

# Metal Gear Solid FAQ/Walkthrough

by El Greco

Updated to v2.00 on Jun 23, 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.

You mustn't allowed yourself to be chained to fate...

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For the PlayStation

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A H I D E O   K O J I M A   G A M E
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Written by : El Greco  
Created : July 6, 2003  
Version : 2.00  
Updated : October 22, 2004  
E-mail : REMOVED

Metal Gear Solid is rated "M" for "Mature". This game contains animated violence, blood, and suggestive language. If you are in any way offended by these things then this game may not be for you.

- \* Have a contribution? Don't hesitate to send it in. I will accept most submissions sent in to me as long as I can understand what you are saying. To make sure I get it right explain it in full-detail before sending it my way.
- \* I regularly scan the game board for any information that I may find useful. Chances are that if it was posted on the board then I have most likely seen it. I will post a message in any topic that I take information from so if you find some information that you think I don't have then send me an e-mail.
- \* I normally don't say this but I have been getting quite a few e-mails regarding topics already discussed in the guide. I understand that you need help but the answers can be found in the guide. PLEASE look through the guide before contacting me. I put my e-mail in so that you can contact me if you don't find the answer. It should be used only for

contributions and a last resort for help.

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--- WHAT'S NEW? (Version History) ----  
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Version 2.00 | 1/19/05 | 192 kb

I gave the FAQ a pretty extensiive overhaul. Looks much cleaner, a little more detailed and I added in some new sections here and there. In all likelihood this will be the FINAL update of the guide.

Version 1.40 | 10/22/04 | 151 kb

I got a big correction to my translation of "The Best is Yet to Come". Thanks to Dan Craggs for that. Looks like that wasn't the final version of the guide!

Version 1.30 | 2/2/04 | 154 kb

I tampered with some parts of the guide and finalized a few parts. This will be one of the last versions of this guide. If I find anything else that should be in this guide I will be sure to add it in but otherwise this is most likely the last version of this guide.

Version 1.20 | 10/6/03 | 165 kb

Added some stuff to the 'Useless Information Section' and added the 'Frequently Asked Questions' section. Added in the inventory upgrades too.

Version 1.10 | 9/28/03 | 145 kb

Added the lyrics from "The Best is Yet to Come".

Version 1.06 | 9/26/03 | 143 kb

Added in a new site to use my guides.

Version 1.05 | 9/20/03 | 143 kb

I added some stuff to the legal section of the FAQ and added a paragraph into the introduction.

Version 1.00 | 8/25/03 | 142 kb

Finished Weapons/Items descriptions, VR Training, and Conclusion. Spellchecked guide for the first time First complete version of the guide.

Version 0.75 | 8/24/03 | 132 kb

Finished Disc Two.

Version 0.38 | 8/21/03 | 101 kb

Completed walkthrough through the end of Disc One. Finished up the Weapons/Item Placement section. Changed some of the section headers to make the guide a little neater.

Version 0.25 | 7/9/03 | 74.5 kb

Added the weapon/item placement section and part descriptions for the walkthrough. Finished the walkthrough up to the end of the torture.

Version 0.15 | 7/8/03 | 48.4 kb

Completed walkthrough up to the Lab. Added some basic stuff here and there.

Version 0.10 | 7/7/03 | 15.3 kb

Did all the basic stuff, made the table of contents, section headings, ASCII art, legal information, contact information, did a bunch of stuff in the game overview section.

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- Navigating the Guide -

The entire guide is broken up into sections, sub-sections and so on. There is one general idea or section and then the section within it are more and more specific to that particular subject.

You can easily access any of the parts in the guide; all you have to do is highlight the search code for the section copy it, open the Find function in your browser and enter it in. Or you could just highlight, press CTRL+C, CTRL+F, CTRL+V, ENTER. That should immediately take you to the desired section.

The main walkthrough is divided into separate parts to help you find your place more easily. Just refer to the listing above and find the place that you are at in the game. Then copy the code next to it and paste it into the search function (CTRL+F). After you press ENTER or click on "Find Next" you will be taken to the appropriate section of the walkthrough.

PART DESCRIPTIONS

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Disc One - Part One : Covers gameplay from the beginning of the game to the end of the battle with the M1 Tank.

Disc One - Part Two : Covers gameplay from the first entrance of the Nuclear Warhead Storage Building to the first exit from the Cave, going to the Underground Passage.

Disc One - Part Three : Covers gameplay that takes place during Snake's search for a PSG1.

Disc One - Part Four : Covers from the battle with Sniper Wolf to Snake's entrance of Communications Tower A.

Disc One - Part Five : Covers gameplay from the guard chase in the tower to the end of the gameplay on disc one.

Disc Two - Part Six : Covers gameplay from the Blast furnace to Liquid and Ocelot's conversation in the underground maintenance base.

Disc Two - Part Seven : Covers gameplay from the search for the PAL key to the end of the PAL entry.

Disc Two - Part Eight : Covers the last three boss fights of the game.

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02) Introduction  
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Metal Gear Solid was released in 1998 to much anticipation and hype. It set the standards for graphics, story, and quality of the gameplay. The game was the revolutionary game of its time and has since been surpassed by games on more advanced game systems but it still lives on as one of the greatest games ever created. Metal Gear Solid picks up the story from the second Metal Gear game, Snake has since retired after the Zanzibar Uprising and moved to the serene and peaceful landscape of Alaska. He has become a heavy drinker and has been holed up in his home for some time. Snake is taken from his home by armed military personnel and taken to the US Navy's submarine Discovery where he is briefed on his new assignment by his old FOXHOUND commander Roy Campbell.

The first question you may ask is, "Why are you writing a guide for Metal Gear Solid when there are already about 20+ walkthroughs for it?" Well, I was bored one day so I started looking around for another FAQ project. I went to the MGS page and I noticed that most of them were below 50 kb. So, I looked into a bunch of them and saw that they were mostly just basic lists of things to do in each area. Not really much in-depth information about the game, or gameplay for that matter. I decided to make a detailed guide that outlines precisely the steps that must be taken in each area. Including bios on most characters, a description of the storyline throughout the guide, locations for equipment, basically all the info related to the game of Metal Gear Solid.

You do not always have to go by the guide that I have written. If you prefer to go another route or do a little exploring then by all means, do so. However, be careful, if you are caught, you will have to fight your way out. So, tread softly.

Feel free to contact me if you have questions about the game, want to suggest some strategies for a part in the game, or wish to point out any errors that I have made in the FAQ. If you submit a strategy I will be glad to put in my guide and I will give you credit. I hope this is helpful.

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03) Game Overview  
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S T E A L T H   G A M E  
infiltrate and avoid detection

STEAL

vt.{stole stolen} to perform an action in a silent, secretive manner.

vi. to proceed secretly, to sneak to move silently.

n. stealth the act of moving silently and secretly.

Metal Gear Solid is a 3D action-adventure game that lets you experience the thrill of sneaking past the enemy without being seen. You play the role of Snake, who must infiltrate enemy territory and carry out a top-secret mission. If the enemy sees you, they'll call for reinforcements and things are bound to get rough. You'll want to avoid battle whenever possible.

The game is a work of fiction. Any resemblance to actual persons or groups, living or dead, is purely coincidental.

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### 3.1 Basic Controls and Actions

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#### / Basic Controls /

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X.....Crouch  
Square.....Shoot  
Circle.....Punch / Action Button  
Triangle.....First Person View  
R1.....Quick Un-equip  
R2.....Bring up weapons menu  
L1.....Quick Un-equip  
L2.....Bring up Item Menu  
Start.....Pause game  
Select.....Activate Codec

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#### / Extended Controls /

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X		- crouch
		- crawl
		- fire while running
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SQUARE		- fire weapons
		- choking guards
		- quick slowdown
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CIRCLE		- hand to hand combat
		- knock on wall
		- confirmation button/action button
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TRIANGLE		- First Person View mode
		- fire while in FPV (jeep fight only)
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R1		- unequip/equip weapon
		- tactical reload
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R2 | - activate weapons menu

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L1 | - unequip/equip item

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L2 | - activate items menu

-----  
START | - pause game

-----  
SELECT | - activate codec  
| - deactivate codec

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/ Basic Actions /

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### Throw

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When you are rushing through an area or running through a group of guards and you have run out of ammo you can flip a guard by pressing the weapon button while moving and without a weapon equipped. This will cause your character to grab the guard around the waist and toss him over his shoulder. On the easier difficulties this will knock out a guard.

### Corner View

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Flatten yourself against the wall near a corner to enter Corner View. This will allow you to see things that are behind the corner without exposing yourself to the enemy.

### Dragging Enemies

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To grab an enemy around the neck walk up to him and stop. Then unequip your weapon if you have one equipped and press the weapon button. While he is in this chokehold he will squirm to try and get out of your grip. You can make him stop for a moment if you quickly tap the weapon button again.

### Cardboard Box

-----

Ah, yes. The famous Metal Gear Solid cardboard box gag. You can equip any box in your inventory and your character will duck inside it. This will fool enemy sentries unless they see you move or they see you get into it. You can also alert their suspicion by using the box near boxes that are not of the same type for example using the box used for storing oranges in a pile of boxes that house electronic supplies.

You can also move around in a cardboard box. This is useful for dodging enemy fire, is is a kind of ducked run.

## Chokehold

-----

Without your weapon equipped come up behind a guard and press the weapon button. Your character will now grab him around the neck to temporarily immobilize him. Once he is in the choke hold you can either snap his neck, knock him out, or leave him. To snap his neck rapidly press the weapon button to snap his neck, you will hear a quite distinct, and disturbingly pleasing, "SNAP!" If you prefer not to take his life you can press the weapon button about 9 or ten times to cause him to lose consciousness.

## Knock On Wall

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While leaning up against a wall push Circle to knock on the wall with your fist or your gun. This will alert the guard and cause him to come and investigate. This will provide you with an open opportunity to sneak past him if you have utilized this correctly.

## Quick Change

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To quickly unequip a weapon or quickly equip it press the R1 button for the weapons and the L1 button for the items. Quickly unequipping and then equipping will automatically reload your gun.

## Aim and Move

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Press down X to shoot while moving. Useful for escaping attacking guards while at the same time killing them.

## Quick Slowdown

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This I only include because there is no way to walk in this game. When running over a noisy surface such as in the tank hangar, you may need to walk slowly so that nearby guards are not alerted. While running press the weapon button, SQUARE, to make Snake reach out as if he were to grab someone. When he does this he will slow down and thus he will not make any noise when running.

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## / Special Actions /

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## Fire While in FPV

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This feature is only available during the jeep fight against Liquid at the end of the game. This allows you to fire your weapon, in this case the machine gun mounted on the back of the jeep. It is much, much easier to aim in this mode.

## Rappelling

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At one point in this game you will have to rapel down a wall. The X button serves as the jump button, you will push away from the wall. While Snake is away from the wall you can use the Directional Pad to move in any direction. So, to go down press X and then press down. The CIRCLE button will keep Snake



against the wall so that you can walk across the wall. So to walk to the left, press and hold CIRCLE and press the left button on the directional pad.

#### Torture Event

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At a point in the game Snake will be tortured by one of the FOXHOUND members. An electrical current will be sent through his body, severely bringing down his health. To regain your health you must press CIRCLE rapidly to gain it back as it is depleted. Once the life gauge reaches zero Snake will die. You can avoid the torture by pushing the SELECT button, but you may not want to do this, there will be consequences. If you die during this torture event you will have to start over from the last time you saved. "There are no continues my friend."

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### 3.2 Previous Story

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#### Metal Gear - The Outer Heaven Uprising

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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 rewriting 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 and 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 TO 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...

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Metal Gear 2: Solid Snake - The Zanzibar Land Disturbance  
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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 man's invention changed the entire situation. A Czech genius and biologist, Dr. Kio Marv, invented OILIX, a microorganism that refines petroleum to produce 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 world's attention was drawn to OILIX and Dr. Marv, he was abducted by someone and disappeared. Nations began investigations immediately and a name soon appeared... 'Zanzibar Land'...

Zanzibar Land was a democratic military regime that suddenly appeared in central Asia in 1997. When their uprising took place, the CIS Army, formed around Russia, sent in a suppressive unit immediately. 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 supposedly 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.

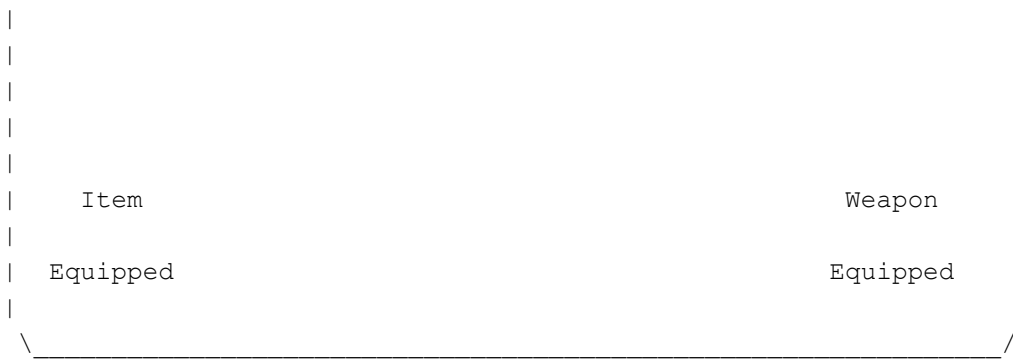
Successfully infiltrating Zanzibar Land and with help from CIA agent Horry and others, Snake was able to go deep into the fortress and meet again with Dr. Pettrovich, the chief engineer of Metal Gear from Outer Heaven. He too was abducted to Zanzibar Land and forced to develop another Metal Gear. He 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, we're 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 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'm 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!"





/ Dots and Cones /

NORMAL MODE

Central dot- Player character.

Green cone- character's FOV while in FPV.

Dots and Cones- Represents enemy units and their FOV, includes: soldiers, cameras.

Normal- Blue

Suspicious- Red

After being attacked or while being attacked- Red

Yellow Cones-Surveillance cameras/gun cameras

WHEN THE MINE DETECTOR IS EQUIPPED

Yellow Dots and Cones- Yellow dots indicate the positions of mines. Entering the yellow cone-shaped area while standing will cause the mine to explode.

/ Radar Modes /

Normal Mode : This is the default state, when the player has not been discovered by enemy soldiers or surveillance cameras. While in normal mode, enemy soldiers will follow set patrol routes. While on patrol enemies will use their eyes and ears to check for anything unusual on their patrol route. Some soldiers might stand guard in a single spot, while others might fall asleep on duty. When a soldier in normal mode hears a noise or spot something suspicious, such as footprints a loud clash, he will leave his patrol route and search the surrounding area. If he finds nothing out of the ordinary he will return to his patrol route. Creating a noise to distract an enemy is an essential technique to master.

Alert Mode : The radar cannot be displayed. Occurs when the player is discovered by an enemy soldier or camera. The enemy will actively seek you out until they find you. if you are caught, good luck. If you can evade them until the end of Alert Mode then you'll go back into the normal state.

Radar Jammed : Radar cannot be displayed when the radar signal is being jammed. Also, any equipment containing electronic components such as surveillance camera's and remote operated missiles will

not function properly.

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### 3.4 Other Stuff

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#### / Rankings /

When you complete the game you will get a ranking based upon several statistics,

- Difficulty level
- time
- enemies killed
- alerts
- continues
- rations used

Here are the rankings you can get for each level, there are twelve for each.

	Easy	Normal	Hard	Extreme
1	Hound	Doberman	Fox	Big Boss(best rank)
2	Pigeon	Falcon	Hawk	Eagle
3	Piranha	Shark	Jaws	Orca
4	Pig	Elephant	Mammoth	Whale
5	Cat	Deer	Zebra	Hippopotamus
6	Koala	Capibara	Sloth	Giant Panda
7	Chicken	Mouse	Rabbit	Ostrich
8	Puma	Leopard	Panther	Jaguar
9	Komodo	Dragon	Iguana	Crocodile
10	Mongoose	Hyena	Jackal	Tasmanian Devil
11	Spider	Tarantula	Centipede	Scorpion
12	Squirrel	Bat	Flying Fox	Night Fox

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### 3.4 Weapons

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SOCOM

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Harosho...good! You found a SOCOM. That's a Special Operations Command Pistol. It's a .45 caliber pistol with plenty of stopping power. It's also equipped with a LAM(Laser Aiming Module) for night time combat. If you hold down the weapon button you can train the laser sight on the enemy to help you aim. If you find a SOCOM suppresser you can equip that too. That pistol was designed specifically for use by special forces, so I think it might be useful. Some people find it a little heavy to use, but it shouldn't be a problem for you.

FA-MAS

-----  
That is a FA-MAS. It is a bullpup style assault rifle. It is durable and easy to use. Very resistant to overheating, it is a reliable weapon with smooth action. It can fire up to 1,000 rounds per minute. On full auto, you will empty a 25 round magazine in a few seconds.

#### Stun Grenade

-----  
Those are Stun Grenades. They are often used in sensitive operations such as freeing hostages and that sort of thing. Sometimes they are called "flash bangs" or "sound and flash grenades". They will make a big flash and lots of noise which will disorient and disable your opponents temporarily. You have to understand that they won't kill the bad guys, but just stun them for a few seconds. Use them wisely.

#### Chaff Grenade

-----  
That's a chaff grenade. It's a special grenade that disperses thin-narrow metallic strips of various lengths and frequency responses. It can confuse electronic equipment. It will be useful against machines which depend upon electronic sensors. Naturally, for it to be effective you must use it before you are attacked. If you are expecting an attack, spread it before hand.

#### Grenade

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You found some grenades. Just pull the pin and it explodes after five seconds. You can get a lot done in those five seconds, Snake. How you use them is up to you.

#### Stinger

-----  
This weapon is useful for shooting some annoyances such as Metal gear REX and the Hind D, and occasional security camera. The Launcher automatically finds the weak points on your target and locks onto them when it is aimed there. The game will automatically switch to FPV when it is equipped.

#### Nikita

-----  
Those are remote-controlled miniature reconnaissance missiles, sometimes called Nikita missiles. They've got CCD cameras in their nose cones. If you fire them, they'll transmit data to your monitor. You can control their flight freely in all directions. But the missiles have a limited amount of fuel. Watch the gauge carefully. Press the First Person View button to see the missile's visual data. Use them wisely.

#### PSG1

-----  
A sniper rifle for shooting targets from afar. This is used mainly in the two battles against Sniper Wolf. You can use this to kill guards in one shot, even if they are shot in the foot, strangely enough they will die. When it is equipped Snake will lie down and the view will switch to that of the rifles scope. The rifle is semi-automatic too so there is no bolt action single round shoot off nonsense, you can fire off a barrage of 5 bullets one after another,

just about as fast as you can push the weapon button.

C4

--

That is C4 explosive. A plastic explosive with a texture similar to clay, so you can shape it in almost any way you want. Although it has 1.4 times the destructive power of dynamite, it is highly stable and won't explode without a detonating device, even if it is shot, burned, or beaten. You are using a wireless detonator, yes? The detector is equipped with a scrambler so you don't have to worry about interference from any other radio source. Make sure you are sufficiently far enough away when it goes off. Also, as you know, the sound of the explosive will alert your enemies, so be careful.

Claymore

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Those are Claymore mines. Unlike other mines which are planted underground, claymore's are set up above ground and are designed to produce maximum damage in a wide-fan shaped area. When they go off, they spray seven hundred 1.2 millimeter steel pellets in a 60 degree pattern much like an oversized shotgun. Traditionally, claymore's use a tripwire to set them off, but these are a new type. They are camouflaged using the new stealth technology and are equipped with sophisticated motion detectors.

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### 3.5 Items

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Cigarettes

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Snake's lucky charm. They have a calming effect on the muscles and can be used when sniping to stop trembling of the muscles. Since the Surgeon General's warning applies in video games too when smoking Snake's health will decrease steadily. The smoke given off by cigarettes can also reveal any laser tripwires that may be around.

Diazepam

-----

A tranquilizer, yes. I heard that Sniper Wolf uses them to prevent her hands from quivering. Maybe you should try the same thing.

Ration

-----

Er...this is just some food. When Snake's health bar is down very low, eat a ration to recover some of his health. Press the CIRCLE button while it is highlighted in the Items menu to eat. If Rations are equipped when Snake's life bar reaches zero a Ration will be used to recover health.

Gasmask

-----

You got a Gas Mask. Good. That is a double eyepiece type. Be careful. Unlike the transparent shield type, it will restrict your field of vision. It is equipped with a voice emitter so do not worry about not being heard. It is



made of reinforced plastic and the inside is made from an acetate weave. Also the eyepieces are specially treated so they won't fog up. You will be able to stay in gas filled rooms for a long-time with that mask. Use it wisely.

