

Metal Gear Solid FAQ/Walkthrough

by Nemesis

Updated to v1.00 on Oct 11, 2001

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.

A PlayStation classic...

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T A B L E   O F   C O N T E N T S
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1. INTRODUCTION

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I know what you're thinking. You're thinking "why?". Why you ask? Why am I making a FAQ for an older PlayStation game, and one that's oversaturated? Well, there are a few answers for that. One is that yes, Metal Gear Solid is oversaturated, but 70% of the FAQs and Guides for it are either:

- A) Crap Guides
- B) Incomplete
- C) Very Incomplete
- D) A combination of A and B
- E) A combination of A and C

So I decided to properly show my FAVORITE PLAYSTATION GAME OF ALL TIME some respect. I decided to do a COMPLETE FAQ for Metal Gear Solid, something that the Metal Gear Solid FAQ section at GameFAQs apparently needed.

I also hope that this FAQ will bring back some nostalgia for a lot of the gamers who played through MGS when it was first released, almost 2 years ago. And I hope this FAQ will inspire all of you HARDCORE gamers out there to pop in MGS in your PlayStation, and play through it again for old times sake. You'll love it.

I probably will not update this FAQ at all, except to maybe fix any type of errors, be they grammatical or gameplay related. If anyone can spot any type of mistake in this FAQ, please do not hesitate to e-mail me at one of my e-mail addresses. I will respond to you ASAP, and this I can promise you. Thank you for reading this FAQ of mine, and once again, PLEASE send me any type of mistakes that you may find within this document for Metal Gear Solid. Thank you once again. =)

Metal Gear Solid was released in October of 1998, right before Zelda 64 for the Nintendo 64. It was a hype machine. Nobody really thought it would live up to the endless and almost seemingly impossible hype. Well, it did. :) MGS is the best game for the PlayStation, IMHO. The storyline, graphics, sound, and gameplay all weave together seamlessly, and all combine to create one of the most splendid games of all time.

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2. Legal Stuff

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If anyone finds it on any other site or MegaGames.com, please inform me ASAP.

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north near the crates, and up towards the stairs leading up. Avoid the security camera, and go up the stairs. Kill the guard up here, then go back downstairs, and back to the other side of the helipad.

You should see a truck here. Inside the truck is your first weapon: The SOCOM pistol. This baby has laser sighting as a bonus, so it basically kicks ass. Take it, then go back upstairs and to the area where you killed that guard.

Once at the top, you should see a small open ventilation shaft towards the floor. Crawl into it to enter the Tank Hangar: Upper Floor.

TANK HANGAR

Once you have exited the shaft, you will be in the Tank Hangar. There are some Chaff Grenades right behind you, so take them. Use one to disable the nearby camera, and run past it. Run past the first room to the right, and into the second room. Avoid the camera inside, and take the Thermal Goggles that are inside the room. Exit the room.

Run along the catwalk around to the last room up here. Go inside it and take the Cardboard Box A and the Chaff Grenades. Leave the room, avoid the camera, and head downstairs.

Once downstairs, run around the stairs and take the SOCOM Bullets. To avoid the guard here, crawl underneath the tank nearest to the stairs, and wait for him to pass you. When the coast is clear, enter the elevator, and take down to the Basement B1 and into the Cell Area.

CELL AREA

Exit the elevator, and head south all the way down. At the bottom, go right and climb the ladder at the end and go into the ventilation shafts. Make your way through the shafts, past an exercising Meryl, and to the end of the shafts, where you will drop down into a cell.

After the LONG cut-scene, take the Rations that are underneath the bed, then exit the cell. Uh oh! The guards are attacking you at once. Stand there with your SOCOM equipped, and near the center of the room. After killing the first wave of enemies, head over to the right hand corner, next to the doorway. This makes it almost impossible for the guards to hit you with anything before you can kill them. Run out into the open in between sets of guards to refill on ammo and rations.

After the battle, and the cut-scene, head back into the elevator (you should have the Level 1 keycard by now), and head into the B2 Basement: The Armory.

ARMORY

area with plenty of dogs, so watch out. There is also some FA-MAS bullets in this area as well.

If you run right immediately, you will find another space to crawl under. Past this space is a hidden room with some Diazepam, and some FA-MAS bullets. Take them, leave this room, and head right and around the corner.

Around this area here is another space to crawl under. Find it on the east wall, and crawl underneath it to find Meryl to the right. Run up to her then go through the door that is nearby.

