

Metal Gear Solid: The Twin Snakes FAQ/Walkthrough

by Crazyreyn

Updated to v1.0 on Dec 31, 2004

M E T A L G E A R S O L I D : T H E T W I N S N A K E S

Nintendo GameCube
FAQ/Walkthrough, Version 1.0
Last Updated - 31/12/2004
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Thank You.

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INTRODUCTION

Hello and welcome to the Metal Gear Solid: The Twin Snakes FAQ/Walkthrough. This guide will provide you with a full walkthrough from beginning to end, an overview of how to play the game including the fundamentals of stealth, dog tags and ghost picture guides and a list of the unlockables - pretty much everything you will need to uncover everything within this game.

Metal Gear Solid broke the mould back in 1998 with its refreshing gameplay, novel ideas and an amazing complex plot that kept you guessing. After a decent sequel in the form of the 'Sons of Liberty', Konami have decided to treat the GameCube owners with a chance to revisit the game where Solid Snake first became a household name. Rebranded 'The Twin Snakes', and featuring a complete graphics and gameplay overall that were seen in Metal Gear Solid 2 (not to mention over the top cutscenes) and another developer pitching in to help create the new version (Silicon Knights) this is more than a port; it's an update of one of the greatest games ever, available exclusively for the Nintendo GameCube.

Happy trails, Hans!

- Reyn

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1. VERSION HISTORY

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| Version 1.0 - 31/12/2004 |

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The first 100% complete version! It's been a long time coming I must admit, but this version is head and shoulders above the last one. Fixed up sections everywhere and ensured that the walkthrough is correct, all sections are complete including the Ghost Pictures, and I've added a Rankings section. I've also put the items and weapons list after the walkthrough, giving easier access to the walkthrough straight away. I've very pleased with this guide's quality now... enjoy. =)

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| Version 0.95 - 15/04/2004 |

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Hard and Extreme Dog Tags added. Also an overall update to all sections, with added information / resorting done all over the guide (there is a lot more in the Secrets/Unlockables section for one). The only thing is remaining is the Ghost Pictures section, which will come soon.

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| Version 0.9 - 04/04/2004 |

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The first public version of this FAQ. Everything is complete apart from the Hard and Extreme Dog Tags, and the Ghost Pictures section.

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2. GAME OVERVIEW

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2.01. Story

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This is the story of Metal Gear Solid: The Twin Snakes. Note that this is lifted directly from the manual and so is not my own words.

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The Dawn of the 21st Century -

The nuclear weapons disposal facility on Shadow Moses Island in Alaska's Fox Archipelago was being used to train the next generation special forces unit FOXHOUND when the unit suddenly revolted and captured the island.

The terrorists have secured hundreds of nuclear warheads and are demanding that

the government turn over the remains of Big Boss. They warn that if their demands are not met within 24 hours, they'll launch a nuclear weapon.

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

First, he must single-handedly infiltrate the nuclear weapons disposal site and rescue two hostages, DARA Chief Donald Anderson and the President of ArmsTech, Kenneth Baker, and then eliminate the terrorist threat and prevent a nuclear launch.

With just 24 hours left, the clock is already ticking.

Once again, Snake heads into battle...alone.

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2.02. Characters
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This is the cast of characters from the game. Note that this is lifted directly from the manual and so is not my own words.

Solid Snake

Former member of FOXFOUND. This infiltration expert can accomplish his mission in any location, under any circumstances.

Meryl Silverburgh

Colonel Campbell's niece. She has been dragged into the FOXHOUND revolt. She has superior training, but no combat experience.

Roy Campbell

Former commanding officer of FOXHOUND. Although retired, he was reactivated for duty as he is the only mission commander who knows Solid Snake.

Naomi Hunter

Chief of FOXHOUND's medical staff and in charge of gene therapy. She provides support for Snake along with Campbell.

Mei Ling

Operator in charge of communications and data management for this mission. She is the inventor of the Codec - Snake's communications device.

Hal Emmerich

ArmsTech developer. Obsessive fan of Japanese animation. Nicknamed Otacon, short for "otaku convention".

Liquid Snake

Appearance is identical to Solid Snake. He is the combat leader for FOXHOUND and the mastermind behind the terrorist attack.

Revolver Ocelot

FOXHOUND member. Unmatched with a revolver and an expert on torture.

Vulcan Raven

FOXHOUND member. This giant shaman has untapped spiritual powers. He is extremely resistant to cold.

Sniper Wolf

FOXHOUND member. A brilliant sniper, she can remain in a sniping position for a week at a time without moving.

Psycho Mantis

FOXHOUND member. Former member of the KGB's Paranormal Intelligence Division. Possesses powerful telekinetic and mind-reading abilities.

Decoy Octopus

FOXHOUND member. No details on file.

Ninja

A mysterious cyborg ninja. Body is well suited to stealth and camouflage. Wields a steel Japanese katana, capable of deflecting bullets.

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2.03. Basics

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This section will tell you the basics of Metal Gear Solid: The Twin Snakes. From the basic moves to advanced stealth strategies, to the radar, codec and the different sorts of obstacles that you will encounter.

Game Screen

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1 - Life Gauge

2 - Radar

3 - Items (when L is pressed)

4 - Weapons (when R is pressed)

Gauges

There are a number of different Gauges that you will encounter during the course of the mission. Here is a list of them all, with descriptions of what they show and when they will appear

Life Gauge - This appears in the top left corner of the screen at all times, and is Snake's health gauge. When this is empty, then Snake has no more life left and it is game over. When the Gauge is orange then Snake is bleeding; the only way to stop bleeding is by using a Ration or a Bandage.