#### PAL Key

-----

The nuclear safety override device that the DARPA Chief talked about. This is the device that you use to either deactivate or activate the nuclear warhead. Insert the keys when the warhead is active and you will deactivate it and vice versa. Be careful you can only use the keys once.

#### PAN Card

-----

You will get seven of these little things during the course of the game. This device is a security card that will allow Snake to open doors of that security level or higher. For example, the level 4 card will open doors of level 4 clearance and higher. The PAN Card must be equipped in order for it to work. The card uses the salts in your blood to transmit data from the card to the door to allow you to pass through. PAN-Personal Area Network.

#### Mine Detector

-----

That is a mine detector. It works by searching for metal objects. It will even find claymores that are hidden with optic stealth technology. It is set up so that the position of the land mines will show up on your radar. All you have to do is equip the mine detector and keep your eye on the radar. Use it carefully.

#### Cardboard Box

-----

A cardboard box. A cardboard box usually consists of a thin pasteboard with a thin corrugated paper center. They are usually made of recycled paper. It was invented in Europe over a hundred years ago. It was originally used to absorb one's sweat while wearing hats. With the same amount of wood to make one wooden box you can make six or seven cardboard boxes. And, since it is recyclable, it's highly economical. In addition, it is strong and easy to store. That's why it's widely used for packing. But to avoid damaging weapons and other delicate instruments when shipping them, they should be packed in stronger boxes like...wood or something. Also, the crevices are filled with styrofoam to prevent them from moving around....So anyway, what's with the box?

Snake-Oh nothing...no big deal.

#### NVG

---

Those are night vision goggles. They do not use special lenses. They electronically amplify the light by transforming it into electronic signals in which they then boost to create an image. They amplify the light 100,000 times. You would be able to see 500 meters in starlight just as if it were day. But, it won't work in complete darkness since there is no light to amplify. Those night vision goggles will hurt your eyes after a while. Do not use them for too long a period of time.

#### Thermal Goggles

-----

Thermal Goggles work by thermal imaging instead of by amplifying light like the Night-Vision Goggles. They'll work just as well in complete darkness. Not only that, they can also penetrate optic stealth systems. You will be able to spot claymores too. But they will tire your eyes out, so do not use them too much.

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## 04) Walkthrough

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4.1 Disc One  
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Disc One - this section of the guide covers gameplay from the beginning of Disc One to the end, so obviously, if you are looking for part of the game that is on disc two then this is not the place to look.

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### 4.1.1 Disc One-Part One

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Covers gameplay from the begining of the game to the end of the battle with the M1 Tank.

Solid Snake has been pulled out of retirement by his former commander Roy Campbell. Apparently, a group of FOXHOUND members, with the aid of Next-Generation Special Forces, have violently taken control of a small nuclear weapons disposal facility on Shadow Moses Island, in the Fox Archipelago of Alaska. They are demanding that the government turn over the remains of the 20th centuries greatest soldier Big Boss, which are being held in a government storage facility. They also demand that the government pay them the sum of \$1 billion. If the government does not accede to their demands they will launch a nuclear weapon. Snake reluctantly agrees to carry out this mission. He is taken near the disposal facility by sub, where he then is launched in an SDV (Swimmer Delivery Vehicle) to get in undetected through the base's radar system from there on he has to swim through the frigid Alaskan waters to the underground dock in the facility.

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### Dock

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Go immediatly into the water and grab the ration to the left of the base of the stairs. Go to the left and crawl under the pipe. Now there are two guards in this area. Both travel on rather predictable routes so they are not your biggest worry. Now, wait here for the guard patrolling north/south to come down and turn to the right. When he does go north to the elevator. When you get there the codec will beep. Campbell will tell you that you need to wait for it to come down. Grab the ration behind the forklift to the right and wait

here for the elevator. After about 1 minute the elevator will descend from above. Wait for the guard to leave and get on. The elevator will automatically ascend.

Snake will take off his diving gear and stand up as the title flashes on screen.

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### Heliport

---

Snake will exit the elevator and take cover behind a crate. Looking beyond the edge of the box he sees a Hind D, a Russian gunship on the heliport. It takes off and flies away into the night. Snake calls the Colonel and they have a brief exchange. Then Snake meets Mei Ling, his mission data analysis specialist. She explains about the Soliton Radar, listen to this it contains good information. Then Snake will search for an entrance into the disposal facility. He spots an air vent on the lower level but there is a guard standing in front of it. He then looks up towards the top level but he cannot see the vent there.

Go east around the raised platforms but stick close to the wall. Go into the truck and grab the SOCOM pistol. Go up the stairs on the right, staying directly below the surveillance camera. Hide behind the box at the top of the stairs. When the guard turns around to go west trail him and when you get in front of the air duct the Colonel will call you. Duck under the vent opening and crawl.

---

### Tank Hangar

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Crawl through the vents and you will get a codec call. It is Master Miller, Snake's instructor. He will talk about how you can call him if you have questions about the plants or animals in Alaska. Crawl forward and there will be another cut scene eventually. Two guards are talking, the first one gives the other one instructions, to shut the vent covers as soon as the rat spraying is done, and keep close watch on the woman in the cell. The first one also informs the other that there is an intruder in the facility (not Snake), he killed three people and is using stealth.

Keep on crawling and you will come to an opening in the vent, press CIRCLE to drop down. If you need a ration keep crawling further, it is just ahead. Once down on the walkway you will get another codec call, the Colonel tells you to find an elevator that will take you down into the lower floors of the building. Be careful on this walkway, it is covered with a metal grating that makes a lot of noise when you walk on it. The open room contains the thermal goggles. If you have chaff grenades then you can throw one to knock out the camera and get them. Now go all the way around the walkway, when the camera turns to the right you can quickly run down the stairs.

Run around the first tank and the guard that was standing by the elevator entrance should have moved on by now. Press CIRCLE in front of the control panel and the elevator will open.

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### Cell

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When you exit the elevator Mei Ling will call. The DARPA Chief is nearby. Go south and to the right, climb up the ladder. Crawl through the shaft and you

will come to an intersection go left and you will see a short cut scene and you can get some SOCOM ammo. Otherwise, you can just go straight forward, the first opening in the shaft that you come to, look down in FPV and you will see a short cut scene with a woman exercising. Go to the next opening and look down That's the DARPA Chief.

The DARPA Chief will tell Snake about the new Metal Gear project, codenamed REX. He will also give him his ID card so that Snake can now access doors up up to level 1 security clearance. Also, he will confirm that the terrorists have the ability to launch a nuclear strike. Then suddenly the chief dies of something that looks like a heart attack. Snake contacts the Colonel and Naomi to find out what happened, Snake is suspicious of the Colonel now, he feels that he is hiding something.

After the codec call ends wait around for the door to open, you will hear someone getting beat up and knocked out. When it opens exit the cell.

The guard that was patrolling the area has been knocked out and stripped of his clothes. As Snake exits the cell he is held-up by a woman (the woman from the cell) in a Next-Generation Special Forces uniform. She accuses Snake of killing the DARPA Chief and he slowly turns around to face her. He pulls out his SOCOM and points it straight at her forehead. He then tries to intimidat her by calling her a rookie, he points out all the things that give it away, "That nervous glance, that scared look in your eyes. They're rookies eyes if I ever saw them." The room is then stormed by soldiers.

When the game resumes you will have to fight your way out of the room. Grab the SOCOM ammo and fire at the guards. When they are dead, the woman will take over for a moment and waste the next three gaurds that come in. Go into the upper right hand corner and kick all the guards into the other corner so that the woman can take care of them.

The woman runs away towards the elevator. She turns around and fires at Snake, who quickly jumps out of the way. The scene changes, three figures are standing around someone on a figure on a metal platform, he looks dead. The first person is saying, "You idiot, you've killed him!" The next man replies, "I didn't expect a pencil pushe like him to be so tough." Another person who is speaking in a ragged whisper agrees, "His mental sheilding was very strong." The first man then complains, "Now we'll never get that detonation code!" The man with the ragged whisper then assures the first man, "Boss, I have a good idea." Once again the scene changes and we see the woman in the elevator. The doors close and Snake starts to hallucinate, he sees a man floating in the air before the elevator. It's the man with the ragged voice. He dissapears and Snake calls Naomi to ask her what happened, sh explains that it was Phsyco Mantis, FOXHOUND's phsyctic.

Get in the elevator and go to B2.

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#### Armory

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Equip your PAN card and go south. There are trap doors on this floor if you fall in one you will die. When you hear a clicking sound that means that you have triggered it. Grab the SOCOM ammo in the south center room. The C4 that you need is in the center room in the north, and you can get a handful of grenades in the south-left room. There are also two rooms on either side of the elevator that you have to blast into, they are marked by the dark grey spots on the wall. The one on the right has two trap doors, so watch it in there. Now, the wall that you have to blast throgh is in the south, in the

very left corner, take a look in FPV. Set the C4 on the wall on the dark grey area and move away from the area, set the C4 off using the punch button, CIRCLE. Go in once the C4 has done its work.

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### Armory South

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Now you must blast through another wall, look for the dark grey area about 3/4 of the way down the hall. Set the C4 on the wall and blast after you have moved away. Now, once more you must blast. The area is about 3/4 of the way down the hall once more, blast after you have cleared the area.

Snake will walk into the chamber. A man is tied to a small concrete post with strings all around him, Snake reaches out to touch the wires. The man suddenly cries out and Snake withdraw his hand. A man fires a shot at Snake, Snake jumps out of the way. The man reveals himself as Revolver Ocelot. Then Ocelot challenges Snake to a gun duel.

This fight is very simple, Ocelot will run around in circles and fire bullets at you. When he runs out of bullets he will pause to reload. When he does pop off a shot at him. Press and hold the SQUARE button to lock on to get a shot. He only has six shots in his gun. When his life bar is down to zero the fight will end.

Ocelot will take cover while he reloads his gun. Suddenly a cloaked figure swoops down from above and slices off Ocelot's hand. Then he cuts the wires binding the ArmsTech President to the post. The trip wires are triggered and the C4 explodes as the president falls to the ground. Ocelot runs away and exits the room, leaving Snake with the figure. Snake confronts the figure, who has now disabled his stealth camouflage, he resembles a cyborg ninja. The man claims, "I'm like you, I have no name." The president seems to recognize him. The man suddenly convulses and screams in pain. He exits the room as swiftly as he came. Snake then interrogates the president. He tells Snake that he gave up his code to the terrorists. He gains several other trivial peices of information and then suddenly he dies in a similar way as the DARPA Chief did. Snake calls the Colonel and Naomi because his suspicions that they are hiding something are now hightened.

If you don't already know this then I'll tell it to you now. Whenever you complete a boss battle your health bar will increase in length and all of your ammunition and item carrying capaities will increase. So after the fight with Revolver Ocelot the following items will increase, if an item is not mentioned it doesn't increase.

SOCOM Bullet	- 25	-> 49
Grenade	- 8	-> 12
Stun Grenade	- 3	-> 6
Chaff Grenade	- 3	-> 6
C4 bomb	- 4	-> 6

When the game resumes, proceed out of the room, into where all of the small storage rooms are.

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### Armory

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Now get out the CD case and look on the back of it. Meryl's frequency is on the back. Tune your codec to her frequency and call. Snake will get some

information from her. Eventually she will agree to opening the cargo door, so that Snake can get to the Nuclear Warhead Storage Building.

Now there are guards in this area. First collect any ammo that you can from the rooms. There are grenades in the room in the south all the way to the left. The FA-MAS assault rifle is in the room in the south all the way to the right. There is SOCOM ammo in the room in the south, in the center. Be careful in the FA-MAS room because there are trip wires in it. See the red dotted lines? That is where they are. To bypass the wires crawl under them. You can see them if you equip the cigarettes. Anyway once you have all that you can go north and get on the elevator. Go back to the tank hangar on 1.

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#### Tank Hangar

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While you wait for Meryl to call you can collect some items from the rooms on the top floor. Wait for the camera at the top of the stairs to pan all the way to the right so that you can run up quickly. Go into the level 1 door on the left to get the Carboard Box A and 3 chaff grenades. Go all the way to the right side of the catwalk and wait by the level 4 door. When the guard passes kick him off the railing to kill him. Now, enter the level 2 door on the right, when the camera pans all the way to the left. Grab the Mine Detector and the ration. Now wait for the camera to pan back to the left so that you can exit the room without getting caught. Go back to the top of the stairs on the left. Wait for the camera to pan to the right and quickly get down the stairs, watch out for guards at the bottom. Now go into the large door at the east side of this room. The guard in here is patrolling back and forth, but he never looks back in your direction. Wait until he stops in the south part of his walk and quickly run up behind him and snap his neck. Grab the supresser and head out before he awakens.

When Meryl calls she will inform you that she is about to unlock the cargo door. She will also tell you that there are infrared sensors in the cargo area, if you break the beams the doors will close and the room will fill with toxic gas.

When you get inside the cargo door stop before you get to the dark line in the floor. That is where the first infrared beam is. Meryl will also call you, but she will basically inform you of much that she already told you before. Equip your cigarettes, this will enable you to see the infrared beam, and wait for the beam to reach the floor, it will come back up about 1/2 of a second later so it is best to wait until it has gone back up to cross the line where the beam was. Continue doing this until you get to the end of the end of the room. Equip your PAN card and the other cargo door will open. Go out once it is open.

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#### Canyon

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Go forward a bit and you will get a codec call, be sure to answer it. A mysterious person named Deepthroat will contact you. He will inform you that there are claymore mines in the area and that you should use a mine detector. He will also call your attention to the fact that there is a tank in the area waiting to ambush you. The call will end soon after that.

Equip the mine detector or the thermal goggles to locate the mines. Crawl over each of them to collect them. Go forward near the dark area and a cut scene will take place. The tank that Deepthroat informed you about has come out. A tattood man will come up out of the tank and mock you while he fires at you.

Eventually the battle will start.

This is relatively easy. At the start throw a single chaff grenade to impede the tank slightly while you get closer to it. Now equip your grenades and when you are close to him throw a grenade at the tank, if you aimed right it should go into the gunners hole and he will die with one grenade blast. If it lands on top of the tank, near him it will take two. Once he is dead he will be replaced by another gunner from within the tank and you will have to repeat the process. Be sure not to let the tank run you over or you will lose a big chunk of health. When the gunner fires run as close as you can to the tank and run in the direction the gun is swinging. He will eventually stop. The only time he can get you with the tank's cannon is when you are first approaching it. When the last gunner is defeated the battle will end.

The gunner will fly out of the tank and will land on the ground, dead. Snake will walk over to him and take his security card. In the background we can hear Raven talking to someone on the radio. He makes a few comments to both people on the other end and then the game resumes.

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#### 4.1.2 Disc One-Part Two

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Covers gameplay from the first entrance of the Nuclear Warhead Storage Building to the first exit from the Cave, going to the Underground Passage.

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#### Nuclear Warhead Storage Building 1

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Right now Snake will receive his capacity/life boost,

SOCOM Bullet	- 49	-> 73
Grenade	- 12	-> 16
Stun Grenade	- 6	-> 9
Chaff Grenade	- 6	-> 9
C4 bomb	- 6	-> 8
FA-MAS Bullet	- 101	-> 151
Claymore	- 6	-> 8
Ration	- 2	-> 3

If you go on the walkway to the left you can get a ration, which you will most likely need. Do not enter the room on the other side of the door until the guard passes. You will have to wait a moment until he appears on your radar. Otherwise he would spot you once you entered the room. You will get a codec call from the Colonel, you must not use your weapons in this area, but you can't anyway because Naomi programmed your nanomachines so that you can't. If you don't believe them then you can take a look yourself. They all have the words "No Use" written over them in big red letters.

The area between the boxes, right by the surveillance camera has some FA-MAS ammo in it. You can go right underneath the surveillance camera to the area around the parked truck. Get the FA-MAS ammo underneath the stairs and the SOCOM ammo to the left of the truck. Watch for the guard that is patrolling around the truck. Now when you walk west towards the stairs you can get some chaff grenades from beneath the walkway and some grenades right in front of the





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The ninja will confront a wiry, nerdish guy. He will piss his pants. Then the ninja will turn around to see Snake. They will have a brief exchange in which we find out that all the ninja wants is a battle with Snake.

"Neither enemy nor friend, I am back from a world where such words are meaningless."

This is probably one of the most difficult boss battles in the game. But once you know the technique it is rather simple. When you first start off the ninja will attempt to slice you with his blade, jump down on top of you which will take away a significant portion of your health, or he will try to knock you over by kicking you while he flips over you. This is easily avoided by continuous movement. When he pauses briefly before he does this you can get in a punch-punch-kick combo. Do this twice and he will put his sword away.

Now he will try to punch you or kick you. Just avoid this by moving out of the way, or just stay moving until you see an opening. When he punches you, right before he does, he will pause momentarily. That is your attack opening. When he cloaks himself equip the thermal goggles and then you can track him easily.

Now he will stay cloaked most of the time, only taking it off when he attacks. So, equip your thermal goggles and watch him move, when he pauses move towards him and punch him. He will rarely attack in this part of the battle so it is a little easier. A little later he will wait for you to attack and then he will cloak and go behind you to attack you. He might move two times depending on where you are. So the best way to avoid this is to throw a single punch at him and move forward or to the side while he tries to punch you. When he punches he will leave himself open to attack. This is when you attack him.

When his life bar reaches zero he will begin to convulse and send off powerful electronic bursts. Stay far away from him and equip your FA-MAS. Fire some shots at him and when he is shot he will move to another location and will do the same. This will happen three times and then a cut scene will start.

The ninja will confront him and Snake will eventually realize who the ninja is. The ninja will then begin to bang his head on the floor, he is dependent on medicine to survive. He will then exit the room frantically. Snake will call the Colonel and he will reveal that the identity of the ninja is Grey Fox. The Colonel will call Snake's revelation preposterous but then Naomi informs both of them that a soldier recovered after the fall of Zanzibar for gene therapy experiments.

Snake will interrogate the man who hid in the locker. He will give Snake a lot of information about the new Metal Gear prototype and some family history. Eventually Snake will begin to feel nervous and he asks Hal how he is feeling. Hal will get suspicious and then he tells Snake to call him Otacon. They will then discuss Meryl and how to get into contact with her.

SOCOM Bullet	- 73	-> 97
Grenade	- 16	-> 20
Stun Grenade	- 9	-> 12
Chaff Grenade	- 9	-> 12
C4 bomb	- 8	-> 10
FA-MAS Bullet	- 151	-> 201
Claymore	- 8	-> 10

After Otacon leaves you can exit the room and go back to the gas filled hallway.

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Nuclear Warhead Storage Building 1, B2

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Throw a chaff grenade to get by the camera. Now you can go into the rooms that are level 4 clearance and lower. So, get out your gasmask and go east. This area contains a bunch of rooms that all contain one or more useful items. You can get C4, Grenades, nikita missiles, and stun grenades in the middle hallway. When you are done collecting exit the gas filled room and get on the elevator. Go to level B1.

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Nuclear Warhead Storage Building 1, B1

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Now when you get out of the elevator wait for the guard to go back to the south, away from the door. Now go to the room and go to the little space in the east. Duck behind the waist high box and wait for the guard to show up behind you. If the guard is making a lot of noise when walking then that is Meryl. Stand up and let Meryl see you, she will make a noise confirming that she is Meryl and then she will run to the women's room in the northeast. Follow her there.

Run all the way into the stall in the north and a cut scene will start. Meryl will stick up Snake and taunt him a bit. They will discuss their plans on how to either destroy Metal Gear or override the PAL. Meryl will also give Snake one of the PAL keys. They decide to go to the underground maintenance base in the north by going through the commander's room, which is security level 5 so Meryl hands over her PAN card.

Now follow Meryl out of the bathroom and a small cutscene will start, "What happened to the music?" Now go into the hallway in the middle and Meryl will follow you. Go in through the door.

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Commander's Room

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Go halfway to the door and Meryl will run up to the door in the north. Follow her and a short cut scene will start. Hmm...that voice sounds familier. Take a look in FPV, wierd, no? Now go through the door into the center of the room. Uh oh! Meryl getting horny! Well, answer the codec call, you need to knock Meryl out now. Punch her about 4 times and she will get knocked out. Now the person who was controlling her, Phsyco Mantis, will reveal himself. Follow his instructions, some of the stuff he does is kind of cool. He can tell how many times you have saved, how good your stealth skills are, your battle skills, and how careful you are in the game. Also, if you have some Konami games saved on your memory card then he will read off some of their names. Eventually the battle will start.