UNDERGROUND PASSAGE

Follow Meryl's steps, or run around to the right and past the claymores. If you run forward, Meryl will be shot by a sniper. Now you must backtrack to the Armory and get a Sniper Rifle to save Meryl and to fight the next boss. The PSG1 Sniper Rifle is inside the upper left room in the Armory. Take it, then head back to where Meryl was shot. Once there, you will have to fight the fifth boss: Sniper Wolf.

+---+
| Boss 5: Sniper Wolf |

+---+
For some reason, this fight is one of the easier fights in the game, just as long as you use plenty of Diazepam. Just equip your PSG1 and your Thermal Goggles, so you can see Sniper Wolf on the tower ahead. When she comes out of hiding, fire at her. If she gets an aim at you, get back up, and run to a different position. After she has died, watch the cut-scene, save your game, and watch your Health Bar go up.

After the fight, SAVE YOUR GAME. Now run forward and explore this area. Take whatever you need, then head through the door near the Tower...

TORTURE ROOM

Great! Now look what happened! You'll have to endure Revolver Ocelot's torture rack to live, or else it's game over for you. See why I told you to save your game? This is a major turning point in the game. If you give in to his torture, then you will live, but Meryl will die. If you survive the many rounds of torture, then Meryl will live. This also decides whether or not you get the good ending.

After the torture is over, you will be in your cell. Use your CODEC and call Otacon. He'll bring you some Ketchup, a hankerchief, and a Level 6 Keycard. When he leaves, wait until the guard leaves again, then crawl on the middle of the floor in your cell, and use the Ketchup. This will make it appear like you killed yourself to the Guard.

When he comes back, he'll run into the cell. Jump up and break his neck

like a twig. When he's dead, leave the cell and go into the torture room. Inside here, run behind the Torture Rack and take your Equipment. Immediately go into your inventory and throw away the Timed Bomb before it explodes. This was placed here by Revolver Ocelot. Leave the room and use the elevator and go up to the first floor.

Once at the top, run through the Canyon, and into the Nuclear Building. Use your sniper rifle to take out any guards here, then enter it. Run upstairs to the elevator, and take it down to the B1 floor and go to the place where Meryl was shot and you fought Sniper Wolf.

After the Cut-scene in the area where Meryl was shot, go through the door that you originally intended to go through after the fight with Sniper Wolf. This will lead you to the Comms Towers.

COMMS TOWER A & B

Run forward, and immediately, an alarm will sound. Run as fast as you can through the door at the end, grab the Rope near the stairs, then head up the stairs. Be sure to equip your FA-MAS to shoot down any guards along the way to the top of the building.

This is a very long way to the top of the building. It's around 26 floors, so it'll take a while. Shoot down any guards that happen to get in your way. Once you get to the top, run around the area and climb the ladder to get to the roof. You will watch a cut-scene. A cool on at that.

After the cut-scene, stand near the edge of the building, and equip the rope to rappell down the side of the building. Just avoid any steam pipes along the way, and you should be fine. At the bottom, stand near the walkway and equip your PSG1 rifle, and snipe the 3 guards at the end of the walkway. Run down the walkway, take the Rations, and head through the door to the right.

Inside here, take the Stinger Rocket Launcher and the rockets, and head into the next area. Run down the stairs, see that it's a dead end, then go back upstairs to the top of the tower to fight the sixth boss: The Hind D.

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| Boss 6: Hind D |

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Okay, this boss fight is probably one of the harder ones so far into the game. It doesn't really seem hard at first, but when you see how cheap Liquid and his Hind helicopter get, you will get frustrated fast, and get lazy. Use the Stinger Rocket Launcher on the Hind when it appears from the sky, and after you've let loose a shot, run away to another area. Avoid the Hind's missiles and incoming fire at all costs. Keep some Rations equipped during the battle, and use the Quick Equip function with your Stinger. After enough damage, the Hind will come crashing down.

Enter the Blast Furnace, and immediately kill the first guard. Go left and across the catwalk. At the end you will find some SOCOM ammo. Now it's time to walk along the ledge to the right of the catwalk. Slowly creep along the ledge that is directly over the lava. Crouch whenever the large crane sweeps by, and make your way to the other side.

Once across, go down the stairs, and turn right to find a hole in the wall. This hole leads to a hidden room. Crawl into it and you will find some PSG1 Ammo, and some Nikita Rockets in this room. Leave the room when you are done, and go through the door directly across from the hidden room.

Head forward through the room, and get the Ration, the C4, and the two sets of Nikita Missiles on the elevator. Ride the elevator down. Along the way down, some guards will ambush you. Blast them all with your FA-MAS, then get off of it when it stops. Run around to the left side of the elevator to get some FA-MAS ammo, then run the other way. There is a machine gun camera near the next elevator, so take care of that, or avoid it all together with a Chaff Grenade. There are some Claymore mines around here too. You can get the Ration here, as well as the FA-MAS ammo to the right of the next elevator. Ride the next elevator down.

