, enter that door. Now you'll enter another straight
hallway. Go ahead and turn left. Run down the end of the hallway and go
through the door. You will be spotted by a Camera's and Snake will note
that there are guards coming from behind him.

Quickly take out the FA MAS and kill these first two guards right here
afterward, pick up the Rope item and the pack of stun grenades near you
and run forward. This is one helluva sequence as you will now run up all
the stairs of this huge tower chased by guards who come from ahead and
behind of you.

Here's a few tips that you should find helpful.

- 1/ You should never stop and keep running at all times since the guards
will close in from behind you and start shooting.
- 2/ Keep an eye out in front of you as well since there are guards who
will shoot at you from your front as well.
- 3/ A tip to make the run easier to remove all weaponry and run bare hand
and when you come up to a solder in front of you press the fire key
to make Snake throw that guy behind you, hopefully knocking out any
approaching guards as well.

4/ If your one of those people who have finished the game once and are equipped with the Bandana, you can make this trip very easy, either just keep on throwing stun grenades to get yourself a clear path or equip the FAMAS and keep firing while running to mow down anyone in front of you.

Continue to run upwards in the tower with these tips, when you reach the middle part you will see a door, but it won't open from your side, Otacon will call in and tell you that it gets jammed due to the ice so you have to go all the way up to the tower. So go all the way up.

Once you reach the final floor of the tower, the camera will go to a different angle and you'll see the ladder you can take to the roof of the tower. But ignore that for now and run to the opposite end of the top floor of the tower. Here you can find some missiles and a ration.

Now quickly run to the ladder and take it to the top, the guards on your tail are probably on your ass by now.

COMMUNICATION TOWERS

Once your up the ladder, go up and through the only door in this small room, Snake will notice that he is on the roof of the communication tower A and we need to go to the tower B, the two towers are luckily joined by a bridge and you need to cross it to reach the other side.

So when your back in control head for the bridge but before you can go over it a barrage of missiles comes in and blows the bridge, and a big antenna dish into bits. Its Liquid Snake, in a chopper and he's out to get rid of our hero Snake once and for all. Snake realizes that he is trapped and needs to find a way to get out of this area quickly.

As soon as your back in control take out the rope item from your item inventory and head straight up, to the corner of the roof of the tower. Snake will harness the rope quickly and now you have to repel down the side of the tower with it. When your back in control the Colonel will call you and give you a quick briefing on how to repel downwards and go sideways etc etc.

The important thing here is that Liquid will be shooting at you with the hind D at times and there will be dangerous steam coming out of some of the pipes, you have to avoid both of them and make it all the way down before your health runs out. In order to avoid the gun fire just simply repel further down, and make sure that there is no steam where your about to land. If there is a steam of gas below you then wait a second or two for the gas to subside then quickly jump to that area and jump further down before the gas starts up again.

You should be able to make it all the way down using this method. You will come on a narrow bridge, which is actually just on the other side of the door we crossed when in the middle of our run to to top of the communication tower a little while earlier.

If you want to go back through the door then take out a C4 and put it on the door, get back a little and detonate it. This should un jam the door and you will be able to pass through it at will now.

Now, to go ahead. First check where you landed and you will find one ration and some missiles or ammo. Before you think of crossing this narrow bridge in front of you, you should know there are guards on the other side who can shoot you from there, but you can't. Meaning that you cannot pass ahead until you get rid of them.

So take out the Sniper rifle, and take some medicine to calm Snake and kill those three guards from where you are. Each should take two hits from the rifle. Otherwise use the Nikita missile to get rid of them.

Once they're dead, run forward to where they were, but before you get to the end of the bridge Liquid pops up again and shoots at you, avoid him completely and turn left. Go to the end of the bridge and enter the door at the end. In this small room do NOT forget to take the STINGER MISSILE LAUNCHER and some ammo for it.

Pass through the small door here to reach a new area.

You're in the middle of communication tower B now. Before anything, you must turn right and go down all the floors of the tower as possible. But you will see that the stairs are broken in the middle of a floor so this is out of the question.

Go back to the floor we started in this tower from, and go down the screen this time, you'll notice an elevator here but it won't work either. So now we have to go to the roof of this tower to finish the battle with Liquid once and for all. By the way, did I forget to tell you that you'll run into Otacon here too :P .

From the elevator go right and you'll see stairs leading up, but this time there's no guards following you. You will see some gun camera's mounted on the walls every few floors and they increase in number on each location. In order to get past them throw a chaff grenade just as you're about to reach the gun's so they are distracted and you can go past them safely.

Once you reach the top of the stairs take the ladder up like tower A and enter the door up top to reach the roof of this tower. Snake and Liquid come face to face now, or rather face to chopper. After a chat scene it's time for the boss fight.

-----| BOSS BATTLE : LIQUID IN HIND D |-----

| This, in my opinion is one of the easier fights if you're a good hider |
| and can quickly aim and fire at the chopper with the Stinger missile .|
| A little note that you can not fight this battle with anything other |
| than the stinger missile. So you know exactly what to equip. |

| Here are the basic DONT's of this battle. |

- | 1/ DON't attempt to fight without the stinger, you'll fail. |
- | 2/ DON't stay in the open too long since he'll chop you up. |
- | 3/ DON't stay on the lower end of the roof, it's better to |
| stay in the top area with the big block structure to hide behind. |
- | 4/ DON't fire the stinger unless the target box gets red. Fire any |
| other time and your missile is wasted. |

| Right from the start of the battle, if you picked up the body armor |
| earlier then equip it. See that block like structure in the middle |

| of the top part of the roof, thats what we're going to hide behind |
| for the most part of this fight. The radar is very important in the |
| battle since you'll be able to find out exactly where the chopper is. |

| When your ready to fire, get out of the covering, make sure your not |
| too close to anything as your missile can damage you pretty badly if |
| it miss fires. Then aim at the chopper until the target box gets red |
| and fire the missile. Then quickly hide behind the box again since |
| Liquid will most definetly start shooting at you once he's hit. |

| The Hind has a couple of hit zones, so you shouldn't have a hard time |
| aiming at the chopper itself. The hard thing about this battle is the |
| gun on the chopper as it causes really quick multiple damage. If your |
| aiming at the hind and he starts shooting at you, forget the shot for |
| now and concentrate on hiding. |

| If your short on missiles, then you can find another pack in the area |
| where the broken bridge should have joined this tower, lower right |
| hand corner of the area. There's a ration on the roof too. |

| Once you hit him enough he will get back and you will see a little |
| scene of Liquid firing a missile from his chopper. When he does that |
| you should definetly stay behind the box structure to be safe, the |
| missile will hit the lower parts of the roof and it can cause quiet |
| a lot of damage if your hit. After this scene continue like before. |

| When the hind is almost finished Liquid will start hiding his hind in |
| the lower corners of the roof, you will be able to see it but you can |
| not do anything about it if its below you. You will know this part as |
| the boss music will also fade out. Then the chopper will suddenly |
| emerge from the shadows and start shooting. At this time quickly hide |
| or shoot the chopper with your missile. |

| When the chopper health finishes, liquid will go back and fire one |
| more missile at the roof, but this one can't damage you so stand |
| where ever you like. After the missile is fired, the chopper starts |
| to malfunction and falls down with Liquid in it. This battle is done. |

Once the battle is finished you will get a call from Otacon who tells you
that the elevator in the tower has mysteriously started working again and
that Snake should use it now.

From the roof, if you didnt take it before, take the ration and make your
way back down to the floor with the elevator on it. Use Chaff grenades on
the turrets to make your path easier and once you get down to the floor
with the elevator use it.

Once in the elevator, first the weight limit bell will go off, then Snake
will get a call from Otacon who tells him that some one stole his four
stealth prototype devices and those some one are in the elevator with our
hero at this time. Now a frantic battle begins. There are four soldiers
in the elevator with you using the stealth device that Otacon uses and we
have to kill them.

Equip the thermal goggles to see them easier, but you'll be able to spot
them easily enough without it since they move a lot. The best method to
take on them is the FA MAS. But you can also choke and break their necks
for quicker more efficient kills.

Either way, once you kill the four soliders the elevator will come to the bottom floor and you can proceed on with the story. Once off the elevator head left and behind the stairs area to find some more ammo. Once taken go back to the elevator area and enter the small door on the south wall to the right of the elevator. There are gun cams in this area so you might want to throw a chaff grenade just in case.

In this room, run south and enter the door to the left, continue on this path and enter the door at the very end of the passage to exit to a snow field where the next boss battle awaits.

In the snow field, run forward and you'll see via the sniper scope that Sniper Wolf is aiming at Snake, now we have to finish her one more time in order to proceed. You will have a long codec chat with Otacon during which Wolf butts in as well. After the chat is finished the battle begins.

-----| BOSS BATTLE : SNIPER WOLF II |-----

| You have to fight Sniper wolf again, but this time the battle is much |
| harder as your in a big snow field and she can attack you from diff |
| erent directions to make your life miserable. First off you can do |
| this battle with either the PSG 1 Sniper rifle or the Nikita missiles |
| for some efficient fighting. |

| Here are the basic DONT's of this battle. |

- | 1/ DON't stay in the open, get to the corner ASAP. |
- | 2/ DON't waste your Diazepan unless you know exactly where she is. |
- | 3/ DON't hesitate in using the nikita missiles. |

| Once the battle begins, you can either stand where you are and start |
| aiming for her with the Sniper rifle or if you have a bunch of Nikita |
| missile's left then you can follow a very sneakier method. From the |
| start quickly go right and hide behind the elevator ledge in that end |
| of the room. You should find some ammo there as well. |

| Now, from there, Wolf will not be able to hit you as long as you are |
| behind the elevated ledge. So, equip the Nikita missile and fire one |
| shot, switch into first person view mode so you can see exactly where |
| Wolf is hiding, the detector on the missile will show Wolf as a box |
| even if she's in the dark area {I-E too far to see normally} so you |
| can easily steer the missile right into her. |

| Keep in mind that the missile cant magically go over elevated ledges |
| so you need to find paths for the missile to go up. Also, dont hit |
| anything else in the way and concetrate on hitting wolf directly. |
| The missile also has its own fuel limit so be quick in your shooting. |

| With this method it really shouldn't take a long time to beat her and |
| you won't be loosing much of your health either. But if you want to |
| save the missiles or you just dont have any, then you have no other |
| choice but to fight her sniper on sniper. In that scenario, take a |
| Diazepan and aim quickly, first spot where she is, then run away a |
| little bit from where you were since she's probably aiming at you |
| as well. Then re aim and fire at her. Note that even though you can |
| see her arms and legs when she's hiding behind a tree, you will not |
| be able to hit her unless she aims at you herself, or is running to |
| a different location. Pretty soon she'll be dead and its over. |

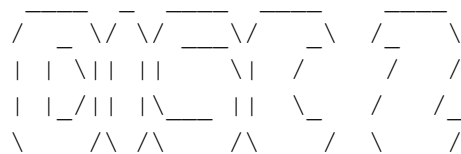
After the fight is over you'll see probably the most emotional scene in the entire game, Otacon arrives just in time to see Snake setting the love of his life, Sniper Wolf, 'free'. Otacon asks Snake why we all fight and Snake replies that he'll tell him later.

After the scene is over and your back in control, check the area around you and you'll realize your in a snow field with a lot of doors around you, on the left and right and on the north end also.

First check the rooms in the left and right corners to find various ammo grenades missiles and such, then check the north doors. The one on the right side is locked with a level 7 lock. We can't go in there right now. But the other one is accessible. So go through the only other door in the northern side. Inside you will see two gun cams and a set of stairs going down on the far side of the room. Throw a chaff grenade to distract the gun cams and quickly dash down the stairs to end disc 1.

-----| USING THOSE BOX ITEMS |-----

| The reason why im telling you guys how to use the box so late is that |
| in the snowfield area you should have found the final box, and now you |
| can fully utilize the boxes. The boxes do have other uses rather than |
| being pissed on by wolves ya know lol. See those trucks, there's three |
| trucks in total. One in the initial heliport area, one in the storage |
| area for the dismantled warheads, and one in the snowfield here. Equip |
| the respective area box you want to return to and sit in the truck. In |
| a little while a soldier walks by, spots the box and drives you to the |
| specific area. Box A represents the heliport area, box B represents |
| the Nuke storage Building and box C represents this snowfield. Now you |
| can return to previous area's to regain ammo. |



BLAST FURNACE

Now, at the end of the stairs you will come out in the blast furnace of the facility. Before anything, kill the single guard here and check the far left area. you'll notice a narrow ledge going to the other side of the area but there is a crane moving in between which will cause problems.

After you've killed the guard, equip either the stinger or the nikita missiles and fire two shots at the crane, that should make the crane fall down clearing the path. There is an elevator to cross over to the other side as well but thats not working right now. How predictable.

After making the crane fall down, go over to the left side of the area you are in and stick to the wall, now cross over the narrow catwalk, since the crane is now destroyed there is nothing blocking your path ahead. Cross to the other side and reach the other area.

Once here, go north of the screen and you'll see some stairs leading down to the main floor of the furnace, be cautious as there is sometimes one guard walking on the stairs. Kill the guard and go down the stairs, you will see a big door on the north wall right after the stairs and a small opening in the south wall.

-----| SECRET ITEM : THE BODY ARMOR |-----

| This time getting the body armor will apply only if you didn't take it |
| the first time when possible. In the main floor of the blast furnace |
| go through the little opening at the south of the stairs. You will be |
| in a very high temperature room as the screen starts to get heated up. |
| In this small room, watch out for steam jets coming out of walls, they |
| can hurt you as well. Proceed south then turn left and at the very |
| left crouch down and cross over the pipes into the new area. |

| Now you will come out in the main furnace floor again, in a different |
| area, there are two gun cam's here, throw a chaff to distract them |
| then quickly take the various ammo here and also take the body armor |
| from the center of the floor. Head back afterwards. |

Head through the big north door to enter the new area.