When the screen goes black and says Hideo up in the upper right hand corner of the screen switch your controller to port two. That will be so that Mantis cannot read your mind. Now the main basis of Mantis's attacks are controlling different objects in the room, making them fly at you to hurt you. But, he can only attack on one plane. So when he does do that just crouch and they will miss, the only time this will not happen is when he gets the three lounge chairs and flings them around in a circle. For this you will need to lie down. He will also throw some type of invisible energy ball at you, which packs a lot of punch. When he puts on his stealth camouflage equip the thermal goggles and track him. When he pauses before and after he attacks or moves that is

when you can attack.

Eventually he will wake up Meryl and have her attack you. Just knock her out like before. Then Mantis will have her try to blow her brains out. She won't fire immediately so quickly run up to her and knock her out, one punch combo should do it. Once she is out he will now resume attacking you. He will get most of the hings that he can control and fling them all at you. This will cause quite a bit of damage. He will still do the chair thing. When his life bar reaches zero the battle will end.

Snake will have a conversation with Mantis in which he reveals things about his past and about both of them, the trauma that they have in common. He will also give Snake and Meryl directions to the underground maintenance base. Mantis will reveal a hidden door that leads to the communications towers. Mantis dies shortly after that.

SOCOM Bullet	- 97	-> 121
Grenade	- 20	-> 24
Stun Grenade	- 12	-> 15
Chaff Grenade	- 12	-> 15
C4 bomb	- 10	-> 12
FA-MAS Bullet	- 201	-> 251
Claymore	- 10	-> 12
Nikita	- 12	-> 16
Ration	- 3	-> 4

After Mantis finally dies Meryl will try to dig out some information from Snake. He will answer all of her questions so that they do reveal a little bit about himself. Meryl will realize that Snake is not interested. The game will resume. Gather any ammo that you can from the room and go down the stairs, then get the FA-MAS and SOCOM ammo that is partly hidden by the stairs. There is also a ration in the area. Go out of the door.

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#### Cave

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Meryl will go ahead and get through the cave by herself, leaving you behind. Go all the way to the east and get the ration to the north and the SOCOM ammo to the south. Go into the center opening and crawl into the little hole in the wall. get out your thermal goggles and stun grenades. Throw one once you are out and when it explodes move to the north west. Pause here and throw another, this time duck into the small room in the south, you'll have to crawl. Get the diazipam and the FA-MAS ammo and ration if you need them. Go back out and go a bit northeast inot the other opening. You'll see Meryl surrounded by dogs. Now go up to her and equip one of your cardboard boxes, unequip it and punch Meryl, quickly equip the box and she'll summon a small dog to piss on it. Now you'll smell like the dogs when you have this on, which will make traversing this room much easier in the future. Get the ammo and go out the door.

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#### 4.1.3 Disc One-Part Three

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Covers gameplay that takes place during Snake's search for a PSG1.

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### Underground Passage

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Meryl will walk in between the mines and will leave footprints so that you can follow. But you can just crawl straight to her since you can crawl over mines. A cut scene will start once you have reached her.

A sniper will come out of hiding and momentarily aim at Snake. Then slowly the crosshairs center squarely on Meryl. She turns around. Snake warns Meryl but it is too late she is shot in the thigh and she falls to the ground, she tries to get up but she is quickly subdued by another bullet to the leg. Then she futilely reaches for her gun but the sniper is too quick, she is shot once more and finally she gives up. She begs Snake to shoot her but he refuses. He must save Meryl. The Colonel calls and warns Snake that the sniper is just trying to lure him out for an easy shot.

Once the game resumes go back into the cave, through the doors to the south.

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### Cave

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Call Otacon at 141.12 on your codec and Snake will ask him to give him the location of a sniper rifle. Otacon tells Snake to look in the Armory, on the second floor basement of the Tank Hangar.

Well you have a long way to go to get the sniper rifle so get moving. Equip your cardboard box that the dog pissed on and go out into the cave. You'll see that the dogs now think that you are one of them and will follow you around with little hearts around their heads. Be careful however, you will need to unequip your box to crawl through the holes in the walls of the cave. The dogs will not instantly attack you though, it will take about two seconds for them to notice. So use this time to get through the holes. Now go back into the commander's room where you fought Mantis.

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### Commander's Room

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Go up the stairs and through the level 5 door. Hmm...Mantis's body is gone.

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### Nuclear Warhead Storage Building 1, B1

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The guards will not change for about 45 seconds so head into the office to the south, you can get the Cardboard Box B, NVG, Diazepam, FA-MAS, SOCOM, and Nikita ammo. Otherwise just get on the elevator and go up to level 1.

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### Nuclear Warhead Storage Building 1

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The guard to the right, who is looking out over the edge of the railing will not move for a while so that will give you a chance to move down the stairs. Get the grenades from the corner by the foot of the stairs and go to the right. In order to conserve ammo and keep you out of trouble I will recommend you to

another route. Go under the security camera in the north and get on the truck, be careful of the guard circling the truck though. Climb in and equip Cardboard Box A. Eventually a guard will come towards the truck and a small cut scene will start. The guard will take you to the heliport.

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### Heliport

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Now it is daylight outside the disposal facility. The guard positions have moved a bit but not too much. Remember the first air duct that Snake looked at in the beginning of the game? Well, now the guard has woken up and moved to his patrol route. So enter that and crawl forward.

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### Tank Hangar

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Equip your NVG or your thermal goggles and crawl through the vent. You will have to crawl through some water so keep moving. Now when you get to the end of the duct you will hear footsteps, wait a little bit and the guard who was making them will have moved into a room off to the right. Run to the elevator and press the button to bring it up. A guard may come and you will have to move around the parked tank to the opposite side. Eventually, he will move and now you can get on the elevator. Go to B2.

---

### Armory

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Remember, there are trapdoors in this room.

When the guard passes in front of the elevator sneak up behind him and snap his neck. Then go south and wait for the guard to move to the east, now you can enter the room in the northwest where the PSG1 is. You'll need your PAN card equipped. Equip the thermal goggles so that you can see the trip lasers. Carefully crawl between them and get the PSG1 and its ammo. The Colonel will call with some obvious information. Crawl between the trip lasers and wait by the door. Wait for the guard to head east and then go north via the westmost passage. Wait at the corner in the north and when the guard comes north and pauses at the corner snap his neck and go to the elevator. Push the button to bring it down and when it comes, go to level 1.

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### Tank Hangar

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Now you can either go back to the Heliport or go through the canyon. I'll take you through the canyon since the Heliport's strategy is the same as last time. Go through the cargo doors and since the trip lasers have been deactivated, you can go straight through.

---

### Canyon

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Now you'll see why I told you to take the truck. This place has claymore mines all over the place. And in addition there are four gun cameras watching this area. Equip your thermal goggles and you'll see all the claymores. Hug the left side of the canyon and crawl when you get to the mine. Follow the left

side and get underneath the camera. Stay on the left side and when you get near the door, where the last two cameras are throw a chaff grenade and equip the PAN card. Go in through the door.

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#### Nuclear Warhead Storage Building, 1

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Get the ration from the end of the walkway on the left if you need it. Otherwise, head down the ramp and stand by the door, wait for about 20 seconds until the guard passes and then crawl under the door. Go all the way west and go up the stairs. The guard on the walkway will not turn to face for a few seconds so quickly get by the control panel by the elevator and bring it up. Wait for the guard to pass, staying in the corner by the control panel, and then go inside the elevator and go to B1.

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#### Nuclear Warhead Storage Building, B1

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There's nothing to get here so go into the commander's room in the north, via the middle hallway. Go out through the secret door and down the stairs. The ammo is available again so if you need it you can get it.

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#### Cave

---

Go through the hole in the wall and equip the box that the dog pissed on. Run through the cave and when you get to the other end unequip the box and crawl through the other hole in the wall. Now there is a ration in this area so if you need it get it. Or if you are low on life and you have full rations eat one and get this one to max out your inventory.

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#### 4.1.4 Disc One-Part Four

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Covers from the battle with Sniper Wolf to Snake's entrance of Communications Tower A.

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#### Underground Passage

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You will walk right into the boss battle when you come through the door. Quickly, hide behind one of the walls. Now equip the Diazepam and the PSG1, then unequip the PSG1 so that it is on your quick equip button. Now for this particular battle you need to be fast with both shooting and getting ready to shoot, which involves exposing yourself to the sniper, equipping your weapon and tracking her when she moves.

So get into corner view and carefully watch her laser sight, when it disappears that is your signal to get out and shoot. Move around the corner and equip the PSG1, make sure you are facing towards her when you equip or else

you will have to pan the scope in her direction which will give her plenty of time to shoot you. So when you have the sniper rifle equipped take a Diazepam to steady your aim. When she comes out of hiding quickly shoot her. You can stay out the entire battle if you give her no opportunities to shoot.

If she manages to get a shot on you then you must unequip your rifle and move back behind cover or else she will keep shooting you. Do this until her life bar reaches zero and the battle will end.

SOCOM	-	121	->	145
Grenade	-	24	->	28
Stun Grenade	-	15	->	18
Chaff Grenade	-	15	->	18
C4 bomb	-	12	->	14
FA-MAS Bullet	-	251	->	301
Claymore	-	12	->	14
Nikita	-	16	->	20
Diazepam	-	6	->	8

When the battle ends SAVE YOUR GAME, you'll see why later. Go forward and collect the ammo from all around. FA-MAS under the stairs, SOCOM all the way in the west, and PSG1 up on top where Wolf was. There is also a ration near the SOCOM ammo. Go towards the door in the east.

Two guards will see Snake and Sniper Wolf will confront Snake, she'll taunt him a bit and he'll eventually retort, "I'll die after I kill you!". Then the guards will knock him out, Snake is dragged away barely concious.

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Medical Room  
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Snake wakes up and hears some voices talking, they'll give some information to you about different things and then one man will start talking. He'll accuse Snake that he "stole what was rightfully mine." and "stole my birthright." He'll conclude with saying, "the brother of light, and the brother of dark." We then hear Ocelot inform the "Boss" that Snake is awake. We eventually find out why Ocelot is a specialist in interrogation. He'll torture Snake by running a high voltage electric current through Snake's body.

An electrical current will be sent through his body, severely bringing down his health. To regain your health you must press CIRCLE rapidly to gain it back as it is depleted. Once the life gauge reaches zero Snake will die. You can avoid the torture by pushing the SELECT button, but you may not want to do this, there will be consequences. If you die during this torture event you will have to start over from the last time you saved. "There are no continues my friend."

When Snake is dragged into the cell he'll find the DARPA Chief along side him, who looks and smells like he has been dead for days. The Colonel will call and either talk about how Snake did or didn't endure the torture, depending on which decision you made.

This is how you bust out of the cell,

1. Call Otacon and he'll bring you a hamburger, some ketchup, and a PAN Card (LV6). When the guard is coming back from the bathroom lie down on the floor and equip the ketchup. Press circle to break the bottle and have its contents spill out. The guard will think that you committed suicide and will rush into

the cell. Get up and knock out the guard when he comes inside the cell.

2. Call Otacon and he'll bring you a hamburger, some ketchup, and a PAN Card (LV6). When the guard is coming back from the bathroom lie down under the bed. The guard will have lost sight of you and will rush into the cell. Get up and knock out the guard when he comes inside the cell.

3. Endure three, yes three, rounds of torture and the ninja will come and rescue you.

Once the guard has been disposed of run into the torture chamber and grab your equipment box from the side of it, Snake will run behind the machine and get dressed. Now scroll through your items list and check for any item that says "Time Bomb". Ocelot may have planted that there as a lovely surprise gift. If it is there press circle while you have it selected in the menu and then exit the menu. Snake will throw the bomb away and it will eventually explode. Once that has been taken care of throw a chaff grenade and exit the cell, going underneath the surveillance camera.

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Cell

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Throw another grenade and go to the elevator, call it up and when it comes get in and go to the Tank Hangar on level 1.

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Tank Hangar

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Go through the cargo doors and go straight through since the trip wires are still deactivated. Equip the PAN card when you get to the other end to open the cargo door.

---

Canyon

---

Remember that this place is mined so equip the Thermal Goggles or the mine detector and crawl over the places where there are mines. Once you get to the area where the two large FOV cameras are watching throw a chaff grenade and run past, if you run fast enough you can get through the cargo doors without having to throw another Chaff for the cameras monitoring the door area. There are mines on the way though, so equip the Thermal Goggles if you don't have them already equipped to see the mines.

---

Nuclear Warhead Storage Building, 1

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Get the ration from the end of the walkway on the left if you need it. Otherwise, head down the ramp and stand by the door, wait for about 20 seconds until the guard passes and then crawl under the door. Go all the way west and go up the stairs. The guard on the walkway will not turn to face for a few seconds so quickly get by the control panel by the elevator and bring it up. Wait for the guard to pass, staying in the corner by the control panel, and then go inside the elevator and go to B1.

---

Nuclear Warhead Storage Building, B1



---

There's nothing to get here so go into the commander's room in the north, via the middle hallway. Go out through the secret door and down the stairs. The ammo is available again so if you need it you can get it.

---

#### Cave

---

Go through the hole in the wall and equip the box that the dog pissed on or Sniper Wolf's handkerchief. Run through the cave and when you get to the other end unequip the box if it is equipped and crawl through the other hole in the wall. Now there is a ration in this area so if you need it get it. Or if you are low on life and you have full rations eat one and get this one to max out your inventory.

---

#### Underground Passage

---

Run forward a little bit to where Meryl was shot and Snake will stop and he reminisce a little on what happened there earilier. Once game resumes again, run forward and go into the level six door that you were going to go in before you were captured.

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#### 4.1.5 Disc One-Part Five

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Covers gameplay from the guard chase in the tower to the end of the gameplay on disc one.

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#### Communications Tower A

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This part is pretty fun if you know what you are doing since all you really have to do is mow down guards. Run forward through the hallway and you will be spotted by a camera, this is unavoidable. Snake will turn around and see two guards charging at him from the hallway in which you came through. The game will resume, equip the FA-MAS and shoot the two guards that are coming down the hallway. Now run out the other door, grabbing the two items in the room there. Make sure you grab them as they will save you loads of time. Run up the stairs and throw a stun grenade, if you have one. Then equip the FA-MAS and shoot the guards that are coming down the stairs at you. If you run out of ammo or don't feel like wasting it then you can just use the stun grenades and flip the guards as they come down, occasionally breaking out the FA-MAS to shoot down some large attack groups. You will come to a door halfway up but unfortunately it is locked, so continue up the stairs until you reach the top doing the above strategy. The top is a small U-shaped area and on the far side of the 'U' is a ladder that you need to climb up. Grab the ammo and items on your way up and then quickly climb up the ladder since there will be guards on your ass in a few seconds.

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### Communications Tower A, Roof

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Go out the door and there will be a short cut-scene, you need to make it to that door that was pointed out in the movie. Maybe not. Liquid has destroyed the bridge linking the two Comm towers, now he wants you to 'Die!', is it just me or does he say that a lot? Snake will say, "It's a long way down, if only I had a rope. I should be able to use that rope I got!" Bit odd, eh? Equip the rope and go forward to the rail that Snake was looking over. Snake will tie the rope to the rail and jump over the side. Snake will start to descend and then the Colonel will call telling you how to rapell. Follow his instructions and descend the wall, when Liquid comes in shooting at you jump in the direction he is coming from to dodge the gunfire. Avoid the steampipes and once you are down at the bottom Snake will detach from the rope and fall to the bridge below.

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### Walkway

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Now, do NOT cross the bridge just yet. Equip your Nikita and fire a shot down the bridge to the other side. There are three guards at the end there waiting for you. Aim for the middle guard and it should take a total of four shots to take down the guards. Now, if you need some ammo plant some C4 on the door of Tower A and detonate it, go inside, grab whatever you want and then come back out. Head across the bridge and go across to the door. Liquid will come up in his Hind and start shooting at you while laughing maniacally. You can still move during this cutscene so make use of this and go in through the door. Grab the Stinger Missile launcher and its ammo and go through the door to the south.

---

### Communications Tower B

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You need to get to the bottom of the tower now so go south and go to the elevator and push the button. Hm...the elevator isn't working. Lean against the elevator doors and you can see it stalled in the middle of the tower. Now, you will have to take the stairs to get to the bottom of the tower. So, run down the stairs and when you get to the bottom you will be quite shocked to find that the stairs are out too! Well, you have to go all the way to the bottom of the stairs to activate the next cutscene in the game so you can progress. Run back up and head for the elevator, Snake will hear a noise by the elevator and draw his gun. It's Otacon. Otacon will call Snake a hero and Snake will say that he isn't since he couldn't protect Meryl. Then Otacon will start to ask Snake some questions such as, "Have you ever loved someone?", "Do you think love can bloom on a battlefield?" Looks like Otacon bends the other way! Actually, not really you'll find out later. Snake will quickly change the subject after he answers all of Otacon's questions and ask Otacon to fix the elevator. Otacon agrees and then the game resumes.

Otacon was moving the boxes that were blocking the staircase, that was the noise Snake heard. Run up the stairs and wait! There is a gun camera monitoring the staircase. Throw a chaff grenade and go past it, there will be three more groups of cameras on the way up, one of two cameras, one of three, and the last will have four. If you don't have enough chaff to make it all the way up, you can either skip the first one or two groups and use it on the last two or three, since they will inflict the most damage. Or you can shoot the cameras with the Stinger missiles, wasting precious ammo that you will need

very soon. Once you are past all the cameras you will come to the top of the tower and you will come out by a ladder. Use it after collecting all the ammo scattered around here and Snake will climb up to the roof.

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Communications Tower B, Roof

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Go out of the small entrance way and there will be another short cut-scene. Liquid will confront Snake while in his helicopter and they will exchange a few tense words.

Liquid - "Are you ready now? My brother."

Snake - "Why are you calling me brother?! Who the hell are you?!"

Liquid - "I'm you! I'm your shadow!"

Snake - "What!?"

Liquid - "Ask the father that you killed, I'll send you to hell to meet him!"

This is incredibly easy. All you have to do is shoot Stinger missiles at the Hind until it comes down. There is a little bit more than that that you need to know. Make note of the ration to the southwest and the large block shaped structure in front of the door you came out of. This will serve as your cover for the duration of the fight.

Liquid will immediately start spraying machine gun fire at you, run around to the opposite side of the box and when he moves around move to the other side. Whenever he uses the machine gun fire just use the block as a barreira between him and you. Keep your eye on the radar so that you can know where he is at all times. When he isn't shooting at you then you can use the Stinger to fire a few shots towards his helicopter. Make good use of the lock-on function. Keep doing this until he goes off into the distance and a small cut-scene starts. He will fire a missile at you so use the block as cover once more and the missile will impact without damaging you. Now Liquid will start going below the level of the roof, so equip the Stinger and keep the Hind's dot on the radar in line with your FOV cone, when he pops up you can now immediately pump a shot at him. He will also use the machine gun fire more often so be careful of it. Do this until he goes off once more into the distance, his helicopter is about to crash yet he manages to fire off one more missile in your direction. Once again hide behind the block and when the missile impacts the game will cut to a small cut-scene. Liquid's helicopter will crash and it will blow up killing Liquid.

"See you in hell Liquid." That's exactly how I feel right about now. Otacon will then call up and inform you that the elevator is working. So head back down to the elevator.

SOCOM Bullet	- 121	-> 168
Grenade	- 24	-> 32
Stun Grenade	- 15	-> 21
Chaff Grenade	- 15	-> 21
C4 bomb	- 12	-> 16
FA-MAS Bullet	- 251	-> 351
Claymore	- 12	-> 16
Nikita	- 16	-> 24
Stinger Missiles	- 20	-> 25
Ration	- 4	-> 5

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Communications Tower B

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Well, you know how to deal with the cameras so I'll leave that to you. Press the button on the elevator and Otacon wasn't BSing us so it will come up. Get on and there will be a small cut-scene. Why did the weight limit warning go off? Anyway, go to the elevator controls and go to level 1. Otacon will call you and eventually you will find out that some guards stole four of his stealth prototypes. Otacon will then inform you of the obvious, there are four stealth camouflaged guards in the elevator with you.

Equip the thermal goggles and shoot the guards. They will seem to never die but after they get knocked over about four or five times they will die. Make good use of your ability to shoot while running, just run around in circles spraying bullets in all directions.