O2 Gauge - This appears when Snake is in a gas or underwater environment. The Gauge will slowly decrease until you are out of these environments. When the Gauge is down to 0, then the life Gauge will begin to decrease.

Grip Gauge - When you are Hanging, this Gauge appears and slowly decreases as your grip becomes weaker and weaker. When this is all gone, then Snake will let go and fall. You can increase this gauge by performing a high amount of press ups (pressing the L and R buttons together whilst hanging) which will increase the level of the grip gauge (which goes up to level three).

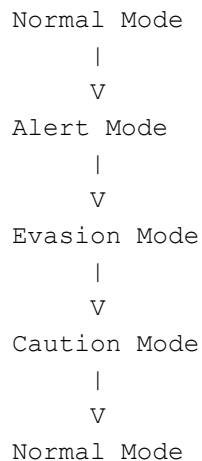
Boss Gauge - There are two gauges for this; the main Gauge will appear under your life gauge, and represents the boss's life. Once down to 0, the boss is defeated. Underneath is a white gauge, the stun gauge which decreases with tranquiliser darts, stun grenades or punches. Once this is down to 0, then the boss will end. The stun gauge is mainly used for when you are doing no kill runs.

Radar

The radar, found in the top right hand corner of your screen is a map of the area, with additional details. The white, central dot is Snake, with the green cone being the field of vision. Red dots are enemies / cameras / gun placements and their field of vision is blue. However if they see you or become suspicious then the cone of vision will change yellow, and if you are seen then it will become red. Also, when you have the Mine Detector equipped, the mines will show up on the radar as yellow cones. Always keep an eye on the radar.

Alert Modes

There are various modes of alert that change the way the guards operate. They change once you are seen, and then gradually decrease once you have hidden from view, where the alert mode goes back to Normal. Below is a flow diagram of the different alert modes, and below that is the alert modes meanings and what to do when in them to eventually progress back to Normal mode.



- Normal Mode - This is where you haven't been discovered by any enemy of any kind. The guards will follow a fix route and will investigate something that will look suspicious, or if they hear something. Some guards will remain in fixed locations in this mode too.
- Alert Mode - Once you have been seen my an enemy or a camera, then this alert mode will initiate. Radar is disabled, and the enemies will be chasing and hunting you down. Get out of enemy sight and hide to step down to Evasion Mode.
- Evasion Mode- This mode is where the guards will come looking for you. Radar is disabled. Make sure that you are in a decent hiding place, and that no guards or cameras have seen you get there (lockers and under tables are great hiding locations). Guards will look around the area for you and they even may work in a team (and you get treated with a video of their actions in the top right corner). Once they are finished, then the next mode will kick in.
- Caution Mode- The final mode before going back to Normal, the radar is reintroduced and extra sentries are posted in certain areas. Guards become more active. When the gauge under the radar is gone, Normal mode will resume again.

Codec

The Codec is used to contact the other characters in the story. To enter the Codec menu then press START and A buttons together. To exit, press the two buttons again. Pressing left and right searches through the different Codec frequencies, and pressing A calls the frequency. Pressing down displays all the frequencies that you have from memory; here is a list of the frequencies you will need in the game -

Roy Campbell - 140.85
Naomi Hunter - 140.85

Mei Ling - 140.96
Nastasha Romanenko - 141.52
Master Miller - 141.80
Meryl Silverbrough - 140.15
Hal Emmerich - 141.12

Mei Ling is for saving your data, and Meryl and Hal must be contacted during the course of the game. All the others will call you for story, or you can call them at any times to get advice about the current situation.

Weapon and Item Equip

Pressing and holding the L or R button brings up the Item or Weapon menu up respectively. Using the control stick or D-Pad you can scroll through the different items and weapons. You can use certain items that are selected. To equip an item/weapon, then let go of the L or R button while having it selected. To quickly unequip, then press the L or R button quickly to have no item equipped; pressing it again equips the weapon once more.

Transportation

Most of the games transport is on foot (99% of it is) but when you get a box, you can use trucks to skip large chunks of backtracking. There are three boxes to collect in the game; Box 1 (Heliport), Box 2 (Nuke Building) and Box 3 (Snowfield). These locations that are marked on the boxes are the destinations the trucks will go to, which are also found in those three areas. Get into the back of the truck and equip the box labelled with your desired location, then wait around 10 seconds and a cutscene will cut in, where the guard takes you to that area. Unless you backtrack heavily you shouldn't need to do this, but it's pretty decent none the less.

Moves and Actions

Here is a list of all the moves and actions that Snake can perform. Read through this section and you should gain more stealth and movement knowledge which will aid you in your mission.

Crouching, Crawling and Diving

Pressing the X button when not moving puts Snake into the crouching position. This can be useful for hiding under things like crates and boxes. Whilst in the crouching position, moving then allows Snake to crawl. This is useful for crawling into air vents, tight spaces and under objects like tables. If you want to look around whilst under an object, then hold Z and move the analog stick. When moving, pressing the X button makes Snake perform a diving somersault, which is useful for avoiding enemy gunfire, to avoid touching puddles or noisy floors or for knocking guards over.

Hanging

Snake can hang from railings, pipes and wires. Pressing the Y button at these

locations will cause Snake to flip over and hang from them. From here, you can move along to the left and right. Keep an eye out on the grip gauge as when it reaches 0, Snake will fall. Pressing the Y button will cause Snake to climb back up, whereas pressing the X button causes Snake to let go and fall. If there are more places that you can hang from below, tapping the Y button on your decent will make Snake grab onto these places as he falls.