In this new area run forward and you'll see that the big cargo elevator is coming up to your floor, so take the time to collect the ammo packs around this area before the elevator arrives at your floor. Once the elevator is stopped go to the control panel in the right hand corner and press on it with the action key. Snake will start the elevator.

But before the elevator can go wrong, a couple of guards spot Snake and jump onto the elevator as well. Now we have to kill them quickly. Equip the FA MAS to kill them quicker or if your good enough you can either throw them off the railing of the elevator or punch combo them over it. This battle is sort of hard as these soldiers take a lot of bullets.

Once you've killed them the elevator will reach its destination. At this time throw a chaff grenade and quickly head for the right side of the screen where you'll see another similar elevator, we threw the grenade because there's a gun cam right in our way. Start this second elevator now and prepare to go down.

On your way down you will get a long and interesting codec call. Listen to it well. Once the elevator ride ends you will come out in a frozen like area with a bunch of crows flying around in it. There is a big door at the north end but dont go in it straight away. Check the area behind the containers to find some missiles and a ration. Once your ready enter the big door.

Inside, Snake meets Vulcan Raven again, only this time he's on his feet and you have to fight him mano e mano.

-----| BOSS BATTLE : VULCAN RAVEN |-----

| This is your final encounter with this behemoth of a man and its a |
| fight to death this time. Raven will be equipped with a mammoth |
| mini gun and he won't hesitate in stomping holes in Snake with it. |

| Also, raven has a huge field of vision so he will be able to spot
| you from any corner of the ware house, so you should take cover.

| Here are the basic dont's of this fight.

- | 1/ DON't get in front of Raven, stay behind him or hidden.
- | 2/ DON't try to finish him using hand to hand moves. Won't work.
- | 3/ DON't use small arms like FAMAS or Socom on him, won't work.
- | 4/ DON't stay around after firing a missile at him since he'll
| immediately look at you after that.

| Okey, in this fight your going to use only the missiles, either the
| Stinger missiles or the Nikita missiles. You shouldn't have a lot of
| Stingers on you by this time so use them wisely and carefully.

| Raven will be patrolling around the warehouse in all directions and
| he'll often turn around quickly to check his rear side. What you do
| is not get in front of him or he'll mow you down. The best method of
| taking on him is by hiding behind the containers and firing when he's
| got his back turned to your side, so you can shoot from behind.

| With the Stinger missile, wait for Vulcan to run ahead of where ever
| your standing so his back will be at you, then quickly come out of
| hiding and fire a missile at him, quickly un equip the stinger and
| get back behind a container. Hopefully the missile will make contact.

| With the Nikita missile, like before make sure his back is turned at
| you but since you can control the Nikita missile, you can navigate
| around corners as well if you accidentally miss him. But dont forget
| to keep an eye on the radar, you don't want Raven to spot Snake while
| your out controlling the missile, cause that'll be really bad for you.

| One more thing you should remember using the nikita, try not to make
| the missile move much since it slows down if you change its direction
| and vulcan raven can shoot your missiles down with his machine gun.
| Which is also another reason we don't attack him up front, since you
| will just end up wasting your missiles. Remember, if Vulcan is right
| in front of you, let the nikita go straight, it will detect if the
| missile is near it and turn around, but get hit with it any way.

| You can also play sneaky in this fight and use C4 or mines to set
| traps in the path he walks on. The C4 does a good deal of damage to
| him and you might want to use this method slightly more often.

| When his health bar gets smaller he starts to get more annoyed and he
| moves around quicker and turns around more often to look behind. You
| should continue the above given methods and soon he'll be finished.

Once this fight is over, Raven will reveal some very important story plots
to you and before he dies he will hand over a level 7 card to you as well.
Well, atleast he did something good once. After his scenes are over you
will immediately get another codec call from the Master.

Once the talking is done you'll have the level 7 card and now we can go
anywhere we like. So proceed through the big door at the north end of the
warehouse and go through. You will come out in a new area. Here equip the
thermal goggles to see two trap doors on the floor in front of you. Don't
forget to take the Chaff grenade from your left and proceed a little more
into the room. When you come to an open area you'll notice hundreds of

gun camera's everywhere. So quickly throw a chaff grenade and make a run for the door in the other corner of the room. Ignore the part to the right of the door with the stairs unless you want some extra missiles.

-----| GETTING THE MINE DETECTOR AGAIN |-----

| If for some reason you forgot to take the mine detector very early on|
| in the game then you can find another mine launcher on the area to the|
| right of the door that you have to go through, there are some stairs on|
| that side and if you climb up those you will find a mine detector and |
| a couple of more missiles for the taking. |

In the new area, run straight forward and Snake will finally come face to face with the Metal Gear. Looking pretty much completed. After the scene go straight then turn right and go to the upper right portion of the area to find a ladder leading up towards the Metal Gear. There are some stairs leading down into some sewer water here as well but ignore that for now, When your about to climb the ladder you'll get a call from Otacon. Take it then climb up the ladder.

Here, either go around the catwalk to find some items, or go up north the screen to find the next ladder. in the third area go around the cat walk again to find some ammo or take the ladder which takes you to the roof of the Metal Gear. Cross over it and drop on the other side of the cat walk. Now just run across this catwalk, there's a guard here so watch out for him. At the end of the catwalk you'll see a control room. Enter it.

Now you'll see a scene in which Snake realizes that Liquid is still alive and well, even after that hind D crash. Otacon explains to Snake how to use the PAL keycard during this scene and it ends with Ocelot knocking the card out of Snake's hand and into the water down below.

After the scene is over, the guards would have been alerted and there is nothing you can do about liquid and ocelot for the time being so ignore them and quickly head back to where the ladder were. Take out any guard that blocks your way and make it to the ladders.

Take the ladders all the way to the first floor of the Metal Gear room and take the stairs down into the muddy water, we need to find the PAL key card quickly. Note that you will loose your health very slowly if you stay in the water for too long.

Now, you won't be able to see any thing in the water so equip the mine detector which doubles as a metal detector and you should see a couple of red blimps on your radar. Note that you can accidentally pick up a bomb in these waters as well, so if that happens throw it out of your inventory ASAP. You may also find some other items in here but we're here just for the card.

If you don't find the card using the metal detector quickly then that means that a rat must have swallowed it, you will get a call from Master if that happens and he'll tell you what to do in that case. Keep your eye on the radar and you will spot a moving red blimp in the piping system, keep track of it and you'll notice its a rat, wait for it to come out into open then shoot its ass to get the card back.

How a rat is able to eat a card is beyond me.

Once you hopefully have your card back go back all the way up to the control room where you spotted Liquid and Ocelot, they won't be here now but we don't care about them. Throw a chaff grenade before you go inside this room as there are two security camera's in there and if you spotted they'll lock the room down and gas it.

Once inside the room, check the first of the three computers with the PAL card equipped. You will see a scene now. Now we need to cool the key down. How do we do that ? We do it in the warehouse.

COOLING THE KEY

If you don't know what to do then you can always ask your Codec team, they'll tell you where you have to go as well. Anyway, we now have to cool the card down and the closest we can do that is in the warehouse we just killed Vulcan Raven in. So get out of the control room and get back all the way down to the first floor of the Metal Gear.

From here, go back to the room with the hundreds of gun camera's. Use a chaff to clear your path and watch out for the pits while entering the raven warehouse.

Something I forgot to mention before was that you can find more ration and missiles on the sides of the warehouse so while you're here take all of those things. Now, un-equip the PAL card if you've got it on you and just stand in one corner of the place for a little while. Check on your inventory from time to time. You'll know when the card is cool.

When the card becomes blue and the logo on it changes, quickly go to the gun camera room, then back to the metal gear room and head for the control room quickly since if you waste time with the card it will go back to its original state and you will have to cool it all over again. Once in the control room, use the card on the middle PC. Now just one more thing to do.

HEATING THE KEY

After using the cold key, we now have to warm the key up, and since we're in Alaska, there's only one place I can think of. The big bad Blast furnace. So start making your way all the way back through the area's to the Blast furnace.

Note though that the Vulcan Raven warehouse will now be patrolled by guards and on your way back you will receive another call from Master on your Codec. Watch out for the gun camera when switching Elevators and when you're up to the Blast furnace it's best that you go in that little steam room directly to the south of the cargo elevator entrance.

In the steam room, find a corner, equip the card and sit tight. Check on the card every little while, first it will go back to the normal temperature mode then after a little while it will turn Red and its logo will change again. Now that the card is heated up, we need to be really quick since the cold weather can change it quickly.

Keep the card equipped and close to your body at all times so that it doesn't go cold quickly and make your way back to the Metal Gear area.

Along the way, you'll get a very long and emotional Codec session and things start to add up.

Once your near the Metal Gear Control room don't forget to save your game and enter the control panel and use the final card on the final computer. Its all over now.

Or is it ?

THE CONCLUSION

Snake doesn't know what he's done as he finds out that he's a part of a very elaborate scheme and he accidentally helped Liquid and Ocelot by starting up the Metal Gear for them. Master Miller calls you and you finally learn how the terrorists knew everything, since Miller IS liquid snake in disguise.

After the scenes are over, you will be trapped in the control room and it will start filling up with gas. Quickly call Otacon from the codec and he will shut the gas down in a little while, equip the gas mask as Otacon does his work and when the gas is out and the door opens back up you'll see a glimpse of Liquid running in the distance. Follow him.

Another series of scenes starts in which Liquid reveals to Snake that he and Snake are infact twin brothers and that they're both the sons of Big Boss. After some more talking Liquid suddenly makes a break for the Metal Gear and enters it. The entire area begins to rise and Snake and Liquid are taken to a huge empty ware house like area. Now its you against a huge Metal Gear.

-----| BOSS BATTLE : METAL GEAR REX |-----

PART I

| The first part of this boss fight is not that difficult, neither is |
| the second part for that matter, but here we go. For this stage of |
| the fight your main target is the radome plate on Rex's shoulder. |
| His left shoulder to be a bit more specific. You can not hurt Rex |
| at any other place at this time in the battle. |

| Here are the basic DONT's of this battle. |

- | 1/ DON't stand still as he'll hit missiles at you. |
- | 2/ DON't get too close to him, he'll try to stomp on you. |
- | 3/ DON't use any other weaponry besides the Stinger missiles, |
| since nothing else is powerful enough to hurt him. |
- | 4/ DON't fire off missiles rapidly, wait for the red target |
| box to appear again before firing the second missile. |

| This battle can be very easy if you have a couple of chaff grenades |
| on you before the fight, as soon as the fight starts REX roars and |
| charges at you. Throw a chaff grenade to confuse it momentarily and |
| hit the radome on his shoulder at least 2 times. When REX is back in |
| order it will launch missiles at you, to avoid the missiles just run |
| right towards rex and you'll be safe from them. |

| If you get too close to him, he'll attack with a machine gun, to |

| avoid that run away from REX. Also, dont get too close since he's
| just all that much happy to stomp on you.

| If you have the body armor with you then equip it ASAP, and this
| fight will be a tad bit easier. Overall this isnt a hard fight and
| will quickly be over. After you've damaged it enough a scene begins.

| Grey Fox comes in to rescue Snake just as he's about to be pounded
| and manages to knock off the radome dish completely opening up the
| mouth of REX revealing Liquid inside it. But unfortunately even Fox
| isnt strong enough to survive REX and gets seriously injured.

| When FOX is talking and you are back in aiming mode, Snake will not
| be able to fire at either FOX or REX because he doesn't want to hit
| Fox accidentally. But unfortunately Liquid is not that kind and he
| crushes Fox with REX, killing him.

|
|
PART II

| Now its personal. Liquid has gone too far. Fortunately Grey fox did
| what he said he would, the rex mouth is now open and you have a new
| target to fire at, liquid himself. Also the metal gear will not move
| during this stage of the fight.

| The basic DONT's of this battle are the same as part I.

| In this stage of the fight, like before the rex will shoot out guns
| missiles and if your a little close to it, it will use the same blue
| laser it used to cut fox's legs in the previous scene. If you want to
| buy yourself some time throw a Stun grenade to distract Liquid for a
| small time, take that time to hit him in the cockpit of the rex two
| times. This battle will be similar to the first one and you should be
| able to finish Liquid quickly enough.

After the big boss fight is finally over, you'll see another series of some
great scenes in which Snake gets caught by Liquid who surprisingly escaped
the Metal gear blasts without taking serious injuries. Liquid reveals a lot
of gene related information to Solid Snake. He also reveals that Meryl may
or may not be alive.

After all the chatting and a disappointing conversation on the Codec, its
time for the final fight. Liquid unties Snake's hands and wants to do one
on one battle with him. Liquid has tied a bomb near Meryl and the timer is
set for three minutes. If Snake wins he might still be able to save her.

