

Metal Gear Solid: VR Missions FAQ

by beno_jange

Updated to vFinal on Jan 20, 2002

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Unofficial MGS: VR Missions FAQ

For Sony PlayStation Only

Version Last

By Beno Jange

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I. Disclaimer ..... 01000000

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- v0.5 - 01/05/2001 - First release.
  
- v0.7 - 01/22/2001 - Rewrote Author's Note section.
  - Rewrote Game Reviews section.
  - Added Weapon and Item description on Game Basics section.
  - Finished Sneaking Mode.
  - Revised level 08 VR Missions in Special Mode.
  - Corrected some grammar and spelling errors.
  - Updated Credits section.
  - Put End of Document at the end of the FAQ.
  
- v1.0 - 01/28/2001 - Rewrote Author's Note section.
  - Revised level 09 No Weapon in Sneaking Mode.
  - Revised level 03 Socom in Sneaking Mode.
  - Finished Advanced Mode, 1 Min Battle and VS 12 Battle in Special Mode.
  - Edited Tips & Tricks section.
  - Decided to put up all GameShark codes.
  - Added Wish List section.
  - Updated Credits section.
  
- v1.1 - 05/04/2001 - Happy Vesak day on 7th May 2001.
  - Edited Disclaimer section.
  - Revised Author's Note section.
  - Added more technique and control in Game Basics section.
  - Revised level 10 Puzzle in Special Mode.
  - Revised level 03, 04, 06, 07 NG Selection in Special Mode.
  - Updated GameShark section.
  - Updated Wish List section.
  - Corrected some grammar and spelling errors.
  - Edited Credits section.
  - Some changes in typography.
  
- v1.2 - 08/25/2001 - Updated Author's Note section.
  - Added one more control for Ninja.  
Thx to Alkarl1111@aol.com
  - Added Frequently Asked Questions section.
  - Revised Credits section.
  - Fixed some keyword number errors.
  - Corrected some grammar and spelling errors.
  - Some changes in typography.
  
- v1.3 - 09/01/2001 - Fixed the word wrap in Author's Note section.
  - Added one more question in Frequently Asked Questions section.
  
- v1.4 - 12/08/2001 - Revised level 06 NG Selection in Special Mode.
  - Thx to Angelique G Jackson <a.g.jackson@rcn.com>
  - Added some questions in Frequently Asked Questions section.
  
- v1.5 - 12/22/2001 - Revised level 05 PSG1 in Advanced Mode.
  - Revised level 04, 10 Puzzle in Special Mode.
  - Revised level 04, 05, 06, 07, 12 Variety in Special Mode.

- Thx to Brady <Sexy316@mailcity.com>
- Revised level 13 Variety in Special Mode.
- Thx to Lancer Evolution and joeisdeth
- Added "Tweaking Title Screen" in Tips & Tricks section.
- Added some questions in Frequently Asked Questions section.
- Corrected some grammar and spelling errors.

- vLast - 01/20/2002 - 1st Anniversary of this FAQ!
- HUGEEEEEE REVISION has been made towards the FAQ!
  - Revised most of the strategies for Weapon Mode.
  - Revised most of the strategies for Advanced Mode.
  - Revised several strategies for Special Mode.
  - Added "Programmers Way" in Tips & Tricks section.
  - Added "Easy Best Times" in Tips & Tricks section.
  - Corrected some grammar and spelling errors.
  - No more updates will be made towards the FAQ.

IV. Author's Note ..... 04000000  
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About This FAQ 04010000
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Welcome to my Unofficial MGS: VR Missions FAQ. This FAQ will help you on getting through all the missions (but perhaps not getting the best times). Although this FAQ can be used for VR disc in Metal Gear Solid Integral (MGSI) but I'm not aware of any major gameplay differences. I wrote this FAQ since I couldn't find any detailed FAQ for it on GameFAQs.

Well, I've just got my long vacation recently and I'm bored so I think that I should spend my time by playing MGS: VR Missions and updating this FAQ. My special thx goes to Andreas Runelid (the people from the Best Times topic in GameFAQs MGS: VR Missions message boards) for being my sparing partner in Advanced Mode. Andreas, if you happened to read this FAQ then I will say that you're a real Advanced Mode veteran! Many strategies (especially for Weapon Mode and Advanced Modes) has been revised and most of them are best times strategy.

OK, this will be the last revision of this FAQ. I've decided that no more updates will be made towards the FAQ. If I happen to update this FAQ then the chance is about 0.0001%. For the contributor, please consider it. For easy searching just highlight the keyword number on Table of Contents and press Ctrl+F. Btw, please excuse for my poor English.

How to Get the Update ..... 04020000  
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The newest revision of this FAQ can always be found at:
 = GameFAQs <http://www.gamefaqs.com>

This FAQ can also be found at:
 = Game Advice <http://www.gameadvice.com>
 = Playstation cheat.net <http://www.psxcodez.com>

How to Contact Me 04010000

Any questions, requests to post this FAQ, criticisms, contributions, suggestions, etc (no spam please) are welcome as long as you state "MGS: VR Missions" as a subject of your letter and tell me where you read this FAQ. Tell me your website name and address if you request to post this FAQ. Before sending me any questions, make sure that you've searched my FAQ thoroughly and you still can't find the answer. If your questions are already covered in this FAQ then I will tend to ignore it. Also please understand that you won't get my reply very soon since I check my email not every week (but at least once a month).

NOTE: I am not hiding secrets or any other information, i.e. everything I know about MGS: VR Missions is in this guide.

V. Game Reviews 05000000

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Metal Gear Solid as we know was the greatest games for most of the PSX gamer. Btw, many peoples were quite disappointed of the short length of it. Konami then released MGS: VR Missions. We can called it as the latest (perhaps the last) installment for MGS on PlayStation. It is more likely an expansion package or a new remake for the VR Training on MGS. In Japan it was called Metal Gear Solid Integral and packed along with the story mode which is the original MGS. Sadly this package didn't come to US. Konami only released the VR Training disc. The reason may be because they think that the original US MGS version has covered everything that they expected.

MGS: VR Missions contains 300 advanced training missions. It also has many categories: Sneaking, Weapon, Puzzle, Mystery, etc. Each category has their own characteristic and objective. For eg. Mystery is the mission in which you have to find the murderer. Btw, I really love Ninja Mode but too bad that it has only 3 missions. I wish at least 10 stages for Ninja Mode (Konami can you hear that?). All of the missions will keep you to play it over and over again to improve your skill and get the best times. MGS: VR Missions also contains some unique secrets which is really addictive. For eg. getting the photograph of Naomi and Mei Ling.

Speaking about the graphic, I think that Konami has done a good job on this. Sadly that Konami only add a little animes on the intro. I wish that Konami would add more. The sound effect is good. You can hear the explosion sound, the guard alerts, etc. It makes you feel like in the real battlefield. The music is really well composed. It really catches my ears especially the theme song. The innovation is great. It has many missions, secrets, weapons, puzzles, etc. You don't have to complete the mission in chronological order, just choose whatever you want to play. The gameplay is really fun. It will keep you busy for solving the puzzles.

I know that some of you who have bought the VR Missions will say that this game is garbage, sucks, etc. But if you enjoy the challenge that this game offers then you'll be agreed with me. I know that some of you really enjoy the storyline type game. But why don't you try something

different. This game offers you to use much brain than brawn. One mission may be having more than one strategy to use. You can share your strategy with other player and compare which is the best. Btw, the best strategy is making you get the best times. For those of you who haven't bought this game then I suggest you to buy it especially if you are MGS fans then this is a must for you.

Here are my rating for this game:

- Graphics : 8.5/10
- Sound : 8.5/10
- Music : 9.0/10
- Innovation : 9.5/10
- Gameplay : 9.5/10
- Overall : 9.0/10
- Difficulty : Medium
- Buy / Rent : Buy

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VI. Game Basics ..... 06000000

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Controls 06010000

- O = Confirm (when in the menu). Punch (when unarmed).
Detonate C4 (when equipped with C4).
- X = Cancel (when in the menu), crawl.
- /\ = 1st person view.
- [] = Shoot (when equipped with Famas, Socom, Nikita, Stinger, PSG1). Put C4, Claymore (when equipped with C4, Claymore). Throw grenade (when equipped with grenade).
- L1 = Equip (unequip) item.
- L2 = Change the item (press d-pad to choose).
- R1 = Equip (unequip) weapon. Detonate Nikita in the air (when equipped with Nikita).
- R2 = Change the weapon (press d-pad to choose).
- Start = Pause the game.