Hanging also allows you to increase your Grip Gauge. By pressing the L and R buttons together Snake will perform a pull up, and after so many the grip gauge's level will increase, allowing you to hang for a longer period of time. On level 1, to increase to level 2 you have to perform 100 pullups. On level 2, to increase to level 3 you have to perform 200 pull ups. Level 3 is the highest possible grip gauge, where Snake is the human equivalent of a hanging picture.

Walls

Walls (apart from being vertical, flat and good for supporting the ceiling) are useful as stealth tools. Pressing a direction into the wall causes Snake to flatten against it, making Snake more hidden. You can move by moving the Control Stick diagonally (moving either left or right while still holding pressing against the wall). When close to a corner then the camera view will shift to in front of Snake, which allows you to see what's around the corner. You can move the C-Stick here to move the camera. You can peek out from the corners by pressing the L and R buttons. If you peek out with a weapon equipped then pressing the A button causes snake to jump out and aim at the closest guard. You can do this with firearms and grenades.

Pressing the B button while Snake is pressed against the wall causes Snake to knock the wall. This noise will alert nearby guards to your location, allowing distractions to be made.

Combat without a Weapon

If you don't have a weapon, there are some moves that Snake can perform that can cause damage to the enemy, knock them out or even kill them. Using the B button you can punch in the direction that Snake is facing. Pressing B repeatedly allows Snake to perform a punch punch kick combo. After so many hits, the enemy will collapse onto the ground, and possibly be rendered unconscious (otherwise they will get back up again).

The A button (with no weapon equipped of course) throws and chokes the enemy. Moving while pressing the A button throws the enemy, which can knock them out, or if positioned correctly, throw them off balconies (priceless in the Blast Furnace). If you press the A button while not touching any directions then Snake will get the enemy into a choke hold. You can move while in this hold. Pressing A repeatedly strengthens the grip and if you keep doing this, Snake will snap the enemies neck and kill them.

Combat with a Weapon

When a weapon is equipped, the A button is (usually) used to use the weapon. Firearms lock onto close enemies automatically. When using weapons it is always better that you use the first person view to better your aim, such as performing headshots.

There are two other things to take note of as well. You can attack with the butt of the larger weapons using the B button (you can do this with the FAMAS, Nikita and the Stinger missile launcher). Also you can put away your weapons by pressing the Y button while you are holding the A button (VERY useful for when you getting dog tags). A good idea when doing this is to hold A with the

ball of your thumb, then hold Y with your tip then release A so that you don't fire.

Disposing of unconscious enemies or bodies

So, you have gone and knocked out a guard, or gone as far as killed him, right? You shouldn't leave him there for another guard to find, so you will need to hide him somewhere. To drag a body, approach the body with no weapon equipped then press and hold the A button to pick the body up. With the A button still being held, you can drag the body. Put it in a location where another guard isn't going to find it.

The best place to put a body is in a locker or toilet cubicle. To do this, make sure that the locker is open before hand (stand before the locker and press the Y button) and taking the body with you, enter the locker. Snake will prop the body up inside the locker, then close it. Guards NEVER look inside lockers for bodies, so this is the best location for them (besides a grave of course). Opening the locker or toilet cubicle again will cause the body to fall out.

Holding up a guard

Guards hold items on them which Snake can take, such as Dog Tags, rations, bandages and ammo. To hold up a guard, approach an enemy from behind and point a gun at them. Snake will say 'Freeze!' and the enemy will raise his arms. Now lower your weapon by pressing the Y button while you are holding the A button. A good idea when doing this is to hold A with the ball of your thumb, then hold Y with your tip then release A so that you don't fire. This is very useful if you have a noisy weapon or you want to conserve ammunition.

Now head round to the front of the enemy and point your gun either at his head or his crouch. He will then give a dog tag over if he has one at first. You can tell if he has a dog tag as he will have a telltale flash of light around their necks (or you can see them through the thermal goggles). Once you have the dog tag (or if he doesn't have one) then pointing your weapon at his head or crouch again and he may give up an item. Note that this doesn't always work. Once you have finished with the guard then either kill them, knock them out or simply walk away (the guard will just lower his arms and then call his buddies using his radio if you leave him for a short while).

Ladders

Approach a ladder and to climb / descent it, press the Y button. Often leaving an area by ladder will clear any alert modes. Handy!

Elevators

To call the elevator, go to the panel on the right hand side and press the Y button. Now wait for the elevator to arrive. When it does, enter and go to the left of the door to view the buttons. Select what floor you wish to go to and press the Y or A button to select it. Note that elevators will not work if you are in the Alert or Caution modes.

Running and Shooting Simultaneously

To run and shoot at the same time then hold the A and B buttons together while moving. Place your finger between both buttons for easier control.