When the fight ends let out a sigh of relief along with Snake and then run around the bottom area of this level gathering ammo. Once you have everything go out the door to the southeast of the room, you will need the PAN card. There is a camera here so throw a Chaff grenade and run by it quickly. The hallway that you come to has two cameras watching it so throw another grenade and exit to the Snowfield.

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Snowfield

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Go forward a little bit and there will be a short cut-scene where Snake is shot by a sniper that is hiding off in the distance. Snake will call up Otacon via the codec and they will discuss the possibilities of who it is, another camouflaged guard? Then Otacon suddenly realizes that it is Sniper Wolf who is shooting at him. Wolf interrupts their discussion and tells him that she will send Snake a 'love letter', "Do you know what that is? It's a bullet, straight from my gun to your heart." She informs Snake. Soon after that the game will resume with Wolf shooting at you from afar.

Run east and hide behind the small rock ledge. Since the ledge is over your head Wolf cannot shoot you when you are here. Equip the Nikita, yes the Nikita, and fire a missile to the west. Take control of the missile in FPV and guide it to the wall to the north, you may see Wolf hiding somewhere here, if not then just follow the wall looking for her hiding from you behind the trees. When you see her guide it into her. She will not see it or shoot it down so don't worry about that, the only thing you have to worry about is running out of fuel. Unfortunately the missile packs the same punch as a PSG1 bullet so this will take a while. Rinse and repeat until her life bar reaches zero.

That's the easy way...

If you want a legitamate fight with Wolf then lean up against the rock face and watch her laser pointer, look to see which direction it is coming from so that you can get a rough sense of where she is. When it disappears equip the NVG and get out from behind the rock face, into the open, lay down in the direction where you believe that wolf is and then equip the PSG1 and you may see her moving to a new position. When she stops she will probably be hiding behind a tree, so wait for her to step out from behind the tree and pump a round into her chest. Remember to take a Pentazemin to stop trembling or equip the

Cigarettes for the same effect. if she does manage to get a shot off on you immediately get up by unequipping the PSG1 and standing up, move to behind the rock face and repeat from the beginning.

SOCOM Bullet	- 168	-> 192
Grenade	- 32	-> 36
Stun Grenade	- 21	-> 24
Chaff Grenade	- 21	-> 24
C4 bomb	- 16	-> 16
FA-MAS Bullet	- 351	-> 401
Claymore	- 16	-> 16
Nikita	- 24	-> 28
Stinger Missiles	- 25	-> 30

When the game resumes after Snake receives his health boost run forward in the Snowfield and there will be a long cut-scene. I'll let you watch this part by yourself, brings a tear to the eye, doesn't it?

Now go into all the rooms around here and collect all the items and ammo in the rooms. The level seven door has Stinger missiles, but you cannot open it now so don't bother trying. Some of the rooms have claymores, some of the rooms in the northeast and east side of the field. When you are done go into the door in the north and there should be a camera monitoring the hallway. Throw a chaff grenade and grab the ammo under it. Go through the hallway and into the staircase. Congrat's you have completed the first disc.

\*\*\*\*\*  
4.2 Disc Two  
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Disc Two-this section of the guide covers gameplay from the beginning of Disc Two to the end, so obviously, if you are looking for part of the game that is on disc one then this is not the place to look.

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4.2.6 Disc Two-Part Six  
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Covers gameplay from the Blast furnace to Liquid and Ocelot's conversation in the underground maintenance base.

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Blast Furnace  
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Now you are in the Underground Base that Snake, Otacon, and Meryl have been talking about all game.

Equip your SOCOM and shoot the guard that is at the end of the small walkway. Use my quick-stop method to sneak up on him. Once he is dead, equip the Nikita and fire a missile off to the west side of the room. Go into FPV and guide it into the moving platform. It should be destroyed in two hits. There will also be an alert for the guards when they hear the noise of the missile. Go south

and then west, flatten against the wall and shimmy to the north. Run down the stairs and go south a little bit. Wait for the guard to come up the stairs and pass you the run down where he came up. Run to the south and go in the small doorway. You will come into a steam room, watch outfor the blasts coming out of the pipes. In the west side of this room there is a crawlspace, go through it and on the other side there are two cameras, throw a chaff grenade and that will disable them long enough. Gather all the items in this area, the body armor is half hidden behind the crate in the north, underneath the camera. Once you have these items go back out and to the large door in the north.

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#### Cargo Elevator

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Run north and the cargo elevator will come up. Get onto it and go to the small control panel on it. Press the circle button to get it going. A short cutscene will start. Three heavily armed guards will jump onto the elevator with Snake. Snake says it best, "Damn!" Well, now you have to fight them, use the same strategy as before when you were in the elevator in Comm Tower B. If one of them is standing right next to the railing you can also kick him off the elevator, therefore saving ammo and health. Once the three guards are dead the elevator will come to the bottom of the shaft.

Throw a chaff grenade and run to the elevator on the other side of the room. Activate the elevator and it will start to descend. Master Miller will contact Snake and give him some startling information about Naomi Hunter, her story about her grandfather in the FBI was a lie. Looks like Naomi isn't who we really thought she was. Soon after the call ends the elevator will come to the bottom.

Once the elevator is at the bottom run to the sides of the crates on either side of the room. Once you have them go through the door. Snake will enter a cold room and he will see a large figure atop a crate. It is Vulcan Raven, the guy who accosted you in the M1 Tank. Raven jumps down from the crate bearing a HUGE Vulcan Cannon. He and Snake will confront each other eventually Raven will cut the converstaion and get on with their "glorious" battle.

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#### Warehouse

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This battle is relatively easy if you know what to do, just like the others. Plant Claymores all over the ring, in between the boxes, so that when Raven is running around he will run over them and lose about 1/10 of his health. Equip the Mine Detector so that you can see where you planted the mines and you don't run into them yourself. Use the Nikita to shoot him when he is around corners and such. MAke sure you are on a straight path with the Nikita when approaching Reven becuase if youy have to slow it down to turn it then he will shoot it down before it gets too close to him. I prefer to stay as far away from Raven as possible during this fight, just let my Claymores and the Nikita do all the fighting. After his bar reaches zero the battle will end.

SOCOM Bullet	- 192 -> 217
Stun Grenade	- 24 -> 27
Chaff Grenade	- 24 -> 27
FA-MAS Bullet	- 401 -> 451
Nikita	- 28 -> 32
Stinger Missiles	- 30 -> 35

Raven admits defeat from Snake. He acknowledges that Snake must confront

Liquid after he leaves. Raven clues Snake in on a secret, the DARPA Chief was actually Decoy Octopus, a member of FOXHOUND. He gives Snake almost no information other than that and informs him that he must solve the rest of the riddle himself. Snake walks away from Raven and Raven is devoured by his Ravens, ewww! Master calls up and gives Snake some more information on Naomi along with the Colonel. She apparently isn't Naomi Hunter at all, she somehow obtained ID papers for the real Naomi Hunter to impersonate her.

Once the codec call ends go in the door to the north.

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#### Warehouse North

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Look ahead in the room with the FPV button. Excessive gun camera surveillance, no? Well even with about two hundred cameras in the room you can sneak by with no problem at all. Hug the left wall and shuffle north to the first cameras, flatten against the south wall and shuffle to the right, flatten against the railing and shuffle north and then flatten against the north wall and go to the level seven door. Or you can just throw a chaff grenade, whatever you prefer. Watch out though there is a trap door in the first hallway in the south of this room.

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#### Underground Base, 1

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Run forward and the camera will change to give you a better look of what is ahead, Metal Gear REX. After the short cut-scene run to the northeast and head for the ladder, Otacon will call and tell Snake that he is trying to access Baker's files to find out how to use the PAL keys. Go up the ladder.

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#### Underground Base, 2

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Run to the northeast towards the ladder and Otacon will call again to inform you that he got past Baker's third security level. Go up the ladder.

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#### Underground Base, 3

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Go up the ladder in front of you to get atop REX, Otacon will call to inform you that he hacked into Baker's files. He will give you the specs on the new nuclear warhead that ArmsTech developed. Go down the ladder on the other side of REX. Go down the walkway and use my quick stop method to get down it without making any noise. Go up the set of stairs in the south and a cut-scene will start.

Snake goes up the stairs and sees two men talking in the room, quickly he takes cover behind the doorframe and he listens in on their conversation. The two men discuss their plans for the nuclear launch. They have changed the target site from Chernobyl, Russia to Lopnor, China. Snake realizes that one of the men is Liquid! He survived the helicopter crash. Snake listens on as the two men discuss various things that are related to their plans of world domination. Liquid reveals that he is planning on creating his own "Outer Heaven", which was Big Boss's dream, to create a world in which soldiers like him are respected and needed as they once were. Otacon calls Snake and informs him of the trick to using the PAL keys. Apparently Snake already has all three keys,

the PAL key is made of a shape memory alloy which changes shape at different temperatures. Otacon gives Snake some more information regarding the keys, such as correct entry order and stuff. Ocelot sees Snake's arm poking out from behind the doorframe and fires a shot at him. Snake drops the PAL key that he was holding and it falls into the drainage ditch.

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#### 4.2.7 Disc Two-Part Seven

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Covers gameplay from the search for the PAL key to the end of the PAL entry.

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#### Underground Base, 3

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Well now you have to find the damned key or else the world is screwed, but first you have to fight off the guards that are on your ass. Throw a Stun Grenade and immediately run north and equip the FA-MAS, the Stun Grenade should have put off the guards long enough for you to get away, but if not shoot the bastards. Climb up the ladder and the guards will stop chasing you and the alarm will cease. Climb down the ladder and then the other one to go down to the second level.

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#### Underground Base, 2

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Climb down the ladder to go to the first level.

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#### Underground Base, 1

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This part can either be extremely irritating or quick depending on which random situation the game chose for you. First off run down the stairs and run through the drainage ditch to see if you pick up the key, you may pick up a bomb so do the same that you did with Ocelot's bomb and toss it away immediately. If you did not pick up the key then you have the irritating scenario. A rat has gotten a hold of the PAL key and is running around with it. Go north and you should see a small hole in the wall, plant some C4 there and then go off to the right side of it. In a few minutes the rat should come out, when he does detonate the C4 and grab the key. Or if you want you can use the Stinger, but that is a bit much for a rat besides you'll need it later. Go to the ladder and climb up to level two. Try using the mine detector to find the PAL Key, it will appear as a red dot.

---

#### Underground Base, 2

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Run to the northeast towards the ladder and climb up.

---

#### Underground Base, 3

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Climb atop REX and go down the other side. There is still a guard here but



Ocelot and Liquid aren't plotting in the room there so you can go straight in, just use my no-noise method.

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Command Room

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Throw a Chaff Grenade and then equip the PAL Key. Move towards the first computer terminal and a short cut-scene will start.

"PAL code number one confirmed. Awaiting PAL code number two."

Throw another Chaff Grenade and exit the room.

---

Underground Base, 3

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Run north and climb over the top of REX, go down to level two.

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Underground Base, 2

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Climb down to level one.

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Underground Base, 1

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Go south through the tunnel to the camera room.

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Warehouse North

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Throw a Chaff Grenade and go south to the warehouse.

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Warehouse

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Now you have to freeze the PAL Key. It will take about 1 minute for the key to change shape so make use of the time and run around the room collecting ammo and items. Once it has changed shape go out of the room through the north door.

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Warehouse North

---

Throw a Chaff Grenade and go through the door in the north.

---

Underground Base, 1

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Climb up the ladder to level two. Wow, this section is getting rather repetitive.

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Underground Base, 2  
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Climb up the ladder.

-----  
Underground Base, 3  
-----

Climb atop REX and go down the other side. There is still a guard here but he won't really bother you if you are careful.

-----  
Command Room  
-----

Throw a Chaff Grenade and then equip the PAL Key. Move towards the first computer terminal and a short cut-scene will start.

"PAL code number two confirmed. Awaiting PAL code number three."

Throw another Chaff Grenade and exit the room.

-----  
Underground Base, 3  
-----

Run north and climb over the top of REX, go down to level two.

-----  
Underground Base, 2  
-----

Climb down to level one.

-----  
Underground Base, 1  
-----

Go south through the tunnel to the camera room.

-----  
Warehouse North  
-----

Throw a Chaff Grenade and go south to the warehouse.

-----  
Warehouse  
-----

There are guards here now but they aren't too much of a problem, go left and then south and exit the room. Simple, huh?

-----  
Cargo Elevator  
-----

Get on the elevator and go to the control panel, press the action button to go

up. There will be a few codec calls during the times you are riding the elevator so you won't be bored out of your mind while waiting for the elevator to ascend. When the first elevator reaches the top equip the Thermal Goggles and take a look around. Yikes! Claymores! Well, they aren't that scary since they are easily avoidable. Throw a Chaff Grenade and pass the gun camera. Get on the elevator and activate it. When the elevator reaches the top go south and through the door.

---

#### Blast Furnace

---

Run south into the small room with the steam pipes. Wait in here for a minute for the key to change and then head back out. Go through the door in the north.

---

#### Cargo Elevator

---

Go down using the control panel. When the elevator reaches the bottom throw a Chaff Grenade and get on the next elevator, go down. Naomi will call Snake. She reveals that what the Colonel says is true but then she drops a bombshell on Snake, her brother was Frank Jaeger, Grey Fox. The man that Snake killed in Zanzibar. She also gives Snake the specifics on the FOXDIE virus. When she is about to tell Snake some more important information she is taken offline by the Colonel who found out what she was doing. When the elevator reaches the bottom go north and through the door.

---

#### Warehouse

---

The guards are still here but once again they are quite simple to get by. Just go to the right and then north and through the door.

---

#### Warehouse North

---

This is the last time you will be coming though this fun room, I know it is sad. Throw a chaff grenade and exit the room in the north.

---

#### Underground Base, 1

---

Go up the ladder.

---

#### Underground Base, 2

---

Go up the ladder once again.

---

#### Underground Base, 3

---

Once more go up the ladder over the top of REX and down the other side. Run

south avoiding the guard as usual and enter the Command Room.

---

#### Command Room

---

Throw a Chaff Grenade and input the final PAL Key.

"PAL code number three confirmed. PAL Code entry complete. Detonation code activated. Ready for launch."

---

#### 4.2.8 Disc Two-Part Eight

---

Covers the last three boss fights, all of them vs. Liquid.

I will not cover story in the guide from this point onward since this is where the multiple endings come into play and some of the better scenes are.

---

#### Supply Route

---

This battle is one of the tougher ones in the game. When the battle starts run north underneath REX, when REX becomes activated it will not be able to see you. Throw a Chaff Grenade to disturb slightly its electronic signals and it will be hindered slightly giving you more of an advantage. When REX starts to turn around or move just stay underneath it or behind it so that it cannot see you. Once you have stayed out of its vision for a while it will start to become slightly passive and then you will be able to get off an easy shot at the Radome, your target. The Radome is mounted on the left side of REX, if you were in the cockpit of it. Once you hit the Radome REX will start to move around rapidly and repeat the above strategy.

REX has four main attacks. The first is one where it stomps on you or on the ground near you. A direct hit from REX's foot will result in instant death, but you can withstand several stomps on the ground near you. REX will only use this attack when it has seen you move under it.

The second attack is a burst of machine gun fire from a gun mounted underneath the cockpit. REX will only use this attack when you are directly in front of it and a medium distance away from it. To avoid this just run to the side, heading away from the machine gun fire.

The third attack and by far the most irritating and hard to dodge attack is the laser beam that it sweeps around. It will use this when you are quite close to it but not quite underneath it. REX will sweep the beam from one side to the other. If it catches you nearly underneath it then just run to the back of REX, if you are out in front run away from REX.

The last attack it will use is a missile attack. REX will shoot three arcing missiles out of its knee towards you. This will only be used when you are a considerable distance away from it. To dodge these, run towards REX so that they impact behind you. If you stay underneath REX you don't have to worry about this.

Once REX's life bar is down to zero the battle will pause momentarily. Once it

resumes again you will need to bring down REX's bar to zero again. If you die you will have to start over at the point at which you were destroying the Radome, that's right you will have to start all over from the beginning of the fight. To fight it just use the same startegy as above except that you will have to shoot at the cockpit instead of the Radome. Once the life bar is at zero again REX will be destroyed.

You will not increase your life bar or inventory capacity after this battle since that was the last point in which you have used your weapons in the game, yes it is sad but you must say goodbye.

---

#### Supply Route

---

All right finally! Mano a mano against Liquid! This is my favorite boss battle in the game so I hope that you enjoy beating the crap out of Liquid as much as I do.

Liquid will shout out at Snake, "Have at you, Snake!" then you will be able to control Snake. One thing before I get too far into this, do not worry about the time limit of 3:00 since I have never run out of time during this. I have always died or beaten Liquid well before time runs out. Basically all you have to do is beat the carp out of Liquid. His retaliatory strikes pack quite a punch (get it?) so be careful of them. Just start out the fight by throwing two punches and then a kick at him. He will then move to another point on the top of REX and then you can make another move. Once you wear down his life bar enough Liquid will start to be more difficult to work with. He will start to headbut you by moving across the arena from you and then charging, knocking you on your ass and swiftly removing a large chunk of your health bar. To avoid this just move off to the side or you can try to flip him to stop him but that is rather difficult and that will only momentarily stop his attacks. When he knocks you off the side just press UP on the D-Pad and Snake will get up over the edge. Once Liquid's luife bar is down at zero you will have to knock him off the edge of REX, so just keep wailing away at him until he falls off.

Now this is where the alternate endings come into play so watch the cutscenes and enjoy.

---

#### Escape Route

---

When the game resumes you will have no weapons at all just like on top of REX. Run to where the person tou are with goes to collecting a Ration on the way and the one in the room to the right. When you go through the door Otacon or Meryl will set off the alarm by being spotted by a security camera. Some guards will come out of the door you came and you will have to hold them off with some punches and kicks until Otacon or Meryl finds a car with some keys in it. When they do get on the car and Snake will man the gun. Shoot the barrels by the gate to blow them up and you can escape and leave the guards behind. Meryl or Otacon will screech to s stop up the tunnel by a checkpoint up the tunnel, shoot the guards and the barrel to clear a path through. When you have done so you will continue forward to the next oint at which you will have to do the same thing.

You are almost out of the base but first you have to take care of one small problem, that bastard Liquid is back again! He just doesn't die. Well, if you haven't figured it out by now, you can shoot in FPV while using the mounted gun. So use that to make aiming considerably easier and then jsut keep

shooting at Liquid while he swerves around in the jeep. he will come up and bump you every so ofetn which will throw your aim way off, but if you are good enough with the gun he won't get a chance to do that. Keep shooting until Otacon or Meryl yells out to you.

Well, congrat's on beating the game, enjoy the ending, whichever one you ended up with. My job is done.

=====  
05) Weapon/Item Placement  
=====

Weapons

Name	Found in	Part
SOCOM	Armory	One
SOCOM	Heliport	One
FA-MAS	Armory	One
Nikita	Nuclear Warhead Storage Building, B1	Two
PSG1	Armory	Three
Stinger	Passageway Between Towers	Five

Common Weapons

- There may be multiple stores of ammunition in each location so search around if you need more.

Name	Found in
Chaff Grenade	Heliport
Chaff Grenade	Tank Hangar
Chaff Grenade	Comm Tower A
Chaff Grenade	Comm Tower B
Chaff Grenade	Snowfield
Chaff Grenade	Warehouse North
Chaff Grenade	Underground Base
Claymore	Canyon
Claymore	Underground Passage
Stun Grenade	Tank Hangar
Stun Grenade	Cave
Stun Grenade	Comm Tower A

Grenade                      Armory  
Grenade                      Canyon

---

    /  Items  /

Name	Found in	Part
Bandana	Meryl Ending	Nine
Body Armor	Blast Furnace	Seven
Camera	Armory	Five
Cardboard Box A	Tank Hangar	One
Cardboard Box B	Tank Hangar	One
Cardboard Box C	Snowfield	Six
Cigarettes	Beginning	One
Gas Mask	Nuclear Warhead Storage Building, B2	Two
Ketchup	Medical Room	Five
Medicine	Nuclear Warhead Storage Building, B1	Five
Mine Detector	Tank Hangar	One
NVG	Nuclear Warhead Storage Building, B1	Three
PAL Card	Nuclear Warhead Storage Building, B1	Two
PAN Card LV1	Cell	One
PAN Card LV2	Armory South	One
PAN Card LV3	Canyon	One
PAN Card LV4	Lab	Two
PAN Card LV5	Nuclear Warhead Storage Building, B1	Two
PAN Card LV6	Medical Room	Four
PAN Card LV7	Warehouse	Seven
Scarf	Medical Room	Four
Scope	Beginning	One
Stealth Camouflage	Otacon Ending	Nine
Thermal Goggles	Tank Hangar	One

    /  Common Items  /

Name	Found in
Diazepam	Cave
Diazepam	Snowfield
Ration	Dock
Ration	Heliport

Ration	Tank Hangar
Ration	Cell
Ration	Armory South
Ration	Nuclear Warhead Storage Building, 1
Ration	Nuclear Warhead Storage Building, B1
Ration	Nuclear Warhead Storage Building, B2
Ration	Commanders Room
Ration	Cave
Ration	Communications Tower A
Ration	Communications Tower B
Ration	Communications Tower B, Roof
Ration	Snowfield
Ration	Blast Furnace
Ration	Warehouse
Ration	Cargo Elevator
Ration	Warehouse
Ration	Warehouse North
Ration	Underground Base
Ration	Escape Route

---

06) Useless Information

---

...and some not so useless information

---

Special Items/Outfits

---

Tuxedo

-----

When you complete the game twice on the same save file, getting both endings, when Snake undresses on the elevator he will be wearing a tuxedo. He will wear it for trhe entire game that's gameplay and cut-scenes. James Bond anyone?