When you reach the bottom, you will find plenty of Ravens.....hmmmm... Search behind each of the four large crates to find:

- Nikita Rockets
- C-4
- Some more Nikita Rockets
- And some Rations

After collecting this stuff, head through the next large door to fight the eighth boss in Metal Gear Solid: Vulcan Raven. You will fight him in the Warehouse area.

WAREHOUSE

+---+
| Boss 8: Vulcan Raven |
+---+
This boss fight is also pretty easy to beat, since Raven is pretty dumb and slow. :) Use your Stinger Rocket Launcher on him for the best results. He usually walks in a straight path, so use that to your advantage. Run around the area, and cut him off in between the boxes, so you can catch him as he walks through. When you see him, shoot a Stinger rocket at him. After enough damage (which isn't much really), he'll fall to the ground and die. So, so sad. ;)

After you have defeated Raven, you will get the Level 7 Keycard from him. Awww...what a nice guy. Explore this area to find the following:

- Rations
- Nikita Missiles
- Stinger Missiles
- C-4

- More Stinger Missiles
- More Nikita Missiles

Once you have taken everything you wanted from the Warehouse, exit through the large door using your Level 7 Keycard. Right when you have stepped through this door, grab the Chaff Grenades to your left. Watch out for the two trap doors on the floor, and walk forward slowly. There are TONS of cameras here. Toss a Chaff Grenade, then run through this area. If you have time, you can head over to the right side of this room and get some more Stinger Missiles. I recommend doing so, since you will need them later. Go through the next door to enter the Underground Base.

UNDERGROUND BASE

Run forward to finally see the infamous Metal Gear Rex.....wow. Run around the Rex to the right, and climb up the first set of ladders. Run around the second floor to find yet some more FA-MAS Ammo, and some Chaff Grenades. Continue up the next set of ladders until you get to the top of Metal Gear Rex.

Climb the ladder to get to the other side of Rex, and go right at the bottom. Go around to the left to find a guard patrolling the area. Snipe him with your Sniper Rifle, then follow the Catwalk, grabbing the FA-MAS and the SOCOM Ammo along the way. Run until you reach some stairs that lead to a large control booth...

After the cut-scene, you will find that the PAL Key has fallen into the sewage below. Run back down to the first floor, and head into the sewage near the feet of Metal Gear Rex to find it. Once in the sewage, go left and you should find it on the bottom of the ditch. Also in the sewage is some Rations, and some SOCOM and FA-MAS ammo. Remember that the sewage eats away at your health, so hurry. Once you have found the PAL Key, go all the way back upstairs to the Control Booth where you found Ocelot and Liquid Snake.

At the top, you will find that Ocelot and Liquid Snake have left. Run into the room (after you have disabled the camera first), and place the PAL Key into the first computer. Head back to the Warehouse where you fought Vulcan Raven, and once there, DO NOT equip the PAL Key, and wait there for a bit. After a while, it will turn blue. Run back to the Control Booth and insert the PAL Key into the Second computer. Time for the third computer.

Run all the way back to the Blast Furnace, but remember that there are some guards along the way there. Once at the Blast Furnace, go into the hidden room (or crawl rather), and wait for the PAL Key to turn into a redish color. Go back all the way to the Control Booth near Metal Gear Rex.

Once back at the Control Booth, insert the PAL Key into the last computer to stop the nuclear launch. Ahhhh.....wait! This actually ACTIVATES the launch! Damn. Run outside of the Control Panel, and approach the Metal Gear Rex to fight the ninth boss in Metal Gear Solid: Metal Gear Rex.

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7. Bare-Bones Walkthrough
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This section contains the Bare-Bones walkthrough for the game. Although you can find this as a separate file from the main Metal Gear Solid FAQ, I added it for those people who refuse to look at something under 10KB in size.