Enemies and other Obstacles

There is a large range of enemies and obstacles that you will come across in your mission. Here is a list of all the different enemies or obstacles that you will come across, and how to avoid them -

- Genome Solders - Your average guard enemies. Avoid their attention by not making noise or being seen close to them. You can distract these guys, knock them out and kill them. However watch out for other guards and obstacles close by before doing so. The headshot is the best way to go if you want them disabled instantly; either by tranquiliser or bullet. A great tip if one is investigating and is coming your way is to shoot a silenced shoot near their head, which will make them forget about you. Overall it is best to avoid these guys as much as possible until you fully know what they are like.
- Cameras - These are cameras fixed onto walls that either scan the local surrounding area, or are fixed into looking at one location. To avoid being seen, either keep away from their sight or progress past them by going underneath them (taking advantage of their blind spot). You can also use a Chaff Grenade to disable them for a short period of time, or you can destroy them with a firearm. If you are spotted then the Alert mode is initiated.
- Gun Placements - Found later in the game, these are like cameras, but instead of Alerting they fire at you. Again to avoid being seen by them, either keep away from their sight or progress past them by going underneath them (taking advantage of their blind spot). You can also a Chaff Grenade them to disable them for a short period of time, or you can destroy them with a firearm. They don't raise any alarms, so in some cases it may be easier to just peg it past them.
- Sensor Beams - Appearing in areas throughout the game (mainly to guard the important areas or items) these are two sensor units (tall vertical black units) that have invisible beams running between them. These beams are either fixed and still, or moving vertically. To see the beams, then either equip the Thermal Goggles, smoke, or fire at a sack of flour or a fire extinguisher. Once you can see the beams, you can then progress past them. The only beams that can be disabled are the ones in the air lock in the Tank Hangar (North East) which have small units (with a pulsing green light) next to each left sensor. Taking this out with a firearm will disable that unit's beam.
- Trapdoors - Only found in certain areas (such as the Armory or Warehouse North) these cannot be noticed until they are stepped on. When they are, you hear a 'clunk' noise and you can see the trapdoor's edges. Move away as quickly as possible before the floor gives way, leaving a hole behind. You can still fall down this hole after it gives way, so watch out later.
- Wolves - Found in the Caves area, these are wolves which attack you as you progress through their territory. Killing them with a firearm is pointless as they quickly respawn. Avoid them. Later when you get a special item (the hanky) you can get past them unharmed.
- Puddles - Moving through puddles creates two problems; noise and footprints. The noise will attract the attention of the local guards, and the footprints create a trail after which the guards can follow. If you tread into a puddle and a guard has

heard you, get away as far as possible. If no one has heard you run around in a small circle until the foot prints stop. To progress past puddles without these problems, either crawl or dive past them.

- Snow - Only an obstacle due to that they create footprints that the guards can follow. Make sure that you don't stay in areas of snow for too long.
- Searchlights - Only found at the Heliport, search lights grace the helipad with their bright dazzling presence. You can shoot these out, however at the time of going to the Heliport you won't have the SOCOM silencer. So, I would avoid these at all costs.
- Gas - Some areas in the game (notably the Nuke Building B2) is filled with gas. You cannot stop the decrease of the O2 gauge in these areas, only slow it down (with the aid of a Gas Mask) so keep heading to non-gas filled areas to refill your O2 gauge.

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2.04. Controls
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- Control Stick - Move Snake.
- C Stick - Move camera at the corner view
- A button - Use Weapon (if equipped), or throw / choke enemy
- B button - Punch, or when knock a wall when against one
- Y button - Action, such as open locker, use ladder, climb etc
- X button - Crouch / Stand up
- L button - Select / Equip item
- R button - Select / Equip weapon
- Z button - Look in the first person view

Notes

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- " The Y button, the action button is used for more action based actions in the game. They are all described throughout the Basics section above.
 - " The L and R buttons, when pressed against a wall allow you to move across the wall and peak around corners.

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3. WALKTHROUGH

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This is the walkthrough and is the main feature of this FAQ.

- The guide is based on the Normal walkthrough, with a Type 2 radar. Remember that if you are not playing on the Normal setting and are following the walkthrough, you must be aware that there may be some differences.
- I will provide you with directions throughout for which way you should be

going, such as 'go up' or 'head west'. Note that these are for the standard isometrical gameplay viewpoint and not for anything else.

- Apart from some place and boss names, NOTHING will spoil the plot for you in this walkthrough. I never commentate any of it throughout, as I wish for my readers to benefit from the plot first hand without knowing it by simply wanting help.
- If you are having trouble in terms of stealth and such, scroll up and take a gander at the Basics section.
- Save regularly! The game does tend to crash now and again, so if you don't want to repeat large sections of the game, keep saving! To save, call Mei Ling on 140.96. You need 3 blocks to create a save file.

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3.01. Disc 1
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Cargo Dock

After the opening cutscene, head down the steps into the water and collect the ration in the corner. Wade over to the opposite side of the underwater area for an AP Sensor. Head back up the steps and use the action button (Y button) to get back up the ledge. Equip the ration and run around in a circle here to dry yourself off (so you don't leave any wet footprints) and crawl under the box here (X). Make sure there is no guards ahead or on the right by using your radar and crawl out then stand up (X button) and head to the wall opposite and press up against it. You can look out and round the corner by pressing the R button, and you can also use the C stick to rotate the camera. If a guard comes nearby, slide toward the shadows and remain motionless. Once he's gone, it's time to make a move.

There are some items to collect; there are rations in the South East of the area (by the storage box) and next to the Forklift truck in the North East. There is also an M9 in the locker next to the lift (in the far left one) BE SURE TO GET THIS as it is extremely useful. If you happen to miss this, then you can collect it later in the game but you really should get it now (restart the game if you have moved on from this area). Keep an eye for the guards here, use distractions such as knocking walls (press against a wall and tap the B button) where appropriate and roll through the puddles (run and press X). An ideal spot for waiting for the lift to come is next to the forklift. When it arrives, an extra guard will come. Head onto the lift (make sure that you are not in any alertmodes) and you will head up to the heliport.