-----| BOSS BATTLE : LIQUID SNAKE |-----

| This is it. The battle of fates. Its brother against brother. Both the
| brothers will be on the roof of the destroyed Metal Gear Solid, a tied
| up Meryl is there too but we dont know if she's alive or dead and the
| worst part is that you only have a three minute time in which you must
| beat Liquid.

| Here are the basic don't of this battle.
|

- | 1/ DON't stand near Liquid after hitting a punch punch kick combo.
- | 2/ DON't stand near the corners when fighting since you'll slip.
- | 3/ DON't waste time since you have very little.
- | 4/ DON't try to knock Liquid off the side unless his health is completely finished since he takes a lot of time to get back up, and here, time is money.

| So, in this battle you will have no guns, no rations, and a rapidly finishing time in which you must beat Liquid. The easiest strategy here is to just hit liquid with a punch punch kick combo then wait for him to get up, then hit him with another combo and repeat the process until his health finishes.

| Note that when his health bar is almost over he will start doing running charges which are very dangerous since they take a big part out of Snake's health. Try to avoid those. Also, when ever you are able to knock him down, he flips to get up, stay away from him at this point since he'll knock you down with his flipping action too.

| Also, do try and not get hit by him since his punches are much more damaging then yours are to him. There is a sneaky method to get rid of him quickly though, if your a master of this, try to hit him with just two punches, then wait for half a second and quickly tap the punch button two times, if your timing is right then Snake will not do the kick and hit Liquid two more times with the punches.

| If your good at this, you can completely finish his health without even knocking him down once. But this requires a lot of practice. You can make this tip easier on yourself by pressing the pause key after hitting the first two punches, un pausing and pressing the key two more times to hit two more punches. Sneaky.

| When his health bar finishes, wait for him to be near a corner and then do a full combo to knock him over and down the side of rex. Remember, this battle will not finish until you knock him down the side after his health bar finishes completely.

Now you will get the biggest spoiler in the entire game, if you submitted to Ocelot's torture then Snake will discover that Meryl is dead and Otacon will arrive in the area to help Snake in getting out and he'll be with you in the ending stages of the game.

If you managed to survive through the torture sequence the Meryl will be all alive and well. She and Snake will be together for the final stretch of the game and Otacon will help them from back in the facility.

After the scenes are over and Snake is in prep again you'll see a 9 minute timer on your head, once your back in control of Snake your partner will go ahead, dont follow him/her just yet, turn back around and enter the small door behind you, you will find another ration there. Since you've lost all items this is the only one you'll have. Now run after your partner and he or she will get caught by a camera and some guards will rush in.

You need to fight the guards until your partner can start up the jeep, the best method is to choke out the guards quickly, once your partner manages to start the jeep ignore them and run for the jeep, once your in it blow up the barrles next to the blocked path to make the jeep go ahead.

| This is it. The final stretch of the game, your in the back seat of a |
| gun mounted jeep and Meryl or Otacon will be driving the jeep. You've |
| got to take out any enemies that pop up. Well technically speaking you |
| won't be facing enemies randomly. The jeep will stop at two checkposts |
| and you will have to kill three guards on each post. After killing the |
| guards blow the barrels next to the posts to clear the path so that |
| your partner can move the jeep further. |

| If your having a hard time aiming them press the first person key to |
| see directly with the gun, this makes aiminig a lot easier. |

| When you pass both the check points, a brief scene happens in which |
| we see that Liquid is STILL alive and he's following you in another |
| jeep. He's got a machine gun in his hand and he'll be shooting at you |
| too so you return the favor. The quicker you shoot Liquid in this |
| sequence the faster the chase scene will end. There is no specific |
| health bar for him during this stage but you should keep on hitting |
| him. Dont hesitate to use the ration if your health goes down since |
| you won't be needing any after this sequence. |

| Once the chase scene is about to end your partner character will see |
| some light at the end of the tunnel but Liquid crashes his jeep into |
| yours and its game over. Now sit back and watch the finale. |

Now sit back and watch the long and well deserved ending sequence of the game
but dont be quick to shut the game down, watch the entire ending credits and
once the credits are over you'll be able to save your game.

If you load this game then you will start from the beginning docks and have
either the camo device Otacon gave you or the limitless bandana Meryl gave
you in the final sequences. Along with the Camera if you took it this time.

THE END

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Here is a list of all the key items that you find during the game in

alphabetical order {from A to Z}

BODY ARMOR

Found : B1 of Nuke building, gassed area, also found in Blast Furnace room.
Body armor is just what it sounds like, it reduces the amount of damage Snake receives by any kind of attack. A handy tool.

BANDANA

Found : In your inventory from the start if you finished with the good ending.
The words limitless are written on it. When you have the Bandana equipped from the inventory, you will have unlimited ammo to spend.

CARDBOARD BOX A

Found : The first cardboard box is found in 1F of Tank Hanger, Lv1 door.
Cardboard boxes can be used to deceive the enemy and to travel in trucks.

CARDBOARD BOX B

Found : The next cardboard box is found in B1 of Nuke Building, Lv5 door.
Cardboard boxes can be used to deceive the enemy and to travel in trucks.

CARDBOARD BOX C

Found : The final cardboard box is found in the snow field with sniper wolf II.
Cardboard boxes can be used to deceive the enemy and to travel in trucks.

CAMERA

Found : The camera is found in plastered area in B2 of Tank Hanger. Armory.
The camera can be used to take pictures of anything in the game and store them on to the memory card.

CIGARETTES

Found : Snake has them from the start of the game, check your inventory.
Cigarette's can be used to reveal hidden trap wires if you dont have the thermal goggles on you, smoking is hazardous to your health though.

DIAZEPAM

Found : Found anywhere near where you are going to be fighting Sniper Wolf.
Diazepam is the capsule Sniper Wolf uses through out the game, its a muscle relaxant and calms you down when aiming with a sniper rifle.

GAS MASK

Found : One of the many small rooms in B2 Nuke building, the gassed area.

It is what its name says it is. Equip the gas mask when ever you are in an area with gas and your oxygen depletion will be slowed down rapidly.

HANDKERCHIEF

Found : Otacon gives it to you when he comes to see you in the cell. It seems to have no use, but when equipped in the canyons area where you encounter the wolves, they will not hurt you at all and let you pass.

KETCHUP

Found : Otacon gives it to you when he visits you in the cell your in. Goes well with Rations, but in this game equip it when your captured and the guard is away to make as if Snake's killed himself. Used for escaping from the cell.

MEDICINE

Found : Found in lv 6 locked door on B1 Nuke Building central office area. This is only useable in a rare case, if you stick too close to the guard in the cell, who has a cold, for too long then Snake will also catch a cold, and he will occassionally sneeze alerting the guards around you.

MINE DETECTOR

Found : 1F of the Tank Hanger, office up the stairs, also found in room right before finding Metal Gear, the one with all the camera's. This is a standard issue mine detector, the mines and their directions will appear on your map, it also doubles as a Metal detector as required.

MO DISC

Found : Kenneth Baker will give it to you after the Revolver Ocelot fight. Has no apparent use in the game but is an important item plot wise since all the test data of the base is stored on ths one single Mo disc.

NIGHT VISION GOGGLES

Found : One of the small rooms in B1 Nuke building, central office area. It amplifies ten folds and makes any dark area look bright, this item is useful only in the cavern area where you encountere wolves, even then if you have the thermal goggles they're good enough too. Mostly useless.

PAL KEYCARD

Found : Given to you by Meryl when you meet her in Nuke Building B1 area. This is the single most important item in the main game, you will need to use the PAL keycard to turn off the Metal Gear launch system. It has the ability to change shapes at different temperatures.

PAN KEYCARD

Found : The standard keycards you use, level increases after each boss. PAN {Personal Area Network} is the system that your standard keycards are based on, when you have them equipped and walk near a door, the electronic door reads the card level and if your level is the same or above the door level, the door opens up for you automatically.

RATIONS

Found : These are standard issue Military rations, found everywhere. Rations are what restore Snake's health when he is feeling down. He can find rations spread through out the base, most killed guards also drop these. Keep in mind that long exposure to cold weather may cause the rations to freeze. Then you'll have to thaw them before eating.

ROPE

Found : You find it in a room below the stairwell of Comm. Tower A. This is just a one time use item only. You will use it automatically when Snake is cornered on the roof of Comm. Tower A to repel down the side of the tower. Contact Colonel Roy for more info on how to use it.

SCOPE

Found : Snake starts off with this standard scope in his inventory. This is a standard military scope, you can use it to see area's a good distance away from you, it has zoom in and zoom out features as well.

SOCOM SUPPRESSOR

Found : Giant room in the right hand corner of 1F tank hanger near exit. This is a silencer accessory for your standard Socom pistol. Once you have this, just equip the Socom and Snake will automatically put the suppressor on the Socom, afterwards it becomes a perfect Stealth weapon.

STEALTH CAMOUFLAGE

Found : In your inventory at the start if you finished with the bad ending. This is the same technology that the ninja uses for stealth. When equipped you will be completely invisible to the enemies, except bosses, and you will even be invisible to camera's and laser beams. Use it for fun.

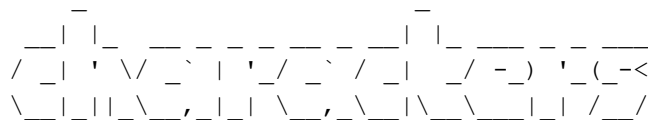
THERMAL GOGGLES

Found : Big room in 1F Tank hanger, take the stairs up to the catwalk above. This is one of the most useful items in the game, with it you will be able to see laser wires, mines in a snowfield, and even invisible objects or people like the ninja, psycho mantis or the three guards you run into in the elevator after facing the hind D chopper.

END SECTION

8.

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mgs008

SOLID SNAKE :

The main protagonist of the game, Solid Snake is an ex member of FOX HOUND but be retired after the incidents of Zanzibar some years ago. Snake is an expert in stealth and infiltration or rescue missions and he is well trained to look after himself armed or unarmed. Snake is also good friends with the Colonel in charge of this operation, Roy Campbell, which is the only reason why he agree's to take part in this mission in the first place. Snake is a real ladies man and his cool and calm attitude is what attracts every one towards him, even though he's a professional killer.

THE CODEC CREW

ROY CAMPBELL / NAOMI HUNTER {140.85} :

The colonel is the man incharge of this operation so you should contact him when ever you need to find some information on your mission and your current wareabouts, even if you dont know what to do next. Naomi Hunter is with the Colonel, she's not military though. She is a civilian Dr who knows more about the Fox hound members and the genome soldiers then anyone else. Ask her for info on how to deal with the members of Fox Hound when your in boss battle with them. Naomi Hunter is also the person incharge of Snake's health during this mission so if at any time you feel woozy or find yourself seeing halucinations, give her a call.

MEI LING {140.96} :

Mei Ling is the person in charge of communications for this mission, she is the person who you talk to when you want to save your game, she'll often also give you vital information on your surrounding area thanks to satellite imaging on her part. She's also fond of telling Snake old Chinese sayings. Mei Ling seem to be very excited working on this mission, especially on the fact that she's working with Solid Snake. Who she claims is a 'Living Legend'.

NASTASHA ROMANENKO {141.52} :

Nastasha is the weapon and nuclear info analyst provided to you, when ever you find a new weapon, call her and she will provide you with all the information you need on it. She's also an expert at Nuclear studies and gets very emotional on that subject since she lost her parents that way. The Colonel highly

recommends Nastasha to Snake as well so its best that you keep her in your contact list for information on how to use complex weaponry.

MASTER MILLER {141.80} :

Master Miller was a former Survival expert in aera's such as Alaska and a close friend of Snake, he can give you all the vital information on how to survive in the Alaskan cold and keep your mind focused on your mission. He's an expert in the subject of Alaskan flora and fauna too. Give him a call when your looking for some information on the surrounding lands. Master often provides you moral lessons as well as he occasionally pops up if Snake is feeling a bit down due to his mission and responsibilities.

MERYL SILVERBURGH {140.15} :

Meryl is the niece of Roy Campbell, a soldier, she was called on to the island just days before all this happened. Now Snake was make sure that she lives through this for the sake of his old friend Roy Campbell. Meryl is no rookie though and can easily take care of herself, armed or unarmed. She provides you with useful information on the base and its operations. Snake doesn't want Meryl to get involved in all the action seeing as how she's just a rookie, or has he developed a soft spot in his heart for her ?.

Dr. HAL EMMERICH {141.12} :

When you first meet him, he asks you to call him Otacon. He's a big fan of Japan animation and wanted to be a scientist just for the sake of making the world a better place, unfortunately his employers were not of that kind. Now Otacon has vowed to help Snake in his mission any way possible. Contact him for information on the military base, metal gear and whatever. He seems to have developed a liking to some one on the mission as he asks Snake if love can bloom on a battlefield.

DEEPTHROAT :

Sharing the same name as the informant in the watergate scandal. Deep throat is some one who transmits to Snake from within the Alaskan base, his agenda is unknown but it seems he's out to help Snake as he contacts Snake when ever Snake is in a hopeless or dangerous situation to tell him exactly what to do. You can not contact him and talk to him yourself.

STAFF :

In the Japanese version of Metal Gear Solid Integral, if you use the codec to call 140.07 then you get a person named "Staff" on your calling list, upon calling some japanese text flashes before he screen, and since i don't read japanese i dont know what it says. Also, I think it can only be done once.

UNIT FOX HOUND

LIQUID SNAKE :

Liquid Snake is the current leader of the unit FOX HOUND and is the master mind behind this terrorist attack. He has the same face as Solid Snake for some reason, whether he is Snake's twin brother or it's just a coincidence is yet unknown. He served the military and spent several years in a POW camp. He also speaks many languages fluently making it easier for him to get around and get in contact with all kinds of people. A true mastermind. Liquid is also qualified enough to use equipment like military Choppers.

REVOLVER OCELOT :

Revolver Ocelot is the gun slinger in the current FOX HOUND group, he is a Russian by nature and Liquid's close ally during this operation. He has gun abilities second to almost none and claims that he can kill anything with six shots of his gun. He is also a sadistic torturer and has his fun with the person he has to torture before killing them.