Techniques 06020000

- Choke and Drag = Press [] (when weapon is not equipped and close to the enemy) then use your d-pad to drag. If the enemy struggle, tap [] again to tighten the choke.
 - Choke and Snap = Press [] ten times (when weapon is not equipped and close to the enemy).
 - Running Shoot = Press d-pad and keep pressing X while pressing [].
 - Throw = Press d-pad and [] (when weapon is not equipped and close to the enemy).
 - Lean on the wall = Press d-pad toward the wall.
 - Knock on the wall = While leaning on the wall press O.
 - Quick Reload = Tap R1 twice.
 - Punch and Kick = Press O three times.
 - Quick Peek = Press and hold /\ then push R1 or L1 to take a quick peek to the left or to the right.
-

Weapons 06030000

- Socom = .45 caliber pistol with laser aiming module.
- C4 = Plastic bomb that will be exploded with detonator.
- Famas = Machine gun that can throw 1000 rounds per minute.
- Grenade = Throwable bomb that will be detonated after 5 seconds.
- Claymore = Buried mine that will be exploded if someone step on it.
- Nikita = Remote control missile which has fuel.
- PSG1 = Sniper rifle for long range shoot.
- Stinger = Rocket launcher with auto lock on mechanism.

Items 06040000

- Camera = Use to take picture in photographing session.
- Scope = Use to locate the object position.
- Socom Suppr. = Combine with Socom to silence the gun.
- Cigarettes = Snake favorites. Use to see the ray movements. Beware it will decrease your life bar slowly.
- Card Box A = Use to hide from camera, enemy, etc.
- Body Armor = Reduce the damage when you got shot.
- Diazepam = Use for an accurate shoot with PSG1.
- Thermal Goggle = Use to see the ray movements, Claymore location.
- Mine Detector = Use to locate the Claymore position with its range.

VII. Walkthrough 07000000

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In this walkthru, because the Practice and Time Attack mode is almost the same so I write the strategy for Time Attack only.

Sneaking Mode ..... 07010000

No Weapon ..... 07010100

- Level 01 - Run to the guard and throw him. Go to the checkpoint.
- Level 02 - Run right. Throw the guard. Go to the checkpoint in the north.
- Level 03 - Run left, up. Throw the guard. Run right, down. Crawl to the right tunnel. Go to the checkpoint.
- Level 04 - Run to the left, up, right, and down the middle path. Go to the checkpoint.
- Level 05 - Run by using border left-side path. As you passed the guard, run diagonally right to the checkpoint.
- Level 06 - Run up (close to the wall). Pass one camera. Run left to pass one camera. Run up (huge the wall) to pass the last camera. Run to the checkpoint in the north west.
- Level 07 - Run up the stairs. Lean on the wall to see the ray movements. Pass it. Run up. Do the same steps for the last ray. Go to the checkpoint in the north.
- Level 08 - Run up to the middle of low wall as the guard looks away.

- Wait until the guard looks away then run to the middle of the low wall again. Run up to the checkpoint in the north.
- Level 09 - Equip card box A. Run up pass two cameras (left-side and right-side camera). Run to the rightmost path to avoid the 2nd left-side camera. Wait until the cameras (3rd left-side and 3rd right-side) look away then go to the checkpoint in the north.
  - Level 10 - Run right using the bottom path (try to run along the lowest path) to pass two guards. Run up through the rightmost path. Pass one guard. Go to the checkpoint in the north east.
  - Level 11 - Run up, pass the pitholes. Turn left then flip the guard. Run left then up. Run left to pass the left-side guard. Run left, pass the pitholes to the checkpoint.
  - Level 12 - Knock on the right-side wall (a wall that can be used to hide). Quickly run left then up to pass one guard. Run up. Knock on the right-side wall (a wall that can be used to hide). Run left and hide on the wall. As the guard inspects that wall, quickly run to the checkpoint in the north.
  - Level 13 - Run right (close to the wall), up to the right-side of the wall. Wait until the spotlight away then run diagonally left to pass two spotlights. Run to the checkpoint in the north.
  - Level 14 - This stage is very easy. All you have to do is keep running using the border right-side path. Run to the checkpoint in the north.
  - Level 15 - Run to the right-side guard (beware of the spotlight) then flip him. Run to the right-side camera. Quickly run to the checkpoint in the north after the guard looks away.

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 Socom ..... 07010200  
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- Level 01 - Run right then up. Stand on the 4 intersections from the bottom. Shoot the guard. Run to the checkpoint in the north east.
- Level 02 - Run right. Stand on the 4 intersections (from bottom-left). Aim your Socom then shoot the guard. Run up a bit using mid way (3 intersections from the bottom). Aim your Socom and shoot the guard. Run down, shoot the guard. Run up a bit (4 intersections from the bottom) shoot the guard.
- Level 03 - Knock on the wall to lure the guard. Shoot him. Run left then up. Stand on the 4 intersections below from above. Shoot the guard. Run left then down. Crawl on the tunnel. Shoot the guard below you. Run to the checkpoint in the north.
- Level 04 - Run left then up a bit. Shoot the guard. Run down then right a bit. Shoot the guard. Run right, up, left a bit. Shoot the guard. Run up. On the 4 intersections below from the above shoot the guard. Run up then left. Shoot the last guard. Run down then left to the checkpoint.
- Level 05 - Run left, up, left a bit. Shoot two guards. Back to the previous area. Shoot the guard. Chase and shoot the rest guard.
- Level 06 - Run up (close to the wall) and hide. When the guard goes down, quickly run left and shoot him. Shoot the guard that come from up-side. Run down then left a bit. Shoot the left-side guard. Run left (close to the wall) then up (close to the wall) to the checkpoint in the north.
- Level 07 - Run up and up the stairs. Shoot the guard. Run up. Knock on the wall to lure the guard. Shoot two guards. Lean on the



wall to see the ray movements. Pass it. Run up. Lean on the wall to pass the last ray. Go to the checkpoint in the north.

- Level 08 - Shoot the guard in front of you. Shoot the right-side guard. Shoot the left-side guard. Run up a bit. Shoot two coming guards. Run up a bit shoot the rest guard. Run to the checkpoint in the north.
- Level 09 - Equip card box A. Run up to pass two cameras. Unequip card box A and shoot the guard in front of you. Equip card box A. Run up and pass two cameras. Unequip card box A. Aim your Socom then shoot the guard. Go to the checkpoint in the north.
- Level 10 - Run right (about 3 intersections from left). Shoot the right-side guard. Shoot the coming guard. Run right to the second path from the left. Shoot the right-side guard. Shoot the up-side guard. Run to the checkpoint in north east.
- Level 11 - Run up to pass the pitholes then left. Shoot the left-side guard. Shoot the up-side guard. Run left a bit then shoot the guard in front of you. Run up a bit. Shoot the left-side guard. Before passing the left-side pitholes, be sure to shoot the left-side guard. Pass the pitholes to the checkpoint.
- Level 12 - Run up. Knock on the right-side wall. Kill the coming guard. Run up a bit. Kill the coming guard. Run up a a bit. Shoot two coming guards. Run up a bit then shoot two coming guards. Run to the checkpoint in the north.
- Level 13 - Wait until the guard goes down. Quickly run right and shoot him. Run up, right a bit. Shoot the guard in front of you. Run up a bit. Shoot the coming guard. Run to the north east. Shoot the left-side guard. Run left a bit shoot the last guard. Run to the checkpoint in the north.
- Level 14 - Run right then shoot the coming guard. Run left then shoot the guard (in front of you). Shoot the right-side guard. Move up a bit then shoot the left-side guard. Shoot the coming guard. Run to the north. Shoot the last guard. Run to the checkpoint in the north.
- Level 15 - Run left then up to the left-side wall. Hide then shoot the coming guard. Run straight forward then left to the wall. Aim your Socom and shoot the guard. Run up. Shoot the left-side guard. Run up a bit. Shoot the up-side guard. Run right below the stairs. Shoot the below guard. Run up the right-side stairs. Run down. Stand between the last intersections on the below platform. Shoot the guard. Run to the checkpoint in the north.

NOTE: Saving the bullets is important. It will give you bonus time.  
Just remember that one guard needs only 3 shots to be killed.

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Weapon Mode ..... 07020000
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Socom ..... 07020100
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- Level 01 - Once the game start, running shoot to destroy all of the boxes in a row. Run to the checkpoint in the north.
- Level 02 - Run to the area between two boxes and destroy the boxes. Once done, run to the north and destroy the rest boxes. Use

your Socom auto-aim mechanism. Checkpoint is in the north.

- Level 03 - Run to the upper right corner and destroy three objects in a row. Run to the upper left corner and destroy three objects in a row. Checkpoint is in the center.
- Level 04 - Run to the opening area between south west and west pillar. Destroy two objects in a row. Run to the opening area between south east and east pillar. Destroy two objects in a row. Back to your previous area and destroy one object. Run to the opening area between north and north west pillar. Destroy one object. Checkpoint is in the center.
- Level 05 - There are 8 moving objects in this level. Each of two are in north west, north east, south west and south east area. Once you destroy two objects in the area then move to another area to destroy another two objects. Repeat these steps for the rest objects. Checkpoint is in the center.

