

# Metal Gear Solid FAQ/Walkthrough Final

by jestercolony

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**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.**

## Metal Gear Solid - Walkthrough

Console: Playstation|Players: 1|Memory Card: 1 Block|Dual Shock: Yes|by. Konami

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Introudction (MGSW-A1000)

Very few games stand the test of time within today's market. A few have had the pleasure of being remade for the consoles of today. But there is one game that still stands out even to this day. Back in 1998 Metal Gear Solid was released

to the public on the Sony Playstation console and it was here that most of the world had discovered the man we know today as the ultimate bad ass and that man is known as Solid Snake. Being an infiltration expert and able to keep cool in the most tightest of situations - he is known as a legend.

He is a man who single handedly brought down two Metal Gear machines. One in Outer Heaven and the other in a place known as Zanzibar Land. Even it is to be said that this person was able to kill who was known as the legendary soldier of the 21st century, Big Boss.

Metal Gear Solid is a stealth/action based game. You, the player are to infiltrate a secret military base known as Shadow Moses on an island somewhere near Alaska. The objective of the game is stay out of enemy sight while equipping yourself with weapons that you find along your path.

Remember to stay quiet and hidden, this will help Solid Snake survive while avoiding as much conflictation as much as possible. If you have never played this game before then I will tell you this: You in for one heck of a ride. Back in 1998 - this game was considered something very fresh, something new. You shall experience a story unlike any others that had been told back then.

Thank you for choosing my guide for this title. My name is Ryan Nicholson and I have selectively wrote a guide for this classic, as a way to carry it on to the future generations of gamers out there. Many times has this game moved to different ports, which include: PC and the GameCube and has one stand-alone expansion pack known as VR Missions (US) Integral (Japan) for the Sony Playstation & PC. The expansion allowed the player to sharpen and harness the skills of our main protagonist - Solid Snake.

Enjoy the game and of course this guide!

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=====
                *READ THIS BEFORE USE!*
                |           |           |
                |           |           |
                V           V           V

                =====
                *** HOW TO USE THIS GUIDE! ***
                =====
```

If you look to the left side you will see tactical layout with some strange letters and numbers, kinda like this one -

```

_____
[Tactical Information] | Area: ??? | _____ | IE*( Ground )
|GP#9 T#9 C#9 AV*9 D* E/M | ***** |N/A |
| _____ | Reference: ??? | _____ |
```

Now if you notice the stange letters I will explain this in a very easy fashion.

GP# = Guard Patrol Number (the example shows there are 9 guards on patrol in this area.

T# = This will tell you how many traps there are within this area. This can symbolize trap floors and I.R. laser beams and or mines.

AV\* = Audio/Visual is pretty much what this sums up. This can be anything from a water puddle which can make noise or leave foot prints, to recording/gun cameras to snow.

Area = The area you are in

Reference = The number used in the CTRL + F feature in your web browser.

IE\* = This is found on the right side. This means Items/Equipment within that given said area. Ground = Main floor, then of course you will have your sub levels listed below that.

Legal Stuff (MGSW-A2000)

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^--- See about me to learn more.

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The Story MGSW-A3000

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Note: This was taken from the Game's Manual  
Credited to Konami and Kojima Productions

The nuclear weapons disposal facility on Shadows Moses Island in Alaska's Fox Archipelago is attacked and captured by Next Generation Special Forces led by members of FOXHOUND.

The terrorist have secured hundreds of nuclear warheads and they're demanding that the government turn over the remains of Big Boss. They warn that if their demands are not met within 24 hours, they'll launch a nuclear weapon.

Solid Snake is once again called back to duty in a top-secret mission to deal with the greatest terrorist threat the world has ever seen.

First, he must single-handedly infiltrate the nuclear weapons disposal site and rescue two hostages, DARPA Chief Donald Anderson and the President of ArmsTech, Kenneth Baker, and then eliminate the terrorist threat and prevent a nuclear launch. The clock is ticking. Once again, Snake heads into battle...alone.

The Cast            MGSW-A4000

| \_\_\_\_\_  
Note: Taken from the Game's Manual

Credited to Konami and Kojima Productions

The Good Guys -

Solid Snake: Former member of FOXHOUND and an expert at infiltration. He can accomplish his mission under any circumstances, in any location.

Meryl Silverburgh: Campbell's niece, she was caught in the middle of FOXHOUND's revolt. She has excellent training as a soldier, but no actual battle experience.

Roy Campbell: Former Commander of FOXHOUND. Although retired, he was called back to active duty as operation commander for this mission.

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

Mei Ling: Operator in charge of communication data processing for this operation. She invented the Codec communicator that Snake uses.

Hal Emmerich: An employee of ArmsTech Inc. His nickname, Ocatcon stands for Otaku Convention. A Japanese animation festival.

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

Master Miller: FOXHOUND's former survival teacher. He provides Snake support by Codec.

Donald Anderson: Director of the Defense Advanced Research Projects (DARPA). He's been taken hostage by the terrorist.

Jim Houseman: Secretary of Defense. He commands the counter-terrorist operation from AWACS (Airborne Warning And Control System) plane.

Kenneth Baker: President of a huge arms conglomerate ArmTech Inc.) He's been taken hostage by the terrorist along with the DARPA Chief.

The Bad Guys -

Liquid Snake - A man with the same face as Snake. As FoxHOUND's Squadleader, he's the mastermind behind the terrorist attack.

Revolver Ocelot - An expert with handguns and a sadist with a penchant for torture.

Vulcan Raven - HE's a giant shaman with strong spiritual powers, blessed with a powerful body which is resistant to extreme cold.

Sniper Wolf - A brilliant sniper, she can wait in sniping position for hours, days or even weeks without moving a muscle.

Psycho Mantis - A former member of KGB's PSyChic Intelligence Unit. He has powerful telekinetic and mind-reading abilities.

Decoy Octopus - Very little is known about him/her.

The Unknown Guys -

Ninja: Little is known about this Cyborg Ninja. He uses stealth camouflage and wields a Japanese katana that can cut through steel like butter and even deflect bullets.

Big Boss: Former commander of FOXHOUND, once known as the "Legendary Soldier". His remains have been preserved by the military.

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The Walkthrough

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_____		IE* ( Ground )
[Tactical Information]	Area: Dock	_____
GP#3 T#0 C#0 AV* D* E/M	*****	Ration
_____	Reference: MGS-W001	_____

After being launched from a torpedo tube, Snake will swim his way inside an underground cargo dock in order to bring his mission: to find access in to Shadow Moses and infiltrate it. Once he has surfaced from the water, our protagonist, Solid Snake, will receive his first CODOC transmission. Here you will meet two supporting characters: Roy Campbell and Naomi Hunter who will tell Snake his mission objectives.

Once the conversation is over and over with, we will need to find a way to gain access to the ground level by using the cargo elevator in the back. This will take us to the surface of the enemy's base of operation. To reach this elevator, you will need to know that is directly north of you from Snake's starting position. But before we do that, you will want to descend back down in to the water to find a Ration. These items are used for life recovery, so if you find yourself low on health - use it. It will also auto-heal you if you have it equipped in your inventory and since we do not have any real weapons as of yet, you will need to understand that contact with the enemy is prohibited and will be a form of suicide on Solid Snake if you dare try. So...

- I suggest you avoid the enemy at all cost! -

- Tip 1: Save often; there is NEVER enough!
- Tip 2: Always watch yourself and stay alert
- Tip 3: Take frequent breaks.

The first thing to observe is that there are some area's in the game that will leave behind foot prints, these are a bad thing on you (the player) because it can make a guard very suspicious. You will notice this upon coming out of the water. In some sections there are some small water patches. These are to be avoided and crawled over if possible. Also when you actually "step" on them they will create noise. To see the type of obstacle threats, you will want to check with the tactical panel located above these paragraphs.

Another thing that you will want to take advantage of are the shadows and objects that you can easily use for stealth purposes. These objects can be crates, walls, even door ways. Remember to think about your actions and always watch your surroundings, especially when enemies are near by. The better chances of Solid Snake's survival is stealth until he is able to get a proper weapon in order to defend himself!

Our next objective, pay attention to the guard's patrol routes; for now there are at least two. The first guard you can visually see, who will patrol the western and mid portion of the area. The second guard to the north will patrol the Eastern section of the dock, it is up to you to find the best route so that you may advance with Snake's mission.

After you feel that it is time to move on, duck under the obstacle in your way and crawl underneath it. Crouch up against the wall that is on the right within the shadows, to the east of you, you should see a small puddle of water - this is one of the AV\* that I warned you of. To by pass it: you will want to crawl on top of it so that you can avoid making any real noise or leaving any foot prints behind for a guard to trail.

The next ration can be found on the Eastern portion behind what I assume is a heat venting box. Just be careful, because the eastern sentry does like to have some fun in that area. To the north-eastern part, you should come across a Fork-lift, this, I suggest is the best place to hide until the Cargo Elevator comes down. Also, the third ration (if you need it) is located right near forklift. Here wait for the final guard, who will come out of the elevator and will begin to patrol only the north section, but do not worry he is easy to evade, just quickly get on the cargo lift to watch a cool scene of the snake shedding his skin!

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		IE* ( Ground )
[Tactical Information]		_____
GP3	T#0 C#3 AV*2 D*E/M	*****
_____		Ration
Reference: MGS-W002		Stun G.
		Chaff G.
		SOCOM
		_____

Once Snake reaches the top via the cargo elevator, he will find himself in a pretty chilly place known as the Heliport. A scene will take place and you will be introduced to a new character by the name of Mei-Ling, she will be in charge of your "Mission Data", which means in-game talk: she will be the one you will want to contact via CODEC in order to save your progress. She will also explain to you on how to use the Soliton Radar. After the conversation has ended you should save your game before we continue.

This area can be pretty annoying at first, but do not worry. As long as you are

able to get a feel for the surroundings in the area then, you shouldn't really have any issues navigating it. There are three guard stationed that you will want to take note of. The first guard, which is located to the North-Western section of the area is stationary until you have triggered the -ALERT PHASE- or will just automatically wake up after a certain period time. Right above the sleeping beauty is a security camera and an air duct below him. I suggest you not mess with this guard, this will also make the duct opening at his feet off limits. If he does in fact wake up he will get on a set patrol route, which is the left portion of the truck. The only difference is that he will glance in it, so if you are inside the truck, IF he is awake you will want to remember to hide behind the crate inside.

The second guard can be found escorting on the North-Eastern section, which I would assume are a bunch of power generators (on the snowy side) You can easily avoid him using the terrain that is currently presented to you. Crawling will cause Solid Snake not leave any foot prints, which could be manifested on the ground if had ran across the snow. He will patrol along in that area and around the right portion of the cargo truck. If you need to, there is a Ration you can pick up from there (i.e the snowy side.)

The final guard is at the North top section where search lights can be seen from a distance. He mainly is just patrolling this balcony and can be very quite easy to avoid when you are up there.

Another thing that you will want to notice is that there are three surveillance camera's in the area. two of them that move and one is stationary (i.e the guard on the western section air duct), the others are located in the room of the western duct (which inside should have Stun Grenades) the other can be found at the stairway which will lead you up to the Balcony where the search lights are located.

Tip: You can avoid Camera's by finding their blind spot, which can normally be found right underneath of it or its sides that it isn't watching. You can also use boxes, crates or something along the lines via terrain in order to prevent from being seen. You can also use a Chaff Grenade to disable and fool its electronics for a short period of time.

The final two things that I need to mention are: The search lights and the snow field. The search lights are more obvious as they have a set and fixed route. Only time that the search lights will not have a set route is when they have spotted Snake.

The other two final things I need to mention are is the snow field and the search lights. The search lights should be a bit more obvious as they have a set movement and will not change unless they see Snake. In the middle of Heliport in which they are watching is a box of Chaff Grenades. So you will need to time it just right in order to pick them up. The snowyfield will obviously leave foot prints so you will want to remember to crawl if there are guards posted around the area.

Now once you have obtained the Chaff Grenades you can find the Stun Grenades in the Western portion where there is a room with one single surveillance camera. Just evade it by finding its blind spot or using a Chaff Grenade to disable its electronics. It should be obvious on how to hide from it with the obstacles in the room.

The final piece of equipment that is a real-must-have for any covert-ops is the Socom Pistol. This can be found in the -Cargo Truck- which can be found just north of the starting position. Hop inside of it and look behind the crate to pick up. But do not use it just yet. Reasons to this is that it will alert the

guards to your location and trigger the alert phase. Remember this is a stealth mission, not a go all in guns blazing mission.

Note: Cargo Trucks are useful for later in the game due to being able to transfer you to a different area in the game. We can't do this just yet. This wont happen until much later.

After you have done all of this, take the north eastern set of stairs to advance on to a balcony. Here you will want to evade the single guard and find the air duct that you will need to enter in order to proceed in to the next area. You can easily see it on the radar but if you are in a slight form of confusion do not worry. Campbell will contact you via codec if you are close to it and will tell you what you must do next.

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|Tactical Information] | Area: Tank Hanger | IE* ( Ground )
|GP#6 T#3 C#8 AV*1 D* M | ***** | Chaff G. |
| | Reference: MGS-W003 | Socom Ammo |
| | | CardboardBX |
```

```
| Thermal G. |
Note: This area has two other sub levels. All items in each of | Supressor |
the levels will be listed in the tactical information on | |
the grid to the side. | (Sublevel 2 ) |
| |
```

```
| You will need to nevigate through an air vent in order to actual | SOCOM Ammo |
- y gain access through the area. It may appear dark on your TV | Ration |
so nevigation may somewhat difficult. After a few paces you will | |
get a contact VIA CODEC from a new character by the name of McDo (Sublevel 3 )
- nell Miller. You will eventually come to an opening with a ladd | |
- er that you can drop down from. Now that we are in the actual | |
hanger, Solid Snake will find himself on a high metal walkway. | FAMAS |
Currently up here there are no guards present. But you will need | NIKITA |
to be fully aware of the security cameras in this region. Also | PSG-1 |
becareful, the sounds you make by your footing can make one of | C4 |
guards down below suspicious. Be sure that you are fully aware | Grenade |
of the enemies position at all times. | Chaff G. |
| Stun G. |
```

```
| Now behind the crate (near the ladder) are some CHaff Grenades | FAMAS Ammo |
so that you can make your life easier getting past the cameras | SOCOM Ammo |
Go east then south on a platform and you should come and see an | PSG-1 Ammo |
open door (if you miss this item you will need a higher security | NIKITA Ammo |
clearance to enter; so go in here now while you still can) In th | |
- is room is a lone camera that you will want to evade because it is watching
an item known as the Thermal Goggles. Get under it's blind spot or use a Chaf
- f to evade it and grab the item. These goggles will make things easier to ne
- vigate dark vent shafts and tunneling if your TV is dark. What is also cool
is that it has the ability to detect traps that either kill Snake or alert
soldiers. It will light enemies up like flies for easier view.
```

