

Metal Gear Solid Meryl Ending Code (NA)

by Blue Dragon

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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.

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METAL GEAR SOLID - US VERSION
MERYL ENDING SECRETS WITH AID OF PRO ACTION REPLAY / GAME SHARK

With trial and error, at least I can provide this trick to the world. I know you people really need this trick. This trick can give you the good ending (Meryl) without even being tortured by the R.Ocelot. Well, enough talk. Let's move on to the trick section, shall we ?

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1. HARDWARE REQUIREMENTS

- A Sony PlayStation Console (With Controller + Memory Card + etc.)
- A Metal Gear Solid (US) Game
WARNING !!! THIS CODE WILL NOT WORK IN THE JAPANESE VERSION !!!
- An Action Replay or Game Shark
The version is not important as long as the PAR/GS can work with the code
- A Human Player (YOU)

2. THE TRICK ITSELF

Turn on your PlayStation with the Game Shark on. Enter the code for "Level 10 KeyCard" [800B757C 000A]. Start the game with codes on !!

Play normally until you get to the Basement 1 (B1) floor of the first Enemy Base. Normally, you have to rescue the DARPA chief, but don't do this !!! Instead, go left from the elevator to the door with Level 6 Security. Without the code, you have Level 0 (No) Keycard at this point. But now you have level 10 keycard. Open the door.

The screen will turn black for a moment. Then the game will move on to the animation where Snake is taken prisoner and saw the DARPA chief decomposing. From the codec transmission, we can say that MERYL STILL LIVES. The game will think that you already played until you get tortured by Ocelot and not surrender. From this point, go out of the cell (Call Otacon/hide under bed). Don't mess around. If you mess, well, Ocelot will catch you and torture you again. After you get equipped again and out the prison, play the game as if you already played through this point (even if actually you skipped it up).

Oh yeah, this code won't work on the Japanese version. If you have the Japanese version, you can do this trick but you must change the Level 10 Keycard code from the US Code to Japan Code (don't ask me, I haven't got that code either). But you must try it yourself at your own risk. This trick has been tested twice and works perfectly on the US Version. If you still have something to ask or just want to talk, don't hesitate. Contact me by the codec.. I mean.. by e-mail. I guess I have written my address above. Check it out man !!!

3.THE ADVANTAGES + DISADVANTAGES

ADVANTAGES :

1. You don't need to play the game from the point where you must rescue DARPA to the point where you already exit the prison cell. This skip almost 2 1/2 hours of gameplay.
2. The game will really consider you have played through the game and fight 5 bosses. This means you don't have to fight these 5 bosses :
 - a. Revolver Ocelot (saving Baker)
 - b. M1 Tank 'w' 2 gunner and Raven
 - c. Cyborg Ninja (Grey Fox/Deepthroat)
 - d. Psycho Mantis + Brainwashed Meryl
 - e. Sniper Wolf - 1st Confrontation

And you also don't have to do the tasks saving DARPA, Meryl, going back there and there just to get weapon then fight (oh man !!!).

DISADVANTAGES :

1. Your weapon arsenal will be little empty coz you didn't pick any weapon except SOCOM. But if you have Game Shark - just use the weapon code to make you survive this mission.
2. If you never played the game before, you will miss the animations and fight (which are boring if you have finished the game once). The game loss is about 2 1/2 hours (in my case).
3. Probably you won't be able to finish the game without Game Shark codes because you don't have special items such as PAL Keycard etc.

4.DISCLAIMER

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5. HOW TO CONTACT ME

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