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C4 ..... 07020200  
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- Level 01 - Put C4 behind the wall. Run to the bottom. Detonate it.
- Level 02 - Put C4 between two boxes. Repeat these steps for the rest boxes. After that, stand on the center (up right a bit). Detonate all of it. Run to the checkpoint in the center.
- Level 03 - Put C4 on the upper right corner. Stay away from it. Timed correctly. Detonate it. It should create a chain explosion and left only one cube. Destroy that cube and run to the checkpoint in the north.
- Level 04 - Run up the stair. Put two C4s on the 2nd grid. Run down the stair. As C4 between two cubes and the right side cube is up a bit, detonate the 1st C4. As C4 between two cubes and the left side cube is up a bit, detonate the 2nd C4. Run to the checkpoint in the south.
- Level 05 - Place C4 near the 1st cube. Keep the distance, detonate it. Run to the stair in the left and put C4 on top of the stair. Once three cubes gather together in the top, detonate it. It should destroy all of the glass wall except the one that block your way to the checkpoint. Run right, pass the pitholes. Place C4 near the glass wall. Keep the distance and detonate it. Run to the checkpoint.

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Famas ..... 07020300  
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- Level 01 - Destroy the object in these orders: middle, right and left side. Run to the checkpoint in the lower left side.
- Level 02 - Destroy all moving objects from the center. You should make a chain explosion of three objects in the left and right side. After that, destroy the object in the north and south. Checkpoint is in the north.
- Level 03 - Once the game start, shoot while pressing up to destroy two objects from this position. Run right, when you see an area with two row of objects, shoot while pressing up. Repeat these steps for the rest area. For the last area, running shoot to the checkpoint in the north.
- Level 04 - All you need to do in this level is destroying the object and keep the distance to avoid the blast. Try to shoot the object which near to the other object to create a chain explosion of two or three objects. For easy shooting,

remember to shoot non-moving object 1st. For best times, make a use of running shoot and quick reload technique.

Level 05 - Once the game start, destroy two moving objects in the right and left side. Once two object pop up, destroy it. Quickly face backward to destroy the moving object behind you. Running shoot and quick reload to destroy the rest objects. Remember to destroy the pop up object 1st.

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Grenade ..... 07020400  
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Level 01 - Run up about three intersections from the north hole. Throw the grenade straight forward. Run up till you're in the edge of the north hole then throw the grenade on these orders: left, up and right side. Run to the checkpoint in the north by using the left path.

Level 02 - Once the game start, face right. Throw the grenade straight forward. Run one square down. Throw the grenade to the west then throw the grenade to the north. Run to the checkpoint in the north (up right side).

Level 03 - Once the game start, face right. Throw the grenade straight forward. Face down right. Throw the grenade straight forward. Throw the grenade to the north platform. Throw the grenade to the west platform. Checkpoint is in the center.

Level 04 - Once the game start, face left and throw the grenade on that position. Run up and throw the grenade to the moving cube in the left. Repeat this step for another moving cube. For the last two cubes, you should throw your grenade as close as possible from the right side (not up side). Run to the checkpoint in the north.

Level 05 - Throw the grenade straight forward from the intersection at lines 2, 4 from the left-side. Throw the grenade straight forward from the intersection at lines 2, 2 from the right-side. Throw the grenade straight forward from 5 intersection from the lower-left stair. Throw the grenade from the intersection at lines 5, 2 from the upper side. For the last object, throw it from intersection at lines 2, 1 (upper-left most area).

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Claymore ..... 07020500  
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Level 01 - Crawl to retrieve two Claymores. Run up then put Claymore on the moving cube to blast it. Run to the checkpoint in the north.

Level 02 - In your radar, you should see two Claymores near your position. Crawl to retrieve it. Place Claymore facing left on the connecting platform in the north. Place Claymore facing down on the connecting platform in the east. Run to the checkpoint in the north east.

Level 03 - Place two Claymores (facing right) from the place where you stand. Do this 3 times until it blows up 6 objects. Go to the connecting platform. Place two Claymores again (facing right).

Level 04 - Place the Claymore in front of the tunnels in north and east area. It should destroy 4 objects. Place the Claymore on the 2nd tunnel in south area. Retrieve two Claymores in south east and south west. As it destroys the object, place

another Claymore on this tunnel. Repeat these steps for the last two objects. Checkpoint is in the center.

Level 05 - Place Claymore in front of the approaching object. Also take a look on dark green area, you will notice that the moving objects will pass this area. Put the Claymore in this area to destroy the moving objects.

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Nikita ..... 07020600  
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Level 01 - Once the game start, shoot your Nikita. Once it accelerates, quickly turn right to pass the low wall. As you see the box, turn down to hit it. Checkpoint is on the place that you stand.

Level 02 - Shoot your Nikita and turn left. Detonate Nikita once it is near the object. Shoot Nikita and turn right then down. Detonate it once it is near the object. Shoot Nikita and turn left then up. Detonate it once it is near the object. Shoot Nikita and turn right. Detonate it once it is near the object. Run to the checkpoint in the north.

Level 03 - Don't go all the way north 'cos it will give you bad times. Instead fire your Nikita from your current position and control it to the object. It needs some practices though. Checkpoint is in the south.

Level 04 - Run up to the middle tunnel area. Shoot your Nikita to this tunnel. Go in the 1st tunnel. Quickly move right and down to exit the tunnel. Let it accelerates and hit the object. Checkpoint is in the south (left side).

Level 05 - Shoot your Nikita, use left path. Move your Nikita to the middle path in order to pass two walls. Then move your Nikita all the way right. Lastly, move your Nikita to the middle tunnel (below the gun-camera).

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PSG1 ..... 07020700  
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Level 01 - Pick up Diazepam and use it (if you want to). Run to the north east. Use your PSG1 and shoot the boxes from right to left. Checkpoint is near you.

Level 02 - Pick up Diazepam in the east and use it. Use your PSG1 to destroy the boxes from this position. Checkpoint is near you.

Level 03 - Pick up Diazepam in the west and use it. Aim your PSG1 from this position. Destroy the moving objects from bottom to up. For an accurate shoot, aim and shoot one square after the direction that the moving object want to go. Checkpoint is in the center.

Level 04 - Pick up Diazepam and use it. Run to the middle and aim your PSG1 from this position. Destroy three moving objects in the center area. Once done, move to the boundary area and destroy four moving objects. Use the same strategy as level 03 for an accurate shoot. Checkpoint is in the east.

Level 05 - Shooting the objects on top of the stair won't rank you 1st. Instead, pick up Diazepam and use it. Crawl in the tunnel and shoot the objects from this position. Checkpoint is near the tunnel.

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Stinger ..... 07020800

- Level 01 - Run up. Face south. Aim your Stinger up and fire the object from this position. Checkpoint is in the center.
- Level 02 - There 4 objects which scattered in south, east, north and west. Run to that direction to destroy the objects. Lean on the wall to see the object position. Once done, run to the checkpoint is on the right-side of the wall.
- Level 03 - Run down the stair, shoot one object. Run all the way up to the top stair. Shoot the objects from this position. For the last object, shoot from the south. Checkpoint is north of the stair.
- Level 04 - Shoot all objects from the center area. When you aim at the object which is covered by the pillar then lock on the object and shoot your Stinger from the nearby opening area. Checkpoint is in the center.
- Level 05 - There are 16 objects in this level. 8 of them will move in circle manner in the lower area. The rest of them will move in circle manner in the upper area. Aim your Stinger in the four directions to destroy the lower objects. Aim up in the four directions to destroy the upper objects. Checkpoint is in the north.

Advanced Mode ..... 07030000

Getting spotted by the enemy is OK. But try not to get spotted to get bonus time -3 seconds.

Socom ..... 07030100

- Level 01 - Run up. Shoot the guard on your left and right-side. Run to the checkpoint in the north.
- Level 02 - Run left. Shoot the guard in front of you. Shoot the right-side guard. Run up. Shoot the guard on your right. Run to the checkpoint in the north.
- Level 03 - As soon as the west guard moves left, run left then shoot him. Quickly shoot the east guard then run right to the center. Shoot the north guard. Run to the checkpoint in the north.
- Level 04 - Shoot the guard on your left. Shoot the north guard. Run up a bit through the left path. Shoot the right-side guard. Run up through the path. Shoot the north guard. Run to the checkpoint in the north.
- Level 05 - Run up then left. Shoot the right-side guard. Run right, up the north west stair. Shoot the guard in the south. Run down a bit. Shoot the guard in the south. Run up the north east stair a bit. Shoot the guard. Run to the checkpoint in the center.

C4 ..... 07030200

Level 01 - Run up (by hugging the left side wall). As the guard stands on his position, quickly plant C4 on his back. As the guard

walks down, detonate it. Run to the checkpoint in the north west.

- Level 02 - Run right, up. Knock on the wall and quickly plant C4 on the ground. Run down, left. As soon as the guard near the C4, detonate it. Checkpoint is in the south west.
- Level 03 - Run right, up. Run right, up a bit. Place C4. Wait until both guards shoot you. Run down, left. Detonate it. Run to the checkpoint in the north.
- Level 04 - Plant C4 in the south, east area. As you plant C4 in the north area, you will get spotted. Quickly detonate all of the bombs (in the south, east and north) and plant another C4 near the east guard. Detonate it. Run to the checkpoint in the center.
- Level 05 - Plant C4 on top of the north stairs as the guard looks away. Plant C4 on top of the west stairs as the guard looks away. Place C4 on top of the east stairs as the guard looks away. Place C4 below of the south stairs. Run down the stair to the bottom. Detonate it all.