Leave the room and continue south down the platform and then west and then north. You will come to another camera which will be monitoring the stairwell that we need to go down. Just throw a Chaff to disable it for a few seconds and high tail it down them steps. Also there is a box of SOCOM Ammo to the right and behind the stairs if you need it.

Now the guards will patrol this entire area, so it is up to you on how to deal



with them. Our main objective is getting to that Elevator to the north wall. which allow us to go down to one of the two sublevels in this sector. But you will need to use it with caution due to the patrolling guards as when activating it, it sometimes can leave you in the open and will force you to run and hide. Since the Elevator takes time to reach its destination either due you using it or a random feature of the game's A.I. so remember, never stay out in the open for too long.

Once you have access to the Elevator, press the action button on the left bottom wall of it so that you can view the panel. Select B1 to go down to the first basement floor.

#### Sub Level 1 - Cell

This area is pretty much dead. So...there really isn't a whole lot we can do at this point. Continue heading south and then head east and you will eventually come upon a ladder, which is located on the north wall. Climb up the ladder and you will be in the vent shafts. Navigate through it and take your time as there are some interesting scenes here...

1. Johnny! A typical known Soldier who is adored and hated by all MGS fans!
2. Meryl in her underwear; you can easily view Meryl in her panties if you find the vent opening in the cell she is in. The first time she will have her pants on, head back down and go back up the ladder from the start and she will be pantless.

In order to view these scenes you will need to go in to FPV mode and gaze down at the vent covers below. Eventually you will stumble upon the DARPA Chief which will trigger a long scene. After the scene you will be broken out by what appears to be a very odd guard. A gun fight will take place and requires the SOCOM pistol. Because the hallway you two are in now will be rushed with heavily armed guards who carry automatic weaponry. After a point in time in this fight three grenades will be thrown into the room. One direct blast will kill Solid Snake instantly if you do not have a ration equipped (take heed of that)

After the battle head back in to the room with the cells to grab any extras that you missed. Now head back to the Elevator and head down to B2.

#### Sub Level 2 - Armory

This area is empty for now and if you had paid any attention to that cut scene with the DARPA Chief you will really have no issues on what to do next. If not I will explain it when we are ready. You will want to tread lightly here due to some of the flooring that are death-traps to Mr. Solid. Use the Thermal Goggles to find out their location. Now in order to avoid them just run over them without stuttering in movement as soon as they open.

There are total of nine rooms in this area Some of which are off limits due to our current security clearance. You can find some Socom Ammo, C4 (which I will explain in just a minute) and some Grenades for now. Once you have obtained the C4 you will want to start demolishing walls. But not just any ways, oh no... In order to find these walls you can either go in to FPV mode and take notice to the blue tinted hues of the "unpainted walls" or knock at them to hear a "hollowed" out sound. They are located to the North-East and North-Western parts and inside of these rooms are a few extra items. Our real destination is a South-Western wall. Blow up this wall and go inside, there is another fake wall here, so blow it up. In this last room there are two fake walls. The one that is obvious leads us to the ArmsTech President and the other is just a secret room with some doors we don't have access to due to our clearance and of course

what I would like to call "Gun-Sentries" which are like the camera type we have encountered before, but instead of alerting the enemy, it will just shoot you on sight until you are dead. Just use a chaff to disable it. Now head inside the room with the ArmsTech President which will trigger a scene...

Oh yeah... By the way: Prepare yourself for your first real boss encounter!