Spiderman

-----

Complete the game twice on any difficulty, on the same save file, and getting both endings, the ninja will be wearing a red suit that is somewhat reminiscent of Spiderman.

Stealth Camouflage

-----

Yes, you can get the same stealth camouflage that the Ninja, Otacon, and Psycho Mantis had. To get it, complete the game on any difficulty level and get the Otacon ending (where Meryl dies). Otacon will give Snake his stealth camouflage and then they will both ride off into the sunset.

Bandana

-----



To get the bandana that gives Snake infinite ammo complete the game once on any difficulty level and get the Meryl ending (the one where she lives, aka "The Good Ending") and she will give Snake a bandana at the end of the game.

=====  
07) VR Training  
=====

-----  
Training Mode  
-----

Mission 0001  
-----

Flip the guard and run to the goal, if you run immediately after the mission starts then the guard will turn around just as you are about to flip him, but he will not see you.

Mission 0002  
-----

Run north immediately and turn to the right when you are as far north as possible, run along the wall here until you reach the intersection, the guard in the south will turn around and walk towards your position. When he turns back around head to the goal.

Mission 0003  
-----

Crawl through the opening just north of you. Go all the way through and when you are out, stand up and go south until you are next to another small opening in the wall. Crawl through it and you will be able to evade the guard in the south who is looking back and forth along the way there. Go to the goal.

Mission 0004  
-----

This is incredibly easy. Just run around the outside of the level clockwise until you reach the intersection where the guard is standing to the northwest of you, and looking west. He won't turn around at all so just run to the goal.

Mission 0005  
-----

Another easy one, crawl north over the miscolored floor tiles and you won't wake the sleeping guards with loud footsteps. The alert guards in the north don't turn around so you can just simply crawl right up the middle to the goal.

Mission 0006  
-----

Run north and then go directly underneath the camera to the west of you. Stand underneath it and when it pans back away from the direction in which you want

to go, run north to the goal.

Mission 0007

-----

Wait where you are for a few moments until the guards on both sides of the level move north. Choose either guard and run to him and flip him, run to the goal.

Mission 0008

-----

Watch the guard just north of you. Get accustomed to the movement of his vision cone and time it so that you run to the east just as he is beginning to look west. He will see them but you can just run east and go to the guard looking east. Flip him and go to the goal.

Mission 0009

-----

Knock on the wall here and when the guard comes around to investigate run around away from him and go north. Knock on the wall on the southern face of the block there when the guard comes around run around to the goal.

Mission 0010

-----

Go to the vent opening in the east. Crawl through all the way to the end and watch the guard. When he comes towards you and faces to your left crawl out of the vent and flip him, run to the goal while he is recovering.

---

## 7.2 Time Attack Mode

---

Mission 0001

-----

Time: 20 seconds

Flip the guard and run to the goal, if you run immediately after the mission starts then the guard will turn around just as you are about to flip him, but he will not see you.

Mission 0002

-----

Time: 25 seconds

Follow the guard to your east and flip him. Run north and then east at the intersection on the middle. Go north and follow the guard there to the goal.

Mission 0003

-----

Time: 30 seconds

Crawl through the opening just north of you. Go all the way through and when

you are out, stand up and go south until you are next to another small opening in the wall. Crawl through it and you will be able to evade the guard in the south who is looking back and forth along the way there. Go to the goal.

Mission 0004

-----

Time: 40 seconds

Run north a little bit and wait for the guard approaching you to stop. Wait for him to turn around and then flip him and run to the goal.

Mission 0005

-----

Time: 30 seconds

Wait for the guards to come south and then head back up. Run behind either guard, east or west, and then when you reach the point at which you must cross over some water panels crawl northeast or northwest to the goal, depending upon which guard you chose to follow. When you are just out of the south guards FOV get up and run to the goal.

Mission 0006

-----

Time: 45 seconds

Run north, directly under the camera, and go east, watch the FOV's of the cameras to the south and east and when the south camera pans away from the north camera, go directly underneath the north camera. There is one last camera before the goal and it is north of you. Wait for it to pan away from the goal and then run to the goal.

Mission 0007

-----

Time: 30 seconds

Just crawl past all of the guards to the goal in the north.

Mission 0008

-----

Time: 25 seconds

Knock on the wall and follow the guard around, when you reach him kick him and knock him down. Now run to the next guard and flip him, run south and just below the last guard, knock on the wall to distract him and then go around to the goal.

Mission 0009

-----

Time: 1 minute

Run north and go to the first niche in the wall. Knock on the wall and then go south, knock on the wall again somewhere inside the little box area and then wait for him to come and run behind him and kick him so he won't turn around and see you. Then run north and knock on the south wall of the block and run

around the other way. When the guard isn't looking run to the goal or flip him depending on which way you went.

Mission 0010  
-----

Time: 50 seconds

Go to the vent opening in the east. Crawl through all the way to the end and watch the guard. When he comes towards you and faces to your left crawl out of the vent and flip him, run to the goal while he is recovering.

---

### 7.3 Gun Shooting Mode

---

All you have to do in these missions is to kill the guards. If that isn't simple enough for you then er...just tell me and I'll try to help you.

Mission 0001  
-----

Time: 15 seconds

Ammo: 5

Enemies: 1

Mission 0002  
-----

Time: 40 seconds

Ammo: 20

Enemies: 4

Mission 0003  
-----

Time: 40 seconds

Ammo: 15

Enemies: 3

Mission 0004  
-----

Time: 45 seconds

Ammo: 25

Enemies: 5

Mission 0005  
-----

Time: 40 seconds

Ammo: 20

Enemies: 4

Mission 0006  
-----

Time: 40 seconds

Ammo: 20  
Enemies: 4

Mission 0007  
-----

Time: 30 seconds  
Ammo: 30  
Enemies: 6

Mission 0008  
-----

Time: 40 seconds  
Ammo: 20  
Enemies: 4

Mission 0009  
-----

Time: 1 minute  
Ammo: 30  
Enemies: 6

Mission 0010  
-----

Time: 1:20 minutes  
Ammo: 30  
Enemies: 6

Survival Mission  
-----

In this mission all you have to do is go through all the Gun Shooting Mode missions in a row. All ammo carries on from mission to mission, and if you are spotted you will start over from where you last started an individual mission, but the time does not reset if you are caught so be aware of that.

=====

08) Song Lyrics

=====

"The Best is Yet to Come" is the song that you hear play at the ending credits of the game. It also plays in several other points in the game for very short periods of time, such as at the beginning of the game when Snake swims through the water to the dock. The song is sung in Gaelic which is the native language of Ireland.

Gaelic Lyrics  
-----

An cuimhin leat an gra  
Cra croi an ghra?  
Nil anois ach ceol na h-oiche  
Taim siorai i ngra

Leannain le smal  
Leannain le smal

Lig leis agus beidh leat  
Lig leis agus beidh gra

Cuimhne leat an t-am  
Nuair a bhi tu sasta?  
Cuimhne leat an t-am  
Nuair a bhi tu ag gaire?

Ta an saol iontach  
ma chreideann tu ann  
Tug aghaidh ar an saol  
is sonas siorai inar measc

Ceard a tharla do na laethanta sin?  
Ceard a tharla do na h-oicheanta sin?  
An cuimhin leat an t-am  
Nuair a bhi tu faol bhron?

An cuimhin leat an t-am  
Go siorai sileadh na ndeaor?  
An ormsa na orainne a bhi an locht?

Ag mothu cailite s'ar fan  
Cen fath an t-achrann  
is sileadh na ndeor?

Ta ailleacht sa saol  
Ma chuardaionn tu e  
Ta gliondar sa saol  
Cuardaimis e

English Lyrics

-----

Do you remember love  
The heartbreak of love?  
Nothing now but music of the night  
I am forever in love

A lover with a fault  
A lover with a fault

Allow it and you will have it  
Allow it and love will be

Do you remember the time  
When you were satisfied?  
Do you remember the time  
When you were laughing?

The world is wonderful  
if you believe in it  
Turn your face towards life  
and constant hapiness in our midst

What happened to those days?  
What happened to those nights?  
Do you remember the time  
When you were sorrowful?

Do you remember the time  
Forever crying tears?  
Was it me or you at fault?

Feeling used and lost  
Why the fighting and  
crying of tears?

There is beauty in the world  
If you seek it out  
There is joyous wonder in the world  
Let's seek it out

---

09) Frequently Asked Questions

---

Q - Can I play as the ninja?

A - No.

---

Q - What is the song that plays in the beginning of the game when Snake swims through the water?

A - It is called "The Best is Yet to Come". It was written by Rika Muranaka for Metal Gear Solid and it is sung in Gaelic. It is also the ending song to the game, the song that plays at the credits.

---

Q - Will you write for Twin Snakes?

A - Most likely yes, I need to get a GameCube first though.

---

Q - Can you beat Mantis without switching the controllers?

A - Yes you can but it is rather difficult. I have done it myself. You will only be able to land about 1 in every 10 shots you fire at him, which is why it is more difficult.

---

Q - Where is the PAL key?

A - Did you check the walkthrough?

---

Q - Who is the 'Brother of Light' and who is the 'Brother of Dark'?

A - I believe that Solid Snake is the 'Brother of Light' and Liquid is the 'Brother of Dark'. I may be wrong.

-----  
Q - What happens after Shadow Moses? Can I get the story for what happens?

A - Sure you can. Either read the following summaries or play the next two games in the series.

-----  
Metal Gear Solid - The Shadow Moses Incident  
-----

\* Courtesy of Grant Gordon (futuresuperstar)  
- Author of "Metal Gear Sold: Dawn of the Concealed"

Several years had passed since the legendary Solid Snake had killed Big Boss, the greatest soldier in the world, at Zanzibar Land. On Snake's last mission, he had infiltrated an enemy fortress and put down a threat posed by Big Boss and his band of rogue soldiers. Snake also destroyed Metal Gear, a walking bipedal tank, which eliminated the threat that Big Boss proposed. Following his successful mission and eerie new innovation that Big Boss was potentially his own father, Snake retired to Alaska.

Several years later in 2005, while asleep at his home, Snake heard a noise coming from outside his cabin. Snake quietly made his way to the window and looked outside. In the darkness, he could see several heavily armed soldiers advancing on his cabin. Snake got his gun from a cupboard and was prepared to take out the intruders. However, the soldiers had Snake surrounded and forced him to surrender. He was then taken away by the soldiers to an Ohio Class Submarine, the USS Discovery. Snake was at that time strip searched and confined in a small room.

After several minutes of waiting in the cold room, the door finally opened and in walked a man from his past, Roy Campbell. Campbell informed Snake of the situation they were in. FOXHOUND, Snake's former unit, along with members of the Next Generation Special Forces unit, had seized control of a nuclear disposal facility on Shadow Moses Island. They had taken hostages and demanded the remains of Big Boss, or else they would launch a nuclear weapon. Snake was reluctant to go back into battle, but after much persuasion, as well as Campbell showing him the leader of FOXHOUND, a man known as Liquid Snake who had the same codename as Solid Snake, he agreed to take the mission.

Snake infiltrated Shadow Moses Island and began his mission. Soon after the start of the operation, Snake discovered that a new model of Metal Gear was secretly in development on the base. Also, something was apparently amidst. Snake attempted to rescue the high profile hostages on the island, ArmsTech President, Kenneth Baker, and DARPA Chief, Donald Anderson. However, both times the men died from an apparent heart attack. Snake then located Metal Gear's chief engineer, Hal Emmerich. However, Emmerich was being attacked by a



cyborg ninja, who Snake had seen in an earlier battle. Snake and the Ninja commenced in battle in the labs with Snake managing to defeat the fearsome opponent. During the battle, the ninja seemed as if he knew Snake from somewhere. After the battle, the Ninja gave a large hint as to who he was before running off. Shocked, Snake informed Campbell that the Ninja was none other than Grey Fox, an old war buddy of Snake's, and Dr. Naomi Hunter, assistant to Snake's mission, commented that Dr. Clark, her predecessor, might have had something to do with it. However, Fox had died back in Zanzibar, Snake's previous mission, and Clark had died in a lab incident years before. Campbell said that it was impossible for the ninja to be Grey Fox, but Snake was convinced. He then returned to the mission and located Emmerich, who told Snake a bit about Metal Gear and its location in an Underground Base several miles to the north. Snake also met Roy Campbell's niece, Meryl Silverburgh, who was stationed at the facility before its takeover. At this point, Snake began to fall for Meryl, and Meryl felt the same way about Snake. Meryl gave Snake a PAL card which could stop Metal Gear's launch by overriding the detonation code sequence, but there was only one card when three cards were needed. Meryl and Snake traveled toward Metal Gear's location, but were separated when Meryl was injured by gunfire from FOXHOUND's sniper, Sniper Wolf. Meryl was captured and soon Snake himself was captured and confined as well.

Snake was then submitted to grueling torture from Liquid's right-hand man, Revolver Ocelot. Ocelot told Snake if he submitted to the torture, then Meryl would be killed. Snake suffered through the severe torture and eventually escaped with help from Otacon (Hal Emmerich's alternative name). Snake continued on his mission and eventually made his way to Metal Gear's underground base. However, during his time there were several disturbing twists that took place. Master McDonnell Miller, a previous mission analyst for Snake at Zanzibar who was also assigned to this mission, informed Snake that Naomi Hunter, another member of Snake's support who was in charge of monitoring Snake's vital signs, was actually a traitor, possibly working for the enemy. Miller dug around some more and found of a new assassination weapon, which Snake may have been injected with. The weapon targets only specific victims and kills them in a manner, which simulates a heart attack. This weapon, called FoxDie, was uncovered as the reason for the ArmsTech President and the DARPA chief's deaths. Colonel Campbell found out about this and placed Naomi under arrest after finding she was sending coded transmissions to the base.

Later on, Naomi managed to get away from Campbell and the others and contacted Snake. Naomi told Snake that she was actually Frank Jaeger's (Grey Fox) adopted sister. Snake was shocked at discovering this. She then confirmed that she had injected Snake with the FoxDie virus, but it was not her decision, it was part of the mission. Naomi was then placed back under arrest before she could explain more. Snake demanded to know what was going on but Campbell was unresponsive. Snake then continued to Metal Gear's chamber. There he found the secret to deactivating Metal Gear. Apparently the PAL card he had acted as all three keys and Snake needed to warm and cool the keys in order to change them into the desired key. Snake did so and activated all three keys. However, instead of deactivating Metal Gear, the walking battle tank was actually activated due to Snake's actions. It seemed Snake had been set-up all along. He then got a call from Miller. He told Snake that he had been useful as a pawn and his purpose was now over. He then revealed himself to be none other than ... Snake's brother, Liquid Snake. Campbell informed Snake that

Master Miller had been found dead in his home, and that Liquid had assumed his identity for the mission. Apparently, the DARPA chief had died prior to Snake contacting him, and the man that Snake tried to free was actually a terrorist member in disguise who was further assuring Snake that the only way to disarm Metal Gear was to use the PAL keys, but he simply wanted Snake to input the keys to activate Metal Gear. The keys acted as a reversible action. If the code for the nuclear weapon had been inputted, the keys would disengage Metal Gear. If the code had not been inputted, it would activate Metal Gear. Liquid explained how Snake was used to activate Metal Gear for them, because the terrorists hadn't been able to figure out the launch code ... so they turned to using Snake. It's also explained that FoxDie killed the terrorist, not the DARPA chief, which is why he died when Snake attempted to rescue him after telling him that he had to disengage Metal Gear.

Snake rushed out of the control room after Liquid and confronted him in front of Metal Gear. The two talked a bit about Liquid's intentions, and Snake learned that he was indeed a clone of Big Boss, his supposed father, and Liquid was the second clone. Snake retained all of the recessive soldier genes while Liquid had received all of the dominant ones. However, Liquid believed the reverse, thinking that he had been the recessive clone. Before Snake could react, Liquid jumped into Metal Gear's cockpit and activated the monstrous weapon. To his horror, Snake watched as Metal Gear sprung to life. Just as in the past, Snake battled Metal Gear.

As Snake began to fall to the enormous death machine, Liquid attempted to crush him under Metal Gear's weight. Just before he had the chance, Grey Fox reappeared and saved Snake at the last moment. The two had one last conversation and for his last act as Snake's friend he destroyed the Radome, Metal Gear REX's (the codename for Metal Gear) radar. Fox was soon after killed for a final time by Metal Gear. Snake was consumed with rage for the death of his friend and finished off Metal Gear with a final missile into the vehicle's cockpit. Metal Gear exploded in a brilliant light. The force of the explosion sent Snake flying into a nearby wall, knocking him unconscious. Before he went under, Snake heard what sounded like footsteps nearing him.

When Snake came to, he found himself tied up on top of the wreckage of Metal Gear with Liquid Snake standing in wait in front of him. Liquid and Snake chatted for a bit. Liquid told him that they didn't have long before the end. Snake asked if he meant FoxDie, but Liquid told him that he was referring to a missile attack which the Pentagon had issued. Snake contacted the Colonel who confirmed Liquid's story. Campbell told Snake that he would help him out, to repay him for all the lies. He said he would issue an order to stop the launch which would disrupt the chain of command and give him time to escape. This plan would not unfold however, as Campbell was placed under arrest by the Secretary of Defense, Jim Houseman, who had orchestrated the Metal Gear project and was trying to cover up the incident. Houseman said they had a lot of catching up to do and broke contact, but not after informing Snake that the entire purpose of the mission was for Snake to spread FoxDie to all of the terrorists to kill them. Then Snake would die, and the government would steal Metal Gear instead of destroying it. Metal Gear, having been destroyed, was of little use to the government now, so they decided to nuke the place to cover up any evidence of what really happened there.

Liquid then showed Snake a little surprise of his. Behind him, Meryl was laying unconscious.

Next to her was a small nuclear bomb with a timer. Liquid said she would be the sacrifice for their final battle. He then untied Snake and prepared for the fight. Liquid activated the timer and so the battle begun. Snake and Liquid began a battle, filled with hate for each other and what they represented. The battle ended with Liquid being knocked from the top of Metal Gear to his apparent death. Snake then deactivated the nuke and untied Meryl who was thankfully still alive. The two conversed a bit before Snake got a call from Otacon. He said he would stay behind and open a path for the two of them to escape. Snake thanked him, and he and Meryl descended from Metal Gear and started off to their escape.

Meryl and Snake jumped into a nearby jeep and rushed toward the exit of the facility, gunning down any guards along the way. However, their escape would not go unhindered, as Liquid Snake, who was somehow still alive, chased after the two. The two rushed toward the exit and the chase ended with a crash just at the end of the tunnel. Snake and Meryl were alright, however they were both trapped under the jeep. Though, the same was not true for Liquid, who stumbled forward, fueled only by his hate for Snake. Liquid raised his gun and trained its sights on the two. Before he could fire, Liquid was attacked by the FoxDie virus and collapsed to the ground dead.

The two freed themselves from underneath the wreckage. The Colonel contacted Snake and told him the bombing had been called off, as the Secretary of Defense was acting alone, and the entire incident was his doing. He then informed him that that there was a snowmobile nearby which could take them to Fox Island where an evacuation chopper awaited. Naomi then spoke with Snake, telling him that she didn't know when or if FoxDie would kill Snake. He would later find out that Naomi had programmed the virus to strike at a random time. Meryl and Snake then departed from Shadow Moses and disappeared into the Alaskan wilderness.