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Famas ..... 07030300  
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- Level 01 - Run up, left then up (huge the wall). Shoot the guard in front of you. Run right to the checkpoint.
- Level 02 - Run down, right, up (approach the guard). Shoot him. Run up to the north. Run left, down (approach the guard). Shoot him. Run down a bit. Shoot the guard in the south. Run down to the checkpoint in the center.
- Level 03 - Run left. The guard will spot you, kill him. Run right, stop on the 2nd path from the left. Shoot the right-side guard then shoot the coming guard in front of you. Run up, right. Stop on the middle path. Shoot the guard in front of you. Run up to the 2nd path from the left. Kill the guard. Run to the checkpoint in the north.
- Level 04 - Run right, up. Running shoot through the enemies and pit-holes to the checkpoint in the north. Don't forget to use quick reload.
- Level 05 - Wait until the left-side gun camera looks away. Quickly run left then shoot the guard in front of you. Run up, below the gun camera. Don't move up or the north gun camera will shoot you. Shoot 3 guards from this position. As the north gun camera looks away, run up the stair in the north. Kill the guards. Checkpoint is just on top of the stair.

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Grenade ..... 07030400  
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- Level 01 - Throwing the grenade on top of the stair won't give best result. Instead, run to the north east and throw your grenade diagonally left to the guard. As the grenade explode, run to the checkpoint in the north.
- Level 02 - Run up. Throw the grenade from the intersection at lines 3,1 from the left-side. Run to the checkpoint in the north east.
- Level 03 - Throw the grenade straight forward from the intersection at lines 3,4 from the lower right edge. Throw the grenade straight forward from the intersection at lines 1,1 from the lower left edge. Throw the grenade straight right from the

intersection at lines 1,3 from the lower left edge. Throw the grenade straight forward from the intersection at lines 2,4 from the lower left edge. Checkpoint is in the center.

Level 04 - Throw the grenade straight forward. It should kill the south east guard and make the south west guard unconscious. Run to the west area and throw your grenade a little near to the north west guard. It should kill both guards (north west and south west guard). Run to the north and throw your grenade to the north east guard. Checkpoint is in the north.

Level 05 - Run up by using the left path. Stand about halfway, face right. As soon as the north east guard stands on his position, quickly throw your grenade to the sleeping guard in the center area. This will assure you that the grenade will explode as all of the guards gather in the center area. As it explodes, throw another grenade to that position. Run to the checkpoint in the north (down a bit).

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Claymore ..... 07030500  
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Level 01 - Run right, up. Crawl to retrieve 2 Claymores. Equip it. Run up. Place the Claymore in front of the guard. Run to the checkpoint in the north.

Level 02 - Run right, up. Crawl to retrieve the Claymore. Run left, up. Place Claymore in front of the guard. Run right. Place another Claymore in front of the guard. Run to the checkpoint in the north east.

Level 03 - Run right, up on the 2nd path from the right-side. Place Claymore to blow up the guard. Run down, up through the rightest path. Run left. Place Claymore to blow up the left-side guards. Place another Claymore to blow the down-side guards. Run down to the checkpoint.

Level 04 - Run up. Crawl to retrieve the Claymore. Run left. Place Claymore to blow the guard. Place another Claymore to blow the coming guards. Run right. Run up. Place Claymore to blow the guard. Run to the checkpoint in the north.

Level 05 - Follow the guard moving pattern (or you will get the blow). Quickly choke and snap him as you get close to him. Ignore the spotlight just proceed left. As you see the mine detector in the north, proceed north. As you get the mine detector, quickly crawl and proceed north. As you've retrieved two Claymores, stand up and just blow up the guard in front of you. Run to the checkpoint in the north.

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Nikita ..... 07030600  
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Level 01 - Shoot your Nikita. Move it left, up. Turn right to pass the low wall and hit the guard. Checkpoint is near you on the north east.

Level 02 - Shoot your Nikita on the 1st tunnel. Let it accelerates and move it to the north wall near the right side guard. As it hits the wall, it will kill the right side guard and make the left side guard unconscious. Shoot your Nikita on the 1st tunnel. Let it accelerates and hits the awake guard. Run to the checkpoint in the center.

Level 03 - Shooting the Nikita into the tunnel and controlling it all the way to the guard in the north is a bad idea. Instead,

run to the stair and stand on the 3rd grid from top of the stair. Face south and shoot Nikita from this position. Control it to guard head by using the area outside of noisy platforms. Once it is closed to guard head, detonate it. Checkpoint is in the south.

Level 04 - The key in this level is to conserve enough fuel by letting Nikita to accelerate for faster moving. Run up the stair to the 2nd platform. Shoot your Nikita to the stair on your left and let it accelerates and flies forward it. Control your Nikita to the top platform then turn left. Turn down as it's two squares left from the stair in the bottom to fly forward the hanging stair in the south. Turn left then up. As you see another hanging stair, turn right to fly forward it. Detonate it as it reaches the guard head.

Level 05 - Shoot Nikita straight forward. Turn right, accelerate up the stair. Turn left, accelerate up the stair. Turn right, up the stair. Turn left, up the stair. As it's in the center of the platform, turn down to hit the group of enemies in the south.

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PSG1 ..... 07030700  
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Level 01 - Stand on the middle. Shoot the guard. Run up to the checkpoint in the north (about halfway).

Level 02 - Pick up Diazepam. Run up to the north. Use Diazepam. Shoot the guards from this position. Checkpoint is near the left-side wall.

Level 03 - Run up to the north and face diagonally left. Aim your PSG1 to the stair in the left. As soon as you see the guard, kill him. Run to the west area and use Diazepam. From this position, kill two guards. Checkpoint is just in the south east of Diazepam area.

Level 04 - Pick up Diazepam in the tunnel and use it. Locate the middle side guard 1st and kill him. Aim your PSG1 diagonally left and shoot the guard. Aim your PSG1 diagonally right and kill the guard. Still on the tunnel, move to the other side of the tunnel. Aim PSG1 diagonally right and kill the guard. Aim PSG1 diagonally left and kill the guard. Lastly, move forward to exit the tunnel. Aim to the middle area and kill the guard. Checkpoint is in the north.

Level 05 - Run to the tunnel in the north east and crawl in. Use Diazepam and aim PSG1 down to the 1st floor. Shoot two guards in the row. Aim up to the glass window in the 2nd floor and destroy the glass then kill the guard as he stands back. Aim down and shoot the guard. Aim up again and kill two guards in a row. Checkpoint is near the tunnel (down a bit).

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Stinger ..... 07030800  
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Level 01 - Stand in the middle. Shoot the guard. Run up to the checkpoint in the north (just below the tower).

Level 02 - Aim your Stinger up to the low wall in the north. Fire your rocket. This will lure the guard to that low wall. Shoot another rocket at him to kill him. Checkpoint is just below the stair in the north.



- Level 03 - Run up the stair. Quickly shoot both guards from the tunnel in the north. It should kill both guards. If not, just shoot another rocket to kill the awake guard. Checkpoint is just north east from your position.
- Level 04 - Run up the stair. Shoot the left side guard (the one below the stair in the left). This will lure the guard. Quickly aim your Stinger to the stair in the right and launch the rocket as soon as you see the guards. It should kill both guards. Launch another rocket to the group of enemies in the left stair. Checkpoint is just on top of the stair (near you).
- Level 05 - Run right to the stair. Proceed north. Aim your rocket to the center area (up a bit) in the bottom platform. As soon as all of the guards in the center area, launch your rocket. It should kill all of the guards. Checkpoint is near you (down a bit).

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Special Mode ..... 07040000
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1 Min Battle ..... 07040100
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VS Target ..... 07040101
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- No Weapon - Just tap punch button three times to destroy the object.
- Socom - Use running shoot technique to destroy the objects and remember the order of object appearance.
- C4 - Plant one C4 on the upper right-side. When you are in safe position. Detonate it. Repeat the same patterns. Btw, try to make the chain explosion.
- Famas - Same strategy as the Socom.
- Grenade - Throw the grenade towards the center of the square. Just remember that the grenade will explode after 4 seconds. Try to make chain explosion.
- Claymore - Plant the Claymore on the 4 directions.
- Nikita - Stand in the middle, shoot your Nikita in four directions. Try to make chain break.
- PSG1 - Run on top of the stairs. Take Diazepam and use it. Now shoot the object from this position. Analogue controller is preferable on this stage.
- Stinger - Try to shoot the object without the help of auto lock on. Shoot the farther object. Try to make chain explosion.

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VS Enemy ..... 07040102
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- No Weapon - Use punch/kick combo to knock the guards over the cliff. When you get spotted, try to throw the guard over the cliff.
- Socom - Try to be spotted by the enemy. Run to the middle of three stairways. Gun down as many guards as possible from this position. When you run out of health just run.
- C4 - Plant C4 on where the guards standing. Start from bottom, middle and top. Plant some C4s on the bottom. Detonate the

1st three C4s. Lure the guards to C4 area. Once the guards near C4 then detonate it.