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(BOSS FIGHT: Revolver Ocelot)

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(Reference: MGSWB-1)

The first and most important rule applies to this fight: Do NOT cross the yellow painted lines or you will kill yourself and the ArmsTech President which will give you an instant GAME OVER screen with Ocelot screaming "You idiot!", yeah talk about embarrassing. Anyways - you can find at least three Socom Ammo boxes during this encounter. But I suggest not picking one up until your bullets are at least of 13 or 12 to conserve ammo (and not obtain more than what you really need.) The other box I assume merely a gimmick to get you to kill yourself, but hey if you can grab it, you can take!

Now take a look at the right top of your screen and you will see Ocelot's Life and Ammo gauges. You will notice he has six shots so keep an eye on it. When he runs out he will have to stop fighting and reload his gun, which will provide you the most excellent time to make your shots. Also keep in mind this fight is a psyche out fight because you will consistently be moving around the C4 in a square.

Another thing... Don't bother shimmying up against a wall, crouching or even attempt to hide. Why? Well some how Ocelot has the ability to ricochet the bullets he fires and will hit you. Just keep moving him and shooting. If things seem a bit difficult just drop a Stun Grenade to stun him for a minute which will leave him in the opening for a shot or two (or three if lucky.)

\*\*\*

Once the battle is over you will be treated with a scene, once that is over you will have your health and ammo carrying level increased. Oh, you also get a clearance of Level 2! (wewt?) Leave the room we came in. Just be careful now, as heavily armed GENOME Soldiers patrol the halls down here. Don't forget to pick up the FAMAS machine gun; caution: the room with it has an IR sensor set up within it, so use the Thermal Goggles to see it. Just crawl under and loot it.

Now before we head back to the ground floor, you will want to contact Meryl.

Alas... Some reason we cannot do that... Why? Well apparently Campbell says to look on the back of the box. What box? Oh yes... Your MGS box which will show you it. This was due to fear of this game being pirated (cool idea Konami!) Or simply just put in: 140.15 and talk to her and after that use the Elevator and head up to the ground level. Once up here, she will open up the cargo door that will take you to the next area. But before we do that, we will need to grab some goodies!

The Suppressors can be found in the room to the east (from the Elevator) within this room is a sleeping guard. You can either by-pass him or snap his neck. Equip the Socom and Suppressors to activate it and lo-'n-behold: its trigger happy tim

-e! Leave this room and head up stairs to the metal walkway. There are two rooms that have Level 2 clearance. One room has the Cardboard Box the other has a Mine Detector (wewt!) and a Ration (wewt?)

The Cardboard Box is a useful tool in sneaking around, but it also has another one. I will explain why when the time comes. For now it is time for us to leave this hole and head to the next area. Head back down the stairs and in to the room which Meryl opened. Take note this area is empty, but don't move yet. This room is set with IR sensoring that move and you will either need to smoke a cigarette or equip the Thermal Goggles to view the beams. Watch them carefully and evade them as you advance to the Canyon.

Note: If you trigger the beams the door behind you will lock and the room will flood with gas. You cannot get out of this room so it is an instant game over; if this happens just reset your system or hit CONTINUE on the game over screen.

Now it is time for us to leave this place. Head in to the room that Meryl just opened up but you will need to be careful as there are IR beams set in place. In order to counter them you can equip the Thermal Goggles or let Solid Snake smoke a cigarette. Now the beams are in motion and will move up and down. You will want to time the movement just right in order to avoid them so you can get to the door and head out to the Canyon.

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|_____|
[Tactical Information] | Area: Canyon | IE* ( Ground )
|GP#5 T#3 C#8 AV*1 D* M | ***** | |Chaff G. |
|_____ | Reference: MGS-W004 | Grenade |
|_____ | |Clamore M. |
```

Once you are outside of the Tank Hanger, Snake will now be inside a Canyon. You will begin to take a few paces and will be contacted via CODEC by unknown personal. After the conversation takes place I would highly suggest equip the Mine Detector and start picking up the Claymore Mines by crawling on the ground. Doing so will allow you to crawl over them and pick them up without having to risk being hurt by them. Once you have obtained all five mines, make your way out in the open to trigger a scene. You will meet a new character by the name of Valcun Raven. After it is over and done with, you may continue with a new boss.

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_____
(BOSS FIGHT: M1 Tank )
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(Reference: MGSWB-2)

Before fighting this new encounter I suggest contacting Campbell to get a new CODEC frequency of a woman named Nastasha Romanenko. Anyways this fight is rather easy if you know what to do.

The M1-Tank uses an electronic tracking system which allows it to fire its main gun from a distance and will have a GENOME Soldier using its main turret gun on top which happens to be a machine gun. Now the first rule of engagement in this encounter is to not stand or be in the open. Its main gun will basically shoot you back and will purge Snake's existence. So in order to destroy the damn thing you will need the following items -

1. Chaff Grenades
2. Grenades

These two items will help destroy the boss. The first thing you will want to do is start the fight using a Chaff Grenade, upon it's explosion you will need to run out to the tank. Mean while there will be a GENOME Solider manning the turret. This will really pose no threat you so, just makes sure to stay from the tank as it moves or you will get ran over.

Once the Chaff wears out you will want to throw another one. After that just try and throw a grenade inside the cockpit of the tank which will blow up. That is how you win this fight... Just Chaff's and Grenades. Also if the tank moves too fast for you can walk up to it and lay down claymores or use C4 on it's treading to slow it down. :) Should take 2-3 grenades to bring her down!

\*\*\*

After the fight you will gain an increase to both health and ammo! Now we can easily move to the North door to gain access to the new area.

Note: This area will be filled with guards and gun-motion cameras. You can find this information in the tactical information HUB above the paragraphs.

=====

[Tactical Information]	Area: Nuke Bldg 1	_____	IE* ( Ground )
GP#5 T#3 C#8 AV*1 D* M	*****	Ration	
_____	Reference: MGS-W005	SOCOM Ammo	
Upon entering the Nuclear weapons storage building, go up the platform which is located directly left of you and head north. You should come in front of a Ration and a small window that you can peak out of to get an idea of the new area's layout. Head back down and continue north to find a partially opened garage door. Crawl underneath it to enter the new area and you will receive a CODED transmission. Apparently we are not allowed to use weapons in this area.		FAMAS Ammo	
		Chaff G.	
		_____	
		(Sublevel 2 )	
		SOCOM Ammo	
		FAMAS Ammo	
		Ration	
Sad, I know. But, at least, we have a few other things we could use. Our main objective is to get to the Elevator. There are three guards stationed on this level. The first guard can be seen coming towards the garage door we entered the room in. He will circle around some of the nuclear weapons and will repeat this rotation. The second one can be found around the cargo truck who will mainly circle around it. The last guard can be seen around the stair platform, where the Elevator is located.		Carboard B	
		Dizapam	
		NVG	
		Cold M.	
		_____	
		(Sublevel 3 )	
		Ration	
I really wouldn't worry about obtaining some of the items on this floor. Reasons? It can be a bit risky and all that really is here is a ration, and some ammo crates. What you really should be doing is focusing on the circling guard. Watch his movements and progress up the western stairs. You will need to be careful though, because the guard on the top can be a tad bit tricky at times.		Gas Mask	
		C4	
		Grenade	
		Chaff G.	
		Stun G.	
		FAMAS Ammo	
		Nakita Ammo	
		_____	

Note: If you do get caught the room will flood with gas and guards will shoot you on sight. Since we do not have the Gas Mask yet, this can pose as a very serious problem.

Once you are within the Elevator, use it's control panel and head to B1.

Sub Level 2 - Nuke Bldg B1/Comder Room

we will only be in here for a short while. Quickly, head in to the bathroom on

the west (which is the Men's room) and inside you will find a lone guard taking a quick leak. Snap his neck and proceed back out to the main room. Next enter the office room on the East. In here will be another lone guard which you can easily ignore (he will sometimes use the rest room.) And in one of the small eastern office spaces you will find the NAKITA remote-controlled missile launcher with some ammo. Once you have it back track to the Elevator and head to B2.

### Sub Level 3 - Nuke Bldg B2/Lab

Upon entering creep up against the eastern wall and you will see Hal Emmerich, the man in who which we need to get to. The only issue is upon going in to the room that we need get in to is that the room is flooded with gas and the floor seems to have a high case of the volts. The only way past it is a remote-controlled missile. Go back out in to the main room and go into FPV mode and look in to the glass on the left of you. You see that huge window that says "High Voltage"? Inside is a transformer that we will need to blow up. Head back in to the room with the electric flooring and fire the missile.

Note: If you having issues controlling the missile in it's isometrical view, try going in to FPV mode, since it really is one of the three only weapons that allows us to do this.

Navigate the remote control missile South then east in to a room with sentry gun cameras. Make sure not to let them shoot at it or it will explode. Just let it flow and burst past them. You will find yourself going North and in to a room at the northern corner, inside here is the transformer, blow it up so that we may continue.

There are three doors down this main hallway. Two of them which we can go in to and one of them has a Gas Mask in it, so grab it to make your life a bit easier here. After that, you can head up in to the gun-sentry room to find a few extras, but I wouldn't worry about them as much. Continue heading south and then east into a Level 3 door (guarded by a Sentry gun) which will take you much deeper in to the lab. A scene will take place (of strange noises) enter the next room to be shown another. Continue down the corridor and you will see that Cyborg Ninja that showed up from earlier appear, who happens to go inside Emmerich's office.

Yep, you guessed it. Chase the whacky psycho robot down via going in to the office to trigger a scene between Snake, Hal and that Ninja. It's time for another boss battle.

\*\*\*

\_\_\_\_\_  
(BOSS FIGHT: Cyborg Ninja )  
=====

(Reference: MGSWB-3)

Upon this fight starting you will probably notice that regular weapons will not do you any good due to his high frequency blade will reflect any bullet away from him. The real trick is to use CQC (Close-Quarters-Combat) on him. If you don't know what that is, it is just simply going up to him and using your fist to break his face.

The first portion of this fight he will do his whacky ninja moves which are easily avoidable if you pay attention. The only real threat is when he jumps up in the air and stomps on the ground. When he lands an energy shockwave (circle) will appear, which shows you his radius from that attack is a 360 degree one. So just stay away from it and continue bashing his face in.

The second phase will begin when he jumps up and begins to use his cloak technology. There are a few tricks to figure this out but it makes your life a lot easier if you have the Thermal Goggles (which I told you to get earlier if you had been paying attention to this guide) to find him. If you don't, then you will need to pay attention to any distortion in the game's graphics. Once you find him, just keep bashing his face in.

The third phase is where he will trick you in to hitting him, he will cloak and appear (more than likely behind you) Just throw one punch at him until he disappears and when he reappears, just move out of his way and let him throw his punch. Continue this until he has zero life.

The Final phase to this fight is where he starts to have a psychoatic breakdown and will begin channeling huge voltage of energy through him. At this point he is no longer immune to weapons. Fire your FAMAS at him for a quick take down.

Tip: You can also use Chaff Grenades on him to stun him for a short period of time which will allow you to get in 2-3 shots in with your SOCOM or FAMAS. But do not really heavily on this unless you want to hear a lot of insults from that Ninja (this does not affect your game, I personally hate being insulted by a computer A.I.)

\*\*\*

When the fight is over a CODEC and cutscene will take place. Pay attention to it as it is very important. Hal Emmerich will then give you his CODEC frequency which is 141.12 <- I suggest you contact him right as soon as the scene is over so you can have it saved to your list.

Now head back to the Elevator and head to back to B1.

Sublevel 2 - Nuke Bldg B1/Comder Room

Note: You can find Cardboard Box B here.

Now we need to track down Meryl. But first go back in to Men's room to kill the leaking guard. After that wait for last guard to come out and enter the same room. Kill him and enter the main room and you should see a lone guard. If you can get a look at the guard's behind you will automatically know that soldier is Meryl (via the cute sound it makes and the way she shakes that ass.) Wait for her to leave and chase her down in to the Women's room which will trigger another scene. After the scene she will take point, follow her out and go back in to the main room. You can pick up the NVG (Night Vision Goggles) at the southwestern office and few other goodies. Once you are stocked up on rations and equipment you will want to go in to the hallway (where the Elevator is) and go down the carridor just a and head North right in to the Commander's room. This will trigger another scene... And...another boss.

\*\*\*

\_\_\_\_\_  
(BOSS FIGHT:Psycho Mantis )

=====

(Reference: MGSWB-4)

Psycho Mantis is able to read the mind of Snake which will really prevent him from really doing any harm to guy. So the real trick is to quickly change your controller to Port 2 (2nd player) on the Playstation console to avoid this.

Phase 1: He will begin controlling Meryl, knock her out using CQC

Phase 2: He will begin the real battle. Mantis has the ability to fire a strange yet telekinetic orb (which is unseen to the naked eye) and will sometimes cloak. Just use the Thermal Goggles to see better. Just dodge the items he will throw at you easily via crawling.

During a portion of the fight he will mind control Meryl two times, just keep her knocked out. At this point Mantis will become furious and his attacks will now be faster. Just equip the FAMAS and maybe use a Stun Grenade or two and he will come down. Just remember to restore your health when you need to.

\*\*\*

After the fight a scene will take place, after that head in to the door that he opened up for you earlier. Head down the stairs (to the right of the stairs are some ammo crates and a Ration) and head inside the door to get to the next area.