If you are having some trouble in terms of stealth and such, scroll up and take a gander at the Basics section for help on hiding and avoiding guards.

Heliport

Before going anywhere, you may want to increase your grip level early on by hanging from the southern rails and pressing the L and R buttons together to pull up. You can do three pulls up in one go on level one, and you need 100 to increase a level. However you probably don't want to do this (it takes about 10 minutes) but it's an ideal location as nobody can disturb you.

Anyway, ignore going over the helipad and go to the right of it instead (the snowy area with four boxes). Remember that you create footprints here. There is a ration next to the third box. Go left from this third box to in front of the helipad where there is a truck; climb into the back of this truck and go to behind the crate for a SOCOM pistol. I wouldn't use it much until you

get the suppressor for it however. There is also a stun grenade in the room to the west of the helipad; it's in the left locker. Note the surveillance camera in there (take advantage of it's blind spot underneath). Ignore the Helipad totally; the item there isn't worth it and you will very most likely get spotted.

From here, you have two routes you can take into the Tank Hangar; via the air duct to the North West on the ground floor (goes to the ground floor of Tank Hangar), or the one in the middle of the balcony section (balcony section of the Tank Hangar). The balcony route is better (you get an extra cutscene and it's easier to get the thermal goggles) whereas the ground floor route is quicker. However I will write the walkthrough for the balcony route.

Head to the North East of the area to the stairs; go underneath the camera and head up the stairs. The air vent is in the middle of the balcony section, in an alcove. Note that there will be a guard round here, so either avoid him or take him out with the M9. Once into the air vent, make your way through to the other end (there will be a cutscene between two guards as you go), and use the action button (the Y button) to drop down through the hole at the end into the Tank Hangar.

Tank Hangar

Go left and collect the Chaff Grenades and head East, while avoiding the camera at the corner. If you get spotted here, you can head back up the ladder (press the Y button) and the alert mode will disappear. Head into the room on the East side after, and when the camera is looking to the right, go underneath it and wait until it is turned to the left. Now quickly head to the bottom right corner and collect the thermal goggles and go back under the camera, and then exit the room while it is turned right. Now instead of going all the way round to reach the ground floor, you can hang off the balcony here and drop down below (make sure the coast is clear below before doing so).

If you get spotted here, a good place to hide is underneath the tanks. The lift is on the Northern wall (to the right of the stairs). Call it by pressing the Y button, and wait until it arrives. Enter and head over to the left side of the door, select floor B1 and press the A button to go down.

Holding Cells

Head out of the lift and press against the right wall to see the DARFA chief. Head South then round the corner to reach a ladder. You can get a ration in the air vent on the eastern wall. Press the Y button at the ladder to get up into the air vent. In the air vent, head onward and you can turn left for a cutscene and some M9 ammo. Head back and continue on the normal route to reach the DARFA chiefs cell. Watch the cutscene, and after wait for the cell door to open, then exit.

Equip the SOCOM and rations and headshot the guards using the first person mode. This will take them down far quicker, so keep doing this. Feel free to collect any dropped ammunition or rations during the battle. One of the guards will throw a grenade in about halfway through, but he can be taken out at the doorway before he does so. If he does throw it, move to the far end of the room to avoid the blast (it's nothing fatal anyway). If you get overwhelmed by guards, then you can temporarily dazzle them by shooting the fire extinguisher on the wall to the right.

After the battle, head back into the area where you had the battle and go into

the toilet (lower right room) to collect a Book and some M9 ammo. There are some stun grenades under the female soldiers bed also. Now head back to the lift and take it down to floor B2; the Armory.

Armory

There are no guards here for now, so don't worry about being spotted. However there are trapdoors located in-between the top row of blocks here, so be careful. Now that you have the Level 1 Keycard, you can open some of these doors - remember that you don't need to have the keycard equipped in order to open the doors (very convenient). Head into the top central block and collect all the C4 there (there is some in the lockers also). There are some grenades in the bottom left block, and some SOCOM ammo in the bottom central block. The rest of the blocks are inaccessible for the time being as you don't have the required level key card.

There are two secret rooms here that you may like to check out, at either side of the lift. Go to the left side of the lift and look in first person for the patch of wall that hasn't been painted. Plant some C4 on the wall there (press against it) with the A button, then back off and detonate it with the B button. There are a range of ammunition in this room. Now do the same for the other side of the lift for more ammunition. Note that if you playing in Hard mode, then the M9 will be located in the left secret room.

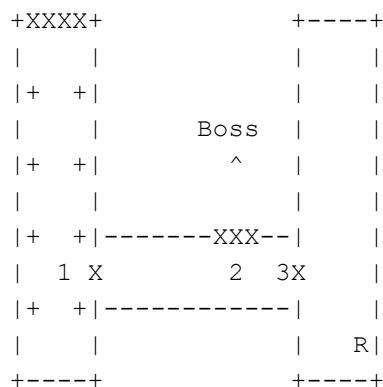
To progress, head to the South West corner of this floor and look for a patch of wall that hasn't been painted. Detonate some C4 there and head through to the Armory South.

Armory South

Look at the diagram below as a reference to the description I'm about to give. Walk South and when Snake is next to the screen, look at the right wall to see where the paint is missing and detonate some C4 there (1 on the diagram). Head through to a horizontal corridor, where there will be some paint missing on the wall toward the end (2 on the diagram). Blast this and head through for a cutscene and a boss. You can also blow up the end wall (3 on the diagram) where they are two inaccessible rooms, two gun placements and a ration in the bottom end of the corridor. Not much point going there, but check it out if you want. When you are ready, go into the boss room.