-- Dock -----

- Search underwater for some rations
- Check the rest of the area for some more rations
- Make your way to the elevator, and ride it up

-- Heliport -----

- Check the room to the west (the one with the camera) for some Stun Grenades
- Search the parked truck to find a SOCOM pistol
- Search the rest of the area for some ammo/items
- Avoid the camera near the stairs to the north-east, go up the stairs, and crawl into the small vent on the balcony

-- Tank Hangar -----

- Take the Chaff Grenades from right behind you where you land from the vent
- Check one of the rooms to the east to find some Thermal Goggles
- Search the other rooms on this level for Cardboard Box A, and some more Chaff Grenades
- Head down the stairs
- Ride the main elevator down to B1 Cell Area

-- Cell Area -----

- Head south, then to the east and climb the ladder, and head into the vents
- Crawl through the vents until you reach the end, and drop down into the cell
- Fend off wave after wave of guards by standing near the door when they enter, and grab the items they drop as you drop them (heh...)
- You should have the Level 1 Keycard, so head to the elevator, and take it to B2 Basement: The Armory

-- Armory -----

- Search the center room in the Armory to find some C4 Explosives, but beware of the traps in this area
- Search the rest of the unlocked rooms to find cool items and weapons
- Set some C4 on the wall on the south-west wall of the Armory to create a new path by detonating it
- Enter the hall, and place some C4 on the wall to the right (the wall is discolored), and detonate it
- Enter the next hall, and blow up the northern discolored wall with some

more C4 to meet the first boss

- Fight the boss, and be sure not to hit the C4 surrounding, or else you will blow the place up
- Take the Level 2 Keycard
- Watch the cut-scene, then return to the elevator, go to the Tank Hangar, and use the Level 1 Keycard on the door to the right of the elevator. Enter it, kill the guard, and take the SOCOM Supressor
- Exit through the large exit to the right of the elevator, and go into the Canyon

-- Canyon -----

- Crawl along the ground and pick up as many claymore mines as you can (use the Thermal Goggles to see them)
- Run to the center of the Canyon to fight another boss
- Defeat the boss, get the Level 3 Keycard, then enter the Nuclear Building from the opposite side of the Canyon

-- Nuclear Building -----

- Search the left-hand ramp for some rations, then enter the building
- Make your way to the elevator near the stairs, and ride it to B2 Floor
- Enter the gaseous room, and use the Nikita Launcher (if you don't have it by now, then grab it from the Armory). Shoot the rocket into the next room to the west, then to the north, and blow up the large power generator in the glass-protected room
- Run down the path that you have made safer, then head into the west room
- Toss a Chaff Grenade into it, and search the rooms to find items like Grenades, rations, and some Night Vision Goggles
- Check the room at the end of the first hallway that you came in here through (the last room on the right), to find a Gas Mask
- Put the Gas Mask on, and enter the room to the east
- Pass through the hallway that has been "used" previously, and enter the door to the north to fight a boss
- DO NOT use weapons on this boss, just hand-to-hand combat
- Defeat the boss, get the Level 4 Keycard, then return to the elevator, and take it to B1 Floor
- Find the disguised guard with a "different" walk, then follow them into the bathroom
- Get the Level 5 Keycard from the "guard", and search the now-empty rooms to find stuff like: Rations, Cardboard Box B, Diazepam, Medicine, ammo.
- Run past the men's bathroom, and enter the door at the end of the hallway to encounter another boss
- To make this fight easier, remove your controller from controller port 1, and place it into controller port 2
- After the fight, go back to B2 floor, and use the Level 5 Keycard on the room with the Night Vision Goggles, take them, then return to this room
- Head through the new door in the room where you fought the latest boss

-- Caves -----

- Equip the Night Vision Goggles, search the area for some items, then crawl through the cave, avoid the dogs, head east, and crawl through the other hole under the cave to meet Meryl

-- Underground Passage -----

- Follow her into the next area, watch the cut-scene, then return to the Armory
- Once here, use a Keycard to get the Sniper Rifle from one of the many rooms
- Return to the Underground Passage, where Meryl is
- Fight the boss, then save your game, and search the area to get some rations and ammo
- Head through the door to the north of the Underground Passage
- In this next scenario, try to avoid "giving up" as much as possible
- In the cell, call Otacon, and use the Ketchup he gives you while lying down, and when the guard enters the cell, kill him
- Grab your stuff from behind the large machine, toss the the Timed Bomb from your inventory, then exit this room
- Ride the elevator up to the first floor, and go past the Canyon, and enter the Nuclear Building
- Head to the Underground Passage where you fought Sniper Wolf, and enter the north door

-- Comms Tower A & B -----

- Run forward, avoid the guards, and climb the stairs to the top of the building
- Climb the next ladder to the roof
- Head to the edge of the building, and use the Rope to rappel down the side of the building
- At the bottom, snipe the 3 guards at the end of the catwalk with a...you guessed it-• A Sniper Rifle
- Enter the door at the end of the catwalk, take the Stinger Rocket Launcher, and enter the next area
- Go downstairs to the dead-end, then go back upstairs to the roof, and fight another Boss
- Defeat the next boss, then return downstairs, and hop onto the now-working elevator
- Defeat the guards on the elevator
- Exit through the Level 6 doorway, and enter the Snowfield