```

=====
|_____|
|Tactical Information] | Area: Cave |_____| |
|GP#3 T#0 C#0 AV* D* E/M | ***** |Ration |
|_____| | Reference: MGS-W006 |Diazepam |

```

Once you find yourself in the Cave, Meryl will make Snake follow her. She will quickly run off leaving us with no idea on how to proceed. Keep in mind that this place is dark, so I highly recommend that you use either the Night Vision Goggles and or Thermal goggles in order to make your viewing a tad bit easier on your eyes.

There are also Wolf-Dogs in this cave, so you really have no worries about any guards. The only issue is that they will attack Snake and are quite frankly very tough to kill. So your best bet is just to beat them back which will put them on the floor and stun them for a few seconds allowing you time to run away from them. There are some goodies around here (mainly some rations and crates of ammo.)

The first thing you're going to want to do is go North and crawl under the rock formation in front of you. Next continue going north and then east and then you will want to go south. Here you can find two holes. The south hole will lead you to some items the other hole located on the eastern wall will take you to Meryl. Upon finding her, a funny scene will take place (she is referring to the dogs that that have attacked you.)

After the scene collect whatever items that are in the way and head through the door which will take you to the Communications Tower.

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=====
|_____|
|Tactical Information] | Area: Underground Passage |_____| |
|GP#0 T#0 C#1 AV*0 D* E | ***** |PSG1 Ammo |
|_____| | Reference: MGSW-007 |Socom Ammo |
|_____| |FAMAS Ammo |

```

Once here, a scene will take place of Snake, Meryl and well... Sniper Wolf. Sadly, you don't have the weapon required to fight back. What you will need to do is back track all the way to the Tank Hanger's Armory (B2) to find the PSG-1 Sniper rifle.

The quickest way to do this is heading back up to the ground level of the Nuke building we had previously been. Up there is a Cargo Truck that, if you enter, you will be able to equip Cardboard Box A and you will be transferred back to the Heliport (the area where we started the mission.) With it equipped, wait a few seconds and a minor cut scene will take place and you will be taken for a quick joy ride. From here you can take the lower air duct (where the guard was sleeping, who is now patrolling the area) in order to get back in to the Tank Hanger. Don't worry about the camera that was originally in front of the duct entrance, due to it no longer being there.

Take the Elevator here down to the B2 level and you can easily find the PSG-1 room easily. You will need to be careful though before entering and entering the room that holds it. A guard will be guarding the door that you will need to take out or lure away. Once inside the room will have barrels in it and of course the room will also be protected by I.R. sensing, which you will need to evade at all cost.

Note: You are also given a chance at this point in time to pick up the Camera, which can be found in the room before the battle with Ocelot (where the ArmsTech president was being held.)

The item is located behind a fake wall that I told you earlier to blow up and if you didn't or have forgotten to do so at that time you can find it on the Eastern wall (you can switch to FPV mode in order to see the false wall and blow it up with C4)

Head back up to the ground level, we have two choices to advance back to where we need to go.

1. You can take the Cargo Truck in the Heliport back to the Nuke Building (if you have Cardboard Box B.)

^--- Fastest route in my option

2. You can go through the back cargo garage (where the sensor beams had been) to head back outside to the Canyon. The only problem with this route is that the Canyon is now loaded with Claymore Mines and four long ranged gun cameras. This route is a little bit more riskier.

Make your way back to the Cave and head back to the Underground Passage to fight...

\*\*\*

\_\_\_\_\_  
(BOSS FIGHT: Sniper Wolf )

=====

(Reference: MGSWB-5)

You can find Sniper Wolf to the North on the second story of the tower. She will be firing at you from a distance using her sniper rifle. The objective is to fight but, but you cannot do unless you got the PSG-1 Sniper Rifle from the Tank Hanger's armory. Equip it and you will automatically go in to a crawling position and in to FPV mode.

The thing you need to notice is that Snake will naturally shake and aiming the weapon will be quite hard. In order to stop this you can use two things. One use a Diazepam and then equip the Thermal Goggles., both of them together will give Snake the ultimate accuracy and sight.



Note: I have heard rumors the Gas Mask helps too, but I have tested this and noticed nothing special.

Just aim and fire at her and she will die.

\*\*\*

After the scene is over make your way to the tower heading North, feel free to go up the stairs to pick up the goodies and then head to the door located on the right side. You will trigger a scene and will be taken in to custody by the Fox Hound member and the Genome Soldiers.