PSYCHO MANTIS :

Psycho Mantis is the Psychic of the FOX HOUND unit. He is a former member of the KGB Psychic studies department. With a sadistic childhood, he grew to be a sad man. His telekinetic skills are superb and he can read any person's mind. He is strong enough to make telekinetic projectiles to strike at people or use objects from surrounding areas to hit them without even lifting his finger. He kills for fun, is what he claims.

VULCAN RAVEN :

Giant and a Shaman, Vulcan Raven is a very strong man blessed with spiritual powers and control over some forms of life as it seems. Vulcan Raven is the biggest person in the FOX HOUND unit mass wise. His tough body makes him naturally strong against the Alaskan cold and he is able to walk around with no protective clothing over his body.

SNIPER WOLF :

Arguably one of the best snipers in the world, her tragic childhood is what led to her current state. Sniper Wolf is able to wait patiently for hours without revealing herself for a target. Her aim never misses and she often falls in love with her prey before she finally decides to kill them. She has a liking for the wolves in the Alaskan base area and didn't let them die when the soldiers wanted to kill them.

DECOY OCTOPUS :

Decoy Octopus is the ultimate master of disguise. He goes as far as taking someone's blood into his own body to pass off as that person. Decoy Octopus is an old person but his skills never get old. A very useful member of FOX HOUND for getting into restricted areas and finding out information.

MISC. CHARACTERS

CYBORG NINJA :

Not much is known about this mysterious character. He seems to have some unfinished agenda with Snake, his whereabouts are as mysterious as his metal exoskeleton. He also seems to have some super human abilities as he moves faster than normal men.

DONALD ANDERSON :

Donald Anderson is the current director of DARPA. He was on the islands for inspections when the terrorists took over and as a result he's been taken hostage. One of the two men who Snake has to rescue as his primary objective.

KENNETH BAKER :

Kenneth Baker is the president of a huge arms corp. named ArmsTech. He was along with the DARPA chief on the island during the time of the revolt and was also taken hostage. The other person snake has to rescue as his primary mission objective.

JIM HOUSEMAN :

Jim Houseman is the current Secretary of Defence for the United States of America. He is in complete control of this entire mission and he gives the orders from his AWACS {Airborne Warning And Control System} plane. He also seems to be a good old friend of Kenneth Baker.

END SECTION

9.

!***!!***!!***!!***!!***!!***!!*(`'キ.ク ク.キ'I)ク.キ'I)ク.キ'I)***!!***!!***!!***!!*****

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mgs009

Note : The ammo chart below each weapon's description shows the maximum amount of ammo you can carry for that weapon after boss fights, since after every boss fight your health and ammo limit increases slightly.

SOCOM PISTOL

SOCOM is a Semi automatic pistol that Snake finds earlier on during the mission, its the only weapon in the game which has an attachment. This weapon can be used by pressing the attack key once, then letting go of it to fire off. If you keep the attack key pressed Snake will keep the weapon ready, at that time you can carefully take aim and fire at your opponent. It is one of the few weapons that you can use while running. To do that press the X button while holding the gun for firing. Snake will run and fire simultaneously.

Ammo for this weapon is abundant and almost every killed guard will be carrying these. Equipped with the supressor, the Socom becomes a true

stealth weapon and it can be used till the very end of the game.

Ammo chart :

Initianl max ammo count : 25
ammo count after boss 1 : 49
ammo count after boss 2 : 73
ammo count after boss 3 : 97
ammo count after boss 4 : 121
ammo count after boss 5 : 145
ammo count after boss 6 : 168
ammo count after boss 7 : 192
ammo count after boss 8 : 217

FA MAS ASSAULT RIFLE

The FA MAS is a full auto assault rifle, it should be your primary gun through out the later stages of the game since the high rate of fire will stop an enemy in their tracks and keep it that way. Ammo for it is not so abundant in the early stages of the game, but as you go on you start finding ammo for this gun more commonly.

This weapon can also be fired while running, but since the ammo for it runs out so quickly, its wise to use it as less as possible. Also the gun makes quiet some noise when fired, alerting guards nearby. No extra parts for this gun unfortunately.

Ammo chart :

Initianl max ammo count : 101
ammo count after boss 1 : Not available at time.
ammo count after boss 2 : 151
ammo count after boss 3 : 201
ammo count after boss 4 : 251
ammo count after boss 5 : 301
ammo count after boss 6 : 351
ammo count after boss 7 : 401
ammo count after boss 8 : 451

C4 EXPLOSIVES

These are your standard issue plastic explosives, used mostly for the purpose of blasting holes in a wall or on the floor. C4 here is meant for the same purpose. To use a C4 equip it and stick to a wall, you will notice that that rather than sticking his back to a wall, Snake will stand face front to it and place the C4 on the wall, at that time press the attack key to make Snake place it on the wall. You can place C4 on the floors similiary. To detonate a C4 press the action key after placing the C4. Be sure to clear the area as the damage radius can be pretty high.

This weapon is best used to lay traps for enemies, most soldiers in the game follow set patrol paths, lay one down on the floor and hide somewhere, detonate it just as the solder is walking over it. It can also be used effectively in the ware house fight with Vulcan Raven as it does quiet some damage to him. Its also useful against the tank. It

does not damage it, but it slows the tank down almost completely.

Ammo chart :

Initial max ammo count : 4
ammo count after boss 1 : 6
ammo count after boss 2 : 8
ammo count after boss 3 : 10
ammo count after boss 4 : 12
ammo count after boss 5 : 14
ammo count after boss 6 : 16
ammo count after boss 7 : same as above
ammo count after boss 8 : same as above

CHAFF GRENADE

Chaff grenades is the most effective non killing weapon in the game, that being said there are not that many non killing weapons in the game either, but this baby rules any way, to use it just press the attack button to make Snake pull the pin out, then release the key to make Snake throw the grenade, caution though, dont hold it too long as the grenade explodes after five seconds and can hurt Snake quiet a bit. When the grenade explodes it scatters some weird sort of electronic jammers which jam all things electronic. Wether that be security camera's, wall mounted guns or even your own soliton radar system. Always keep these handy.

On a side note, these things distract the cyborg ninja in your big battle with him, so if he's getting a little hard for you to take care of, throw one out to distract him and kick his ass.

Ammo chart :

Initial max ammo count : 3
ammo count after boss 1 : 6
ammo count after boss 2 : 9
ammo count after boss 3 : 12
ammo count after boss 4 : 15
ammo count after boss 5 : 18
ammo count after boss 6 : 21
ammo count after boss 7 : 24
ammo count after boss 8 : 27

STUN GRENADES

Although these grenades have a very good purpose, you just dont use them that much in the game which makes them slightly useless. When the pin is pulled it explodes after five seconds releasing a flash of light and a loud noise which stuns all targes in its range for the time being making them fall down and taking cover. For some odd reason they dont seem to effect Snake at all but the screen goes all white. Like the chaff's, if you keep them in your hand for long they can damage you as well.

The part where this baby shines the most is in the big stairwell run to the top of the communications tower, throw one and it will

give you a clear area to run for a little while, they also come in handy during the second part of the Metal Gear fight as Liquid can be distracted by them.

Ammo chart :

Initial max ammo count : 3
ammo count after boss 1 : 6
ammo count after boss 2 : 9
ammo count after boss 3 : 12
ammo count after boss 4 : 15
ammo count after boss 5 : 18
ammo count after boss 6 : 21
ammo count after boss 7 : 24
ammo count after boss 8 : 27

NIKITA MISSILE LAUNCHER

These are remote controlled missiles, probably the most sophisticated technology you'll get to use during the game. When you fire one of these you'll take control of where the missile flies, you can control it in either first person or third person view mode. But the downside is that you won't be able to use these in areas with strong harmonic resistance as the electronic controls won't work. This weapon is one of the best weapons in the game as you can be half a mile away where you decide to crash the weapon and no one will know.

The weapon best comes into play during the boss fight with Vulcan in the warehouse, the smart one's can also make good use of this in the snow field fight with Sniper Wolf. Remember that the weapon has its own fuel and it will explode if you keep it flying in a while. See it in the first person view mode to see its fuel gauge.

Ammo chart :

Initial max ammo count : 12
ammo count after boss 1 : Not available at time.
ammo count after boss 2 : Not available at time.
ammo count after boss 3 : No increase.
ammo count after boss 4 : 16
ammo count after boss 5 : 20
ammo count after boss 6 : 24
ammo count after boss 7 : 28
ammo count after boss 8 : 32

PSG 1 SNIPER RIFLE

This is your sniper rifle for the duration of the game, when you equip it you will automatically enter first person mode, or rather the scope of this rifle. It can kill all normal enemies in one shot each. The purpose of this rifle is mostly for fighting Sniper Wolf as she's also a sniper, and for some hellish reason it makes sense to fight one on one with a sniper.

Besides the battles with Sniper Wolf you will hardly get to use the gun as its ammo is pretty scarce and its aiming system is very slow.

You'll get seen even before you can aim the rifle properly.

Ammo chart :

Initial max ammo count : 20
ammo count after boss 1 : Not available at time
ammo count after boss 2 : Not available at time
ammo count after boss 3 : Not available at time
ammo count after boss 4 : Not available at time
ammo count after boss 5 : 24
ammo count after boss 6 : 28
ammo count after boss 7 : 32
ammo count after boss 8 : 36

STINGER MISSILE LAUNCHER

This is the most powerful weapon Snake can find in the entire game, like Nikita this is a missile launcher, but unlike it this can be fired in all area's of the game, and it can be fired in any height and direction as required. When you equip it you will go into first person view mode and you can home in your target. The weapon is a radar based guided missile system and it can lock onto all targets.

The missiles for this baby are not that common and you would only want to use it during boss battles. This is a necessity in most of the boss battles. Its compulsory as you can't finish the game without this weapon. Dont try to fire rapid shots at an enemy since the second missiles will be wasted. Wait for the target box to appear again before firing again.

Ammo chart :

Initial max ammo count : 20
ammo count after boss 1 : Not available at time.
ammo count after boss 2 : Not available at time.
ammo count after boss 3 : Not available at time.
ammo count after boss 4 : Not available at time.
ammo count after boss 5 : Not available at time.
ammo count after boss 6 : 25
ammo count after boss 7 : 30
ammo count after boss 8 : 35

HAND GRENADES

These are your standard, pull the pin then throw then wait for them to explode grenades. They would have been so much more useful if it didn't have a huge 5 second wait. The 5 second wait is okey for the other kinds of grenades but these are primarily meant to kill some one and that much time is just too much.

The best bit of grenades though is that they are really powerful and you can take down a group of enemies chasing after you by timing your throw just right. Here's a tip, when in alert mode the guards are chasing after you like crazy, keep running forward and throw a grenade AHEAD of you, you will pass over it before tis five second timer is up and it will explode just as those following you are over it. Hopefully.

Ammo chart :

Initial max ammo count : 8
ammo count after boss 1 : 12
ammo count after boss 2 : 16
ammo count after boss 3 : 20
ammo count after boss 4 : 24
ammo count after boss 5 : 28
ammo count after boss 6 : 32
ammo count after boss 7 : 36
ammo count after boss 8 : Same as above.

CLAYMORE MINES

You dont find claymore mines in a box during the game, you have to take them from snowfields where they are placed, to retrieve a mine crawl over it and Snake will take it. To place a mine press the attack button and keep it pressed, Snake will crouch down to set the mine, at that time you can use the directional button to set the direction of the mine.

The mine is detonated when some enemy or Snake himself walks in the field of vision of the mine. Its almost completely useless in the main game, the only real place where you can use it effectively is the vulcan raven boss fight in the warehouse, place them on raven's path and when he walks over them he'll get damaged.

Ammo chart :

Initial max ammo count : 6
ammo count after boss 1 : Not available at time.
ammo count after boss 2 : 8
ammo count after boss 3 : 10
ammo count after boss 4 : 12
ammo count after boss 5 : 14
ammo count after boss 6 : 16
ammo count after boss 7 : Same as above.
ammo count after boss 8 : Same as above.

CAMERA

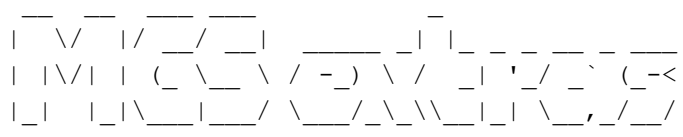
Although its not really a weapon, and i've already listed it in the items section too, but using it is like a weapon so it should come here as well. When you equip the camera you can zoom in and out by using the keys and take pictures with the action buttons. Captured pictures are stored in the memory card and each takes one block.

Once a picture is taken, a new option appears on the main menu and its titled "Photo Album". Its cool to take a picture of a boss or of a guard just as he spots you.

END SECTION

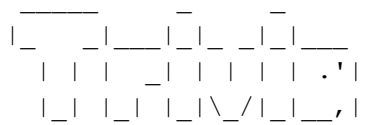
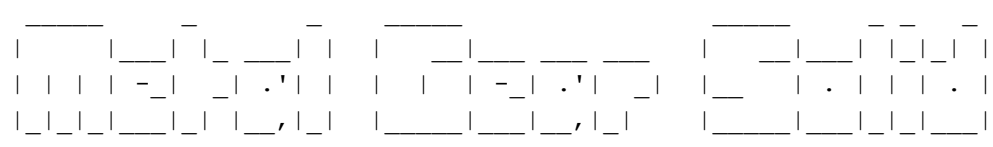
10.