After the operation, Meryl and Snake most likely had a relationship. Snake was then contacted by Otacon, who survived the Shadow Moses incident. Otacon told Snake of how Ocelot, the sole terrorist survivor, had sold Metal Gear's data on the black market and many countries would now develop their own versions of Metal Gear. Otacon told Snake that he could make a difference and convinced him to join him in forming a new group, Philanthropy, an anti-Metal Gear organization officially recognized by the United Nations. For the next two years or so, Otacon and Snake destroyed dozens of rogue Metal Gears, with nothing significant taking place.

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Metal Gear Solid 2: Sons of Liberty  
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\* Courtesy of Grant Gordon (futuresuperstar)  
- Author of "Metal Gear Sold: Dawn of the Concealed"

-- Tanker Chapter --

In 2007, Otacon got a tip from someone of a new, highly advanced Metal Gear that was being developed by the Marine Corp. He and Snake planned a mission to infiltrate a tanker which was carrying the Metal Gear and take photos of it, and then leak the photos to the press and bring the black project to light. However, all would not go according to plan. After Snake made his way aboard the Tanker, the ship was taken over and hijacked by an unknown group of soldiers. All of the crew in the upper decks was killed. Snake took a photo of the apparent leader of the group, a Russian looking military man. He asked Otacon to get an ID on who the man was.

Snake made his way through the Tanker, dispatching any enemy soldiers who got in his way. Snake then encountered a woman soldier on one of the front decks of the ship. The two did battle with Snake managing to subdue the woman. The woman's tomboyish appearance reminded him of Meryl. After defeating the woman, Snake spotted a Cypher, a type of flying security camera device. Otacon then contacted Snake and told him the ID of the man from before. He was Colonel Sergei Gurlukovich, the leader of a private mercenary army. Snake then proceeded into the holds and finally into the chamber of Metal Gear. Along the way he avoided the legion of Marines who were watching the Marine Commandant in charge's speech. Snake managed to get the desired shots of Metal Gear and sent them to Otacon.

However, before Snake could make his escape, a man from his past appeared and confronted the Marine Commandant and his men. That man was Revolver Ocelot, the same terrorist from the Shadow Moses incident two years before. Ocelot distracted the Commandant long enough for Colonel Gurlukovich to grab and take the Commandant hostage. Gurlukovich's men then arrived in the room and secured the area. Snake moved in for a closer look as he watched the drama unfold. Ocelot then betrayed his allies and shot Gurlukovich and several of his men before blowing a hole in the tanker and making his way toward Metal Gear's cockpit. Snake rushed in to stop him. Ocelot looked down at his old foe and felt an odd feeling. He screamed in agony as his hand convulsed and throbbed. Ocelot then spoke, but not in his own voice. His voice was that of Liquid Snake. Snake, confused as to what had happened, demanded to know what was going on. Liquid told Snake that he lived on through Ocelot's arm. Back in Shadow Moses, Ocelot had gotten his right hand cut off by Grey Fox, and after the incident, Ocelot had Liquid's arm grafted on. Supposedly, Liquid's enhanced genetic makeup allowed him to take control of Ocelot's body at random times, and often when Snake was present.

Their conversation was cut short as a gush of water slammed Snake into a wall and knocked him out for a moment. Liquid/Ocelot then leapt into Metal Gear and activated the machine. He made his way out of the Tanker. Snake followed close behind and emerged on the surface of the wreckage of the Tanker. He was then greeted by Metal Gear RAY, the codename for the new Metal Gear, which stood in front of him menacingly. RAY then back flipped into the water behind him and sent a massive wave toward Snake. Ocelot was satisfied that Snake was finished and retreated with his new toy. However, that was not the end of Snake. Otacon soon arrived in a small boat and rescued Snake from a watery grave.

Once the two returned to land, they leaked Metal Gear RAY's existence to the press. However, a more interesting story would overshadow their deed. Snake and Otacon had been set-up as the fall men for a massive conspiracy. The two were labeled as the worst ecological

terrorists of all time for the sinking of a Tanker which caused a massive oil spill in the Hudson Bay area. Their actions lead to the creation of an offshore oil decontamination facility, the Big Shell.

For the next two years, Snake and Otacon kept a low profile after being marked as terrorists.

-- Plant Chapter --

Otacon was leaked information about a new Metal Gear being developed at the Big Shell. Snake set off for the facility and found it was captured and taken over by another terrorist organization. Snake infiltrated the area and disguised himself as a Navy SEAL in order not to raise suspicion, as the navy was orchestrating a rescue operation at the time, anyway. The terrorists had President Johnson hostage, and the Navy SEALs were on a rescue mission. During his mission, Snake found a member of FOXHOUND, a man calling himself "Raiden" who was sent in by the organization. Snake found that strange, seeing as FOXHOUND had been disbanded following Snake's destruction of the group back at Shadow Moses. Snake did not fully trust the man and refrained from revealing his identity. He called himself "Iroquois Pliskin."

Snake then aided the rookie on his mission, giving him advice about weapons, the enemy, and the facility. Soon after their first meeting, Snake found Raiden once again confronting a middle-aged black man. Snake recognized the man to be the legendary bomb disposal expert, Peter Stillman. Stillman informed the two of the situation. Fatman, a member of Dead Cell, the terrorist group present at the Big Shell, had planted bombs throughout the facility. Stillman gave the two a device that could stop the bombs. Snake then set out to the Shell 2 area of the facility to defuse the bombs there while Raiden stayed in the Shell 1 area. Snake reported into Stillman each time he found a bomb. Stillman thought that the bomb placement was completely wrong and asked Snake to take a look at the bottom of Shell 2. Snake did so and found a huge amount of C4 explosives there. Several events then happened and part of Shell 2 was destroyed. Snake was caught near the explosion and knocked out for a while.

During these events, Raiden had managed to disarm all of the explosives throughout Shell 1 and was confronted by Dead Cell's leader, Fortune. The two battled, and Raiden was powerless, as every bullet fired at Fortune was deflected before hitting her by a strange defensive force. Vamp, another member of Dead Cell, came down to the two to confront Raiden. Raiden fired another shot at Fortune, and it swerved around her force field and hit Vamp between the eyes. Fortune was devastated and coddled the lifeless Vamp as Raiden fled the scene. Afterwards, however, following Fortune's tears of pain while holding Vamp, Vamp returned to life, claiming he had already died, and couldn't die twice.

Raiden then killed Fatman, the man behind the bombs, and attempted to free the hostages at the core of the shell. After speaking with Ames, a man under the President, Raiden fled the core, as Ocelot, who was discovered to be at the scene of the takeover, found him. Raiden escaped with the aid of a mysterious ninja, one that looked much like Grey Fox from Shadow Moses, and ran toward Shell 2 to find the President.

After Snake came to, he and Otacon discovered the location of the new Metal Gear. The entire facility WAS the new Metal Gear, or rather a guise for the fortress. Snake continued his mission while Raiden did the same with his. Otacon and Snake managed to hijack a Kamov chopper which they planned to use to rescue the hostages which were taken during the takeover. Before they had the chance, however, the terrorist leader, claiming to be Solid Snake, confronted Raiden on a bridge between Shell 1 and Shell 2. Enraged by his claim of being Solid Snake, Snake opened fire on the man. Snake managed to knock the man from the bridge, only to find that a Harrier 2 was lying in wait to ambush them. Snake, knowing he couldn't take out the Harrier with a Kamov, tossed Raiden a Stinger Missile Launcher and some ammo and instructed him to take out the Harrier. He then supported Raiden with cover fire as Raiden battled the jet.

Raiden managed to defeat the Harrier and send it crashing below, only to have it scooped up by Metal Gear RAY, the same RAY from the tanker two years ago, piloted by a very alive Vamp. RAY then fired on the facility, damaging the Kamov in the process. Snake and Otacon were forced to land the helicopter. After that, Snake revealed that he really was Solid Snake and Iroquois Pliskin was just a made up name. Snake then proceeded to explore the Big Shell in hopes of finding a way into Arsenal Gear, the name of the new Metal Gear. While in Shell 2, Snake was attacked and battled the same ninja that Raiden had been saved by earlier. Snake discovered that the Ninja was actually Olga Gurlukovich, the woman whom Snake fought two years ago on the Tanker. Olga, having been Sergei Gurlukovich's daughter, believed that Snake was responsible for his death at the tanker. Snake explained to Olga what really happened there, and of Ocelot's betrayal to her father and his men. The two decided to work together for mutual benefit.

Meanwhile, Raiden successfully found the President and snuck inside his chamber. President Johnson told Raiden about the Patriots, a group that supposedly controlled America. He claimed that every action ever done by him was actually an act or an order of the Patriots, and also explained how the Big Shell was just a disguise for Arsenal Gear. Raiden, in shock, questioned him further. Ocelot showed up, however, and killed the President, for reasons unknown to this day.

Raiden then proceeded to finding Emma Emmerich, Otacon's long-lost half-sister. She supposedly knew how to infect Arsenal with a virus to crumble its database, and perhaps retained other knowledge that would prove useful. However, he was stopped by Vamp. The two warriors battled with Vamp finally losing. He had the ability to read muscles and see in extremely slow motion at will, but Raiden found a way to defeat him. Vamp fell into a pool and drowned.

Away from the scene, Snake was contacted by Raiden. Raiden needed cover support for helping Emma get to Shell 1 to get to Arsenal's entrance via a long bridge along the water. Snake went to the scene and helped Raiden defend Emma from patrolling guards and gun ciphers with sniper fire. However, Emma was ambushed and seriously wounded by Vamp, who once again had supposedly come back to life. Raiden once again played sniper and shot him several times, and Vamp fell into the ocean, finally dead. Snake rushed to the girl's side and carried her back to the computer room where Otacon was waiting. He tried to patch her up the best he could, however it seemed Vamp got some internal organs and he couldn't stop the bleeding. Snake asked Raiden if he got the disc from Emma, which could infect Arsenal's database and stop

it. Raiden handed it over and Snake loaded the program into Arsenal's activation console. All did not go according to plan (as usual) and an anti-virus agent stopped the virus before it could be completed. In the meantime, Otacon and Emma had a last conversation. She soon died.

Otacon broke down in grief at the loss of his sister. Snake convinced Otacon to go on and save the hostages. After Otacon left, Snake revealed a "friend" of his to Raiden: the ninja, who was actually Olga. Snake told him that it was bedtime for Raiden and Olga knocked Raiden out with her High Frequency Blade. Olga then took Raiden to her superiors, as she was pretending to work for Solidus and the terrorists, and Snake snuck aboard Arsenal along with her.

Now aboard Arsenal Gear, Snake changed back into his sneaking suit. He thanked Olga and was about to continue on with his mission. Before he went, Olga gave him her HF Blade and told him to give it to Raiden. A bit confused, Snake agreed to give it to him. Snake then advanced into the bowels of Arsenal and waited for Raiden's arrival. Snake found him in a long hallway, completely naked. Snake laughed at the sight and gave Raiden his equipment back. He then handed over the HF Blade, as Olga had asked. Snake gave Raiden a few tips on how to wield the sword.

Before this, however, Raiden had escaped his confinement with the aid of Olga and sneaked through Arsenal. The Colonel of his mission, who had been giving him orders all along, started to malfunction, as if it had been affected by a virus, and started to say random things. Rose, Raiden's girlfriend, also started to malfunction, as if she was a machine. Raiden didn't know what was going on, but met Snake in the hall.

After Raiden was done training, he and Snake advanced into the next room. They were then attacked by an onslaught of Arsenal Tengu, guards of the place. The two fought side by side and annihilated the legion of soldiers in the next two rooms.

At this point, the real Rose contacted Raiden and told him that she had been spying on him for the Patriots their entire relationship. Raiden was disgusted and upset, but Rose told him that she was sorry and really did love him. After Raiden didn't believe her, Rose told him she was pregnant, and then the transmission died.

In the following room, after killing the enemy soldiers, Dead Cell's leader, Fortune, confronted Snake and Raiden. Fortune claimed that Snake had killed her father, the Marine Commandant Scott Dolph, at the tanker. Snake told her that it wasn't him, but she would hear nothing of it. Snake then told Raiden to go on and he'd handle her. Raiden did so. Snake then began a hopeless battle and was defeated by Fortune and taken captive.

Meanwhile, Raiden had been talking to Solidus Snake, the third clone of Big Boss. He was a direct clone, not recessive or dominant. Solidus told Raiden of his plans and then had an onslaught of mass-produced Metal Gear RAYs attack him. Raiden finally gave in. Olga appeared and tried to save Raiden, telling Raiden that if he died or failed his mission, Olga's child, which the Patriots had hostage, would die. Solidus killed her with a bullet to her head and tossed her aside. As the RAYs began to attack Raiden again, the virus that Emma had given them started to take effect and the RAYs began to

malfunction. Solidus, infuriated, single-handedly destroyed the remaining three RAYs and cursed at the Patriots, knowing they had something to do with it.

Snake found that Raiden too had been captured when he was taken above. He watched as the scene unfolded between Solidus, Fortune, and a returning Ocelot. Ocelot revealed that he had been a Patriot's spy all along, and told of his betrayal to Solidus. Solidus's plan had been to detonate a nuke over Manhattan, the dwelling place of the Patriots, to take out all electronics that were concealing the Patriots' identities, and then proceed to kill the Patriots to "liberate" the United States from unknown dictatorship. Ocelot told him that the entire exercise at the Big Shell was scripted by the Patriots themselves, as was the sinking of the tanker two years ago. Solidus, infuriated, attacked Ocelot, only to find that Ocelot couldn't be harmed due to the Patriots' technology. Fortune also was shot by Ocelot, and it was soon discovered her mystical abilities were nothing more than the same technology that Ocelot possessed. Ocelot concluded with saying that all he had to do was recover Arsenal and clean up the refuse from the exercise, and he jumped into one of the RAY's cockpits and attempted to kill everyone. Fortune, barely alive, managed to somehow find within her part of the mystical power that was taken away and deflected all of RAY's missiles. After Ocelot then attempted to take them out with a cutting laser, Ocelot became possessed by Liquid Snake once again. Liquid called out to his brothers and told them of his plans. He claimed he knew where the Patriots were and that he was going to crush them, and he then prepared to leap off the side of Arsenal inside RAY. Snake could not allow Liquid to get away and managed to muster enough strength to break his damaged handcuffs. Liquid laughed at seeing Snake pursue the massive vehicle. Metal Gear leapt off the side of Arsenal and Snake leapt in right behind it. Snake was unable to keep up with the powerful RAY, but he did manage to plant a tracker on it.

Raiden and Solidus were thrown onto Federal Hall, where the Colonel contacted Raiden. He claimed that the S3 was still there. The S3 was revealed to be a protocol of some sort that stood for "Selection for Societal Sanity." Following was a horrid conversation between the S3 and Raiden, where the S3 claimed it was humanity's only hope and that humans were crazy, evil, and self-killing animals. It stated that it needed to have control of America to lead us into a good age instead of an age of lies and false veracities. Raiden refused to believe it, but was plagued with words that he didn't know if they were real or not. His entire mission was a lie, a script of the Patriots, and now the S3 was telling him that he was just a weapon ... a creation of the S3 with no purpose but what they made for him. After the S3 told him to kill Solidus, Solidus informed Raiden that there was still a way for Solidus to succeed with his plan. He stated that the Patriots' digital information was inside of Raiden, wired into his genetic makeup, and then continued preaching his wish of freedom from the Patriots.

Following this, Solidus told Raiden that he had killed Raiden's parents, and then told of Raiden's past. According to Solidus, Raiden had been a child soldier in the Liberian Civil War, and Solidus had adopted him as his own. Raiden, disbelieving, commenced battle with him. Raiden ended up winning, and Solidus fell off of Federal Hall to his doom.

Snake then returned to shore and located Raiden who now stood alone in



front of Federal Hall. He convinced Raiden that he had done the right thing and went on about the future and such and how reality is only as real as we make it, and also about how he planted a tracker on RAY. He also informed him that the disc containing the FoxDie computer virus, the same disc Emma had, could also be used to locate the Patriots. Snake then disappeared into the shadows as soon as he came. Raiden was left on the streets of Manhattan, and Rose approached him. Having known that the S3 was lying and digitally imitating Rose, Raiden forgave Rose about her affiliation with the Patriots, and they decided to live a new life ... together.

Watching the two lovers behind a car was none other than ... Vamp.

Soon after the mission, Otacon analyzed the disc's data. He told Snake he found who the Patriots were and that one of the members was one of their biggest contributors. He also informed that all twelve of them were dead, and had been for a solid 100 years. Snake, shocked, uttered three words ... What the hell ...?

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Metal Gear Solid 3: Snake Eater  
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--- / VIRTUOUS MISSION / -----

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\*\* Precarious Situation \*\*  
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The beginning of the game is a statement of world affairs at the time of Operation Snake Eater. After World War two the world split into two main parties, East and West, the Soviet allies and the American allies. This fact will be playing an integral role in the early parts of the story and the overall setting of the game.

The game then progresses into the beginning scene of the game, a lone American aircraft is flying high over Pakistan to drop a single operative into the Tselinoyarsk region of the Soviet union. That soldier is Naked Snake, his mission is to locate and rescue a Soviet scientist who is requesting asylum from the west.

Two years ago Nikolai Stepanovich Sokolov asked for asylum through an American mole. His family was smuggled out of the Soviet Union first and then Sokolov followed a few weeks later. Major Zero, the man in charge of the operation was able to get him over the Berlin Wall undetected and into friendly territory. Sokolov took a few weeks to recover from the ordeal of escaping from the Soviet Union.

Shortly after Sokolov recovered from his ordeal the Cuban Missile Crisis was in full swing. The Soviets had deployed Intermediate Range Ballistic Missiles in Cuba, where they could strike at any city in the US. After the discovery of the missiles the American government demanded that the Soviets remove their missiles. Since, tactically, the Cuban missiles were of great value to the Soviets they refused. Standing on the brink of an all-out nuclear war the Soviets made their demand, return Sokolov. Weighing their options the US government acquiesced to the Soviets demands and handed Sokolov over to the

Soviets a few days later. Sokolov hadn't been heard from since.

But just a few weeks before the Virtuous Mission Sokolov asked for asylum once again. This time the Americans had to go into Soviet territory themselves to extract Sokolov.

And thus we get to the lone American operative Naked Snake, he has just landed in Soviet territory undetected via a HALO (High Altitude, Low Opening) drop. Snake has already been briefed of the situation but his commander, Major Zero, introduces him to two more people who will provide him with advice and support throughout the mission. The second contact is a familiar one to Snake. It's his former mentor, The Boss. We get the first glimpse of his complex relationship with her in this conversation.

We find out that Snake hasn't spoken to her in years, he's surprised to find out she is helping him in this mission. He begins to ask, with some frustration, why she left him in the middle of his training. She responds simply, she was on a mission. She then tells him what it means to be a soldier, the political motivations behind war, and a philosophical statement that warns him "Today's ally could be tomorrow's opposition. Politics determine who you face on the battlefield." As we will see at the very end of the game, this statement plays a huge role in the story.

Signing off his radio Snake makes his way to the abandoned factory where Sokolov is being held before the test of his newest weapon. Sokolov informs Snake that his newest weapon is nearing completion, and it is about to undergo a critical test. But Sokolov is panicked. He has been informed that the GRU is coming to capture him and gain control of his new weapon. After asking into this Snake finds out that there's a man in the Soviet Union by the name of Yevgheny Borisovitch Volgin is one of the main forces in the opposition to Premier Khrushchev regime and he is vying for a weapon that he can use to gain control of the Soviet Union.

Snake makes his way out of the factory with Sokolov but he is stopped dead by a contingent of KGB troops. They have him surrounded. Suddenly an unknown man enters. He is self-introduced as the Ocelot Unit commander, Major Ocelot, as he prefers to be called. He then quickly dispatches the KGB soldiers with his automatic pistol and summons his unit with a feline call. Ocelot moves to kill Snake as well but his gun jams on him. Snake takes advantage of this and makes quick work of Ocelot and his unit using his tranquilizer gun and the close quarters combat techniques he learned from The Boss. During the fray Sokolov runs off into the woods.

Leaving Ocelot and his unit unconscious Snake finds Sokolov a short distance away, by a rope bridge spanning a wide chasm. At this point Snake is shocked to hear the sound of a projectile being fired. He whirls just as Sokolov points out the source. It's Sokolov's new weapon, known as The Shagohod. Sokolov informs Snake of the consequences of it's completion and if Volgin gets his hands on it. Volgin would use it to seize control of the Soviet Union and threaten the western nations, starting World War III.