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=====
|_____|
|Tactical Information] | Area: Tank Hanger | _____|
|GP#6 T#3 C#8 AV*1 D* M | ***** | Chaff G. |
| _____| Reference: MGS-W008 | Socom Ammo |
| _____| | CardboardA |
```

This part tends to be pose a threat to some players, since we are now being tortured by Revolver Ocelot. You will need to press \*Circle\* Button in order to regain Snake's health which, will begin to decrease at a very fast rate once you hear the \*BEEP\*. (Sublevel 2 )

We are given two choices here: Deal with it or submit by pressing the \*Select\* button. Either outcome that you choose will have an affect on the overall outcome of the game's main ending. This will explained at the end of this walkthrough.

IF you choose to continue you will have to go through four shock treatments. After, you will be taken back to your holding cell. During this portion you will be helpless (no weapons/equipment) and of course you will need to deal with Johnny the guard who now has a cold and a very base case of diarrhea. So now we have two choices -

1. If you submit - you must find some way out of the cell.
2. If you continue - You will go through one more scene.

Note: Be sure to save your game while you are in the cell, this is just incase you make a mistake and die while being in the electric chair.

Now in order to get out of the holding cell you do either of these three things listed below -

- A. Wait for the Guard to use the bathroom. When this happens you can...
  1. Hide under the bed until the guard comes out.
  2. Contact Otacon who will bring you some Ketchup, some Rations and a Level Six keycard. To use the ketchup, equip it and go into crawling position and press a button and press the action button. This will fool the guard in to thinking that Snake is dead.

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^ ^
| |
| |
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| _____ | _____ | _____ |
| Either of these actions will cause the Guard to enter |
| the cell. |
| _____ |
```

3. Wait for the Cyborg Ninja to bust you out of the cell while the guard is on a short leave. (Note: You still need to contact Otacon for the card.)

With either choice made if the guard enters the cell or if Snake is found you will trigger the Alarm. Quickly bust out Johnny and he will stay out for the rest of the game. After you have escaped the cell you will want to head to the room with the electric bed. To the right of it will be a crate that holds all of Snake's equipment. Before we go on though, you should check your item menu to find an item called Bomb T.

You will want to get rid of this by equipping it and pressing the action button to throw it out. If the timer runs out while it still is in your item menu it will blow up and hurt Snake. Talk about a save from an embarrassment in the future!

There is a gun sentry camera located to the North where the exit is (level 6 door.) And since we have the key, by passing it shouldn't be too much of a problem.

Tip: If Snake has a cold (you tell if he is sneezing) you can find the Cold Medicine in the 1st floor basement of the Nuke Building. You will want to get rid of this right away. Sneezing will allow a guard to find Snake and will trigger the alert phase.

Just leave the area. Feel free to go down to B2 (the Armory) to restock up on some ammo if you need any. If not just backtrack through the Canyon to get to the Cave. If you equip the Handkerchief that Otacon gave you the wolf-dogs will not attack you!

Note: You can get the Body Armor item from the 2nd floor basement of the Nuke building as there is a door in the Gas Chamber that is security level 6!

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=====
| _____ | _____ | _____ |
| [Tactical Information] | Area: Comm Twr A | _____ |
| GP#0 T#1 C#1 AV* D* E/M | ***** | Ration |
| _____ | Reference: MGS-W009 | Rope |
This area will pose a threat if you don't know any of the advanced techniques. The minute you enter the area you will find yourself going down a dark corridor. Eventually you will come to a door, but do not go inside of it just yet, quickly lay down a Claymore Mine so that you can get a head start. The reason is because the moment you enter that room, a security camera will spot you and there is no way to avoid this; even if you use a Chaff Grenade. Once inside the room and the Alert Phase is in its effect, you will need to pick up the Rope item (which you'll need for later.)
```

At this point you have heavily armed Genome Soldiers chasing after you and you will need to out run them because they will not stop coming. So a few items I highly recommend are: Body Armor, Stun Grenades and FAMAS Rifle. Just use the Stun Grenades to stun them for a minor period of time so that they will have some trouble catching up with you. Upon your travel you may come to a door that requires a clearance of level 6 security. Sadly, the door doesn't seem to open and it blocks out escape route. The reason to this is that it's so damn cold outside that the door is frozen shut and you will need to blast it with some C4



-ise, it is time to find some place to cover because he has fired some missiles at you. Other than that, take it down and have fun! :)

\*\*\*

After the battle is over you will get a CODEC call from Otacon. After that just head back down to the Elevator which is working now. Once inside you will need to fight four guards in stealth camo, just equip the Thermal Goggles and use the FAMAS (or snap all their necks) to take 'em out. After that minor battle is over, you will be at the bottom of the tower, head outside to reach the Snowfield which will trigger the second encounter between Snake and...

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=====
|_____|
[Tactical Information] | Area: Tank Snowfield | _____|
|GP#6 T#3 C#8 AV*1 D* M | ***** | PSG1 Ammo |
|_____ | Reference: MGS-W011 | NIKI Ammo |
|_____ | _____ | FAMAS Ammo |
|_____ | _____ | SOCOM Ammo |
|_____ | _____ | Claymore M. |
|_____ | _____ | Chaff G. |
|_____ | _____ | Stun G. |
|_____ | _____ | Grenade |
|_____ | _____ | Ration |
|_____ | _____ | Stinger Am. |
|_____ | _____ | Cardboard C |
|_____ | _____ | _____ |

```

(BOSS FIGHT: Sniper Wolf )

=====

(Reference: MGSWB-7)

This is exactly like the previous fight with her, except, you are in a different area. Sniper Wolf is located to the North of you and will take cover behind some trees. Just use the Diapezam and PSG-1 Sniper Rifle, plus Thermal Goggles to take her out. If you aim directly at her head you can get a head shot or two, this will make the fight very quick and easy.

If you are also very skilled with the Nikita, you can also use this weapon too! The trick is to stand at the eastern portion corner where there is a small hill you can hide while blasting her away with the remote-controlled missiles!

\*\*\*

After the fight, a scene will take place. After that, it is time to continue.

There are many minor cargo rooms in this area you can gain access to to find any equipment and ammo that you need to stock up on. What we need to do is to head North and inside a Level 6 room that has two gun sentry camera's. (the door is marked N-A1) You can easily evade them by crawling underneath one of the crates, head east and then you should see a set of stairs to head down into the Blast Furnace.

Note: You will need to change to Disc 2 at this point.

```

=====
|_____|
[Tactical Information] | Area: Blast Furnace/Cargo Elevator | _____|
|GP#3 T#0 C#0 AV* D* E/M | ***** & Warehouse | Ration |
|_____ | Reference: MGS-W011 | _____|

```

Head directly down the stairs and open the door using your keycard. Once inside, you will notice that there is a soldier that will patrol the north area of your position. You will be able to use the metal boxes in front of you in order to evade his sight. But our real objective, is to head west on the bridge to what appears to be a moving industrial crane. What you will need to do in order to bypass it, is to shimmy up against the wall and duck under the crane when you need to (in order to prevent from being knocked off to the heated metal below) and reach the north side.

```

|_____ | _____ | Stun G. |
|_____ | _____ | SOCOM Ammo |
|_____ | _____ | Ration |
|_____ | _____ | FAMAS Ammo |
|_____ | _____ | C4 |
|_____ | _____ | Nikita Ammo |
|_____ | _____ | Stinger Am. |
|_____ | _____ | Chaff G. |
|_____ | _____ | Body Armor* |
|_____ | _____ | _____ |

```

Once you are on the other side follow the metal walkway to the steps on the eastern side. Just be careful though because there is another guard on patrol just down below. Now, at the East of the bottom of them stairs is an Elevator just in case you need to go all the way back up to the top floor. Other than that, head down the second set of stairs.

Don't head through the door on the North yet. In case you didn't get the Body Armor from the second basement of the Nuke building you can easily pick it up here. If you switch to FPV mode you can easily see a doorway opening on the south side, a way from the north door. You will need to be careful of this room though because the steam that comes out can hurt Snake on contact, so timing is a must. You can find the entrance to it via crawling under a set of pipes on the western wall. Once on the other side you will have to evade some gun cameras.

But if you did get the Body Armor just proceed through the North door!

- Cargo Elevator -

Wait for the Elevator to come up. Feel free to grab some of the goodies around this area if you need them. Once there Elevator is here, get on it and look for the console switch to take you down further below. Once activated you will have to fight some guards (just like the elevator in the towers) But they are not stealthed, so you can easily see them. Just use the FAMAS or snape their necks to win the battle quickly.

Once you are the bottom, you will need to understand that we cannot use the Soliton Radar in this area. Luckily, you have me to be your eyes (well text.) You will need to take out the gun sentry out with a Stinger missile to evade it or just dodge it for that matter. (I find it easier just taking it out.)

Now, since we can't use the Mine Detector, you will need to equip the Thermal Goggles so that you can see where the Claymore Mines have been placed. Feel free to retrieve them if you want. Again, feel free to grab the goodies and head to the Elevator and activate this console.

Now...we are waiting... During this portion a CODEC scene will take place.

Funny there are a lot of crows around here... Anyways, we are now in a very cold place, so you will need to be careful if your rations get frozen. Now, make your way north to the door (you might want to save your progress at this point.) and a scene will take place between you and...

-Ware House -

\*\*\*

=====

(BOSS FIGHT: Vulcan Raven )

=====

(Reference: MGSWB-8)

This fight is mainly a game of Cat and Mouse. And since he has a long range of view, you will need to be careful of the gun he uses. You will need to catch him off guard to even want to damage him. So you will need to lay traps for him, Either it be C4, Claymore Mines or even using the Stinger/Nikita Missile launcher.

Also, when you piss him off, he will start knocking boxes down to block certain paths and he will eventually begin to move faster and faster. Just play smart about it and you should have no issues. Also the Body

Armor helps here.