- Famas - Shoot the enemy and run to the northern wall. From this position, keep shooting the enemy.
- Grenade - Once the game start, throw the grenade towards one of the unaware guard. Once it explodes, try to be spotted and gather 4 guards. Let them shoot you and throw the grenade towards them. Repeat these steps and remember to run once you run out of life.
- Claymore - Stand on the corner of wall. Plant the Claymore when the enemy approach you.
- Nikita - Run to the lower right side corner and face up. Shoot Nikita and turn left then down to hit the southern wall. This will lure the guard to that area and shoot the missile to this area. Repeat these steps for the coming guards.
- PSG1 - This stage is easy. Run up on the second stairs. Equip Diazepam and use it. Now shoot the guards. Analogue controller is preferable in this stage.
- Stinger - Shoot the guard in the above platform. When the enemy run down the stair, shoot the northern wall. Keep shooting the northern wall.

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Puzzle ..... 07040200  
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- Level 01 - Once the game start, run right and throw the grenade straight forward on the 3rd intersection from the right side. Checkpoint is in the west.
- Level 02 - Stand on the second grid from the south then punch and kick the guard. If done correctly, you will miss your 1st punch. But your 2nd and 3rd punch followed by kick should make the guard fall correctly onto two guards which cause the rest 4 guards fall down. Checkpoint is in the north.
- Level 03 - Using Stinger to kill the guard and then blow up the camera won't give you best times. Instead, you should use your Stinger to make the guard falls to the lava pit without lock-on him 1st.
- Level 04 - In this stage you should know that when the Stinger lock-on the hard-to-reach target, if you shoot your missile to the nearby window then the missile will hit the object with that nearby window. Once the game start, run to the stair and stand on the 1st grid from top of the stair. Face north and use your Stinger to destroy most of the blocks. Aim your Stinger to the upper left window, lock on to the object 1st then quickly shoot the missile from this window. Move down to the lower left window and destroy the object. Move right to the window in the right of lower left window and destroy the object. Lock on to the northernmost object and shoot missile from the right side opening area. Now, face east and destroy two objects through the upper window by locking onto it 1st. Checkpoint is in the east.
- Level 05 - Ignore the guard. Use running shoot and quick reload for this stage. But remember to save some bullets for the last wall. Shoot only when you're near to the wall.
- Level 06 - Shoot your Nikita from the most upper left platform. Use 1st person view. Now move your Nikita to the tunnel on your right. Let it accelerates to move forward faster. Turn left. Turn left. Let it accelerates to move forward the 1st ram. Turn left. Accelerate to move forward the 2nd ram. Turn

right. Turn right. Turn right. Accelerate to move forward the 3rd ram. Turn left. Turn left. Now move your Nikita on the two boxes in the top. Detonate it. Move down one platform below your 1st platform. Shoot your Nikita. Use 1st person view. Now move your Nikita to the previous tunnel only this time your missile should turn right. You see lone box isn't it? Let it hits it. Now destroy two blocks which connect the two platforms you were previously standing on. Destroy the lone block below the previous two blocks. Go down using this lone block area. From this area shoot the lowest blocks in the tunnel building. Don't destroy the blocks near you instead walk across it. Destroy the rest blocks then destroy the block in which I tell you not to destroy.

Level 07 - The Claymores are in the center area. Run to the Claymore area. Watch out for the spotlight. When the spotlight make a way, quickly run and crawl to get the Claymores. Place the Claymore in front of the wall (facing the wall). Let your body blows it up.

Level 08 - Throw the grenade in the center area. Throw the grenade from the bottom left-side. Throw it from the bottom right-side. Throw it from the intersection at lines 3, 2 from the right side. Throw it from the intersection at lines 3, 1 from the right-side. Throw it from the intersection at lines 3,2 from the left-side. Throw it from the intersection at lines 3,1 from the left-side.

Level 09 - Once the guard looks east, dash to the west and knock on one of the low walls to lure the guard. Run into the lower left side and crouch to hide. Once the guard turns back, run into him and plant C4 on his back. Quickly unequip weapon and choke the guard. Drag him to the north and release him in front of the low wall. Crouch behind the wall to hide. As the guard awakes, he will run back to his position. Once he reaches two cameras, detonate it. Run to the checkpoint in the center. Another way is after planting C4 on the guard back, simply wait until the guard moves to reach two cameras and detonate the bomb. But that way won't rank you 1st.

Level 10 - Pick up the mine detector. Equip it. You should see the Claymore location. When the soldier looks away, quickly choke him about 8-9 times (not more than that or you will kill the guard). Dash to the Claymore area and crawl to retrieve it. Quickly go back to the bottom. Knock on the wall to lure the guard. The guard won't track your previous foot prints. Instead, he will follow your knock. Lure the guard to the glass wall area. Remember to keep the distance so the guard won't lose your foot prints. When you are in the glass wall area, walk up to the wall then walk down a bit and place your Claymore (facing the wall). Hide then watch the guard commit a suicide.

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Mystery ..... 07040300  
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In this mode you should drag the culprit into the checkpoint to finish this mission. Use choke and drag technique.

- Level 01 - Search for the guard with distinct appearance.
- Level 02 - Search for the guard with no mask.
- Level 03 - Search for the guard with no breath.

- Level 04 - Drag the guard far away from he stands and watch the reaction when he comes back to his position.
- Level 05 - Chase the culprit and keep an eye before he's gonna flee.
- Level 06 - Press punch button three times on the guard and watch out carefully how they fall.
- Level 07 - Crawl to search for the murderer foot prints. Track it fast or the foot prints will fade by the wind.
- Level 08 - Use your 1st person view on each guy and hear his heart beating.
- Level 09 - There is another room in this area, find it and use the item on that room then see the guard reaction when you face them one by one.
- Level 10 - Wait until the timer runs out. Btw, you can look around the room to see some evidences.

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Variety ..... 07040400  
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- Level 01 - Choke the guard and bring him to the glass panel then choke and snap him.
- Level 02 - Choke and drag the enemy to the hole in the north. Position the enemy to face forward the hole. Release the guard. As he wakes up quickly punch and kick him to the hole. Run to the checkpoint in the north.
- Level 03 - First run straight forward. Punch and kick the guard to push him to the hole. Repeat these steps for the rest guard. The key here is to kick the guard one intersection below his standing position but not so close or you'll get spotted. Checkpoint is in the center.
- Level 04 - Lean on the wall. Put C4 on the floor between the 1st and 2nd guards. Lean on the wall. Put another C4 on the floor between the 3rd and 4th guard. Lean on the wall. Put another C4 on the floor between the 5th and 6th guard. After that, go near the 1st guard and let he hits you. As you fall down, quickly detonate all C4s. It should kill all of the guards. Run to the checkpoint in the center.
- Level 05 - Run up, left. As soon as the left side guard stands, flip him then run right. Once you see the checkpoint, run right a bit then up to the checkpoint. Remember, timed correctly.
- Level 06 - This stage is hard since the soldier in stealth mode. Use your 1st person view mode if you have to. Btw, the stealth soldier can be seen by its blurry and its breath. Remember that the radar won't help you this time so keep the distance if you wanna shoot the guard or they will spot you. Also make a use of wall knocking to lure the guard out from his position.
- Level 07 - Destroy all red objects. Remember to destroy the one that closest to you 1st.
- Level 08 - Pick up Diazepam all the way up to the top platform. After that, use Diazepam and Use your PSG1 to destroy four objects. Don't shoot any guards or you will fail the mission. For the last object, aim at the top point of the target and wait until the sleeping guard moves away then destroy the object. Run to the checkpoint in the bottom.
- Level 09 - This stage is easy. You have to destroy all targets by using Socom.
- Level 10 - The same as level 09 only this time you use Famas. Use running shoot for the best times.
- Level 11 - Destroy 20 objects using Stinger. The UFO will appear so

keep firing until it explodes.