Armory

^



X = Where you can blast
 1,2,3 = References for the walkthrough above
 R = Ration

BOSS: Revolver Ocelot

=====

Equip rations and the SOCOM. Shoot Ocelot in the head using the first person

view for more damage. He will hide round the pillars and shoot at you (he can rebound bullets off walls as well). Watch his bullet count (next to your life gauge) and when this is empty, he will reload giving you a chance to attack. You may as well as attack also when he is, just hide behind a pillar and use the L and R buttons to move to the side. You can also shoot the pipes on the walls to blind him for a short while. There is ammunition around the room if you need it, and don't shoot Baker or the C4 planted on the pillars! This guy is only a challenge on the Hard and Extreme difficulties, so you should take him down easily.

=====

Watch the cutscene after. If you didn't get what Baker meant by back of the package, then he was referring to the back of the game case. The number is on the screenshot - so call Meryl on 140.15, then exit through the Northern door back through to the Armory.

Armory

Now that you have a level 2 keycard, you can access more of these blocks. Also guards now appear here, so watch your radar for them. Head over to the bottom right block, and watch out for the sensors inside (use thermal goggles or the cigarettes if you want to see the beams). Crawl past the two units to miss the beams and there will be Cardboard Box 1 and the FAMAS rifle waiting for you. The FAMAS is a powerful rifle, and the Cardboard Box is used for hiding in and for transportation in lorries. Collect the FAMAS ammo (behind the boxes and either side of the door) then exit the block. Head back to the lift in the North and remember to watch out for the guards as you go, and take it up to Floor 1,; the Tank Hangar.

Tank Hangar

As soon as you arrive, Meryl will call you saying that she has opened the cargo door to the next area. If you haven't called her yet, do so on frequency 140.15 then wait for a while for her to open the cargo door. One of the guards on the ground floor has now relocated onto the balcony above, which should make your progress here a little harder. There are more rooms you can open here thanks to the level 2 keycard, with some handy items - so let's get them before moving on.

Head out of the lift and head right to the door next to the cargo door. Wait by the door and make sure that the guard inside is facing away before entering. Enter and tranquilise him with the M9, then collect the SOCOM Suppressor in the bottom right corner. To attach, equip the Suppressor on the items and the SOCOM on the weapons and they will be combined into a suppressed SOCOM. Now you can take out guards "permanently" without causing a fuss. There are some chaff grenades on the crate next to the door as well (press the Y button to climb up). Exit the room.

Head over to the North West corner to the stairs leading up to the balcony. You may want to take out the guard on the ground floor here with your newly suppressed SOCOM, as well as the guard on the balcony section above to make your progress through here easier. Head up the stairs and get past the camera at the corner (take it out from the stairs with the SOCOM) and head into the door next to here. There are only chaff grenades here, but it also acts as an decent hiding spot if you are chased by guards (you can squeeze into the North West corner here).

Head back out and take the balcony round the edge of the area to the East. The room that housed the thermal goggles is now closed and requires a level 4 key card to open, so if you didn't get them earlier you have to wait until later in the game. Head to the room in the North East (watch out for the camera, again I recommend you take it out with the SOCOM) and head inside for a Mine Detector in the North East corner, a ration under the central desk and some stun grenades in the central locker on the east wall.

Once you are done, exit the room and head back down to the North East corner of the ground level, to the cargo door (you can drop off the ledge here to save time walking round). To progress past this group of sensors, there are two methods; one is to equip the thermal goggles or the cigarettes so you can see the beams, and look at the sensor unit at the side to see where the beam is. Once it is past head height, progress past and do the same with the next one etc. until you have done all five. The other way, which is a bit quicker, is to take out the sensor units with the SOCOM. There are little boxes next to each one of the left sensor units, which can be distinguished by the pulsing green light. Once you have got past these units then head through the door to the next area, the Canyon.

Canyon

Equip the Mine Detector (or Thermal Goggles) and look at the radar to see the locations of the mines; there are four in the middle, two on the right and one of the left. I recommend that you crawl over all these to collect them (Claymores). Also collect the ration on the left side and go onward for a cutscene.

BOSS: Tank

=====

Throw a chaff grenade to temporarily disable the tanks' main gun and when it goes off, head North to the tank. If you have no chaff grenades then head South, where there is some by the door. Now hang around the tank for the rest of the battle; if you are close (within about a screen's range should do it) then he cannot use his main gun. However there are still two methods of attack available to the tank; one is that gunners will appear from the top of the tank and shoot at you with machine gun fire. These are pulsing bullets, and so can be seen easily. The other method (perhaps not so intentional) is that the tank can run you over. This hurts quite a bit (takes about half of your health away) so avoid getting too close. If you do get run over, then stay down or get into a crawling position; otherwise you will get hit again as the Tank rolls away.

Firstly, if you collected them a moment ago, use Claymores to take out the tracks of the tank; this slows it down and will help you out a fair bit. The best method of attack I found is by using the SOCOM; gunners appear from the top of the tank every so often, so go into first person and shoot them. Do this preferably when the tank is motionless, as it's hard to hit them when the tank is on the move. To get a decent aim, go into first person and when the guard appears, press the A button to arm the SOCOM and it should autoaim onto the guard. Shoot straight away and you should get a hit. Keep doing this until the gunner dies, when another one takes his place. Do the same again and the boss is done for. I find that sometimes waiting in first person for a gunner to appear doesn't work (he just stays in the tank), so flick between first and third person views if this happens.