Note: If you do use the Claymores, make sure you use Thermal Goggles or the Mine Detector so you don't get yourself killed by your own weapon. If you need to recover them out of emergency, do so via crawling over them. Never let equipment go to waste!

\*\*\*

Feel free to grab whatever goodies are left over from the fight. Also take note that this area will be flooded with guards later on. Anyways, continue through the Level 7 door. In this area, you will need to be careful as there are two floors that are death traps, just run over them. Once out in the open there will be a huge amount of gun camera's. Just take them out or evade them to reach the door on the north side to reach Metal Gear Rex's hanger.

```
=====
|_____|
|Tactical Information] | Area: Underground Hanger |_____| |
|GP#3 T#0 C#0 AV* D* E/M | ***** |Chaff G. |
|_____| | Reference: |FAMAS Ammo |
Floor 1 - |SOCOM Ammo |
|Ration |
Head north down the carridor and you wil ltrigger a cutscene, in|Stinger Am. |
us, is that walking nightmare that has been talked about through|_____|
outth entire game. Now head east and north again until you come to a ladder,
head up to the second floor.
```

Floor 2 -

Head up the next ladder to hit the third floor.

Floor 3 -

Just go up the ladder and we will be on top of Metal Gear Rex, just cross it and head down the next ladder. And continue heading west, up here there is at least one loan guard that you can easily take out with the Socom. Eventaully you should come the the main control room. Head near the door to trigger a scene between Ocelot, Liquid and Snake.

After the scene you will trigger an auto-matic alert which cannot be avoided. Out run the guard and head back down to the first floor so that we can retrieve the input-override key.

\*If you are fast enough getting back down to the first floor\*

You can easily find the card in the nuclear infested waters. Just be sure to equip the gas mask so you won't take as much damage as you normally would with out.

\*If you are not fast enough getting to the first floor\*

Look around the infested waters (make sure to wear the gas mask) and you will not be able to find the key. Contact one of your mission supporters to find out what is going on.

It appears that a rat has swallowed up the key and you will need to trap and kill it with a Claymore Mine. This might take some time, but you will be able to

get the key back.

\*\*\*

Once you have the key the key you will need to back track to the main control room three times. But be careful, there are two cameras in the room and if you are spotted the room will flood with gas, when that happens there is nothing you can do...

Anyways here is what you need to do -

Note: Now is the time to stock up on any last minute ammo and equipment to prepare for the final encounter.

Normal Temperature - This is what it is at default, insert the key on what has the symbol of the room temperature.

Cold Temperature - You will need to head to the Warehouse where you fought Vulcan Raven. You will need to wait a few minutes before the key will change. Once the change happens hurry back up to Metal Gear's main control room and insert the key in the middle terminal.

Note: Once you have inserted the Cold Room key, the room where you fought Vulcan Raven is now flooded with patrolling guards. Take them out or evade them to get back to the Blast Furnace.

Hot Temperature - You will need to go the Blast Furnace and repeat the same thing as earlier. Once it is heated up, quickly hurry back to the control room and insert on the far left laptop.

After that you will activate the Nuclear Warhead and the room will flood with gas. Equip the gas mask and call Otacore to open the door. After that head outside to trigger a scene between Snake and Liquid... After that, its time to take on...

\*\*\*

=====  
(BOSS FIGHT: Metal Gear Rex )

=====  
(Reference: MGSWB-9)

Phase 1 -

Metal Gear has a few attacks that you need to be aware of. The tank has the abilities to fire a laser cutter at you and step on you when you get close to it. The others are the ability to use tracking missiles, which you will need to run away from (do not stop) to evade them.) and of course a machine gun.

You can also stand close to him so he won't fire his missiles, but you need to be careful of his melee attacks (he will step on you you, use a machine gun and of course the laser cutter I mentioned earlier.)

You will need to throw Chaff Grenades to disrupt its systems and fire a Stinger Missile at it's radome. Continue doing this until you his health is at zero.

- Cut scene -

Phase 2 -

In this phase you will need to understand that Chaff Grenades no longer work. If you need a ration you can find one at the top left corner of the garage. Now in order to defeat the machine you will need to fire a stinger missile in to its cockpit. The safest bet is to get close to avoid any missiles, also you can get under him and behind him to piss Liquid off.

After you destroy the beast you will be give a cut scene and you will face the last terrorist... Liquid Snake in hand-to-hand combat on top of that once walking nightmare. The fight is easy so I shouldn't really have to explain it. The only issue is that you have a set period of time to defeat him before the bomb goes off.

\*\*\*

Before continuing return inside the room where you fought Rex to find a ration you can also find a few more in this area but you should only need one or two for the last part of the game.

After the fight, either (depending on if you gave in to the torture earlier with Ocelot) Meryl/Otacon will escort you to a car, either one will trigger a camera and guards will flood the room. You will need to take out the guards until either of the two start the jeep.

Every action game/movie is complete with that awesome car chase at the end. You will need to fight back using the gun mounted on the jeep. Don't bother fighting in third-person, instead you will want to go into FPV mode, aiming will be easier that way. Just take out the choke points and eventually Liquid will chase you. Just fire back until you get to the end, after that enjoy the ending.

\*\*\*\*

Congratulations, you have just beat Metal Gear Solid.

\*\*\*\*

Equipment MGSW-E1000

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This is a list of all the equipment (weapons) used in the game.

Socom - This is the one of the first weapons you will obtain and has a unique thing about it. It is the only weapon you can use that can help you avoid being heard and seen by the enemy. Though it won't become useful until you obtain the Suppressor.

Famas - This is a Machine gun, which can be used to penetrate the armor of well-armed Genome Soldiers, the only issue is that its ammo will burn out really fast and I highly recommend not using it unless in given situations (boss fights..etc.)

Nikita - This is a remote-controlled missile launcher which only really serves one purpose in the game. You can either control it in an isometric fashion or in first person view.

Stinger - This is your basic rocket launcher, comes equipped with



an auto-detecting aiming feature and is used for many things (taking down the Hind D or Security cameras)

Stun Grenade - This is used to give yourself time to escape. It will give off a huge flash on the screen thus knocking out the guards for a few seconds allow you to run and hide

Chaff Grenade - This grenade allows you to disrupt electronic equipment (Security Camera's...etc.)

Grenade - Do I really need to explain this? It's good to use when there are enemies in clusters.

PSG-1 - This is your sniper rifle. Used to attack enemies from a distance and in stealth.

C4 - This item can be used to set traps for the enemy and is also used to blow up false wars or non-working doors.

Claymore - Another trap an enemy type of weapon. Not really useful unless you want to set up ambushes on an enemy guard.

Items MGSW-I1000

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This is a list of all the items that can be found in game.

Ration - This is used to restore Snake's Health.

Scope - Bionoculars, can be used to scout out an area from a distance. Excellent in learning patrol routes and spotting unseen things.

Surpressor - Used for the Socom Psitol, silences the weapon.

N.V.G. - Night Vision Goggles, allows you to see in the dark.

Thermal Goggles - Allows you to see Infra Red (also good for dark areas and spotting enemies that may be hard to see.)

Rope - This item is used for the repel event during the Hind D encounter.

Cardboard Box - A, B, C: These items will allow to Snake to use to hide himself from the enemy. They also can be used as a form of faster transportation.

Heliport <--> Nuke Building <---> Snowfield

Cigarettes - Can reduce shaking with the PGS-1 and of course its what Snake does to be cool.

Medicine - Used to cure the common cold (i.e when Snake Sneezes)

Diazepam - Used to stop trembling with the sniper rifle

PAL Card - Used to over ride the Nuclear Weapon

Data Disc - A disc containing Metal Gear Rex's VR data

Card Key - Levels 1 - 7; used to open the security doors.

Camera - Allows one to take pictures (Also has a further distance than the Scope)

Bomb - A trap set by Ocelot, I suggest getting rid of it before you blow up.

Ammo Crates - These are all over the place, used to replenish ammo.

Hankerchief - A cloth that Sniper Wolf once had, used to surpress sneezes and of course make the wolf-dogs in the cave not attack Snake!

Ketchup - This item is used to fool a guard during the torture event.

Ghost MGSW-G1000

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This is something fun to do in the game after you are bored with it. Located in certain areas are ghost of the people who worked on the game. Which easily be seen using the Camera (note: you need to take a picture of the area first before you can see it.)

(Note this was taken from volvox's Ghost guide from gamefaqs.com)

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

After defeating the ninja, take a picture of the Policenaughts poster on the right. Zooming in helps.

Looks like: A very clear, full body picture of a short haired guy bearing his teeth. Can't tell if he has fangs or not.

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

Go around the corner of the hall and stand by the body in the corner across from the lab door. Looks across so that the moving body is in the lower half of the screen. Take the picture.

Looks like: A small head and a really big arm

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

Just before you go over the side on the rope, mosey down to the lower corner of the roof and look back at the wreckage. Take a picture.

Looks like: A wavy face above a long white collar(?)

4. Nakamura - In Meryl's blood pool

Stand south of the main blood pool and face north (toward Wolf's position). Center the pool in the middle and take the picture.

Looks like: A floating head and shoulders looking downwards.

5. Sinkawa - Deep in Sniper Wolf's hallway behind the second pillar

After beating Sniper Wolf the first time, go up the stairs outside the comm tower to the level where she was shooting from. Stand directly behind the middle pillar and face left away from the stairs. Take the picture.