- Level 12 - There are 3 parts of giant soldier to shoot. Guess it. Just remember, each time you shoot the false target then the true target will reveal. Make him falls 6 times then he should be gone for good.
- Level 13 - Shooting both giant soldiers is not a good option. Instead, wait until the right side giant soldier stand backward. Quickly fire him to make he falls down. As soon as he gets up, he will furious and hit his partner. Both of them will wrestle and fall on the water. (Thx to Lancer Evolution and joeisdeth)

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NG Selection ..... 07040500  
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- Level 01 - Retrieve all the Claymores. Look at the radar. You should know when to run and when to crawl. For quick retrieval then you should crawl once you're behind Claymore. Run to the checkpoint in the north.
- Level 02 - Throw your grenade straight forward. Hide in the middle wall. Let it blasts off the enemy. Run to the checkpoint in the north.
- Level 03 - Equip your card box A. Run four squares up then stop. Once the droid looks away, run about five squares up and stop. The droid will look south and suspicious. He will inspect you. Once he turns back, quickly unequip card box A. Run into him then choke and snap him. Run to the checkpoint in the north.
- Level 04 - Once the game start, use your Socom to destroy the cube in front of you. It should create chain explosion. After that, run down the stair and take the right path to the checkpoint in the center.
- Level 05 - Crawl all the way to the checkpoint will give you very bad times. Instead, once you have crawled over the 1st glass panel, kill the 1st droid by snapping its neck. Dash to the other side. Once you've passed the 3rd glass panel, quickly run into the 3rd droid and flip him. Run to the checkpoint in the south.
- Level 06 - Go up the left tower and take the Diazepam and aim the PSG1 to the upper-left corner. A target passes at around the twenty second mark, just remember to anticipate the shot. Now count three squares down and one to the right. Another target appears there around the thirty second mark. Finally move one block up and one block to the left. The final target passes there around thirty-five seconds (and again at around 53 seconds in case you miss). (Thx to Angelique G Jackson <a.g.jackson@rcn.com>) Btw, the 1st way won't give best results. In order to beat this level under 5 seconds then use my way. Once the game start, aim the PSG1 to two squares down and two to the right from the upper left corner. A target will move up so anticipate the shot. Move one block to the right. A target will move up so anticipate the shot. Move one block down. A target will move to the right so anticipate the shot. Checkpoint is in the west.
- Level 07 - Run down the stair and crawl to where Stinger is, stand up and stay still. Once the droid passes you, press on the d-pad towards the droid. Once close to the droid, choke and snap him. Then run to the checkpoint.
- Level 08 - Hide on the tunnel (in the left) and wait for the guard.

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Ninja ..... 07040600  
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Controls:

- [] = Forward spinning slash (while running). Choke and slash (when close to the enemy).
- O = Cross slash. Hold it to block and deflect bullets. (Thx to Alkarl1111@aol.com)
- X = Jump.
- /\ = 1st person view.
- L1 = Stealth mode (beware it will decrease your life bar).
- R1 = Body disruption (it also will decrease your life bar).

Level 01 - Break all of the poles. Try to find the poles: in the center of the area (watch the intro movie), above the box and in the corner of the area.

Level 02 - Kill all 30 soldiers. Go to the upper left area between 1st and 2nd box from the left. Let the enemy spot you. Use your forward spinning slash to kill them all. When there's still enemy left try to find them in the room in front of your current position and in the room the 1st time you come.

Level 03 - Find and kill Snake in soldier's uniform. Sounds easy but how? Find the soldier with black hair. Usually Snake appears in the north west area. Use stealth mode to kill him.

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VR Missions ..... 07040700  
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There are many strategies for this mission but I try to make the fastest and the safest strategy since you don't have to collect all of items in the game (eg. card box A, Stinger, etc). Remember this is the continuous battle so you have to complete all levels in order to finish this mission. Btw, you can collect some stuffs when you kill the guard quietly.

Level 01 - Run all the way up using left path. Flip the guard. Then run to the checkpoint in the north.

Level 02 - Get Socom on your right. Run through the pit-holes then right to get Socom suppressor. Wait until the pit-holes are closed then run down through the pit-holes. Aim your Socom to the guard. To make aiming accurate use your 1st person view then locate the guard in the middle of limit/time screen. Shoot the guard three times. Now go back to the Socom suppressor area then left to get Socom bullets (as a bonus for killing the guard). Aim your Socom to the guard in the north and shoot him three times. Run to the checkpoint in the north east.

Level 03 - Pick up the grenades. Stand on the middle and move forward a bit to alert the guard. Quickly run down, left, up then hide into the tunnel. Wait until the guards are over you. Run to the checkpoint in the north.

Level 04 - If in your previous level (level 02) you didn't get Socom bullets, I can only say good luck. Pick up the C4s. Run to the left. Stand between the third and fourth intersection from the left. Aim your Socom to the guard (eventhough the wall cover him). Wait until he moves in reachable range then shoot him three times. Quickly run down a bit. Wait until

the right-side guard walks to the right. Quickly run up then shoot him three times. Wait until the guard moves up then quickly run to the checkpoint which is covered by the glass wall. Shoot the guard in the north from this position. Now you can choose either grenade or C4 to blow up the glass wall. Go to the checkpoint.

Level 05 - Pick up the mine detector. Equip it. Now you should see the Claymore location. Run and crawl to get Claymore and thermal goggle. Now equip your thermal goggle. Run to the infra-red area then crawl. Use your thermal goggle to determine the ray movements. Run to the checkpoint in the north.

Level 06 - This level is easy. Crawl to go in the tunnel on the left. Pick up body armor and Diazepam. Exit the tunnel. Run to the right. Pick up PSG1 and its bullets. Hide on the wall and wait until the guard moves down the stair. As soon as the camera looks away, run down the stair then quickly crawl to avoid any noises from the glass panel. Now, use your PSG1 to kill about 4 guards. After that run to the checkpoint in the north.

Level 07 - This level is hard since the radar get jammed. Go in the tunnel on the right then pick up Famas and its bullets. Crawl in the north tunnel. Wait until the guard walks to the right. Exit the tunnel. Lean on the wall to see the guard. As he left, quickly run to the left then run straight forward (on the second path from the left). Lean on the wall to see the guard. Wait until he looks away then quickly run all the way north. Don't forget to pick up PSG1 bullets. Equip your Famas and body armor. Run to the checkpoint in the north east. Use your Famas to destroy the glass wall.

Level 08 - Run to the right of the stair. Wait the guard goes up the stair. When he moves left quickly choke and snap him. Use your PSG1 to kill the rest. Use your scope to locate them. Use Diazepam for an accurate shoot. Then place your C4 on top of the left-side stairs and south-side stairs in the building. Detonate it. Use your grenade to blow up the rest. Run to the checkpoint in the south.

Level 09 - This stage is really crucial. I hope that you have enough HP (in case you get spotted). Equip your body armor and Famas then run up using the lefttest path. Hide in the third low wall by crouching. As the guard moves back to the north, choke and snap him. As the coming guard from the north looks into the hole in the left wall, dash to the checkpoint. Once you're in the checkpoint, use Famas to destroy the glass wall then run into the checkpoint.

Level 10 - I hope that you have at least 4 PSG1 bullets. If not I only can say good luck. Use your PSG1 to kill all the guards. Use your scope to locate the guard. Use Diazepam for an accurate shoot.

NOTE: The safest strategy here is not to make any noises and not to alert any guards, then kill all the guards. Why? If you make any noises (which is the same meaning that you alert the guard), the amount of the guard will increase rapidly. Btw, if you kill all the guards quietly then the guards won't appear anymore. Also try not to continue or restart as the timer goes on.

In this mode, you have to kill 12 guards with all available weapons that the level give you in order to make the checkpoint appear. Use all of the techniques that you have learned so far to finish it.

- Level 01 - Go to the center of the screen. Shoot the guards by using PSG1. After that use your Nikita to blow them up.
- Level 02 - Gun down as many guard as possible with Socom. When you get spotted and many enemies chase you, quickly plant Claymore and lure the guard. After that plant C4, lure the guards and detonate it. If there's still enemy left, use your Nikita to blow them up.
- Level 03 - Use the same strategy as level 02.
- Level 04 - Use Socom first to kill the guards. If the guard is far away from you, use Stinger to blow them up. When the guards start chasing at you, plant C4 and lure the guard. Detonate it.
- Level 05 - Use PSG1 to kill the guards. When you see the group of enemies, throw the grenade to blow them all. Keep throwing the grenade on the oncoming group until you run out of it. Plant Claymore and lure the guards. Plant C4, lure the guards and detonate it.
- Level 06 - Go to the north to get the stuffs without getting spotted. From this position use PSG1 to kill the guards. Then use Socom to kill the guards. Throw the grenade to blow up the unaware guard. When you get spotted, plant C4. Lure the guards then detonate it.
- Level 07 - Use Socom first. Plant Claymore and lure the guards. Plant C4, lure the guards and detonate it.
- Level 08 - Use PSG1 to kill the guards, followed by Socom. Plant Claymore, lure the guards. Plant C4, lure the guards and detonate it. Throw a grenade when you see a group of enemies.

NOTE: You can use choke and snap as long as the radar doesn't get jammed. 'Cos if the radar gets jammed (which is the same meaning that you get spotted), all the enemies will shoot you. You won't have enough time to snap the neck. Use it only when there's a little amount of enemy left.

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VIII. Tips & Tricks ..... 08000000  
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Getting Close to the Model in Photographing Mode 08010000
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Your current VR Training completion will determine how close you'll get to the model.

Getting Mei Ling in Photographing Mode ..... 08020000  
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Get the best times on Time Attack in Sneaking mode (both No Weapon and Socom). Go to EXTRA then choose Photographing and you'll see it.

Metal Gear REX picture labelled "CONFIDENTIAL" 08030000
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Complete the VR Training with 100.0%.

-----  
Unlocking Movie Roll ..... 08040000  
-----

To get TGS Roll B, complete the VR Training with 46.6%.  
To get E3, complete the VR Training with 75.3%.

NOTE: Go to EXTRA then choose Movie and you'll see it.