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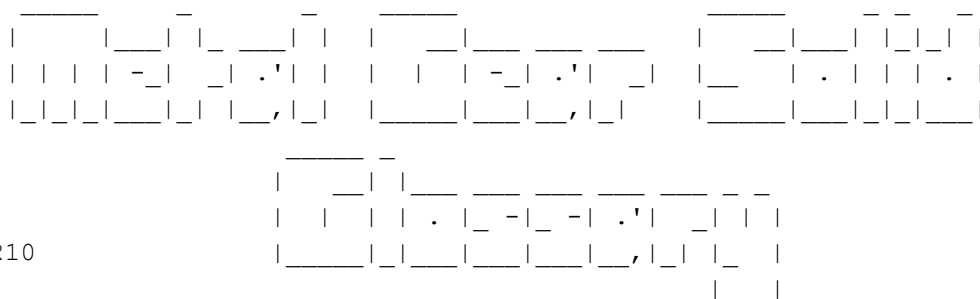


mgs110

Here is a list of trivia you may or may not have known about Metal Gear Solid before. Information on this section courtesy of websites like IMDB.com and MOBYGAMES.com

- 1/ Before you fight Psycho Mantis, if you have a save of an old Konami game on the same Memory card then Psycho Mantis will comment on those games as well. This includes games like Policenauts, Suikoden, Castlevania etc.
- 2/ The Metal Gear game released on the Gameboy color was also named Metal Gear Solid but it had no relation with this game, originally that game was titled " Metal Gear Solid : Ghost Babel " but that was changed just to Metal Gear Solid before the game was released.
- 3/ The voice behind Solid Snake, David Hayter, is also a successful movie script writer and he has written scripts for such successful movies as The X men, X men 2 and the Scorpion King. He also appeared in the first X men movie, a brief cameo at that. As one of the guards on the Elis Island area who gets killed by that lizard guy.
- 4/ The game was so graphically heavy for the PlayStation hardware that the Konami guys had to limit the number of enemies on screen at a time, you will notice you don't face more than two or three guards at one time.
- 5/ Metal Gear Solid was voted as the number 17th best game of all time in the Game Informer best games of all time issue, august 2001.
- 6/ The back of the US version of the game's box contains the frequency of Meryl's radio so don't lose it, for those who got the game without any box or manual, they had to search the frequency bar one by one until they found Meryl's frequency.
- 7/ The production staff of Konami have hidden pictures of themselves at certain points in the game, they can only be seen by using the Camera item. There's even a picture of Hideo Kojima.

- 8/ Konami had made plans to use higher rez character models especially for the PC release of the game, but Konami cancelled that idea and ported the game directly from the PS version due to time issues.
- 9/ The PC version of Metal Gear Solid includes all the extra VR missions of the PlayStation version as well.
- 10/ At the main title screen of the game, press the left or right direction buttons to change the background colors.
- 11/ In the original Japanese version when Meryl knocks out the soldier at the start of the game you can see his underwear, but in the US version his ass was blurred out for some unusual reason. Its visible clearly in the PC version as well.
- 12/ Otacon's real first name is Hal, and Snake's real first name is David, these are also the names of the main characters in 2001: A Space Odyssey .
- 13/ Meryl Silverborough appears in both Metal Gear Solid and Policenauts, another game by Hideo Kojima, although the two games are in no way related.
- 14/ Reportedly, the production team made lego models of each area in the game before they actually designed them in game, to make sure they look authentic enough. Same tactics were used by EA during the making of the Medal of Honor games.
- 15/ Last known sales figures suggest that the PSX version of Metal Gear Solid has sold over 6 million copies world wide.
- 16/ Hideo Kojima revealed in an interview that when making Solid Snake's face, they went with Christopher Walkin's face and Jean Claude Van Damme's body. Interesting.
- 17/ Also, in an interview Hideo Kojima revealed that the Solid in the Metal Gear Solid title was supposed to be a joke towards Squaresoft but no one picked up the joke.



Ever wondered what all those fancy terms used in Metal Gear Solid stand for ? Or what they really mean, based on real life or game's history. Well look no further, here's a glossary just for you.

A special forces unit, formed to deal with local insurgencies, regional conflicts and counter terrorism. They're a shadow unit employed secretly in politically sensitive operations where the overt introduction of military assets would be otherwise impossible. All members of this unit are masters of airborne, underwater and survival operations as well as experts in infiltration missions. The first commander of the unit was the legendary soldier Big Boss. Already aware of the importance of the standard soldiers in guerilla warfare, he decided to form an elite group of high tech soldiers after viewing the power and efficiency of high tech weaponry in the Gulf war. After the "Outer Heaven Revolt", Roy Campbell, who had been second in command, became the commander of the unit and did away with the codename system. He began to put his own personal stamp on unit FOX HOUND, adopting even more high tech equipment such as spy satellites and the like.

NEXT GENERATION SPECIAL FORCES

Reserve members of Unit FOX HOUND, selected after undergoing genetic map testing. They were originally members of a counter terrorist special forces group, but after the death of Big Boss, the mercenaries employed by "Outer Heaven" were purchased by the government and added to the group to form the Next Generation Special Forces. Although most of the soldiers have no real battle experience, they were trained with FORCE XXI. The army's 21st century soldiers, after going extensive gene therapy. These wargames were designed to simulate conflicts that were likely to occur in the next millenium. All of these soldiers are highly capable and carry the nick name "Space SEALS".

METAL GEAR

A Nuclear equipped walking battle tank. Its main selling point was its ability to launch a variety of nuclear warheads towards anywhere on earth from any location. It had the ability to move independently and instead of using standard Nuclear launch module, it was equipped with a weapon which allowed it to launch a nuclear weapon without any external support. Since it could operate from regions, which at that point, were not on the world's nuclear strategy map, it was a weapon that destroyed the sensitive balance of nuclear deterrence and represented an enormous threat to the entire world.

OUTER HEAVEN

A heavily fortified nation formed deep in South Africa in the late 1980's. It was actually a large scale mercenary dispatching company created by Big Boss, although it nearly achieved military supremacy through the development of Metal Gear TX 55, the nuclear equipped walking battle tank, Outer Heaven was destroyed along with Big Boss by Solid Snake.

ZANZIBAR

A fortified nation in Central Asia ruled by a minority Ethnic group. Although the super powers from the East and West got involved in its 1997 war for independence, it was the activity by Zanzibar's mercenaries collected from all over the world, which played the largest role in its victory. For that reason the war became known as "The Mercenaries war" and it gave rise to a whole new generation of professional who

made a business out of war.

BIG BOSS

An extraordinary man who worked as a mercenary for numerous countries during the 1963's. He achieved near mythic status during his lifetime as the famous Legendary Soldier. In the 1990's he secretly created Outer Heaven while officially serving as the Commander of FOX HOUND but he was later defeated by Solid Snake. Later, he formed the nation of Zanzibar, but his plans were once again foiled by Solid Snake. His remains were preserved by the military as a genetic sample of the "Greatest Soldier who ever lived".

GREY FOX

His real name, Frank Jaeger. The only man with the honor of receiving FOX HOUND's highest codename "FOX". During the Outer Heaven revolt, he was the first member of FOX HOUND sent to infiltrate Outer Heaven. He was captured while gathering information about Metal Gear TX 55. But was rescued by Solid Snake. After Big Boss left the military, Gray Fox mysteriously vanished as well. Later in Zanzibar he fought against FOX HOUND, alongside Big Boss, as he declared war on the entire world. Acting on order, Solid Snake was forced to defeat him.

DARPA

Defence Advanced Research Projects Agency, a government agency formed to research various technologies to use in military application.

ARMSTECH INC.

A military weapons manufacturing company with its main office in Seattle Washington. It achieved rapid growth during the cold war, in what was a boom time for the arms industry, and became the second largest arms developer in the world. It was involved in the development of SDI and the Rail gun, but when those projects were cancelled they suffered an enormous financial loss. Although they lead the world in the formation of stealth technology, they have recently experienced tremendous economic difficulties as a result of failure in their bid to manufacture the USAF's next line of high tech fighter planes.

ATGC INC.

A leading company in the field of bioengineering, ATGC is an acronym for Adenine, thymine guanine and cytosine. The next generation special forces gene therapy was a joint project between the department of defence and the ATGC.

NANOMACHINES

Tiny machines created by means of MEMS { Micro Electrical Mechanical System} technology, used in ultra small transmitters and medical DDS's. Although the size is in micrometer scale, they are referred to as Nanomachines because their single electronic transistor and synergy ceramics employee

nano technology. Snake begins this operation after receiving an injection of nano machines which include a transmitter, a radar and anti NBC defence system.

GENE THERAPY

The process by which a person's genomic information is analyzed and a copy of the useful genes are inserted into a subject cell. Using this process advantageous genes were inserted into soldiers to create Genome soldiers with strong battle skills. These became the Next Generation Special Forces unit.

STEALTH CAMOUFLAGE

After years of refining Stealth technology, Armstech created this new type of camouflage. It makes the object blend into the background by performing real time optic refraction processing in order to render the object as invisible as possible.

POWERED EXOSKELETON

Essentially an artificially externally equipped skeleton designed to raise the wearer's fighting ability as high as possible. By inserting a cybernetic module into the body at skeletal level, it became possible to create a cybernetic organism capable of incredible feats of strength and skills. Physical and mental problems which had hitherto prevented advances in this technology such as stress, concentration and rejection reactions were overcome through the process of gene therapy.

PAL

Permissive Action Link. A safety control system built into all Nuclear missiles and warheads. It is impossible to launch or lock a Nuclear missile without using the PAL.

START

A Strategic Nuclear missile reduction treaty. To date, START I and START II have been ratified and the strategic nuclear arsenal of both the US and Russia have been reduced to between 3000 - 3500 warheads. Heavy ICBM's and MIRV ICBM's {Multiple Independent REentry Vehicle} have been completely abolished. The START III Treaty is scheduled to be signed in the near future.

TMD

Theater Missile Defence. Defensive technology, developed after the termination of the SDI project, designed to deal with the spread of missiles and other weapons of mass destruction. While SDI was intended to be used against long range strategic missiles, TMD are designed to intercept short range tactical missiles.

CTBT

Comprehensive Test Ban Treaty. A Treaty negotiated in the Geneva conference on disarmament by the United nations and the arms control and disarmament Agency. It abolishes all forms of Nuclear testint including underground nuclear tests.

NPT

Non Proliferation Treaty. A treaty theoretically designed to prevent the spead of Nuclear weapons to countries other then the Big 5. United States, Russia, Great Britain, China and France. In practice it had little to no effect.

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PREVIOUS GAME SUMMARIES

METAL GEAR : THE OUTER HEAVEN INCIDENT

The first ever game in the Metal Gear was actually released quiet some years ago on the 8 bit Nintendo Entertainment System, or just NES. That game was a gem of a game for its time and was one of the bese on the NES system. It had one of the best gaming experiences of its time and introduced an exotic arsenel of weaponry, which was not common in those days like the baretta and shotguns etc. It was also one of the first games in which you had a support team helping you out from the HQ and providing you with useful tips as you progressed through it.

Here is a brief summary of the game as given in the Previous Operations option in the extra's menu of the Metal Gear Solid main menu.

SUMMARY

"""""" The Year is 1995. Deep in South Africa, 200km north of Garzburg, Outer Heaven, an armed fortress nation, established by the legendary mercenary. He was feared in combat by both his friends and foes as a hero and a lunatic. The "Western" nations have found that a weapon of mass destruction capable of rewritting war history is under development at Outer Heaven. They have called upon the high-tech special forces unit

FOX-HOUND to take care of the situation. In response to this order, Big Boss, the commander-in-chief of FOX-HOUND, sent Gray Fox, the man with the code name "Fox" which is given to the best member of the unit

"Operation intrude N313"

After a few days, his last message being "Metal Gear..." Gray Fox was missing in action. Taking the situation seriously, the top men of the "West" again called for FOX-HOUND. Big Boss selected Solid Snake, who had recently joined FOX-HOUND, as the agent and entrusted everything to him.

Successfully making a solo infiltration to Outer Heaven, Snake got in touch with local resistance members Schneider, Diane and Jennifer. With their co-operation, Snake succeeded in rescuing Gray Fox. Gray Fox laid out the terrifying facts about "Metal Gear" Metal Gear was the development name of a nuclear warhead-equipped two-legged walking tank. It can walk through over the toughest terrains that would stop normal tanks. It can conduct local warfare by itself with unique weapons like its vulcan-cannon and anti-tank missiles. It was indeed a new type of weapon that can conduct a nuclear attack against any place on the face of the Earth from any land surface...

With Metal Gear, Outer Heaven was trying to establish its military superiority over the entire world. In order to destroy Metal Gear, Snake rescued Metal Gear's chief engineer Dr. Pettrovich and his daughter, Elen, who was taken hostage to force her father to continue with his development. Snake hears from Dr. Pettrovich how to destroy Metal Gear.

However, as Snake approached the heart of Outer Heaven and Metal Gear, well designed traps are set all around Snake- as if his actions are being leaked to the enemy...

In the midst of the escalating battle, the leader of the resistance, Schneider, fell into the hands of the enemy, and Snake himself was injured through the deadly battles with Outer Heaven's best mercenaries. But Snake's indomitable spirit led him to the 100th floor basement of the secret base where Metal Gear was developed. Evading the powerful defense system that wipes out all intruders, Snake ultimately succeeded in destroying Metal Gear.

Snake tried to escape from Outer Heaven upon completing the mission. However, during the escape he was confronted by one man- FOX-HOUND's commander-in-chief Big Boss. Big Boss laughed at the astounded Snake and told him the truth behind his mission. While serving as commander-in-chief of FOX-HOUND Big Boss also ran a mercenary dispatch company utilizing his connections and capitals from his own years as a merc. He was planning on to build this company a larger military establishment, and he built Outer Heaven as its base. His purpose for sending the rookie Snake was to cause information confusion amongst the west. However, Big Boss miscalculated. He never thought Solid Snake would make it this far...