Looks like: An very clear upper body shot of a guy with short hair looking at you.

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

On the cargo elevator with the ravens, stand in the little nub on the front of the elevator. Turn around and center the middle of the back railing in the picture. You should have both elevator tracks in the picture too. Take the picture. It does not matter if the elevator is moving or not.

Looks like: A large face in the right half. A bit blurry

7. Negishi - Sewage waterfall

After tossing a chaff grenade, stand in the middle of the bridge over the flowing sewage. Stand against the railing closest to the waterfall and aim straight at the opening where the falls come out. Take the picture.

8. Mizutani - When fighting Metal Gear

This can be a tough one since Metal Gear will be shooting at you in the process. To make it easier, run around until Metal Gear starts coming after you, then run between its legs to confuse it. While it looks for you, sneak around the left side of the hangar and down to the lower left corner. Stand directly behind the second set of danger barrels and aim at the center of the last set in the lower corner. Center the barrels in the photo and take it.

Looks like: A group of three to four heads. The far left one has some soft of quarter ring over it

9. Korekado - Men's restroom

In first basement of the nuclear storage building, go into the men's restroom (you can kill the guard or not). Position yourself on the

right wall so you can look across and see all three urinals. Take the picture.

Looks like: The backside of a guy taking a leak clasped between two hands

10. Sasaki - Picture frames in the Commanders room

After beating Mantis, stand in front of the desk so that all six of the picture frames are in your view. Take the picture.

Looks like: A freaky, ghostly close-up of a guy with glasses.

11. Sonoyama - Torture machine

Go behind the torture machine and take a picture straight on. It doesn't matter if you aim high or low.

Looks like: A very clear half body shot of a guy with both fists in the air looking like he's cheering.

12. Toyota - Container in the middle of Raven's warehouse

While fighting Vulcan Raven, run to the container in the middle. Just once side of it, get kind of close, and take the picture. I don't think the angle matters.

Looks like: A bizarre neon blue floating arm

13. Kozyou - Behind the watertank-like structure in the Canyon

Stand in the corner by the watertank and aim across the snowfield parallel with the rock wall. You should have the watertank in the left half. Take the picture.

14. Shimizu - Wolf dog caves (first crawling point)

Go through the crawling point into the snow covered area. Stand by the cave wall directly across from the crawling point and look back to it. Aim up a little and take the picture.

Looks like: A head shot of a guy with long hair.

15. Kaneda - The mirror located in the women's restroom

After Meryl leaves the restroom, face the mirror closest to the stalls and take the picture. Don't stand too close.

Looks like: The upper body of a naked buy wearing a lion mask. Pretty darn freaky (yet cool) if you ask me.

16. Fukushima - Heliport, looking out to sea from cliff

At the heliport at the beginning of the game, go to the little jut of cliffs to the right of the helicopter pad. It is south of the line of boxes. Face the ocean and take the picture.

Looks like: A full body picture of a pointy headed guy with one hand back, one out front like he's ready to take you on.

17. Takade - Ninja room, glass at edge

After defeating the ninja in Otacon's lab, stand behind the first pane of glass over by the supercomputers (around where the ration was). Look through the glass at the leftmost Policenaughts poster. Take the picture.

Looks like: A guy crouching and looking back.

18. Fujimura - Elevator in the Comm Tower B complex

19. Shikama - Electric floor

This is easy. Simply take a picture down the hall from the start of the electric floor while it is still electrified.

Looks like: Full body of a guy holding binoculars(?)

20. Kimura - MG underground base, tip of Metal Gear's railgun

On the third level of the underground base (across from the control room), stand by the ladder into Metal Gear's cockpit. Look up and over at the tip of the railgun. Take the picture.

Looks like: A distorted face with one hand on the cheek.

21. Kobayashi - Rock in canyon

22. Okajima - Maggots of the real DARPA chief in cell

Stand at the chief's right foot and aim down at the maggots on his knee. Take the picture. You can also aim at the maggots on the floor, but the shot is not as clear.

Looks like: A distorted, screaming face. Looks like kind of like an evil clown in a way.

23. Nishimura - Next to Baker's corpse

Stand back from Baker a bit and aim so he is in the middle to lower part of the picture. Now aim left or right (doesn't matter which) so he is near the edge of the picture. Take the picture.

Looks like: A slumped over body

24. Mukaide - Reflection in wolfdog cave puddle

This one is REALLY hard to get. Stand at the bottom edge of the puddle aligned with the tip of the ice on the wall. When you look through the camera, you should see the ice on the left side with the tip about half way up. There should also be a circular reflection of the light in the water almost in the center of the picture. Take a shot. If you can't get it, try a slightly different position at the bottom of the puddle. As far as I can tell you need to be in just the right place to see this one.

Looks like: Yet another guy with glasses. Pretty generic for being such a pain to find.

25. Onoda - Where Baker is tied up

While fighting Revolver Ocelot, take a quick picture above Baker's head.

Looks like: A guy with glasses doing peace signs with both hands

26. Kitao - Decoy Octopus (fake DARPA chief) corpse

Stand on the side of Octopus so his body is straight across the screen and his head faces the right. Center him as much as possible and take the picture. Doesn't seem to work from behind.

Looks like: Frontal view with shoulders and a cat(?)

27. Yoshimura - Dead end of air duct

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

29. Murakoa - Water in cargo dock

At the beginning of the game, go to the right side of the cargo dock by the ration. Go into the little niche by the pipe and aim at the two thin pipes running up the wall.

30. Ishiyama - Heliport top of building

31. Ito - Elevator to tank hangar

Stand in the right corner nearest the door. Aim diagonally across at the upper left corner. Take a picture at eye level.

Looks like: Full body of a female with hands clasped

32. Jeremy Blaustein - Sniper Wolf's corpse

33. Yoshioka - Bridge on the third floor of the blast furnace

On the very top level of the blast furnace, go to the dead end bridge (the one where the guard was). Stand at the end a little back from the railing and aim straight across at the wall. Take the picture. It does not matter if the crane is there or not.

Looks like: A full body with outstretched arms, but the body is distorted so the head is REALLY big.

34. Mori - Lowest point of elevator (Comm Tower B)

35. Kinbara - Dark area of stairs

36. Tougo - End of boiler room (in blast furnace where the steam is)

Go into the steam room in the bottom of the blast furnace and go to the far dead end. Aim the camera toward the missiles, but aim a little to the right and down in the corner.

Looks like: A hand with a face in it.

37. Makimura - Hidden armory store room behind the weakened wall

38. Kutome - Observation room

The observation room is the bullet proof one looking out to an inactive Metal Gear Rex. After tossing a chaff grenade, face the earth map in the back and center yourself with it. Center it in the picture and take it.

Looks like: An upper body shot of a guy with his hand crossed under his chin.

39. Tanaka - Heliport, sleeping soldier

There is a sleeping soldier in front of the air vent on the bottom left level of the heliport. There is a camera above him. Aim above his head and take the picture.

Looks like: A thoughtful looking guy with a halo over his head.

40. Shigeno - Heliport, security area by staircase

By the stairs on the right side of the heliport, stand at a 45 degree angle from the camera at the base. You may need to use a chaff grenade. Aim toward the camera so the stairs are in the right half of the picture.

41. Yamashita - Tip of nuke warhead in nuke storage room

In the nuke storage room, stand at the tip of the middle nuke and aim to over to the left at the tip of the nuke closest to the stairs.

Looks like: Head and shoulders of a guy with what looks like a large

nose or Hershey's kiss on top of his head.

42. Kobayashi - Johnny Sasaki holding cell, near DARPA chief

Stand outside the DARPA chief's cell and aim over above the naked guy that Meryl beat up.

Looks like: I have no idea. I see tubes and two hands.

43. Scott Dolf - Way down in the dark from the walkway between Comm Tower A and B

On the commtower walkway outside the frozen door, stand about halfway to the railing and halfway between the other railing and the wall. Look through the railing in front of you and aim way down in the darkness. The railing should look real huge in the camera.

Looks like: A very clear picture of a bearded guy doing a funky sign with his hand.

Secrets MGSW-S1000

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Camera - Already covered in this guide; can be found in the room before the battle with Ocelot (blow up the eastern wall.) Look through the rooms (if you have the Level 5-7 keys)

Tuxedo - Beat the game once and on the 2nd playthrough Snake will wear this.

Red Ninja - Beat the game once; the only thing is that the Ninja will change colors; not his difficulty.

Banadana - Infinite Ammo; Save Meryl by not submitting to Ocelot's torture

Stealth Camo - Submit through the torture and otacon will give you this at the end of the game

How to Play MGSW-P2000

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Game Play Mechanics

This portion of the guide is designed to help you get familiar with how MGS plays and works. There are many elements that one must understand before taking a part in such a wonderful game. So in this guide I will explain in very much detail (and plain english) on how this game is setup.

THE PS1 Controller - Basic Operations

L2 Button.....Equip Items



L1 Button.....Item Equip/Unequip Items  
R2 Button.....Equip Weapon  
R1 Nittpm.....Equip/Unequip Weapon  
Directional...Normal: Run

Select Button.....Activates Codec  
Start Button.....Pause

Triangle Button.....FPV (First Person View)

Square Button.....Weapon button (push to fire)  
Circle Button.....CQC Operation; Punch, Punch Kick, choke & Throw  
X Button.....Crawl Crouch/Crawl button

The Main Menu - For Dummies!