-----  
Unlocking Ninja Mode ..... 08050000  
-----

Complete the VR Training with 86.0%. Go to VR Training then choose  
Special and you'll see it.

NOTE: Once Ninja mode is unlocked, you'll see Ninja unmask his face.

-----  
Unlocking Photographing Mode ..... 08060000  
-----

Complete the VR Training with 35.6%. Go to EXTRA and you'll see it.  
Btw, in this mode you should see Naomi in two poses. One is sitting and  
the other is standing.

NOTE: You can end the session by going south.

-----  
Tweaking Title Screen ..... 08070000  
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Like its previous series (Metal Gear Solid), you can use your d-pad to  
change the color of the background once you're in the title screen.

-----  
Programmers Way ..... 08080000  
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After the intro movie, if you have patience to wait then there will be  
demo that show you how the programmers beat certain level on their own  
way which should help you to figure out how to beat certain level.

-----  
Easy Best Times ..... 08090000  
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For easy best times then you should consider these points:

- Ammunitions. Ammunitions are important in this game. Save lots of it  
and you'll surprise about how well you can achieve your time in most  
of the modes.
- Sneaking. In this game, sneaking is very important. In other word, do  
not get spotted. In most of the modes it will give you a nice bonus -  
3 seconds time.
- Checkpoint. Checkpoint is also important. If you know where the  
checkpoint is and run to it before the checkpoint appear, you will  
save quite lots of time.
- Controller. Choosing the controller is quite helpful. Digital control

is used for preciseness and tightness. Analogue control is used for smoothness.

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IX. Frequently Asked Questions ..... 09000000

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Q: I'm glad you wrote this FAQ for I was having trouble with the game.  
I wish to print out the guide to help me through the game when I get stuck. Since you asked that I ask permission first, that is what I am doing.

A: Permission is granted as long as you don't use it for any profitable purposes.

Q: I've completed Metal Gear VR disc till 99% to unlock ninja mode but it didn't unlock.

A: If you speak about the VR disc which packed along with the story disc then you played the Metal Gear Solid Integral (PC or Japanese PlayStation version) not Metal Gear Solid: VR Missions which is consist only one disc. I don't have the MGSI (PC or JP PSX version). However, if you played MGSI then (according to several resources) you should complete the story disc in extreme difficulty with Big Boss rank.

Q: What are the criterias for Big Boss rank?

- A: According to several resources:
- Complete the game in less than 3 hours.
  - Kill 25 enemies or lesser.
  - Use only 1 ration or none.
  - No continues.
  - Spotted by enemies 4 times or lesser.
  - Save game 79 times or lesser.

Q: Is there any other way besides getting the Big Boss rank?

A: If you played the JP PSX version then pls consult Metal Gear Solid Integral FAQ for more detail. If you played the PC version then I think that you will need the trainer. Pls don't ask me where to download it.

Q: Also I can't see the Photographing mode.

A: If you played the MGSI then (according to several resources) you should beat the story disc once. The game will reward you with the special item and camera. After that, go to EXTRA in the VR disc and you'll see the Photographing mode.

Q: Is there any other way to get the camera?

A: I took this information straightly from GameSages <[www.gamesages.com](http://www.gamesages.com)>. To get the camera, when you get a Level 6 keycard go to the first building (Tank Hangar). Then take the Elevator down to Basement 2. Go into the hall before the Room where you fought Ocelot. Then there should be a spot where you can blow a hole in the wall with C4. When you blow it up there are two rooms, the camera is in one of the rooms, and there is ammo and a ration around in there also.

Q: I can't see Naomi in the Photographing mode.

A: If you played the MGSI then (according to several resources) you should beat the story disc either easy, normal or hard difficulty.

Q: I can't see Mei Ling in the Photographing mode.

A: If you played the MGSI then (according to several resources) you should beat the story disc in extreme difficulty.

Q: Are you sure that it will work?

A: I tell you once again that I don't have Metal Gear Solid Integral (MGSI) so how do I suppose to confirm it.

Q: It seems that you know alot about MGSI.

A: Well, that is just based from MGSI FAQs that I read. If you want to know alot about MGSI then you should read MGSI FAQs (which can be found on GameFAQs or any other FAQs sites) and you'll be surprised about how much information that you'll get.

Q: Is there a higher percent than 100 in Metal Gear Solid: VR Missions?

A: I'm not sure about that. But if you used GameShark then it will probably increase the percentage of your completion.

Q: How do you change the altitude of the Nikita?

A: Nikita will accelerate if you don't move it. When Nikita in the tunnel, you should keep it moving to avoid it accelerates and hits the walls. When Nikita in the stair or ramp, take the advantage of his acceleration for faster moving.

Q: I've a hard time on shooting the guard with the Socom since the wall cover him and my Socom laser aim can't aim on the guard perfectly.

A: As long as you can see him, you should use your 1st person view and locate the guard in the middle of limit/time screen. Then quickly shoot him three times and he should be off.

Q: I want to ask how to use the codes, eg: 800AC820 0000.  
Can you teach me how to use this in Metal Gear Solid: VR Missions?

A: You need GameShark cheat device to use the codes.

Q: How do I use the Diazepam?

A: If you haven't played Metal Gear Solid then you'll get a little problem on using this item. Hold L2 and use your d-pad to select Diazepam. After you select Diazepam then press O while holding L2 to use it.

Q: How do I equip the body armor?

A: Body armor can only be found in VR Missions mode. You equip body armor in the same way you equip other ordinary items. Once you've got it, press L2 and use your d-pad to select body armor and you've equipped it.

Q: Is there anything more to be unlocked if I get the top ranked time in ALL the missions ?

A: I haven't got the top ranked time in all the missions yet since I'm not too obsessive to do that. IMHO there should not be any secrets to be unlocked.

Q: My theory is that Meryl is available in the Photographing mode - after all, her 3D model data is in the game because she appears in the final 2 Variety levels.

A: Your theory regarding Meryl in the Photographing mode seems to be improbable because there are no slots left in the Photographing mode.

Q: Who is Johnny - the word which is written in blood in level 06 Mystery in Special Mode?

A: In Metal Gear Solid, Johnny is the guard who gets the cold and the one meryl steals the clothes off of ... you know it's him coz when you kick him to the deck his arse sticks in the air and it's like blurred ... (Thx to unl33t and L Snake)

Q: Why this game is rated mature?

A: It's because in the Photographing mode, you can use your scope to zoom in on Dr Naomi Hunter. And you know exactly what "part" I mean when I say "zoom in". (Thx to punkkidseatpizza and IcemanUK)

Q: I heard that there are differences between PAL and NTSC times.

A: Yess, the factor is 6/5 (1.2). For a rough estimate of PAL into NTSC times, divide PAL times using the factor. For a rough estimate of NTSC into PAL times, multiply NTSC times using the factor. (Thx to IcemanUK and A Runnelid)

Q: I heard that we can unlock Ninja mode by pressing start when Ninja unmask his face during intro movie. Is that true?

A: That's not true. I've tested it and nothing is happen. The only method to get Ninja in MGS: VR missions is by getting 86% completion in the VR Training.

Q: What does "NG" stand for in NG Selection?

A: "NG" stands for "No Good".

Q: What does it mean?

A: According to Yee Seng Fu <ysf@pacific.net.sg> - the author of Metal Gear Solid Integral Basic Guide, NG Selection are VR missions which did not fit into any other category, or were for some reasons disqualified from the regular VR missions.

Q: Are there any ghost pictures found on the Photographing mode?

A: I don't know but perhaps there is since you can't save Metal Gear Rex labelled "CONFIDENTIAL" picture into your memory card once you see it. My theory is that we can find it as a ghost picture during the Photographing session. However, most of the response that I got indicating that this is not true.

Q: What do you mean about ghost pictures?

A: As you know, in Metal Gear Solid (the previous series of MGS: VR Missions), you can take pictures during a game once you get the camera. Some of the pictures if you shoot correctly will develop with the ghostly image on it (i.e. KCEJ team).

Q: Are there any cheat codes found in the game?

A: I prefer not to believe that. Since no one have found any cheat codes for its previous series (Metal Gear Solid) so I will tend to believe that there should not be any cheat codes to be found in the game.

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X. GameShark ..... 10000000

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All of these codes come from the Game Shark Code Creator's Club:

<http://www.cmgsgccc.com/>

These codes was made and tested on GameShark v3.2.