Having lost Metal Gear, Big Boss activated the self-destruct system of the underground base. While the countdown to destruction continued, his screams echoed in the emptiness

"YOU HAVE GONE TOO FAR. TOO FAR!!!"

On the 100th floor basement, the battle between the 2 men commenced free of ideology and politics. The armed fortress nation Outer Heaven collapsed. The impenetrable fortress made from the best military technology and occupied by the toughest mercenaries burned in flames. Behind him, the flames reached skyward, as Outer Heaven fell leaving Solid Snake all alone... """"""

METAL GEAR 2 SOLID SNAKE : THE ZANZIBAR INCIDENT

Although most people dont know this properly, but Metal Gear 2 Solid Snake was the direct sequel to the first Metal Gear Solid, maybe its because the game was not released on the NES or SNES like the first one was, this game came out on the MSX game comptuer system. This one was released in mid 1990, and again Hideo Kojima was on the directors chair. Besides that he designed the game as well.

Here is a brief summary of the game as given in the Previous Operations option in the extra's menu of the Metal Gear Solid main menu.

SUMMARY

"""""" 1999, the world was facing an energy crisis. It was obvious that the petroleum would run out faster than what was expected. However, the development of an alternative energy resource is far from completion. The price of petroleum has skyrocketed and the world economy in confusion. The 21st century was expected to be one of chaos. One mans invention changed the entire situation. A Czech genius and biologist, Dr. Kio Marv, invented OILIX, a microorganism that refines petroleum to product a highly purified form of petroleum. The world was filled with hope upon the discovery of this messiah to solve the energy crisis, but at the same time the world entered a time of tension regarding this new algae.

Just when the whole worlds attention was drawn to OILIX and Dr. Marv, he was abducted by someone and disappeared. Nations begun investigations immediatly and a name soon appeared... 'Zanzibar Land' Zanzibar Land was a democratic military regime that suddently appeared in central Asia in 1997. When their uprising took place, the CIS Army, formed around Russia, sent in a suppressive unit immediatly. Zanzibar Land resisted by gathering a band of Mercenaries from nations around the world and fortifying most of its land. As a result, the CIS Army was repeatedly defeated, and Zanzibar Land declared its independence. Due to the active role mercenaries played, this war was called the 'mercenaries war' and Zanzibar Land was referred to as an armed fortress nation. A military nation with a group of strong mercenaries, surrounded by a tough fortress.

According to the latest information, Zanzibar suppoedly was armed with Nuclear Weapons. The whole scenario was crystal clear. By obtaining OILIX in addition to nuclear weapons, Zanzibar Land was trying to establish its economic and military superiority over the entire world. Concerned about the situation, the United States of America ordered Roy Campbell, Commander in-Chief of high tech special forces unit FOX-HOUND, to rescue Dr. Marv. Campbell was a former member of FOX-HOUND. He brought back Solid Snake, the man who single handedly brought down the armed fortress nation of

Outer Heaven 4 years ago, and asked Snake to bring back Dr. Marv and OILIX.

Successfully infiltrating Zanzibar Land and with help from CIA agent Horry and others, Snake was able to go deep into the fortress and meet again with Dr. Pettrovich, the chief engineer of Metal Gear from Outer Heaven. He too was abducted to Zanzibar Land and forced to develop another Metal Gear. He told to surprised Snake an even more shocking fact. Big Boss, the man Snake had defeated at Outer Heaven, turned out to be the General Commander of Zanzibar Land.

Snake rescued Dr. Pettrovich in co-operation with Natasha, Dr. Marv's guard and former Czech International Secret Police agent, and then headed for the confinement facility deep in the fortress to save Dr. Marv. When Pettrovich and Natasha crossed the narrow suspension bridge over the deep valley, a missile blew the bridge away. Natasha flew into the air because of the explosion. While unable to do anything to save Natasha, Snake started hearing a well-known voice "Hey Snake, were good buddies. I can let you go. Just leave this place at once!" Gray Fox. Snake saw Gray Fox controlling Metal Gear. The best soldier in FOX-HOUND who, after the fall of Outer Heaven, disappeared as if he followed Big Boss. Losing Natasha in front of his eyes and letting Pettrovich get taken away, Snake screamed

"Fox! I will not give up!"

After a series of deadly battles with mercenaries, Snake finally made it to Dr. Marv's confinement facility. However, he arrived to late. He saw Dr. Marv's corpse and Pettrovich, who could do nothing but just stand there. Pettrovich told Snake that Dr. Marv could not withstand the repeated tortures because of heart problems. Snake then received an emergency call from Horry. The information she supplied was very shocking. Pettrovich had been voluntarily visiting Zanzibar Land to develop Metal Gear. The abduction of Dr. Marv was conducted under the the directions of Pettrovich himself. After the truth came out, Pettrovich attacked Snake, but Snake easily put an end to him and obtained the structural plan of OILIX.

While trying to escape, Snake was confronted by Metal Gear again, controlled by Gray Fox. The tremendous battle took place in the underground base. Snake finally succeeded in destroying Metal Gear. However, Gray Fox did not submit and challenged Snake to the final battle. In the midst of a minefield, Snake and Fox fought without any weapons. A fist-to-fist duel involving no hatred or murderous intent. During that moment of purity the 2 were bound by forces transcending words and emotions. Snake won the tough but pure battle against Gray Fox. However, there was still someone else. Snake had to fight Big Boss. Just like 4 years ago at Outer Heaven Big Boss was waiting for Snake.

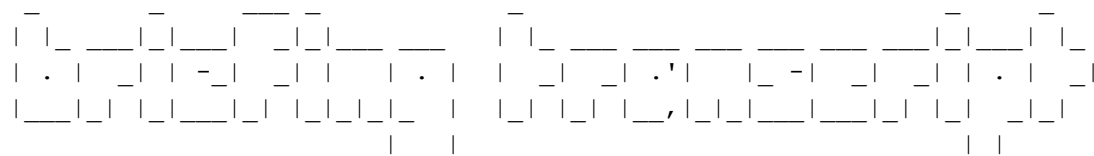
"One who has experienced the tension of battle can never leave the battlefield. I'am the one giving you something to live for, and that is war"

Snake was infuriated at the arrogant Big Boss

"There is only one battle I have to fight. To free myself from you, to shatter the nightmare...Big Boss, I will kill you!"

With the structural plan of Oilix, Snake and Horry escaped from Zanzibar Land on a rescue helicopter. Snake once again saved the world. However, there was no smile on his face. Big Boss's last words kept ringing in his head "Whoever wins, out battle does not end. There loser is freed from the battlefield, the winner must remain there and the survivor must live his life as the warrior until he dies" Snake then disappeared into

the whitelands of Alaska...alone...



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Here is a text dump of the briefing part in Metal Gear Solid, this is taken with permission from AUrbina's huge and impressive Text dump guide.

UPDATE : Thanks to Purple Haze/ElGreco from the Metal Gear Solid GameFAQS Forums I have added a proper organized version of the Briefing transcript from his full Game Sciprt guide. Thanks dude.

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Campbell : It's been a long time Snake.

Snake : I should've known you were behind this, Colonel.

Campbell : That's no way to greet an old war buddy Snake.

Snake : What do you want from me?

Campbell : I just invited you here so we could have a talk.

Snake : Invited!? That's what you call sending armed soldiers after me?

Campbell : Sorry if they were a little rough with you. But we've got a serious situation here. Only you can get us out of it.

Snake : I'm retired from FOX-HOUND. You're not my commander anymore, and I don't have to take orders from you or anyone else.

Campbell : You will take these orders. I know it.

Naomi : Excuse me.

Snake : Who's this?

Campbell : Dr. Naomi Hunter. She's chief of FOX-HOUND's medical staff and an expert in gene therapy.

Snake : Are you military?

Naomi : No, civilian. I've been sent here from ATGC. Pleasure to meet you

Naomi : Don't worry this injection won't hurt a bit.

Snake : What's the shot for?

Naomi : What's wrong? You don't like shots?

Campbell : Snake listen up. It all went down five hours ago. Heavily armed soliders occupied Shadow Moses Island, a remote island off the coast of Alaska.

Snake : What soldiers?

Campbell : Next-Generation Special Forces led by members of unit FOX-HOUND. They've presented Washington with a single demand, and they say that if it isn't met, they'll launch a nuclear weapon.

Snake : A nuclear weapon?

Campbell : I'm afraid so. You see, the island is the site of a secret nuclear weapons disposal facility.

Snake : FOX-HOUND hijacking a nuclear weapon?

Campbell : Now you understand how serious the situation is. You'll have two mission objectives. First, you're to rescue the DARPA (Defense Advanced Research Projects Agency) Chief, Donald Anderson, and the president of ArmsTech, Kenneth Baker. They're both being held as hostages.

Snake : Those are some heavy duty hostages.

Campbell : Secondly, you're to investigate whether or not the terrorists have the ability to launch a nuclear strike, and stop them if they do. Any questions, Snake?

Snake : Questions? I haven't even said whether I'd accept this mission.

Campbell : Well you can make up your mind after you hear more about the situation.

Snake : Tell me about the nuclear weapons disposal facility.

Campbell : The disposal facility includes a hardened underground base. Even with our most advanced intelligence gathering equipment, we can't tell what's happening inside.

Snake : So someone needs to penetrate, gather intelligence, and report back... Sounds like a spy movie. What's the insertion method?

Campbell : Well an air insertion is impossible.

Snake : Not with this storm going on.

Campbell : We'll approach the disposal facility by sub.

Snake : Approach?

Campbell : Yes, within a few miles of it. The facility is equipped with sonar detection capability. They'd be able to hear our engine or propeller noise.

Snake : And then?

Campbell : We'll launch a one-man SDV (swimmer delivery vehicle).

Snake : Launch?

Campbell : Same as a torpedo. Only this has no propulsion device of its own. After the SDV gets as close as it can, dispose of it. From there on you'll have to swim.

Snake : You want me to swim in sub-zero Alaskan water?

Campbell : Don't worry. That suit represents the latest advances in poly-thermal technology. The nuclear weapons disposal facility covers the whole island. I'll contact you by Codec after you reach your target.

Snake : Anyone going with me?

Campbell : As usual, this is a one-man infiltration mission.

Snake : Weapons and equipment OSP (on-site procurement)?

Campbell : Yes. This a top-secret black op. Don't expect any official support.

Snake : The Chief of DARPA and the president of an arms manufacturing company... what business did they have at a nuclear weapons disposal facility?

Campbell : The truth is that secret exercises were being conducted at the time the terrorist group attacked.

Snake : Must be extremely important exercises if those two were directly involved. Were they testing some kind of new advanced weapon?

Campbell : I'm not privy to that information.

Snake : Do we know exactly where they're being held?

Naomi : The DARPA chief has also been injected with a mini-transmitter. As you get closer you should be able to pick up his location on your radar.

Snake : Do they really have the ability to launch a nuclear missile?

Campbell : They say they do. They even gave us the serial number of the warhead they plan to use.

Snake : Was the number confirmed?

Campbell : I'm afraid so. At the very least, they've got their hands on a real nuclear warhead.

Snake : Isn't there some kind of safety device to prevent this kind of terrorism?

Campbell : Yes. Every missile and warhead in our arsenal is equipped with a PAL, which uses a discreet detonation code.

Snake : PAL?

Campbell : Permissive Action Link. A safety control system built into all nuclear weapons systems. But even so, we can't rest easy.

Snake : Why not?

Campbell : Because the DARPA Chief knows the detonation code.

Snake : But even if they have a nuclear warhead, it must've been removed from its missile. All the missiles on these disposal sites are supposed to be dismantled. It's not that easy to get your hands on an ICBM (intercontinental ballistic missile).

Campbell : That used to be true, but since the end of the Cold War you can get anything if you have enough money and the right connections.

Snake : So what exactly are they demanding?

Campbell : A person's remains.

Snake : Remains?

Campbell : That's right. To be more accurate, cell specimens which contain the individual's genomic information.

Snake : Cell specimens? Why would they want that?

Campbell : The terrorists need them. You see these Next-Generation Special Forces have been strengthened through gene therapy.

Snake : Strengthened?

Campbell : You've heard of the Human Genome Project. They've been mapping the human genome, and they're nearly finished. Following up on this research, the military has been working towards identifying those genes which are responsible for making effective soldiers.

Snake : There are genes that do that?

Campbell : Yes, and using gene therapy they're able to transplant those genes into regular soldiers.

Snake : Gene therapy?

Naomi : I'll explain this part. With gene therapy, we can remove those genes which we know may lead to sickness or disease, and at the same time, splice in genes with beneficial effects such as resistance to cancer for example.

Campbell : In other words, we can overcome all sorts of genetic diseases and at the same time add genetic characteristics as desired.

Snake : Okay, and so if you knew what genes were responsible for making the perfect soldier, you could implant them in the same way, right?

Naomi : Yes we could.

Campbell : But it all depends on being able to isolate and identify those "soldier genes".

Naomi : And in order to do that, it's helpful to study the genomic information of one of the greatest soldiers ever.

Snake : One of the greatest soldiers ever?

Naomi : The man they call the greatest warrior of the twentieth century.

Snake : You don't mean Big Boss?!

Naomi : That's right. We've been working feverishly to identify the genes responsible for his incredible combat skill. So far we've discovered about sixty of the so-called "soldier genes."

Snake : So his body was recovered after all.

Campbell : Yes, and his cells have remained frozen in cryo-chamber. His genomic information is a priceless treasure to mankind.

Snake : Priceless to the military perhaps.

Naomi : His body was burned severely, but it was possible to restore his DNA (deoxyribonucleic acid) profile from just a single strand of his hair.