New Game - Once selected you can choose the difficulty setting of Easy, Normal or Hard. Extreme is only unlocked after the first game is finished (on any difficulty setting)

Option - Change game settings to your liking.

Briefing - View the mission briefing log videos.

Load Game - Load your game and read progress on Snake's current progress.

Special - Read information and the story of Snake's previous missions.

special Operational Controls - How to work stuff...

Elevator - First off to get inside you will need to go up to the panel and press the action button. Sometimes you will need to wait for it to come up. So if there are sentries around, make sure you find a place to hide. Now once it is open go inside and look for a 2nd panel which is near the door on the left side. Press the action button (circle) to view a list of floors. Select the floor you wish to visit and press the button again.

Climbing Up/Down Ladders - Press the Action Button (circle)

Entering Airducts or other small places - You must get in to crawling position and go inside. You will automatically enter in FPV mode which you can use to control Snake in that view.

Card Board Boxes - Just equip it and move normally.  
Your vision slightly suffers.  
But do not worry. Also make sure  
you stand still when a guard is  
near.

Note: There are other special controls but I do not want to spoil the game  
for you.

The HUD - How it works.

There are many aspects in this game that you must be fully aware of in order  
to survive the long and harsh trip. And that is MGS's HUD. So get ready to  
understand it very quickly.

The Life Gauge - This is very important to keep a watch for as it's Snake's  
remaining life. If it drops to 0 the game is over. Your life also increases  
after each boss fighting. Depending on how much life you obtain depends on  
the difficulty level. There are also other ways for Snake to lose his health  
in game besides fire fights. This appears in the upper left corner of the  
screen.

One would be smoking his cigarettes. He slowly decreases his life, if not by  
much. Other examples would be getting shocked by an electrified floor or being  
ran over. Shot, stabbed (no stabbing in this game) punched or thrown can also  
cause damage. There is also the O2 (Oxygen) Gauge.

O2 (Oxygen) Gauge - This is rarely shown but only in certain areas with Water  
and Gas filled places. It will quickly decrease if you do not have the Diving  
suit (which Snake will take off and will never use again) and the Gas Mask  
(which will be found later in the game) Once you have the Gas Mask on it will  
very slowly decrease. But once the O2 gauge wears off your life will be taken  
out by Small or Huge chunks depending on the difficulty. This too appears in  
the upper left corner of the screen.

Boss Life Gauge - Shows the health/remaining Health of a boss appears  
Under Snake's gauge.

Hostage Gauge - This only appears once in game. It applies to all other  
health bars.

Bullet Gauge - This only applies during a certain boss battle. Once the  
bullets run out, he will have to reload. This is only used once.

The Radar - How it works (In the HUD)



Camera Views - Five types...

Top View - self explained.

Over-shoulder Top View - Self explained.

First Person View - FPV mode.

Intrusion Mode - This only happens when Snake enters a narrow space. Such as an airduct or under a vehicle/table. You can control Snake using the analog stick or directional pad like an FPS.

Behind Mode - This only happens when snake creeps up against certain walls.

That's pretty much it on the HUD.

The Enemy - For Dummies; How they operate.

Infiltration Mode Movement - The enemy operate a certain way like normal guards would at a stationed military base. Except you're playing against an A.I. Each Guard will have a particular patrol pattern. An example of this is a guard moving around, lets say a very large cargo container.

He will move around it carefully stopping and searching around to find any intruder. Sometimes he will turn around in a very surprised motion to trick you. Sometimes he will move on (depending on where you are at in the game.) Perhaps he will move around the large crate and then you will notice on the radar another card is vastly approaching. He will then stop and the approaching guard turns around.

Evasion Mode - They are off their patrol points. Backup and Guards are searching for Snake. use extreme caution while moving around and avoid them.

Get the point? Good... Moving on.

Infiltration Mode - This mode is standard when Snake has not been seen. Which basically means the guards are not alerted to him at all. He can move quietly around the enemy to avoid conflict. But when he gets seen...

Alert Mode - A Red Explanation Point\* Will appear over the guards head and he will studder really quickly. He will then call for backup and the Alert Mode jamming takes place. This means reinforcements are making way. In this concept it means a firefight. The only thing Snake can do is run and hide. Wait until the counter reaches 00.00 to trigger...

Evasion Mode - In this mode the guards and backup are no longer on patrol. They are now hunting Snake down. You can use this to your advantage if you are an advanced player. (I also find this the most exciting part in game because it pumps your adrenline.) You can sneak around guards and avoid them. Or you can just hide until the counter hits 00.00 to return to Infiltration Mode.

Enemy Symbols - There a few things here which most people don't understand.

Red Explanation Point - The Guard has spotted Snake.

Blue Question Mark - Noise Mode/Footprint Mode/Suspicion

Sneezing - The Guard has a cold, avoid him at all cost. If Snake obtains the cold, he will start to sneeze/cough and will alert guards to his presence.

ZzZz's/Snoring - The Guard is sleeping use this to your symbol and sound to Snake's advantage.

Note: Some Guards are light sleepers, so be on watch for that.

Yawning - Some guards yawn to (only for a second) to interupt their point. Use this as an advantage to move or be cautious.

The Codec - For Dummies

The Codec is a reciever that allows Snake to communicate with his support team via radio waves. No one but him (you) will be able to hear it. This is how it works...

You can use it by pressing the SELECT button.

In Coming Calls (2 Types) a beeping sound will take place and -CALL- will flash on screen.

Red Flash - Automatic. You will be forced in to this conversation.

Green Flash - Manual. You can chose whether or not to accept this call or not.

Frequency - Use the left or right directional pad arrows to change freqs.

Transmitting a call - Press the Up button on the directional pad.

Memory Feature - Anyone you contact via codec will be stores in your log. You can press down and select anyone you wish to call via Codec. Once selected pres -s the Up button to contact them.

Saving Your Game - Contact Mei Ling to save. I shouldn't have to get more detail -led than this.

Advanced Movements - Make the Snake dangerous!

Strangle - To do this move you need to be close to the enemy without a weapon. Press the weapon button without touching the pad and snake will grab on the ene -my. Two things can happen. You can either choke/break his neck. Or you can mov -e the directional pad in any direction to move him. If you let him go he will be in Alert Mode, so make sure you take him out quickly.

Quick Change (Tactical Reload) - Press the R1 or R2 buttons (double tap) to quickly change items/weapons. You can also reload your carts (for guns) faster by doing this. Reloading a magazine is very dangerous in a fire fight. So if this accidentally happens make sure you got a good place to stray from incoming fire.

Quick Peak - When behind a wall, Snake can go in to FPV mode (via you) and if you press the R1 or R2 buttons he can peak around corners.

Shoot While Running - When holding the weapon Button hold the Crouch button to run while firing.

Luring/Noise Mode - Creep up against the wall and press the Action Button. Doing this allows Snake to tap on the walls and lure guards near him to get out of certain situations.

Status Effects - Certain things you need to worry about

Sneezing - It means Snake has a cold, curable with the Medicine  
This can alert guards if you are sneaking up on them  
and or hiding.

FROZEN - When you're out in cold weather sometimes your rations  
can be frozen and you can't use them until they are  
warmed up. Just keep them equipped for a while or go to  
a room that is of normal or hot temperature.

Shaking - This only happens when you use the PSG-1; you can either  
use the Diazepam to stop it or let Snake smoke a cigarette.

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That basically covers the game mechanics.

FAQs MGSW-F1000

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1. Question: Can I play as the Cyborg Ninja

Answer: No, nor can you play as any other character  
The only time you will be able to play as the  
Ninja is if you have the VR Missions game which  
isn't sold anymore

2. Question: How do I get Infinite Ammo/Stealth Cammo

Answer: Please look at the secret section above.

^--- If you have anymore please feel free to ask.

Contact MGSW-C1000

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There are many ways to get in touch with me. But I do have some set  
rules on the particular thing...

theshatteredsphere@gmail.com

Please use MGS-HELP! as the subject line :)

1. Do not spam me
2. Do not flame me
3. Do not annoy me
4. No stupid questions
5. English only.
6. New friends welcome!

About Me MGSW-C2000

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My name is Ryan Nicholson and I am 24 years old and I have enjoyed playing video games since I was at least 3 years old (NES days.) I enjoy writing, making music (guitarist of 16 years) astronomy, psychology and of course the paranormal. Anything else you wish to know about me, feel free to ask

Oh and ladies... I am single ;)

And also...

That Necrotic Guides thing; this is a site I am starting in the future for personal reviews of classic and new video games because I wish to become a journalist in the media for gaming one day.

So if you want honest reviews, walkthroughs and just plain stupid funny stuff, feel free to check back in the future. It is basically a free based group (well, 1 person for now) who wishes to distribute guides to the public in a new form of content for reasons I feel that text based FAQs such as this one are now obsolete and a new form of media must be presented in order to keep up with the times.

Thanks for reading my guide and I hope you have enjoyed it.

...I look forward to hearing from you guys/girls. :)

Have fun, be safe and happy gaming!