You can attack using other methods, such as grenades (stand in front of the tank and produce a decent throw and it should land next to the gunner) but they

are somewhat awkward to use (however I found them useful on the harder modes where the SOCOM method is hard to survive with). However I would just stick to the SOCOM method, it's the easiest way to go. There are also ammunition at the North of the area and to the North East - collect these only when the Tank is close by otherwise Raven will get the opportunity to attack you with the main gun.

=====

Nuke Building 1F

After the boss battle you will head into the Nuke Building. Head up the walkway on the left side to find a ration at the end. Head back and go down the main slope and crawl underneath the parting to the next area. You will get a codec saying that you cannot use any weapons due to nuclear warheads being stored here (although you can still use the chaff grenades, books and empty magazines). There are guards patrolling around the ground floor, and one on the balcony (near the lift). There are also camera's around (Eastern wall, and the corner to the North on the balcony). If you get spotted here then area is sealed off and filled with gas until the yellow caution mode appears, so hide somewhere and hope that you don't get spotted - the truck to the East and the lockers in the south west corner are good locations to hide.

There is little in terms of items here; SOCOM ammo can be found on the truck (behind the create), FAMAS ammo under the stairs in the east, Chaff Grenades next to the north west stairs and M9 and Grenades in the lockers in the south west corner. I wouldn't particularly go after any of these as I would advise on concentrating on staying out of sight.

The lift is at the North West corner on the balcony. You can get there via the stairs in the East and West. Use distractions to avoid the guards to get there and don't be afraid to kill the guards by choking them. Be aware of the guard by the lift - I found it easier to wait until he is to the right of the lift (around the corner) then call the lift and press against the wall to the right that dents out a little. Choke him as he comes past and then enter the lift. The floor you want to go to is B1.

Nuke Building B1

Exit the lift and enter the large area opposite. Go right and collect the Nikita missile and some ammo, then exit. If you are quick enough you can do this without a guard noticing. You cannot enter any of the rooms in the large area South yet, however there is a ration in the men's toilets in the North West (as well as a book in one of the cubicles). If you do go into the toilets then there is always a guard taking a piss, which is a rather dull threat. Once you have the Nikita missile launcher, take the lift now to B2.

Nuke Building B2

Exit the lift and press against the right wall here to see the scientist we are looking for. Head through the two doors to the south and watch the cutscene. This area is filled with gas, and your route forward is blocked with an electrified floor. To progress you have to destroy the switchboard in the North West of this floor by using a Nikita missile found in Floor B1. Equip the Nikita and fire it to control the missile. Go down the corridor and turn right and right again into a lab like area. Hug the right wall (where the doors are) to avoid the cameras and head through the gap in the North West glass. Turn right into the room next door and the switchboard is on the left. Here is a

diagram to aid you -

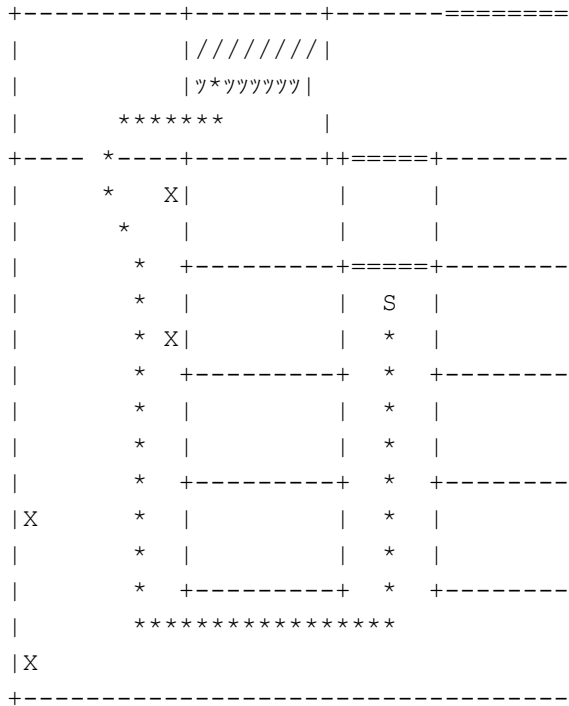


Diagram of the West side of the Nuke Building B2

- S = Snake
- * = Nikita Missile route
- X = Gun Placements
- / = Switchboard

Remember that the Nikita missile slows down when it is turning and goes its fastest when it's on the straight and narrow. You don't have much time before the missile's fuel expires and explodes, so try and remain as linear as possible. Now that the floor is safe to walk on, head back North and refill your O2 gauge. Now head South down the corridor and enter the last room on the end and collect the Book and Gas Mask inside. Equip the Gas Mask, exit the room and head South to the end of the corridor. Go East at the turning (ignore the West area for now; you cannot open many of the rooms yet) and enter the door at the end.

Go next door and watch the awesome cutscene. Collect the FAMAS ammo to the right of you afterward, then head through the door to reach the Laboratory. Watch the cutscene.

BOSS: Ninja

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First point I wish to make is that you cannot use firearms in this battle, simply because they are ineffective. The only way to deal damage to the Ninja is by means of punching (the B button). Attack the Ninja using the punch punch kick combo here until he teleports to the North East corner and talks about 'hand-to-hand combat'. Attack him again using the B button. However when you attack, move away afterward as most of the time he will attack you (as you are open). So do what he does; attack when he has finished his move as he is wide open for attack. His attacks come quick and fast; when he starts to move toward you, move out of the way. When you see him hovering in the air he is about to drop down below, causing a mini shockwave around him, so if you see him doing this steer clear then move in quickly and give him a punch combo.