Snake : You people are amazing. And then you're going to transplant those genes into soldiers?

Naomi : Yes. We'll use a process that I discovered called gene targeting. The strongest soldiers don't become what they are by acquiring their skills through training or experience, we now know that hereditary factors are far more crucial for creating superior soldiers.

Campbell : Snake, we can't give them his body. It's potentially more dangerous than all the warheads on that island put together.

Naomi : I hear the terrorists are calling themselves the "Sons of Big Boss."

Snake : The Sons of Big Boss.

Snake : What's the time limit?

Campbell : 24 hours. They say they'll launch after 24 hours.

Snake : Did they say what the target will be?

Campbell : So far they haven't mentioned a target.

Snake : When did the countdown start?

Campbell : 5 hours ago.

Snake : Colonel, who are you speaking for?

Campbell : Naturally, I'm representing the US government.

Snake : So who's in supervisory control of this operation?

Campbell : The President of the United States.

Snake : Which means that the President must be meeting with his top aides in the map room about now, huh?

Campbell : No at this point they're still video conferencing with each other.

Snake : If that's a real nuclear warhead, shouldn't they issue a COG (Continuity of Government)?

Campbell : Not yet. The Secretary of Defense has operational control and is fully aware of the situation. After you infiltrate, if you determine they possess nuclear launch capabilities a COG will be issued.

Snake : Well if they haven't relocated to nuclear shelter under Mount Washington, I suppose there isn't that much reason to worry yet. Is the National Security Agency in on this?

Campbell : Yes. So is the DIA, the Defense Intelligence Agency.

Snake : The DIA? I'm starting to get a bad feeling about this.

Campbell : They'll be sending us some support.

Snake : We don't need desk jockies. We need a nuclear weapons specialist.

Campbell : Of course. A nuclear weapons specialist has already been assigned to us.

Snake : We need backup from a specialist. I'm just an amateur when it comes to nuclear weapons.

Campbell : I know. That's why I've requested the assistance of a military analyst named Nastasha Romanenko. She'll be providing you backup by Codec.

Snake : A female analyst?

Campbell : She's built up an impressive record as an advisor to the Nuclear Emergency Search Team. Contact her if you have any questions. She's also an expert on hi-tech weapons.

Snake : Where's she working from?

Campbell : At her home in Los Angeles.

Snake : California. Seems like a million miles away.

Snake : How well-armed are these terrorists? I know there was an exercise going on at the time they revolted.

Campbell : They're heavily armed I'm afraid.

Snake : What about they're battle experience.

Campbell : The six members of FOX-HOUND in charge are all hardened veterans. They're tough enough to eat nails and ask for seconds.

Snake : I wouldn't expect anything less from FOX-HOUND.

Campbell : The others are Next-Generation Special Forces. They're not your average grunts either.

Snake : Tell me about these Next-Generation Special Forces.

Campbell : They started out as an anti-terrorist special-ops unit made up of members from former biochem units, technical escort units, and the Nuclear Emergency Search Team. Their purpose was to respond to threats involving next-generation weapons of mass destruction, including NBC (nuclear/biological/chemical) weapons.

Naomi : Until "they" were added that is.

Snake : Who's "they"?

Campbell : These guys didn't start out as regular army.

Snake : Looks like a pretty international group. Mercenaries?

Campbell : Yeah. And it gets worse. Most of them were from a merc agency that I think you're familiar with. They were part of Big Boss' private guard. And after Big Boss went down, the military just bought out all their contracts.

Snake : Outer Heaven.

Campbell : After that they were merged with our own VR unit, Force 21, and re-trained. If you ask me, these so-called "Next-Generation Special Forces" should to be called "simulated soldiers." They have no real battle experience.

Snake : Video game players, huh?

Naomi : Don't forget they've all been strengthened with gene therapy. They carry genes which make them excellent soldiers. Don't get careless just because they don't have much experience.

Snake : I thought using genetically modified soldiers was prohibited by international law.

Naomi : Yes, but those are just declarations not actual treaties.

Campbell : The interesting thing is that nearly every member of the unit conspired in this attack.

Snake : How could an entire unit be subverted to rebellion?

Naomi : They're calling it a revolution.

Campbell : Since they all went through the same gene therapy, they probably felt closer than brothers. They see the unit as their only family.

Snake : The Sons of Big Boss. But if they were regular army, they must've been interviewed periodically by army counsellors.

Campbell : According to their files, they all got straight A's on their psychological tests. They all seemed like fine, upstanding patriotic soldiers.

Snake : But they all took part in the uprising?

Campbell : No. Several people didn't show up on the day of the exercise. That's why there was a resupply of troops.

Snake : Was there any sign recently that something might be wrong?

Campbell : There was a report a month ago that they were acting strangely.

Naomi : Apparently they consulted classified information about the soldier genes and performed their own gene therapy experiments.

Snake : They can do that even without you?

Naomi : Well our gene therapy process is almost completely automated. And besides that they're all geniuses with IQs over 180.

Campbell : Even the existence of this genome army is a national secret of the highest order. We'd been hoping to investigate this quietly and deal with it behind closed doors.

Campbell : Hi-Tech special forces unit FOX-HOUND. Your former unit, and one that I was a commander of. An elite group combining firepower and expertise. They're every bit as good as when I was commanding them.

Snake : So they're still around.

Campbell : There are six members of FOX-HOUND involved in this terrorist activity. Psycho Mantis, with his powerful psychic abilities. Sniper Wolf, the beautiful and deadly sharpshooter. Decoy Octopus, master of disguise. Vulcan Raven, giant and shaman. And Revolver Ocelot, specialist in interrogation and a formidable gunfighter.

Snake : Looks like a lovely bunch of folks. Too bad we'll be meeting under these circumstances.

Campbell : And finally, in charge of them, FOX-HOUND's squad leader Liquid Snake.

Snake : Liquid Snake?!

Campbell : Yes and you're the only person who can stand against him.

Snake : Liquid Snake.

Campbell : Liquid Snake. The man with the same codename as you.

Snake : Tell me what you know.

Campbell : He fought in the Gulf War as a teenager, the youngest person in the SAS (British Special Air Service). His job was to track down and destroy mobile SCUD missile launching platforms. You were there too I believe. Didn't you infiltrate western Iraq with a platoon of Green Berets?

Snake : I was just a kid myself back then.

Campbell : The details are classified, but it seems that originally he penetrated the the Middle East as a sleeper for the SIS.

Snake : He was a spy for the British Secret Intelligence Service?

Campbell : But he never once showed his face in Century House. He was taken

prisoner in Iraq, and after that there was no trace of him for several years. After you retired, he was rescued and became a member of FOX-HOUND.

Snake : I thought that by the time I left they were no longer using codenames.

Campbell : I don't know his real name. That information is so highly classified that even I can't look at it. Here's a photo of him. Pretty shocking, huh? His skin tone is a little different but otherwise you two are exact duplicates.

Snake : I have a twin?

Campbell : I don't know the details, but it seems so. That's why we really need you for this mission.

Naomi : You're the only one who can beat him. Now that I've met you, I know. You've got something he doesn't. I can see it in your eyes.

Snake : Why don't I find that thought more comforting?

Snake : Colonel, I don't work for the government anymore. Let me go back to Twin Lakes.

Campbell : Why Snake? Is your life in Alaska all that great?

Snake : There's a dogsled race this week. Next Saturday I have to be in Anchorage.

Campbell : The Iditarod? The longest sled race in the world? When did you become a dog musher?

Snake : Right now my fifty huskies are my only family. I've got to take care of them.

Campbell : Don't worry about your dogs.

Snake : What do you mean?

Campbell : I'm sorry Snake but this vessel is headed for the Bering Sea. There's no room for debate.

Snake : I told you, even if I do owe you I don't anything to this army or this country!

Campbell : You will accept this assignment!

Snake : Why should I be stupid enough to do that? I'm no patriot.

Campbell : Snake, there's enough dirt in your file from your days as an agent to keep you in the stockade until you're a very old man.

Snake : Oh I see. Blackmail.

Campbell : No Snake. I prefer to look at it as helping you to come to a decision more easily. But anyway, I know you better than that. You'd take this assignment even without the threat.

Snake : Why do you say that?

Campbell : You're a natural born soldier. You're not the grow old gracefully type. Same for all of us who've seen real action. The only place we can feel truly alive is on the battlefield. I'm a soldier too. I know those feelings of powerlessness, frustration that you feel everyday. You've tried to play the boy scout out there in Alaska, but you can't race dogs in the snow forever. Why don't you come back to us and be a soldier again.

Snake : You think my life is some kind of joke?

Campbell : Snake, I just want to give you back your purpose in life.

Snake : Colonel, you're retired. Why are you involved in this?

Campbell : Because there aren't many people who know FOX-HOUND as well as I do.

Snake : Is that really the only reason?

Campbell : I've been soldiering for a long time, I don't know anything else. I guess even though I'm getting a little old, I still love to be in the field.

Snake : Colonel, you're a lousy liar. Tell me the real reason.

Campbell : Okay Snake. Sorry. I'll be frank. A person very dear to me is being held hostage.

Snake : Who is it?

Campbell : My niece. Meryl.

Snake : What was your niece doing here?

Campbell : Several soldiers were reported missing the day of the revolt. And my niece was one of those called in as an emergency replacement.

Snake : She looks like you.

Campbell : She's my little brother's girl. He died in the Gulf War. Since then I've been watching after her.

Snake : A personal motive, Colonel. That's not very soldierly.

Campbell : I'm retired. I'm just an old man now. And I'm your friend.

Snake : Since when are we friends?

Campbell : I've thought of us as friends since the fall of Zanzibar.

Snake : With my personality I don't have too many friends.

Campbell : That's what I trust about you. It's what makes you human. Please Snake. Save my niece Meryl.

Snake : All right, but I have two conditions.

Campbell : Name them.

Snake : One, no more secrets between us. I want complete disclosure at all

times and two, I'll only accept orders from you, Colonel. No cutoffs involved okay?

Campbell : Agreed. That's why I was called. But one thing.

Snake : What?

Campbell : I'm not a colonel anymore. Just a retired old warhorse.

Snake : I understand, Colonel.

Snake : That doctor. Is she part of this operation too?

Campbell : She was in charge of FOX-HOUND's gene therapy. She knows more about those men than anyone else.

Snake : You mean you've seen them naked?

Naomi : Make no mistake. I'm not a nurse. I'm a scientist.

Snake : By the way, what was that injection for?

Naomi : It's a combination of and nanomachines and an anti-freezing peptide so that your blood and other bodily fluids don't freeze, even at sub-arctic temperatures.

Snake : Nanomachines?

Naomi : Not just one kind either. There are different types which will replenish the supply of adrenaline, nutrition and sugar in your bloodstream.

Snake : Now I don't have to worry about food.

Naomi : I also put some nootropics in there.

Snake : Say what?

Naomi : Nootropics. It's a class of drugs which will help improve your mental functioning.

Snake : It'll make smarter huh?Anything else?

Naomi : Benzedrine. It's a type of stimulant. It'll keep you alert and responsive for twelve straight hours.

Snake : That was quite a cocktail. Anything else in there?

Naomi : Those nanomachines will also keep your Codec's batteries charged up.

Snake : I guess I can call you when I'm ready to go on a diet.

Naomi : You're welcome.

Snake : I need to borrow your scissors.

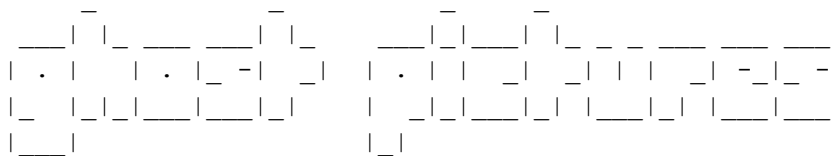
Naomi : What are you going to do?

Snake : Don't worry. Just going to clean myself up a little.

Naomi : Huh?

Snake : I don't want to be mistaken for the leader of the terrorists.

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mgs5120

METAL GEAR SOLID GHOST PICTURE LOCATIONS.

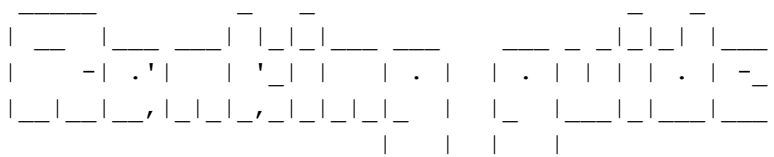
Metal Gear Solid contains a whole bunch of hidden pictures of Konami staff which worked on the game, these pictures can only be seen by taking pictures with the Camera item at certain points in the game. Here is a list of the person and the place to take their picture.

GHOST NAME	PICTURE LOCATION
1/ MIZUTANI	Take the picture of Metal Gear REX during your fight with it.
2/ KOREKADO	Take picture in the men's bathroom on floor B1 of Nuke Storage building.
3/ SATO	On top of communications tower A, where you have you use the rope to rapel down
4/ NAKAMURA	Take the picture on the puddle of blood where Sniper wolf shot Meryl repeatedly
5/ SHINKAWA	The small tower where the first fight with Wolf takes place, behind one of the pillars
6/ KOZYUO	In the open area of the canyon parts where the open snowfield is
7/ NEGISHI	Check the area below where Metal Gear Rex is stored, the area with the waterfall type thing
8/ HIDEO	After the boss fight with the Ninja, take the picture on the Policenauts poster in the lab
9/ MATSUHANA	Take the picture of the corpses outside Otacon's lab. The bloody hallway.