-- Snowfield -----

- Fight the next boss
- After beating the boss, examine all of the outer-rooms that surround the Snowfield, then enter the door to the north-west, avoid the cameras, then enter the next door and into the Blast Furnace

-- Blast Furnace -----

- Go across the small ledge that overhangs the lava, and head down the stairs and enter the room to the south, and search it for some Nikita Rockets, and some PSG1 ammo
- Leave the room, and enter the doors across from you. Ride the large elevator and kill the guards that come along
- Ride the next elevator down as well
- Collect some items from the area at the bottom, then enter the Warehouse
- Fight the boss here, then collect even more items from the aftermath
- Exit through the next large door using your Level 7 Keycard
- Toss a Chaff Grenade into this room, run through it, grab the Stinger Missiles from the catwalk, then enter the next door into the Underground Base

-- Underground Base -----

- Climb up the large mech to the top, then follow the catwalk to the south to find a large control room
- After the cinema, run down the mecha to the bottom, and search the sewage around it to find the PAL Keycard. Return to the large control room atop the mecha
- Place the PAL Key into the first computer, then go into the Warehouse where you fought the last boss until it turns blue. Return to the control room, and place the PAL Key into the second computer. Now go back to the Blast Furnace, and enter the hidden room that was very hot, and had PSG1 and Nikita rockets in it, wait until the PAL Key to turn red, go back to the large control room, and place it into the third computer
- Run outside of the room, and approach the mecha, and fight another boss fight
- After the fight, fight the next boss that takes place on top of the mecha
- When the fight ends, escape with someone, head through the exit door, and hop into the jeep
- Fend off the ensuing jeep that is following you to reach the end of the tunnel, and complete the game.

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8. Items
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Item Name	Description
Rations	Nourishing food. Replenishes health.
Scope	Magnifying binoculars. Able to zoom.
Body Armor	Reinforced armor; able to absorb damage.
Cigarettes	Dangerous drug; harmful to Snake's health.
Thermal Goggles	Allows viewer to see heated items.
Gasmask	Face mask that filters toxic air.
Mine Detector	Device allows you to see location of mines.
Night Vision Goggles	Goggles that allow you to see in darkness.
Cardboard Box	Standard military box; Great hiding place.
Rope	Standard rappelling rope.
Hankerchief	Sniper Wolf's handkerchief.
Ketchup	Food condiment.


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| Boss 10 (?): Liquid Snake                                     |
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I'm not really sure if this is a real boss fight or not, but I'm
guessing that it is, since it's the hardest fight in the game. You must
fight Liquid Snake on top of the trashed Metal Gear Rex. You must also
fight him with hand-to-hand combat, since your gear is at the bottom
of the Rex. You also cannot choke or break Liquid's neck. :(
Just stick and move: Approach him, wait for him to attack you, then
avoid it, and then attack him. Knock him around until he's near the
edge of the Rex, and continue the flurry of attacks until he falls off
the edge of Metal Gear Rex. Oh, and remember that you only have 3
minutes to dispose of him, or else everything will blow up!
Finally, he's gone...

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11. Character Profiles

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| Roy Campbell                                               |
+====+====+====+====+====+====+====+====+====+
An old friend of Solid Snake, Campbell
is Snake's commander of this mission.
He has also commanded Snake in
previous missions.

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+====+====+====+====+====+====+====+====+====+
| Mei Ling                                                  |
+====+====+====+====+====+====+====+====+====+
Your (Snake's) only means of saving
your game. She has also developed
the CODEC system of communication.

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+====+====+====+====+====+====+====+====+====+
| Meryl Silverburgh                                       |
+====+====+====+====+====+====+====+====+====+
Roy Campbell's niece, and the newest
member of Fox-Hound. A weapon specialist,
as well as a beautiful lady (just ask
Snake...).

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+====+====+====+====+====+====+====+====+====+
| Naomi Hunter                                             |
+====+====+====+====+====+====+====+====+====+
The Doctor along with you on this
mission, she knows a lot about you
as well. An experienced Doctor.

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+====+====+====+====+====+====+====+====+====+
| Natasha Romanenko                                       |
+====+====+====+====+====+====+====+====+====+

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A weapons specialist. Natasha is the person you should go to when asking about weapons, items, and life itself.

+---+---+---+---+---+---+---+---+
| Master Miller |

+---+---+---+---+---+---+---+---+
A former Fox-Hound member, Master Miller was once a teacher to Solid Snake. A veteran of war.