At Sokolov's suggestion they begin to cross the bridge to get to the designated recovery point. Snake slowly makes his way across the bridge with his gun at the ready and with Sokolov right behind him. Through a layer of mist Snake can see a lone figure coming across the bridge towards them. As the figure comes closer Snake can identify it as The Boss.

The Boss doesn't speak to him, instead she drops two heavy cases onto the bridge and throw it off balance. Sokolov falls down and Snake loses his balance for a moment. He then cautiously asks The Boss what's going on. She replies, "I'm defecting to the Soviet Union." She also informs Snake that Sokolov is going to be going with her. At this point a cloud of hornets surround Snake and Sokolov. While Snake is fending off the hornets a camouflaged man comes down from above and grabs Sokolov. Sokolov is lifted off the bridge and into a helicopter.

Inside the helicopter is the entire Cobra Unit, The Boss's old unit. One of the members is leaning out of the cargo door and proclaims the Unit's loyalty to her. Two more of them follow up with similar statements.

Suddenly it begins to rain. Snake sees a ghostly figure appear beside The Boss, looking over her shoulder. The Boss senses him there and whirls around but he's gone. Through the rain comes Colonel Volgin. He's radiating electrical charges. He walks up to the cases The Boss was carrying and picks them up to examine them. Recoilless nuclear warheads, the Davy Crockett portable nuclear launch system the United States had developed a few years ago.

Volgin turns to leave and asks what's going on with Snake, whether or not he's going to be joining them. She informs him that he isn't and Volgin slowly sets down his cases. He makes to kill Snake but The Boss stops him. She deals with him herself. She disarms Snake, dismantles his gun, and snaps his elbow joint an a few short seconds. She then tosses Snake headlong over the bridge and into the water below. Snake's last-ditch effort before he was tossed off was to grab The Boss's bandana. A short time later Snake washes up on shore and patches himself up, biting through the pain.

Meanwhile in a helicopter above Tselinoyarsk Colonel Volgin is inspecting his warheads. "I think it's time I gave this marvelous new toy a try", he declares. He readies the weapon, aiming it at Sokolov's research facility. Ocelot, who was sitting on a seat nearby jumps in to stop him but he's pushed away. Volgin fires the nuke and it wipes out the research facility. Snake is caught in the resulting shock-wave just as the recovery balloon is dropped.

--- / OPERATION SNAKE EATER / -----

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A New Mission

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Shortly after the failed Virtuous Mission the President received a call from the Soviet Premier Khrushchev. The Premier explains to the President that one of their weapons design bureaus was destroyed by a nuclear explosion. He also informs the President that an American aircraft was detected leaving Soviet Airspace shortly afterwards. Khrushchev demands an explanation. President Johnson gravely informs the Soviet Premier that America was not involved in the explosion. He tells Khrushchev that one week ago an American soldier had defected to the Soviet Union. When asked who this soldier was Johnson replies that it was The Boss, known in the USSR as Voyevoda.

Khrushchev is shocked. He asks if it's the person he thinks it is and Johnson confirms it. Johnson then tells Khrushchev that The Boss took two miniature nuclear shells along with her when she defected and used one of them to destroy the design bureau.

Khrushchev seems to be accepting the explanation but he still demands proof. He tells Johnson that the United States must kill The Boss themselves to prove their innocence. The US has one week to pull it off. If the US cannot prove its innocence in the matter within one week Khrushchev confesses that he would be unable to restrain his military's retaliation due to his weakened power in the Soviet Union.

Major Zero is telling all of this to Snake, who is recovering in a military hospital. Zero informs Snake that he must head into the Tselinoyarsk area again to stop the Shagohod and kill The Boss. Snake has no choice but to accept the mission since his military commanders are resting the blame on his shoulders, telling him that he is a traitor and a accomplice to The Boss's defection. One of the reasons why they insist on Snake's involvement in the new mission is because he was The Boss's last apprentice and he knows her well. They also know that he is a soldier with immense skills and loyalty so he will be able to carry out his mission effectively without questioning it.

So Snake is inserted into the Soviet Union once again this time with a new mission. He lands undetected and he is briefed on his first objectives by Zero. Snake is to head back to the old abandoned factory where Sokolov was being held and meet one of the two NSA code breakers that defected to the Soviet Union in 1960. They go by the codenames ADAM and EVA. Snake is to meet ADAM at the abandoned factory. Snake is also introduced to his technical advisor, Mr. Sigint. Major Zero also tells Snake that the password the agent knows is "Who are The Patriots?" and the answer is "La-Li-Lu-Le-Lo". Snake repeats the password to confirm it and then begins his mission.

Snake makes it about halfway to the factory before he encounters a problem. The Boss is standing in his path. She disarms him quickly and informs him that if she sees him again that she would kill him. With that she leaves on a horse but not before alerting the nearby guards to his presence. Snake quickly confers with Major Zero and he tells him to continue with his mission and to make it to the factory undetected.

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Where's Adam?

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Upon reaching the factory Snake finds it empty. Confused he heads out the back and he gets caught in the headlights of a motorcycle. It's a woman. She asks if Snake is the CIA agent sent by the US. Snake demands the password Major Zero told him before he began the mission, "Who are The Patriots!?" The woman on the motorcycle doesn't respond but appears flustered. Snake asks again. This time a group of enemies appears from inside the building and Snake is trapped in-between the woman on the motorcycle and the soldiers. The woman on the motorcycle pulls out a pistol and shouts for Snake to get down. "There is your answer", she calmly informs him. She quickly eliminates all the enemies and shuts the light and the engine of the motorcycle.

She approaches Snake and unzips her jumpsuit down to the waist to reveal some especially nice cleavage. Snake stares at her chest while she introduces herself as the other American agent, EVA, the second NSA code breaker. They head inside to sit down and talk.

Snake asks EVA why ADAM couldn't come to the factory. She informs Snake that ADAM couldn't come because Colonel Volgin was suspicious of him and EVA came instead. Eva then provides Snake with a .45 pistol, a tranquilizer gun, and a scientist uniform to infiltrate the labs where Snake is going to find Sokolov. She then tells Snake to rest up. He's reluctant to but he obliges

when Para-Medic butts in and orders him to get some sleep.

During the night we see Eva making a call with her radio. She looks all around for enemies before speaking. This is an important scene; take note of this for the ending.

At dawn the Ocelot Unit surrounds Snake and Eva. Eva slips underneath the factory floor and lets Snake dispatch all the guards. When Snake makes a move for the exit to the area he hears the sound of a revolver going off. Snake finds the source of the gunfire. It's Major Ocelot and he has Eva hostage. He grabs Eva's chest and smells her perfume and realizes that the spy that infiltrated Volgin's ranks is a woman. He tells Snake to stay back or else he'll shoot. Snake doesn't seem too frightened about this; he provokes Ocelot into firing at him...only Ocelot doesn't have any bullets left in his revolver. Once Eva realizes this she knocks him to the ground and dashes for her motorcycle. She gets on and starts it up with a single kick.

Ocelot stands up and faces her with a knife drawn. Eva thumbs the throttle and she flips the motorcycle's front wheel up and smacks Ocelot square in the face. Ocelot has now lost his knife and gun so he races off into the woods for safety. Eva pulls out her gun to shoot him but Snake restrains her. She then races off on her motorcycle to get back to the base before Ocelot does. On her way there she knocks open an iron gate and gives Snake free-passage to the forest ahead.

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Journey to the Labs

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After passing through a swamp Snake is contacted by Eva over the radio. She tells him that she reached the base safely and she's close to Volgin once again. Snake asks if The Boss is around and Eva tells Snake that she is and that they even get along well. She makes a remark about how the two traitors have a good relationship. This provokes Snake to ask a question, why would anyone want to betray their country, like The Boss or Eva did? Eva tells Snake how she was able to. Some time while she was working with the NSA she discovered that there were other ways of thinking, different cultures and ideologies to embrace and she realized something, that "half of what I'd been told was a complete and utter lie... the other half was a conveniently constructed lie."

Pressing on Snake encounters Ocelot once again. Ocelot forces Snake into a gun duel. Ocelot is wielding two SAA revolvers and shows off his skills by twirling and tossing them about. They fight but before either can prevail they are surrounded by a swarm of hornets, The Pain has found them. Ocelot swats away the hornets by twirling his revolvers and Snake swats them away with his arms. Ocelot dashes off and the hornets begin to swarm around Snake. Panicked, Snake rolls into a crevice in the ground and falls into a dark cave to safety.

Snake gropes through the cave and he comes out into an open area where there's light filtering through the ceiling. Hornets swarm him again. This time he dives into a pool of water and swims up to the surface where The Pain is waiting for him. Snake battles The Pain and easily defeats him. Snake makes his way out of the cave and reaches a dock outside a storage facility.

Using his scope he can see what is going on outside the warehouse. A KGB soldier is pushing Sokolov around. Sokolov is putting up a fight and giving the soldier a hard time. Then Colonel Volgin comes out of the warehouse with Tatyana Sokolov's lover. He sends an electrical current through Tatyana and

Volgin warns Sokolov that each time he resists he will torture Tatyana. Now Ocelot comes out of the warehouse and begins to "test" Sokolov by loading a single bullet into one of his revolvers. He then pulls out two more and begins to juggle them, pulling the trigger six times in a row. Frightened, Sokolov crouches back and puts his hands over his head. Just as Ocelot is about to pull the trigger once again The Boss grabs his revolver and pulls the trigger, firing the single bullet. The Boss dismantles Ocelot's revolver and hands it back to him, telling him to "stay in-line from now on." Ocelot stalks off into the warehouse.

Volgin inquires to The Boss about Snake and The Boss tells him that The Pain is dead, defeated by Snake. Volgin is aggravated by this and punches a nearby wall, neatly shattering the concrete. He then tells her that Snake has to be eliminated before The Shagohod goes for its final test. She agrees. The cargo door on the front wall of the warehouse opens up and The End comes out in a wheelchair. She says "I'm leaving him to you, The Fear." The Fear uncloaks himself and begins leaping over the harbor and into the jungle to wait for Snake, unaware that he is sitting just a few hundred feet away.

Volgin notices that The End is sleeping soundly. When he asks The Boss about this she replies that he's very old and is saving what little life he has in him for battle. Suddenly it begins to rain. Volgin walks over to Tatyana and tells her that she can entertain him until the rain stops. They both walk inside.

The Boss wonders aloud if The Sorrow is around, if the rainstorm is because of him. The rain stops and The Boss slowly walks inside, leaving Snake alone outside in the docks. Snake passes through the docks and a few more areas and arrives on one of the lower floors of the Graniny Gorki Labs. Snake approaches a man sitting behind a desk; he identifies himself as Aleksander Granin, the head of the design bureau.

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Drunk But Useful

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Granin proceeds to tell Snake that Sokolov isn't at the lab anymore; he was moved to the place where the Shagohod is being stored, the fortress of Groznyj Grad. Granin confesses that he doesn't like Sokolov at all because his Shagohod is taking all the weapons funding in the Soviet Union and his project is being by and large ignored. Granin proclaims that his project will be the missing link between infantry and artillery. He calls it a kind of "Metal Gear". Snake repeats the phrase...curiously.

Granin's Metal Gear is a revolutionary mobile weapons system. It can traverse any terrain due to its bipedal nature. Granin insults The Shagohod and Sokolov by claiming that it pales in comparison to his design. He says that a tank does not need a rocket; it needs legs. The Shagohod is "pathetic" as Granin says.

Granin then mutters that the Philosopher's Legacy has been handed over to Sokolov so that he can continue work on The Shagohod. Snake is confused; he asks Granin to clarify what he means. Granin explains that the Legacy is an enormous sum of money that was collected after the last Great War by the three superpowers of the world: China, Russia, and the United States. This money was to be used to fund wars and the general operations of the Philosophers.

Colonel Volgin's father was the person in charge of the money in the years following the war but due to some of the confusion that followed it he was able to take the entirety of the Legacy and launder it in bank accounts all



asks if Granin talked. "Unfortunately, he died before I could get it out of him", Volgin remarks with an amused voice. This leads Ocelot to realize that Granin wasn't the spy. Volgin grunts and rips off the sole of Granin's boot. He pulls out a transmitter and shows it to Ocelot. Apparently someone was tracking Granin. Wait a minute, who gave him the boots? It was Tatyana.

Now let's connect some things. First, Eva is the American spy in Granin's ranks. Second, Tatyana was tracking Sokolov using the transmitter. Third, Tatyana gave Granin the boots with the transmitter. Fourth, Eva says that her other role is usually right next to Volgin. It's highly doubtful that there are two spies in the enemies ranks and or another woman at Volgin's side and given the first three statements we can conclude that Tatyana is Eva's other role.

Ocelot becomes angry with Volgin, saying that it couldn't have been one of their comrades. Volgin retorts by saying that the C3 explosives have been stolen. It would be impossible for that to be Snake's doing because he couldn't have reached the fortress yet. At this point The Boss comes in with her horse and Tatyana (Eva) and warns Volgin against suspecting his own comrades. Volgin wonders aloud what Snake is after besides Sokolov. The Boss informs him that the United States is after the Philosopher's Legacy and they're also out for her head.

The Boss and Volgin leave. Ocelot begins to circle around Tatyana and sniff at her. He smells something familiar. He also notices her boots, that they are worn on the toe of the left boot. Ocelot is dawning on something, the worn left toe and the smell have something to do with each other but he can't quite put his finger on it. This will become important later on. Ocelot leaves Tatyana standing there.

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Into the Fortress

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Snake heads into the Groznyj Grad tunnel and is stopped by The Fury. Snake defeats the flamethrower-wielding Cobra member and makes his way up a ladder into Groznyj Grad and then into the Weapons Lab to meet Sokolov. He infiltrates the weapons lab by stealing the clothes of Major Ivan Raidenovich Raikov and using that to gain access to the room where Sokolov is. Inside the room where Sokolov is being held Snake can hear Sokolov talking to someone. It's Tatyana.

Sokolov hands her a spool of magnetic tape with the Shagohod test data on it. She asks him about the Philosopher's Legacy but he denies knowing anything about it. Tatyana then pulls out a lipstick container and moves towards Sokolov. He thinks it's some kind of camouflaged weapon and he shrinks back and holds his arms over his head. She reaches his and flicks a knob on the container, it's just lipstick. She puts some on and leaves. As she is leaving the room Snake hides behind some boxes and when she's gone he enters Sokolov's room.

Sokolov immediately recognizes Snake from the failed extraction during the Virtuous Mission. Snake tells Sokolov that he needs to get out. Sokolov responds by telling Snake that the Phase 2 tests of the Shagohod have been completed. Sokolov explains that the Phase 2 tests were needed to ensure the stability of the Shagohod during the launch of IRBMs. He explains that the IRBMs were too large and too heavy for the Shagohod to launch unsupported and the only way to compensate for that weakness is to accelerate the Shagohod itself to speeds of over 300 miles per hour using nothing less than rocket engines.



Elaborating on this, Sokolov explains that the increased speed of the Shagohod when it launches the missiles increases the range of the missiles from a mere 2500 miles to over 6000 miles. That's far enough to hit any target in the United States from any location in the Soviet Union. He also informs Snake that the Shagohod makes missile silos obsolete since it takes their place, it improves upon their purpose. A mobile, nuclear missile platform. Volgin is planning to mass-produce them and deploy them across the Soviet Union and to the states of the Eastern Bloc.

Volgin would then use the power of the Shagohod to encourage an armed uprising of third world leaders against the United States and wipe them out. This uprising and the power of the Shagohod would render the long-standing concept of "deterrence" meaningless since America would be at the mercy of the Soviets, the Shagohod would make their weapons systems obsolete. The Cold War would end and the entire planet could ultimately become consumed in warfare.

Obviously frightened by this news Snake tells Sokolov that the Shagohod must be destroyed. Sokolov informs Snake that there are four tanks around the Shagohod used to store the liquid nitrogen used for its rockets. If Snake can blow them up the Shagohod would be blown up along with them. If only Snake could acquire some C3...Snake tells Sokolov that Eva stole the explosives. Sokolov breaks it to Snake that Tatyana might be the spy. Snake tells Sokolov that he thought Tatyana was Sokolov's lover but he reminds Snake that his wife and child are back in the United States. Apparently Tatyana came to Groznyj Grad just days before the Virtuous Mission. Sokolov thinks that she is a spy for Khrushchev.

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Volgin, The Torturer

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Soon they hear footsteps outside the room, Volgin is coming. Snake quickly dons his Raikov mask and salutes Volgin as he enters the room. Sokolov turns away nervously. Volgin senses the tension in the room and quickly catches on. He bends at the waist slightly and quickly grabs Snake's "package". Snake is shocked and he pushes Volgin away but he grabs him again and squeezes harder this time. Finally he pushes Snake backwards and asks suspiciously, "Who are you? If you think you can fool me you're sorely mistaken. I know the Major better than anyone else."

Volgin slowly takes out his gun and pauses, thinking. He spins and quickly fires two shots into Sokolov's kneecaps. Then he places the gun under Snake's chin. Snake pushes Volgin over and disarms him. While he has his gun trained on him The Boss enters the room. They fight briefly and The Boss removes Snake's disguise and disarms him. Volgin, having retrieved his gun, raises it to Snake's forehead. The Boss disarms him and knocks him over.

Volgin rises, brushes himself off and calmly takes control of the situation. The Boss hands over Snake. "Are you going to kill him?" The Boss asks. "Of course, but first I'm going to make him pay for hurting Ivan", Volgin replies. The Boss walks out of the door past Ocelot who is leaning against the wall spinning a revolver. She pauses as if to say something but continues past him. Ocelot looks into the room, through the closed door, with an indeterminate expression on his face. Volgin continues to beat Snake. Finally, he punches Snake one last time and Snake passes out from the relentless violence.

When Snake reawakens he finds himself blinded by a sack cinched tightly around his head. Nearby he can hear Volgin brutally beating Sokolov. He's asking

him who he's working for and who he's reporting to. Sokolov finally gives one last cry and falls dead. Volgin chuckles and then turns his attention to Snake.

Volgin begins to punch Snake in the stomach. He begins to ask him what his target is; is it the Shagohod? Is it the Legacy? Or is it Sokolov? Snake refuses to talk no matter what he does. Volgin walks away from Snake, picks up a bucket of water and splashes it over him. Volgin raises his arms and informs Snake that "My body carries an electric charge of 10 million volts. Let's see how you like this!" Volgin electrocutes Snake repeatedly, going harder each time he refuses to talk. Finally The Boss walks in (with Tatyana right behind her) and informs Volgin that Snake has been trained by her not to break under torture.

Volgin is furious, "Admit it! You're after the Legacy! The secret fund established by the three great powers after the Second World War! One hundred billion dollars divided up and hidden all over the world!" Volgin then informs him that he won't be able to get his hands on it because it is safe in the underground vault of Groznyj Grad. His mentioning this attracts the attention of Tatyana, who gives The Boss a startled look.

After abusing Snake further Volgin finds a transmitter on Snake. He demands an explanation. Ocelot raises his arms, Tatyana simply looks bewildered, but The Boss steps forward and tells Volgin that she planted it on him to keep track of his movements. Volgin retorts that if they had known where he was they wouldn't have been so easy killed by Snake.

Suspicious Volgin asks The Boss to provide "proof that you and he were not in collusion." The Boss is unsure how to do this. "Let's see," Volgin is thinking but does not take long to come up with something. "Cut out his eyes." The Boss seems close to disgusted by this as does Tatyana who gives her a frightened look. The Boss slowly walks towards Snake and draws a knife out of her uniform. She pulls the bag off of Snake's head and brings the knife up to his eye. Suddenly Tatyana rushes over, "Stop it! He's suffered enough!"

Ocelot walks over to her and asks why she's defending him. Suddenly he realizes it, "Tatyana, you're the spy!" He grabs her and decides that he wants to "test" her as he did Sokolov. He draws his revolvers and loads one bullet into one of them and then proceeds to pull the trigger six times in a row. Snake, though still bound, lunges out and kicks Ocelot. This kick pushes Ocelot's arm with the gun over to Snake's face just as the trigger is pulled and the bullet takes out Snake's eye. Blood pours out and Snake howls in pain. Volgin leaves the room, satisfied.

Ocelot begins to taunt Snake, "So you survived the Colonel's torture, eh? Watching this has made me realize something, it really isn't that bad." With that he jams the transmitter that Volgin found into Snake's back. He and The Boss exit the room, leaving Snake with Tatyana. She reveals her disguise to Snake and tells him to break out of his prison cell as soon as possible and to head for the sewers in the northwest section of Groznyj Grad. She also tells him that she will give him all his equipment back once they meet up at the end of the sewers.