Miscellaneous Codes 10010000

| | |
|--------------------------------|---------------|
| 01 Infinite Health Snake/Ninja | 800B7316 0600 |
| | 800B7318 0600 |
| 02 Infinite Air | 800AC844 03E7 |
| 03 Radar Not Jam When Spotted | 800AC810 0000 |
| 04 Never Get A Cold | 800B731A 0000 |
| 05 Ghost Mode | 800AC820 0000 |
| | 800AC822 0000 |
| 06 Never Reload | 800AC7FC 0019 |
| 07 Have Socom Pistol | 800B5BCA 03E7 |
| | 800B5BDE 03E7 |
| 08 Have Famas | 800B5BCC 03E7 |
| | 800B5BE0 03E7 |
| 09 Have Grenades | 800B5BCE 03E7 |
| | 800B5BE2 03E7 |
| 10 Have Nikita | 800B5BDO 03E7 |
| | 800B5BE4 03E7 |
| 11 Have Stinger | 800B5BD2 03E7 |
| | 800B5BE6 03E7 |
| 12 Have Claymore Mines | 800B5BE4 03E7 |
| | 800B5BE8 03E7 |
| 13 Have C4 | 800B5BD6 03E7 |
| | 800B5BEA 03E7 |
| 14 Have Stun Grenades | 800B5BD8 03E7 |
| | 800B5BEC 03E7 |
| 15 Have Chaff Grenades | 800B5BDA 03E7 |
| | 800B5BEE 03E7 |
| 16 Have Sniper Rifle | 800B5BDC 03E7 |
| | 800B5BF0 03E7 |
| 17 Have Cig | 800B5BF2 0001 |
| 18 Have Scope | 800B5BF4 0001 |
| 19 Have C.Box A | 800B5BF6 0001 |
| 20 Have C.Box B | 800B5BF8 0001 |
| 21 Have C.Box C | 800B5BFA 0001 |
| 22 Have Night Vision Goggle | 800B5BFC 0001 |
| 23 Have Thermal Goggle | 800B5BFE 0001 |
| 24 Have Gas Mask | 800B5C00 0001 |
| 25 Have Body Armour | 800B5C02 0001 |
| 26 Have Ketchup | 800B5C04 0001 |
| 27 Have Stealth | 800B5C06 0001 |
| 28 Have Bandana | 800B5C08 0001 |
| 29 Have Camera | 800B5C0A 0001 |
| 30 Have 255 Rations | 800B5C0C 03E7 |
| | 800B5C22 03E7 |
| 31 Have 255 Medicine | 800B5C0E 03E7 |
| | 800B5C24 03E7 |
| 32 Have 255 Diazepam | 800B5C10 03E7 |
| | 800B5C26 03E7 |
| 33 Have PAL Key | 800B5C12 0001 |
| 34 Have Level 100 Key Card | 800B5C14 0064 |
| 35 Never Have Time Bomb | 800B5C16 0000 |
| 36 Have Mine Detector | 800B5C18 0001 |
| 37 Have MO Disc | 800B5C1A 0001 |
| 38 Have Rope | 800B5C1C 0001 |
| 39 Have Handkerchief | 800B5C1E 0001 |
| 40 Have Suppressor Active | 800B5C20 0000 |

Special Mode Codes 10020000

41 All Mission Open 800E5538 FFFF
42 VS 12 Levels All Open & Complete 800E553A FFFF
800E553C FFFF
43 Ninja All Levels Open & Complete 800E553C FFFF
800E54DA FFFF
44 NG Selection All Levels Open & Complete 800E54BA FFFF
800E54BC FFFF
45 Variety All Levels Open & Complete 800E5556 FFFF
800E5558 FFFF
46 Puzzle All Levels Open & Complete 800E550E FFFF
800E5510 FFFF
47 Mystery All Levels Open & Complete 800E5522 FFFF
800E5524 FFFF
48 VR Mission Open & Complete 800E556C 1000

1 Min Battle Codes 10030000

49 Vs.Target All Levels Open & Complete 800E54C0 FFFF
800E54C2 FFFF
50 Vs.Enemy All Levels Open & Complete 800E54A8 FFFF
800E54AA FFFF

Sneaking Mode Codes-No Weapon 10040000

51 Practice All Levels Opened 800E546C FFFE
52 Time Attack All Levels Opened 800E5484 FFFE

Sneaking Mode Codes-Socom 10050000

53 Practice All Levels Opened 800E543C FFFE
54 Time Attack All Levels Opened 800E5454 FFFE

Weapon Mode Codes-Time Attack 10060000

55 All Weapons All Levels Opened 800E5456 8FE0
800E5458 3E0F
800E545A F0F8
800E545C 0F8F
800E545E F83E

Weapon Mode Codes-Practice 10070000

56 All Weapons All Levels Opened 800E543E 8FE0
800E5440 3E0F
800E5442 F0F8
800E5444 0F8F
800E5446 F83E

Advanced Mode Codes-Time Attack 10080000

57 All Weapons All Levels Opened 800E5486 8FE0
 800E5488 3E0F
 800E548A F0F8
 800E548C 0F8F
 800E548C F83E

Advanced Mode Codes-Practice 10090000

58 All Weapons All Levels Opened 800E546E 8FE0
 800E5470 3E0F
 800E5472 F0F8
 800E5474 0F8F
 800E5476 F83E

More Miscellaneous Codes 10100000

59 All Extra Movies Opened 800B75CA FFFF
60 First Person View (Press Triangle) D00AC760 0010
 800AC254 0001
 D00AC760 0010
 800AC860 0040
61 Ninja's Mask is Open 800DDD0C 0032
62 People Color Modifier 800AC1A4 ????

NOTE: I won't bear any responsibilities for the use of these codes.

XI. Wish List 11000000

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After reading the Wish List section in Rudy Hendrawan's Metal Gear Solid FAQ and Yee Seng Fu's Metal Gear Solid Integral FAQ, I've come up with an idea on sharing my idea about this game to the readers since I've found some disappointments on this game. Some of the ideas are based on their FAQs though.

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Critizisms ..... 11010000  
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- 01 Why is the movie roll still in Japanese language?  
02 Why didn't Konami put the last codec conversation on this game since Konami decided not to release the remake story mode in the US?  
03 Why waste two blocks of memory card just to take the picture?  
04 Where the hell is replay theatre (in Metal Gear Solid Integral)? I can't find it in this game.  
05 I can't see any differences on each movie roll so what's the point to add it on the movie roll?

-----  
Suggestions ..... 11020000  
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- 01 I wish to play the prequel of the game in the 3D remake.
  - 02 I wish there's a mode to play as either the villain or Merryl.
  - 03 I wish there's a mode to fight the bosses.
  - 04 I wish there's a mode to fight tank, hind, Metal Gear Rex, etc.
  - 05 I wish there's a 2P mode (may be even multiplayer mode) so we can battle with our friends. We can choose to fight as Solid Snake, Ninja, Vulcan Raven, Metal Gear Rex, etc.
  - 06 I wish to fight the animal such as dog, wolf, crocodile, lion, etc. Btw, the dog is the most favorite in my opinion since it will help the guard to find you.
  - 07 I wish to play in open area not always in the building. May be in the snow, forest, etc.
  - 08 I wish to play Snake in 1st person view mode such as DOOM which is more challenging.
  - 09 I wish there are many types of guard as you proceed furthermore. Each type carries different weapon (Socom, Famas, C4, PSG1, etc) and has different skill.
  - 10 How about adding hostage mode where Snake has to rescue the hostage and the whole area is heavily guarded?
  - 11 Why didn't Snake have the knife? It's fun you know to see Snake cut the enemy throat.
  - 12 How about infiltrating in the underwater and face some sharks, octopus, water mines, etc?
  - 13 How about adding replay mode which record your action during gameplay and you can watch it again?
  - 14 It's better if Konami can add Technical Demonstration mode like they did in Metal Gear Solid which show you how the programmer beat the games in record time.
  - 15 It's better if Konami can add the demo of the MGS sequel (or other cool animes) on the movie roll.
- 

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|--------------------|----------|
| XII. Credits ..... | 12000000 |
| ~~~~~              |          |
| Bibliography ..... | 12010000 |
| ~~~~~              |          |

There are six major bibliographic references that I used when I write this FAQ:

- 01 Yee Seng Fu <ysf@pacific.net.sg>, "Metal Gear Solid Integral Basic Guide Version 9.0". Online posting. Available: <http://www.gamefaqs.com>
- 02 Bernard "Dhampire" Ong <bernard78\_98@yahoo.com>, "Metal Gear Solid Integral VR Training Disc Version 2.6". Online posting. Available: <http://www.gamefaqs.com>
- 03 ShinJN <shinjn@yahoo.com>, "METAL GEAR SOLID INTEGRAL VR DISC FAQ v0.4". Online posting. Available: <http://www.gamefaqs.com>
- 04 Charles MacDonald <cgfm2@hooked.net>, "Metal Gear Solid: VR Missions Puzzle Mode Mini FAQ, v1.0". Online posting. Available: <http://www.gamefaqs.com>
- 05 Rudy Hendrawan <goblic@hotmail.com>, "METAL GEAR SOLID FAQ v 1.0".



Online posting. Available: <http://www.gamefaqs.com>

06 Brady <Sexy316@mailcity.com>, "Metal Gear Solid: VR Missions Variety Mode FAQ". Online posting. Available: <http://www.gamefaqs.com>

-----  
Contributors and Thanks ..... 12020000  
-----

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01 Al Amaloo

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- Thx for hosting all of my FAQs.
- Thx for asking my permission to host my very 1st FAQ in the 1st place.

02 Alkarl111@aol.com

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03 All of my friends in ISTP or in anywhere.

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====END OF DOCUMENT====

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