+---+---+---+---+---+---+---+---+
| Otacon |

+---+---+---+---+---+---+---+---+
ArmsTech engineer. He was the head of the Metal Gear project, and created Metal Gear Rex. Loves his anime too. :)

+---+---+---+---+---+---+---+---+
| Liquid Snake |

+---+---+---+---+---+---+---+---+
Solid Snake's arch-'Nemesis' (heh) and the leader of the terrorist group. Fluent in many languages, and is a son of Big Boss.

+---+---+---+---+---+---+---+---+
| Sniper Wolf |

+---+---+---+---+---+---+---+---+
Extremely accurate sniper, she can wait for a target for days at a time without moving. Also a beauty.

+---+---+---+---+---+---+---+---+
| Psycho Mantis |

+---+---+---+---+---+---+---+---+
Mantis has an extremely powerful talent: He's a mind reader and a master of telepathy. Able to control one's mind at will.

+---+---+---+---+---+---+---+---+
| Ninja |

+---+---+---+---+---+---+---+---+
A kick-ass fighter and able to camouflage himself at will. His objective is unknown...

+---+---+---+---+---+---+---+---+
| Revolver Ocelot |

+---+---+---+---+---+---+---+---+
One of the best sharpshooters in

the world. Also, he contains one of the highest I.Q's in the world. A genius.

```
+----+----+----+----+----+----+----+
| Vulcan Raven                               |
+----+----+----+----+----+----+----+
A monster of a man. A Shamen that
believes in the power of the Raven.
A mercenary for the terrorists, and
carries an extremely large gattling
gun.
```

=====

12. CODEC Frequencies

=====

```
+----+----+----+----+----+----+----+
| Person           Frequency      |
+----+----+----+----+----+----+----+
|
| Roy Campbell     140.85          |
|
| Mei Ling         140.96          |
|
| Naomi Hunter     140.85          |
|
| Romanenko        141.52          |
|
| Master Miller    141.80          |
|
| Otacon           141.12          |
|
| Meryl            140.15          |
|
| Deepthroat       140.48          |
|
|_____|
```

=====

13. VR Training

=====

```
+----+----+----+----+----+----+----+
STAGE 0001
+----+----+----+----+----+----+----+
```

Training: Simply wait until the guard moves forward, then run forward and up behind him, and break his neck swiftly.

Time Attack: Use the same strategy as above, only this time do it faster. :)

Gun Shooting: Right when it starts, emerge from where you start, and start shooting the guard from afar. He won't see you, since his line of vision isn't that far. Blast him, then run to the goal.

+---+---+---+---+---+---+---+---+

STAGE 0002

+---+---+---+---+---+---+---+---+

Training: Just sit there and wait for the guards to emerge from their spots, and take one of them out at a time. After killing the last guard, run to the Goal.

Time Attack: Use the same strategy as above, only go faster. :)

Gun Shooting: Again, wait until the guards emerge, then shoot them down one at a time, only wait until the guard is far enough away from the others so they won't hear it.

+---+---+---+---+---+---+---+---+

STAGE 0003

+---+---+---+---+---+---+---+---+

Training: Right when you start, go straight and crawl underneath the cube in front of you. At the end, sneak up behind the guard to the left, and kill him. Run to the right, and underneath the hole in the right side of the cube, then go up to the Goal.

Time Attack: Use the same tactics as above, but this time go faster, and don't kill the guards, only flip them over.

Gun Shooting: Just blast the guards when they're not looking, then head to the goal.

+---+---+---+---+---+---+---+---+

STAGE 0004

+---+---+---+---+---+---+---+---+

Training: To beat this stage, you'll have to attract guards, and make them get away from their normal routes. Just knock on the walls to lure them to you, then when they turn around, sneak up behind them and snap their neck. When all 5 guards are disposed of, run to the Goal.

Time Attack: Use the same tactics as above, but this time go faster, and don't kill the guards, only flip them over.

Gun Shooting: Just blast the guards when they're not looking, then head to the goal.

+---+---+---+---+---+---+---+---+

STAGE 0005

+---+---+---+---+---+---+---+---+

Training: This level has water hazards in it, so you'll have to sneak past

them so the guards won't hear you. Just sneak north and head towards the Goal.

Time Attack: Use the same tactics as above, but this time go faster, and don't kill the guards, only flip them over. DO NOT wake them though!

Gun Shooting: Just blast the guards when they're not looking, then head to the goal. Make sure you don't wake some of them first though.