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\*\* Hallucinations \*\*  
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Snake is brought to his cell, breaks out, and reaches the sewers. As he nears the end he realizes that he is being followed a breaks into a sprint to the end, daylight is shining through. Ocelot's guard units and a few attack dogs

are chasing him. As Snake nears the end of the sewers he slows up, the end of the sewers is a tall waterfall. Snake turns around to face his pursuers.

Suddenly Ocelot appears out of the crowd and pulls out his revolver. He once again loads a single bullet into it but keeps the one revolver. He pulls the trigger, nothing happens. Snake falls backwards off of the waterfall as Ocelot pulls the trigger a second time, once again to no effect. Snake plummets into the water and makes a smooth diving entry. Ocelot rushes to the edge of the falls and watches Snake drift away. Losing sight of him in a few moments, Ocelot walks back into the sewers with his unit following.

We catch up with Snake a few moments later. He is wading through a shallow river with his revolver and the forest is burning around him. Shortly, rain begins to fall and the fires get extinguished. Snake proceeds further but up ahead he can see the shadow of someone in the water. The figure rises up and turns around to face Snake. "Sad, so sad", the figure takes off his hood. "A host of sorrows, and you," the figure points an accusing finger at Snake, "one of them. This world is one of sadness. Battle brings death. Death brings sorrow... Now you will know the sorrow of those whose lives you have ended." The figure begins to float around the river and Snake tries to catch up with him but he cannot. Soon he reaches what appears to be the end of the river. The figure reaches out and touches Snake, killing...just a moment...Snake was just hallucinating.

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Back to the Fortress

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Snake finds himself floating underneath the water. He's out of breath. He scrambles for the surface and when he breaks to the surface he gulps in air. Snake crawls up onto the bank and after resting a moment he calls Major Zero. The major tells Snake that he almost drowned in the river. Snake contemplates what has just happened and he concludes that it was an unconscious encounter with The Sorrow, a former member of the cobras who died in a combat mission a couple years back. Zero informs Snake that The Sorrow had ESP and could communicate with the dead. Sigint informs the two of them that The Sorrow was killed by The Boss two years ago by the rope bridge that Snake was tossed off of during the Virtuous Mission. After the end of World War II The Cobras split up and The Sorrow went over to the Soviet Union. The US then sent The Boss in to kill him.

Eva then calls up and asks Snake how he's doing. He explains what just happened and Eva informs him that they can meet at a waterfall just north of where Snake is. Snake signs off and heads north to meet Eva. Upon entering the cave beneath the waterfall he hears the sound of a motorcycle approaching. He readies his gun but surely Eva was producing enough the sound of the motorcycle. He lowers his weapon.

Shortly we find Snake freshened up: clean, sporting an eye patch, and munching on some snakes that he roasted over a fire. The conversation between the two of them brings Snake to mention the C3 explosives that were stolen a short time ago. Eva tells Snake that she did indeed steal it. She pulls out a block of it and hands it tot Snake. She tells him that he needs to plant the explosives on the four liquid nitrogen tanks in the main hanger where the Shagohod is. Eva takes half of it for herself so that she can plant it on the rail bridge to prevent the enemy from following them while they are escaping.

Snake asks Eva about the Shagohod test data that she took from Sokolov and she tells him that part of her mission was to retrieve the data for Khrushchev. Eva tells Snake how to get back into Groznyj Grad from the cave and quickly

snaps a picture of Snake before he can react. Asking why she did that she informs him it is so that he can't change sides, an insurance policy.

Snake makes his way to Groznyj Grad and sneaks back into the main hangar where The Shagohod is. Before he can enter Zero calls Snake and asks for an update. Snake informs the major that Eva has the data from the Shagohod tests. Thinking, Zero tells Snake that it isn't too big of a deal because Khrushchev wouldn't use it even if he did have it.

Snake proceeds to plant all the charges. After he plants the second one he receives a call from Eva telling him that she planted the C3 on the rail bridge and that she will be waiting for him there. Snake plants the final charge and begins to make his way out of the hangar. Suddenly Snake hears a voice call out "Snake!" He turns, it's Volgin and Ocelot. Snake turns but out of nowhere The Boss comes and disarms him.

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\*\* The Philosopher's Legacy \*\*  
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Now Ocelot has Snake at gunpoint and Snake can see that Volgin is holding Eva captive. Ocelot explains to Snake that it was the smell that gave her away. Not the perfume, the gasoline from the motorcycle. She reeked of it. Volgin then claims that he found her sneaking around in his underground vault. He holds up a small microfilm disc. "We found this on her. The Philosopher's Legacy." This attracts the attention of all the people in the room: Ocelot, The Boss and Snake. They all peer at it.

Volgin explains that the disc contains a record of where all the money composing The Legacy is stored, all the accounts that were used to launder it through the world's banks. Volgin kneels down in front of Eva and begins to reach out. Slowly, Eva takes out her lipstick tube and raises it to attack Volgin. Volgin sees it coming and grabs her arm and forces her to drop it.

Snake asks Volgin to explain what the Philosopher's Legacy is and surprisingly Volgin acquiesces. He explains, "During the last Great War, the most powerful men in America, China, and the Soviet Union had a secret pact. The pact was a blueprint for defeating the Axis Powers and creating a new world order. To secure victory in the war, the three countries pooled their resources to conduct the most covert types of operations and research. They amassed an enormous sum of money to fund these projects. That wealth is the Philosophers' Legacy. After the war was won, the three countries were to divide the Philosophers' Legacy amongst themselves. The money was divided up and laundered through banks all over the world. This microfilm contains a record of all of those transactions." He then goes on to say that using the money, resources, and the network formed by the Philosophers he was able to contact The Boss and suggest that she defect to the Soviet Union.

Volgin asks The Boss to take the microfilm and keep it safe. She takes it and then tells Volgin that Snake wouldn't have come back to the fortress unless he had a motive to do so. "The C3 has been stolen. Maybe he's planning some sort of sabotage." She tells Volgin that she'll check out the facility to see if there are any surprises waiting. She also tells Volgin that she'll dispose of Eva. She walks over to Eva and picks her up, whispering, "Leave everything to me." Eva looks at The Boss and she nods silently. The two of them walk off.

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\*\* Escape From the Fortress \*\*  
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Ocelot now tries to get in a duel with Snake but Volgin forces him aside and tells him to watch the fight. Snake and Volgin fight. About midway through Volgin looks up towards Ocelot and motions in Snake's direction, "Shoot him." Ocelot doesn't move. After Volgin prods him further Ocelot tells Volgin, "I can't. I made a promise to The Boss." Volgin tries to electrocute but Ocelot quickly fires his revolver at the incoming charge and deflects it to the side. An announcement comes over the speaker, "C3 explosives have been detected. All non-EOD personnel are to evacuate immediately." Volgin tells Ocelot to find the bombs and Ocelot walks off. Snake and Volgin continue fighting.

Snake defeats Volgin and rushes out of the hangar to avoid the bomb blast. Outside the hangar Eva pulls up on her motorcycle and orders Snake to get in. Snake complies and the two of them hurtle away from the hangar before the explosives go off. When they are a safe distance away the bomb explodes and the two of them stop the motorcycle and turn around to watch. "We did it!" Eva proclaims.

Eva turns to Snake and tells him "The Boss let me go." Snake is confused. Eva tries to explain to Snake. She tells Snake that The Boss is waiting for Snake at the lake where she hid the WiG. She also tells him something that The Boss wanted her to say, "I've never seen someone with such clear eyes." When they prepare to leave again they hear an earth-shattering roar from inside the hangar. It's the Shagohod; they didn't destroy it. Surely enough the Shagohod busts down a wall and starts chasing after them.

Snake and Eva escape through Groznyj Grad and make it out to the runway where they are pursued by the Shagohod and enemy attackers on motorcycles. They turn and make a dash for the rail bridge and force the Shagohod and all the attackers onto it. At the precise moment when the Shagohod is in the middle of the bridge, Snake shoots the explosives planted on the bridge with his sniper rifle and the bridge collapses taking The Shagohod down into the river below.

Just as soon as they start to rejoice the Shagohod begins to climb up the ruins of the bridge and makes its way up to the dirt area beyond the bridge. Volgin spins it around to face them and snarls at them. Snake and Eva prepare for battle. Eva rides the motorcycle and Snake mans the RPG-7. Shortly, Snake immobilizes the Shagohod and forces Volgin out of it. Volgin doesn't seem too impressed. He kneels down and punches his fists into the roof of the cabin and wraps his hands around the wires there. He stands up and astonishingly, he can control it from there. Snake and Eva battle the Shagohod once again and it begins to rain. Volgin seems indifferent, "Who's afraid of a little thunder." As if by the hand of God a bolt of lightning comes down from the sky and strikes Volgin. The combination of the high-voltage wires wrapped around Volgin's forearms, the rain soaking the wires, and the lightning sets something off and sparks begin to fly from the wires as they electrocute Volgin. Soon he collapses dead. "Struck down by a bolt of lightning; a fitting end," Snake says as he hugs Eva and watches Volgin's body simmer atop the Shagohod.

Their celebration is halted once more by the arrival of enemy attackers. Snake and Eva hop onto their motorcycle and escape through the woods. After either shooting all of them or losing them in the woods Eva guns the motorcycle down the path leading to the lake. As she rounds a turn they both look back to check for enemies. In this brief moment a log that was fallen on the path comes into view and they can't slow before they strike it. Both of them are thrown off the motorcycle and it goes flying off into the woods and explodes.

Snake gathers himself up and finds Eva; her belly is pierced by a branch on a log she fell against. Snake urges her to remove the branch so that they can get going. She tells him that it's useless. Snake gets angry and tells her that he never thought he would see her acting so weak. "I need you, Eva." This urges Eva on and she frees herself from the log. After patching herself and Snake up they set off into the woods and escape a horde of enemies that come to investigate the explosion in the woods. They have reached the lake. Eva sets off into a happy jog but Snake turns and looks towards a field beyond a hill. Eva turns and tells Snake to come back alive; she knows that he has to fight The Boss.

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Conflict of Ideologies

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Snake heads to the field while Eva readies the WiG. As he enters the field he can hear the sound of one of the Davy Crockett missile launchers being fired followed by an explosion and an immense shock wave. "Life's end, it's beautiful isn't it?" Snake turns to see The Boss standing behind him with an empty launcher. " Snake asks her why she's doing this and she begins to explain why.

At the end of the Second World War the conflict amongst the Philosophers had torn the world in two. She was going to try and heal the rift, to make the world one again. She then begins to explain how it is not a personal conflict that makes people enemies; it is simply politics, who the government says your enemy is. That is the person you will be fighting. She then asks Snake if the Soviet Union and the United States would still be enemies in the 21st century. She doubts it because enemies are like time... they change. She claims that if the Philosophers can stop the fighting amongst the nations then the world can be reunited.

Recalling the Cobras she considered them her family since she couldn't have a family of her own. She had been exposed to large radiation doses as a result of some nuclear tests in the Nevada desert in the 1950s. Snake was also an atomic test subject on the Bikini atoll some time earlier. She says that this is the reason she was originally drawn to him.

A few years later the Soviets and Americans were caught up in the heat of the Space Race. The United States was itching to send someone into space even though they couldn't shield that person from the radiation in orbit. They chose The Boss as their human to send up since she had already been exposed to radiation in the Nevada atomic tests. When she came back she began to realize that there was no point to this competition, where did it lead?

She then talks about a mission she led in Cuba. She says that she had to stand by and watch the government slaughter a group of Cuban exiles because the US had refused to send in air support. After missions like this she realized that her dream would never come true, that the world couldn't be made whole unless she took action.

She explains the history of the Philosophers to Snake. "Early in the twentieth century, the true holders of power in the United States, the Republic of China, and the newly-formed Soviet Union gathered together in a secret meeting that would later be known as the Wisemen's Committee. The secret pact they formed there marked the beginning of the Philosophers." When all of the original members had passed away turmoil engulfed the Philosophers. They had control over almost all the major wars on Earth and could tip them one way or another but they had no sense of good or evil.

There was a domino effect caused by these ill-fought wars. One war would influence the next and so on.

The Boss's father was one of the Philosophers, she tells Snake. This makes her the last surviving child of the Philosophers. She tells Snake that the Philosophers took her father and her baby away from her, one that she had during the Second World War. The Sorrow was the father of the baby. She opens up the front of her suit to reveal a huge scar that stretches from breast to waist. She runs her finger along it, "This is the proof that I was once a mother. Sometimes I can feel the ghosts creeping up inside me, like a snake."

She thanks Snake for listening and turns around with a radio in her hand. "Commence the operation." She turns back to Snake and tells him that they have 10 minutes before MiGs come and bomb the place. She readies her gun and tells Snake to complete his mission. In a tough battle Snake overcomes his master and uses the technique that they developed together to defeat her. She finally collapses in the field and Snake approaches her. She slowly reaches up towards Snake with the microfilm containing the Legacy, "Take this. It's our only hope." Snake takes it and then The Boss hands him the gun she was using, a special handgun called a "Patriot". "A Patriot? Why are you giving me this?" The Boss replies, "Snake, you're a wonderful man. Shoot me." Snake obviously doesn't want to but he knows that he has no choice. He slowly raises the gun and fires.

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\*\* Over the Border \*\*  
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Snake returns to the plane and they take off. They think that they are in the clear but out of nowhere one of their engines goes out of commission. Looking out the window of the cockpit they can see Ocelot flying net to them on a hovercraft. Ocelot forces his way into the aircraft and the two of them fight. Ocelot pulls out his revolver and aims it at Snake's head. Panicked he asks for his gun from Eva and she tosses it to him. They both point their guns at each other and pull the triggers. Both the guns are empty.

Ocelot has a solution. He pulls a bullet from a necklace he was wearing and loads one of the guns with it. He then spins the chamber and begins to juggle them both. He lays them down on the floor of the plane and they both choose one. They walk away from each other, turn and pull the triggers. Snake's gun fires, Ocelot flinches, as if shot but then stands up and grins at Snake. "It was a blank." He walks up to Snake and says "Until we meet again." Then Ocelot jumps out of the plane and falls into the water below.

As they are about to escape MiGs come into view and lock their missiles onto the plane. Snake and Eva know that it is the end, they clasp hands and wait for the end...but it never comes. The planes turn away on orders from Premier Khrushchev. They then fly their plane on a course for Galena Air Force Base in Alaska. They're going to meet the President and the CIA director at Langley afterwards.

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\*\* Eva's Reminiscence \*\*  
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Snake and Eva spend that night together kissing and hugging until they fall asleep. In the morning Snake wakes up to find that Eva is gone. All that he can find is a picture, the picture she took with her button cam in the cave. He turns it over and there's two words written on the back, "Good Bye". Snake





turn around for photos. Eventually Snake walks out of the room without a word.

This ending scene is perhaps the most important scene in the game. After Snake receives his medal from the Secretary of Defense we can see something is wrong. Look at how Snake reacts to the government officials around him. He's responding in a very distrustful manner. He ignores the President and a few other officials and he also walks past Major Zero, Para-Medic, and Sigint with an obvious disgust.

What this scene represents is the conclusion of Hideo Kojima's famous Meme x Gene x Scene theme for the Metal Gear Solid series. Metal Gear Solid was about Genes, passing them on to the next generation, to pass on your genetic legacy. Metal Gear Solid 2 was about Memes, basically your memories and knowledge, passing on what you have experienced and what you hold dear to your children. Metal Gear Solid 3 winds up this theme with the final part of it, scene.

What Hideo is trying to convey in the award ceremony is that Big Boss was lied to by Major Zero about the actual mission; he was used by the United States government to kill perhaps the closest person in his life, The Boss. As a result of this Big Boss developed an enormous distrust for government and began to formulate his plan to take down the Philosophers. This "scene" that Big Boss experienced shaped him into the infamous mercenary that built the warrior nation of Outer Heaven in the 1990's.

When we catch up with Snake again he is walking slowly through a cemetery carrying some flowers and a briefcase. He walks up to a gravestone and begins to lay out the Patriot handgun that she gave him and lays the flowers over them. He stands up and salutes the grave for a long time with tears running down his face. It's the grave of The Boss. Eva's voice is still talking..

"Snake, listen to me. She didn't betray the United States. No...far from it. She was a hero who died for her country. She carried out her mission knowing full well what was going to happen. Self sacrifice...because that was her duty. The Boss's defection was a ruse set up by the US government. It was all a big drama staged by Washington so they could get their hands on the Philosopher's Legacy. And The Boss was the star of the show. They planned it so that they could get the Legacy that Colonel Volgin inherited...and destroy the Shagohod at the same time. Only a legendary hero like The Boss could have earned Volgin's trust. Finding out where the Philosopher's Legacy was hidden was to be her greatest mission. Everything was going according to plan.

"But then something happened that no one could have predicted. Colonel Volgin fired an American-made nuclear warhead at Sokolov's research facility. Khrushchev demanded that the US provide proof that it wasn't involved. They couldn't just abort the operation to steal the Legacy. So the operation itself was greatly expanded and revised. The authorities in Washington knew that in order to prove its innocence they'd have to get rid of The Boss...and that one of their own would have to do the job. The public couldn't be allowed to find out about it...not ever. This, they concluded, would be the best way to keep the whole thing under wraps. The Boss wouldn't be allowed to come back alive. And she wouldn't be allowed to kill herself. Her life would be ended by her most beloved disciple...that was the way the government wanted it. That was the mission she was given. And she had no choice but to carry it out. Her death at your hands was a duty she had to fulfill. Out of duty she turned her hand on her own comrades. A lesser woman would have been crushed by such a burden.

"The taint of disgrace will follow her to her grave. Future generations will revile her. In America as a despicable traitor with no sense of honor. And in

Russia as a monster who unleashed a nuclear catastrophe...She will go down in official history as a war criminal. And no one will ever understand her. That...was her final mission. And like a true soldier she saw it through to the end. But I think she wanted you of all people to know the truth. She wanted to live on...in your memory. Not as a soldier but as a woman. But...she was forbidden to tell you herself. And that's why she told me. Snake, history will never know what she did. No one will ever learn the truth. Her story...her debriefing...will endure only in your heart. Everything she did...she did for her country. She sacrificed her life and her honor for her native land. She was a real hero. She was a true patriot."

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\*\* Conclusion \*\*  
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The credits have rolled and the screen is black with the exception of the name of the game. Ocelot's voice can be heard. He's talking to the head of the KGB, saying that Khrushchev is finished and that his time has finally arrived. He finishes talking to the head of the KGB and dials up another number.

Now he reveals that he has been double crossing the Russians all along. He's a CIA operative planted in Volgin's ranks to keep tabs on him, Sokolov, The Shagohod, and to find out information on the Philosopher's Legacy. He tells the person on the other line that the Legacy is now safely in America's hands but only half of the money has made it back. He also mentions that the data and the disc the Chinese took were fakes. He also tells the person that The Boss obliterated the Shagohod and Groznyj Grad with the Davy Crockett she took with her. "I'll continue to keep the CIA informed...Mr. Director."

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11) Credits  
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Hideo Kojima : for creating this masterpiece.

Konami : for allowing Kojima to create all the games that he does.

CJayC : for creating GameFAQs and posting this guide.

Dark Angel and Liquid316 : for the lyrics to "The Best is Yet to Come"

Dan Craggs : For correcting the lyrics of "The Best is Yet to Come"

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11) Conclusion  
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That's it for this guide, I hope that you had a lot of fun completing Metal Gear Solid, and go back to get the other ending. I had a lot of fun writing this guide and I hope you enjoyed reading it as well. Check out the sequel if you haven't already, it is just as spectacular as this game.

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## 12) Contact Information

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If you have any questions, comments, suggestions, or contributions to make then you can e-mail me at the address provided below. I will only accept questions, comments, suggestions, and contributions if they abide by the guidelines outlined below. I do not think that I am asking much by doing that, but if you do have a problem with that then I ask you just not send me anything at all.

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DO

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- Point out errors
- Give me strategies for parts of the game that you feel you know lots about
- Write legible sentences
- Include good grammar
- Ask for help about things not already answered in this guide
- Look through the guide before contacting me to make sure I haven't already answered your question

DO NOT

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- Spam me
- Insult me
- Use excessive profanity
- Use background colors, e.g. yellow font against a black background
- Send irrelevant e-mails
- TyPe lIkE tHiS, tHiS ReAlLy PiSSEs mE OFF!
- Ask questions that are answered in this guide
- Add attachments to your e-mail
- NO 1337 SPEAK

## ===== 13) Legal Information

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^ Yes, I am pointing directly at your site, Dave, and not with my index finger  
either.

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