10/	SASAKI	Take the picture of the framed pictures behind the desk in the commander's room.
11/	KOBAYSHI	Take a picture of the rocks in the canyon area.
12/	SHIKAMA	Take the picture of the electrified floor in Nuke storage building floor B2
13/	UEHARA	Take a picture of the elevator in the tank hanger main building floor.
14/	SHIMIZU	Take a picture of the cave area after Mantis's boss fight, where you meet the wolve dogs.
15/	KANEDA	Take a picture of the mirror in the women's rest room in Nuke storage building, floor B1
16/	OKAJIMA	Take the picture of the maggots on the body of the DARPA chief when Snake is caught
17/	TAKABE	Take a picture of the glass part at the right of Otacon's laboratory.
18/	FUJIMURA	Take a picture inside the elevator in Comm. tower B, where you fight the invisible guards
19/	TOYOTA	Take a picture of one of the containers in the warehouse where the raven fight happens.
20/	KIMURA	Before Metal Gear REX becomes activated, take a picture of its rail cannon.
21/	SONOYAMA	Take a picture of Ocelot's torture machine.
22/	FUKUSHIMA	Take a picture on the heliport at the start, the area south of the screen
23/	NISHIMURA	Take a picture of the empty area next to the dead body of Kenneth Baker.
24/	MUKAIDE	Take a picture of the water puddle inside the cave where you meet the wolf dogs.
25/	ONODA	Take a picture of the tied up Kenneth Baker during the Revolver Ocelot boss fight.
26/	DOLPH	Take a picture on the walkway which is in between the two communications towers.
27/	YOSHIMURA	Take a picture inside the first vent shaft.
28/	TOUGA	Take a picture in the steam room of the Blast Furnace
29/	MURAOKA	Take a picture in the starting docks, at the puddle of water.

30/	ISHIYAMA	Take a picture of the heliport after the docks.
31/	KUTOME	Take a picture inside the observation room.
32/	MORI	Take the picture at the bottom of the elevator in Communication tower B.
33/	YOSHIOKA	Take a picture of the small bridge in the Blast Furnace.
34/	BLAUSTEIN	Take a picture over the dead Sniper Wolf
35/	KOBAYASHI	Take a picture of the guard around your cell, when Snake gets caught
36/	HIRANO	Take a picture of the elevator in comm tower B
37/	MAKIMURA	Take a picture in one of the hidden rooms in the armory area.
38/	ITO	Take a picture on the tank hanger elevator.
39/	TANAKKA	Take a picture of the sleeping guard to the left of the heliport.
40/	SHIGENO	Take a picture of the security camera on the heliport.
41/	YAMASHITA	Take a picture of the dismantled warheads in the nuke storage building.
42/	KINBARA	Take a picture of the stairs on the heliport.
43/	KITAO	Take the picture of the fake DARPA chief's body

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Once you finish Metal Gear Solid, you will be ranked after the credits are done, your ranking will depend on how you performed in the game, and each

rank in the game has a SUB rank in it as well. Meaning you will be ranked within a rank. The SUB rank mostly depends on the difficulty your playing the game in though.

All rank names are given in the form of animals, FOX being the highest. There is a BIG BOSS rank in there as well but that can only be gotten in EXTREME mode, check the BIG BOSS FAQ in the FAQ's section on gamefaqs for more infomation on that.

Here is your basic ranking chart and how things work in it....

RANK I	BIG BOSS, FOX, HOUND, DOBERMAN
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To get the rank I, you must finish the game within three hours, kill no more then 25 guards, use only 1 ration and do no continues

RANK II	EAGLE, HAWK, FALCON, PIGEON
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To get the rank II, the requirements can be like rank I, but you can use more rations and stuff, finish the game with in 2:30 hours

RANK III	ORCA, JAWS, SHARK, PIRANHA
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To get the rank III, you must have killed over 250 guards. The rest of the requirements won't matter afterwards.

RANK IV	WHALE, MAMMOTH, ELEPHANT, PIG
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To get rank IV, you must use at least 130 rations, minus all the above given level requirements.

RANK V	HIPPOPOTAMUS, ZEBRA, DEER, CAT
--------	--------------------------------

To get this rank, you must save your game atleast 80 times, minus all the above level requirements.

RANK VI	GIANT PANDA, CAPIBARA, SLOTH, KOALA
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To get this rank, you must finish the game after 18 hours of gameplay. Which was the standard time for Snake's nanomachines

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| RANK VII | | OSTRICH, RABBIT, MOUSE, CHICKEN |
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| To get this rank, you must finish the game with any one combo of |
| conditions from rank IV, V and VI |
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| RANK VIII | | JAGUAR, LEOPARD, PANTHER, PUMA |
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| RANK IX | | CROCODILE, ALLIGATOR, IGUANA, KOMODO |
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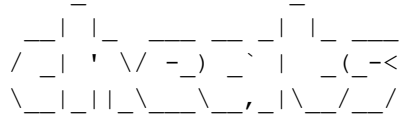
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| RANK X | | TASMANIAN DEVIL, JACKEL, HYENA, MONGOOSE |
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| RANK XI | | SCORPION, CENTIPIDE, TRANTULA, SPIDER |
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| RANK XII | | NIGHT OUL, FLYING FOX, BAT, FLYING SQUIRELL |
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END SECTION.

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STEALTH CAMOUFLAGE KIT

During the Ocelot torture sequence submit to his torture, now proceed on with the game normally, when Snake releases Meryl he finds that she's already dead. At that time Otacon comes in and calms Snake down. Finish the game with the Otacon ending and when you start the next game from the saved file you will start with his Stealth camouflage kit in your inventory.

BANDANA

During the Ocelot torture sequence, do NOT submit to his torture, after the liquid find Snake finds Meryl pretty much alive and well. Finish the game with the Meryl ending and in the next new game you start with the saved data you will have the bandana in your inventory. Equip it to receive infinite ammo on all weapons.

SNAKE IN TUXEDO

To get this, finish the game with one ending, then use the next game save to finish the game with the other ending. Now when you start the game in the third save, in the docks elevator when Snake takes off his underwater suit he will have a Tuxedo underneath it. Pretty Bond.

NINJA's ALTERNATE OUTFIT

Like above, when your doing a Tuxedo run, when you reach Grey Fox he will be in a different bright red and blue exoskeleton now. Looks sort of like Spider man to me.

CAMERA

You find the Camera in a hidden room in the armory B2 of Tank Hanger, the door is locked with a level 6 card. The good point is that if you get the camera once in the main game, you will have it with you from the start at the start of the next game.

ALTERNATE ENDING CREDITS MUSIC

Like above, finish the game with the Tuxedo and during the ending credits you will have the main Metal Gear Solid theme play in the background.

VR MISSION UNLOCKABLES

In the VR missions, finish the Practice mode to unlock the Time Trial mode, finish the Time Trial mode to unlock the Gun Shooting mode, finish the Gun Shooting mode to unlock the Survival mode. Finish THAT and you will unlock a special feature called "Technical Demonstration" in which the computer shows you how to finish the levels with the best times.

DEMO THEATER MODE

Finish the game with either ending to unlock its respective DEMO THEATER mode in the main menu, this mode allows you to see all the scenes in the game one by one. Finish both endings to unlock it completely.

EXTREME DIFFICULTY MODE

Finish the game once in any difficulty modes, then check the main menu and you will find an Extreme difficulty mode there, radar is completely disabled in this mode of gameplay.

GAMESHARK CODES FOR US VERSION

Have Socom Pistol	800B7532 03E7
	800B7546 03E7
Have Famas	800B7534 03E7
	800B7548 03E7
Have Grenades	800B7536 03E7
	800B754A 03E7
Have Nikita	800B7538 03E7
	800B754C 03E7
Have Stinger	800B753A 03E7
	800B754E 03E7
Have Claymore Mines	800B753C 03E7
	800B7550 03E7
Have C4	800B753E 03E7
	800B7552 03E7
Have Stun Grenades	800B7540 03E7
	800B7554 03E7
Have Chaff Grenades	800B7542 03E7
	800B7556 03E7
Have Sniper Rifle	800B7544 03E7
	800B7558 03E7
Have Cigs	800B755A 0001

Have Scope	800B755C 0001
Have C.Box A	800B755E 0001
Have C.Box B	800B7560 0001
Have C.Box C	800B7562 0001
Have N.V.G.	800B7564 0001
Have Therm.G	800B7566 0001
Have Gas Mask	800B7568 0001
Have B.Armor	800B756A 0001
Have Ketchup	800B756C 0001
Have Stealth	800B756E 0001
Have Bandana	800B7570 0001
Have Camera	800B7572 0001
Have 255 Rations	800B7574 03E7
Have Level 100 Key Card	800B757C 0064
Have Suppressor Active	800B7588 0000
Infinite Life	800B7526 0600
Max Life	800B7528 0600
Invulnerability	800AE1CA 0080
Infinite Air	800AE1AC 0400
Radar Not Jammed When Spotted	800AE178 0000
Walk Thru Walls	80027250 9CC4 80027252 0800
Infinite 3:00 Fight Time	800E72BC 1475
Infinite Time-Jeep Chase	800E1258 FFFF
Press R1 For Normal PAL Key	D00B2D58 0008 800B7592 0000
Press R2 For Hot PAL Key	D00B2D58 0002 800B7592 0001
Press L1 For Cold PAL Key	D00B2D58 0004 800B7592 0002
Press L2+R2 For First Person Mode	D00AE0C8 0013 300AE1C8 0000

END SECTION

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mgs012

Metal Gear Solid, argueable one of the best games ever created, is or rather was, one hell of an ambition by Konami, more specifically Hideo Kojima, who claims that Metal Gear Solid is his brain child. This game provided me many hours of superb high quality cinematic entertainment and here's how i rate this gem of a game.

GRAPHICS 10/10

At its time, Metal Gear Solid was what you might call the best graphical experience people could have, for a game based on the meager 32 hit hard ware of the Sony PlayStation, the game shined like a gem with superb high rez full 3D graphics. Combine that with superb cinema style camera angels and presentation and Metal Gear Solid was the closest thing any one could get to looking for a true cinematic style experience. One more thing which made MGS unique was its use of the game engine to make the in game scenes. At a time when game developes were beginning to utilize CG movies, Konami opted to render all scenes in the game in real time which gave them room to put a lot of scenes in the game as real time scenes take very less space compared to CG movies. Also, for that time, Metal Gear Solid had nice graphical touches like footprints and smoke coming out of your character's mouth which made it beautiful to look at.

SOUND 9/10

This does not include the voice acting in the game, sound was one thing which helped the PSX in outselling the N64 since a cartridge had a very small space limitation, developes were free to use high quality stereo sound on the PSX. MGS is no exception, the game has awesome background tunes, which feel like watching a spy movie. If your ever spotted then the music picks up and it keeps at the high tempo until things start to cool down at which time the music also fades to normal.

CONTROLS 8/10

There was nothing special about the controls of the game, the movement was analog which made moving Snake around much more easier and simple moves like choking, punching and pressing switches could be done at the tap of a button which made moving around a snap and made the overall game experience easy for newcomers as well. The inventory system was also managed in real time by the shoulder buttons which meant that you

didn't have to pause the game or go to a completely separate menu in order to change equipment.

VOICE ACTING 10/10

Metal Gear Solid still has one of the best voice acting ever heard in a video game, every voice actor from Snake to Grey fox was perfect for his or her respective character. Especially Snake who had a very cool movie hero style voice. Liquid's voice actor was your typical british villain guy :P and so on and on. Every thing worked out well.

STORY 10/10

Even with all the above mentioned traits, a game is not enjoyable unless it has a good story going on with it. Fortunately Metal Gear Solid does not disappoint in that sense either. Though its a sequel to two other games, you wouldn't miss out anything if you haven't played any of the earlier Metal Gear games since this game has a mostly original story and there's only slight mention of the past events here and there. Besides that Metal Gear Solid has a very believable story which can be very well true some day. A action filled plot filled with many twists and double crosses make this game's story one for the ages.

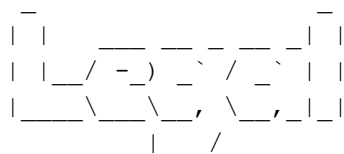
OVERALL 10/10

If reading all the above didn't get you to the point, then here it is, you have to get this gem of a classic just for the experience this game provides. Even though a newer remake of the game has been made on the Nintendo Gamecube, most hardcore fans still prefer the original game over the remake.

END SECTION

13.

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mgs013

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(PS ... this doesnt mean that other sites cant use the guide, any site which i want this guide to go to and any site which tells me before using it shall be allowed)))

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This guide was made by Adnan Javed , better known as ChandooG on the Gamefaqs message boards, i made this guide just for the people for free to be used as a source of making your game easy and enjoyable...

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* CREDITS AND THANKS

- * God of course for making the whole world like it is today and a special thanks for making me lol ;-)
- * My hands, i can say without a doubt that i may be one of the fastest typers alive, since i wrote this enter thing out in about less then 2 days. IRULE !
- * GameFaqs.com , for allowing people such as me to show off their writing skills, or even learn that common men can also make walkthrough's for games, i mean three years ago i didnt know what a FAQ was.
- * All the people who use this walkthrough for making their game easy, not for their profitable gains, a special thanks to the websites who use it by asking my permission first , and keeping it in its original unedited .txt format.
- * Muchso incrediblos credit goes to Psycho penguin for baring me over MSN. hehe
- * Muchso incrediblos credit goes to Purple Haze / El Greco for letting me use the proper briefing text.
- * Equally Muchos incrediblos credit goes to AUrbina for letting

me use his text dump thingy from the Briefing part in here.
Even though I dont use it, he was the first one to let me.

BYE.

CHANDOO G SIGNING OFF.

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