+====+====+====+====+====+====+====+
STAGE 0006
+====+====+====+====+====+====+====+

Training: This is the first level to have Security Cameras. When sneaking past security cameras, always wait until they are not facing you, and to hug the walls when going underneath them. Make your way to the Goal. Also, you can get through this Stage without harming any guards.

Time Attack: Use the same tactics as above, but this time go faster, and don't kill the guards, only flip them over. Still, you need to get past the cameras as fast as you can.

Gun Shooting: Just blast the guards when they're not looking, then head to the goal. Make sure you don't activate any of the cameras though.

+====+====+====+====+====+====+====+
STAGE 0007
+====+====+====+====+====+====+====+

Training: Pretty straightforward. Crawl the entire way north, and stay behind the pillars when the guards turn and face you. If they are all behind you, you can stand up and run to the Goal.

Time Attack: Use the same tactics as above, but this time go faster, and don't kill the guards, only flip them over. Still, you need to get past the guards as quick as you can.

Gun Shooting: Just blast the guards when they're not looking, then head to the goal. Make sure you don't alert any guards though.

+====+====+====+====+====+====+====+
STAGE 0008
+====+====+====+====+====+====+====+

Training: This is the first snow-based level. Remember that the guards can see your footprints in the snow. Use this to your advantage, and lure the guards out of their spots, then run past them when their backs are turned. Head towards the Goal when you are finished.

Time Attack: Use the same tactics as above, but this time go faster, and don't kill the guards, only flip them over. Still, you need to get past the guards as quick as you can.

Gun Shooting: Just blast the guards when they're not looking, then head to the goal. Make sure you don't alert any guards though.

+---+---+---+---+---+---+---+
STAGE 0009
+---+---+---+---+---+---+---+

Training: This stage is almost like the first stage, but it's harder (duh). There are plenty of guards here, so watch out. Lure them out by knocking on the walls, then snap their neck like a twig. x_x

Time Attack: Use the same tactics as above, but this time go faster, and don't kill the guards, only flip them over. Still, you need to get past the guards as quick as you can.

Gun Shooting: Just blast the guards when they're not looking, then head to the goal. Make sure you don't alert any guards though. Remember that you must kill them BEFORE they see you.

+---+---+---+---+---+---+---+
STAGE 0010
+---+---+---+---+---+---+---+

Training: This is the last and toughest stage in the VR Training missions. This stage combines almost everything from the previous stages, so you'd better watch out. Immediately turn right and crawl through underneath the ramp and go all the way to the end. You should see a guard. Wait until he turns around, then pop out of the hole, and run up the ramp and to the goal.

Time Attack: Use the same tactics as above, but this time go faster, and don't kill the guards, only flip them over. Still, you need to get past the guards as quick as you can, and avoid the cameras and spotlights!

Gun Shooting: Just blast the guards when they're not looking, then head to the goal. Make sure you don't alert any guards though. Remember that you must kill them BEFORE they see you. Head towards the goal, but remember to avoid the cameras and spotlights as well.

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14. Secrets

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GET CAMOUFLAGE: Beat game on any difficulty level, then save Otacon instead of Meryl to receive the Stealth Camouflage (invisibility).

GET BANDANA: Beat the game on any difficulty level, then save Meryl instead of Otacon to receive the Bandana (unlimited Ammo).

TUXEDO SNAKE: Beat the game 2 times (once with each ending), and on the 3rd time, Snake will change into a Tuxedo instead of his normal stealth gear. Cool.

"SPIDER-MAN" NINJA: Beat the game 2 times (Once with each ending), and on the 3rd time, the Ninja will be red and blue, thus making him look like Spider-Man!

EXTREME DIFFICULTY: Beat the game once to open up the Extreme Difficulty option. Only hardcore gamers need-apply!

TIME TRIAL MODE (VR TRAINING): Beat all of the VR Training Stages to get this option.

GUN SHOOTING MODE (VR TRAINING): Beat all of the VR Time Attack Stages to open this mode.

SURVIVAL MODE (VR TRAINING): Beat all of the VR Gun Shooting Stages to open this mode.

TECHNICAL DATA (VR TRAINING): Beat all of the VR Training Survival Mode to open this mode.

DEMO THEATER MODE: Beat the game on any difficulty setting to get this mode. Beat the game with both endings to unlock both Rolls of the cut-scenes.

CAMERA MODE (PHOTO ALBUM MODE): Find the camera near the area where you first fight Revolver Ocelot.

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15. Photograph Locations

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- 1) Mizutani: Metal Gear Rex: Boss battle
- 2) Korekado: Men's bathroom
- 3) Sato: Comm. Tower A, where you rappelled down the tower: It was destroyed by the Hind.
- 4) Nakamura: Meryl's blood, where she was shot my Sniper Wolf
- 5) Shinkawa: Behind the pillars where you fought Sniper Wolf
- 6) Kozyou: Towards the back of the Canyon
- 7) Negishi: Towards the end of the game, in the waterfall below Metal Gear Rex
- 8) Kojima: In Otacon's Lab, on the Policnauts poster
- 9) Matsuhana: In the hallway outside of Otacon's Lab
- 10) Sasaki: Pictures in the room where you fight Psycho Mantis
- 11) Kobayshi: The rocks in the canyon
- 12) Shikama: On the electrified floor
- 13) Uehara: On the elevator in the main building

- 14) Shimizu: Inside the cave with the dogs
- 15) Kaneda: In mirror in the Women's bathroom
- 16) Okajima: The bugs on the dead DARPA Chief in the cell
- 17) Takabe: Inside Otacon's lab, in the glass to the right of the room
- 18) Fujimura: Comms Tower B elevator
- 19) Toyota: One of the boxes where you fight Vulcan Raven
- 20) Kimura: Towards the end of the game, on the rail gun on Metal Gear
Rex
- 21) Sonoyama: The torture rack
- 22) Fukushima: Heliport, near the ocean
- 23) Nishimura: The area next to the dead Baker
- 24) Mukaide: The water inside the dog-cave, after Psycho Mantis fight
- 25) Onoda: During the Revolver Ocelot fight, where Baker is tied up
- 26) Dolph: Inside the area between the two Comms towers
- 27) Yoshimura: Inside the air shafts, in the dead end
- 28) Tougo: In the boiler room, near Blast Furnace
- 29) Muraoka: In the Cargo dock, inside the puddle of water
- 30) Ishiyama: Heliport, on the roof
- 31) Kutome: Observation Room
- 32) Mori: The bottom of the elevator in Comms Tower B
- 33) Yoshioka: The bridge inside the Blast Furnace
- 34) Jeremy Blaustein: The dead body of Sniper Wolf
- 35) Kobayashi: The guard that is guarding you in your cell
- 36) Hirano: Comms Tower B elevator
- 37) Makimura: In the hidden room in the Armory
- 38) Ito: The Tank Hangar elevator
- 39) Tanaka: Heliport, on the snoozing guard
- 40) Shigeno: The camera in the heliport
- 41) Yamashita: The warheads in the storage area
- 42) Kinbara: The stairs near heliport

43) Kitao: The fake DARPA Chief corpse, in the cell towards the beginning of the gameScott

16. Ranking Info

Rank Name	What you need to do
Big Boss	Kill less than 25 enemies, under 3.5 hours, no cont. 1 or less rations.
Fox	Kill less than 25 enemies, under 3.5 hours, no cont. 1 or less rations.
Hound	Kill less than 25 enemies, under 3.5 hours, no cont. 1 or less rations.
Doberman	Kill less than 25 enemies, under 3.5 hours, no cont. 1 or less rations.
Pigeon	Beat game in under 2.5 hours.
Falcon	Beat game in under 2.5 hours.
Hawk	Beat game in under 2.5 hours.
Eagle	Beat game in under 2.5 hours.
Jaws	Kill over 250 enemies.
Orca	Kill over 250 enemies.
Shark	Kill over 250 enemies.
Piranha	Kill over 250 enemies.
Elephant	Use over 130 Rations.
Pig	Use over 130 Rations.
Whale	Use over 130 Rations.
Mammoth	Use over 130 Rations.
Hippo	Saved over 80 times.
Deer	Saved over 80 times.
Zebra	Saved over 80 times.
Cat	Saved over 80 times.
Capibara	Finished the game in under 18 hours.

Koala	Finished the game in under 18 hours.	
Sloth	Finished the game in under 18 hours.	
Panda	Finished the game in under 18 hours.	

+---+---+---+---+---+---+---+---+

Other Rankings that I've gotten:

+---+---+---+---+---+---+---+---+

- Rabbit
- Panther
- Jaguar
- Night Owl
- Bat
- Alligator
- Leopard
- Puma
- Spider
- Jackal
- Iguana
- Crocodile
- Mongoose
- Hyena
- Mouse
- Ostrich
- Chicken

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17. Credits

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GameFAQs.com and Jeff "CJayC" Veasey- For hosting my FAQs, and for becoming one of the best websites on the internet. GameFAQs has come a long way since 1995, and I know it will go on strong for years to come. ;)

Me- For making this FAQ! :p

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18. Contact Info

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