After getting his health down to about half way, he decides that he wants to play hide and seek by going into stealth mode and hiding around the room. Equip your Thermal Goggles and run around the room to find him. When you find him, attack him with a punch combo. If you cannot find him then wait in one place and he will approach you. You can attack him then no problem (as he thinks you cannot see him). After a while he will be injured, and he will fight you again. Unequip the Thermal Goggles. As you attack him he will teleport to the side or behind you, then attack (he may even teleport twice).

To counter this, only throw one punch when you see him (so you aren't open to attack) then move out of the way when he attacks from his teleported position. After he has finished his attack, get him with a combo. Continue this method until he is done for.

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Laboratory

After the Ninja battle, watch the cutscenes between Snake and Otacon. Before exiting the Laboratory, be sure to check out the Mario and Yoshi statuettes in the North East corner, and the GameCube console with Wavebird in the central area. There is also various ammunition around the room. Exit.

Nuke Building B2

Head down the corpse filled corridor then back to the gas filled area. Equip the Gas Mask, and head to the West area where the four rooms are. You can enter all of these apart from the one at the bottom - most of them contain ammo and such, however the one on the end contains a pair of N.V.G (Night Vision Goggles). Head back to the lift and head up to floor B1.

Nuke Building B1

Meryl is on this floor disguised as one of the guards. She can be found in the Southern large area, on the West (check her arse when she walks to see if it's her or not). You have two options at this point; either frighten her so he runs off into the women's toilets, or you can wait for her to go in herself. To scare her then just approach her and she will just run off to the toilet. If you would rather wait, then an ideal waiting spot is in the lobby area (where the lift is), at the column on the far right. Wait her for a while and she will enter the women's bogs. Follow after her and watch the cutscene.

After the cutscene, head into the large Southern area (there are no guards here) and raid the rooms. You can find Box 2 and a ration in the top left room, some Pentezemin plus various ammo in the bottom left room and some more ammo in the room at the opposite corner. Once you are finished here, head back out and take the corridor leading North and head through the door to the Commander Room.

Commander Room

After the cutscene, head into the room itself and wait for another cutscene to begin. When Meryl is possessed and is shooting at you, there are various methods of rendering her unconscious. The best way is via an M9 tranquiliser dart, otherwise you can use a Stun Grenade, or you can choke a few times (don't snap her neck) or by punching her a few times. Once she is taking five, you will get another cutscene where he will 'read your mind' (a.k.a. reading your memory card) for games that you have played. If you have either Super Mario Sunshine, The Legend of Zelda: The Wind Waker, Super Smash Bros. Melee or Eternal Darkness, then he will say that you have played them. After that and some other party tricks, he gets underway with the battle.

BOSS: Psycho Mantis

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The first major thing you should do is change your controller to Port 4.

This way he cannot read your mind (clever, eh?), and you will not be hampered again for the rest of the battle so feel free to shoot at him. This is essential for this boss fight.

You start with a Hideo Blackout (don't worry, it's meant to happen). There are other things to make note of; if you stay in first person mode for a while then you will look through the eye's of Psycho Mantis (annoying, but it proves useful if you cannot find him). He will also slant the camera view at some stage - this is just another trick of his (or shall I say one of Silicon Knight's tricks... Eternal Darkness fans will know what I am on about ;)).

To damage him, use one of your weapons (I recommend the SOCOM) and shoot him in the head whilst in the first person view. He will attack him a variety of ways; one of them is he will go into invisible and appear, then throw a red energy ball your way. When he does this, you can see him using the Thermal Goggles, otherwise wait until he throws the red energy ball and dodge it, then look at the direction the ball came from and quickly shoot Mantis before he disappears again.

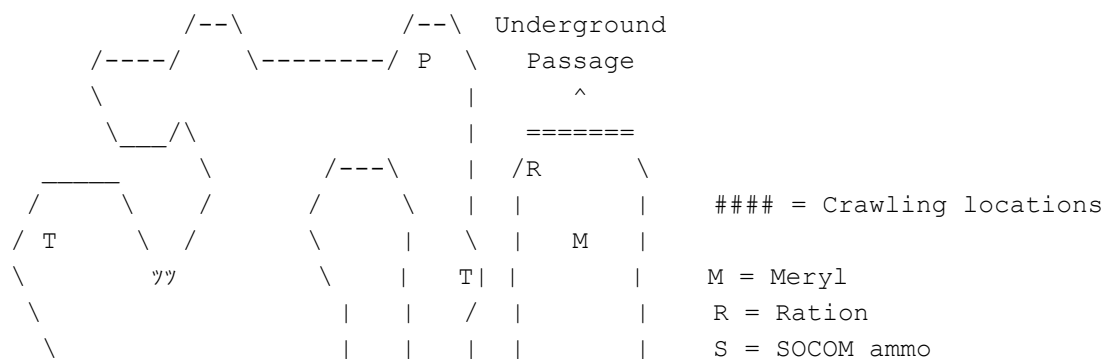
His other methods of attack inside throwing items around, vases chasing you around and spinning chairs / suits of armour. You can shoot and destroy most of these, however I would just ignore them and attack Mantis. About halfway through the battle Meryl will be possessed again and will start attacking you. Knock her out, and she will she will arise once again, only this time she plans to blow her brains out. Quickly use the M9 Tranquiliser before she manages to do so. You will continue the battle again afterward, with the same attacks. Carry on until all of Mantis's life is depleted.

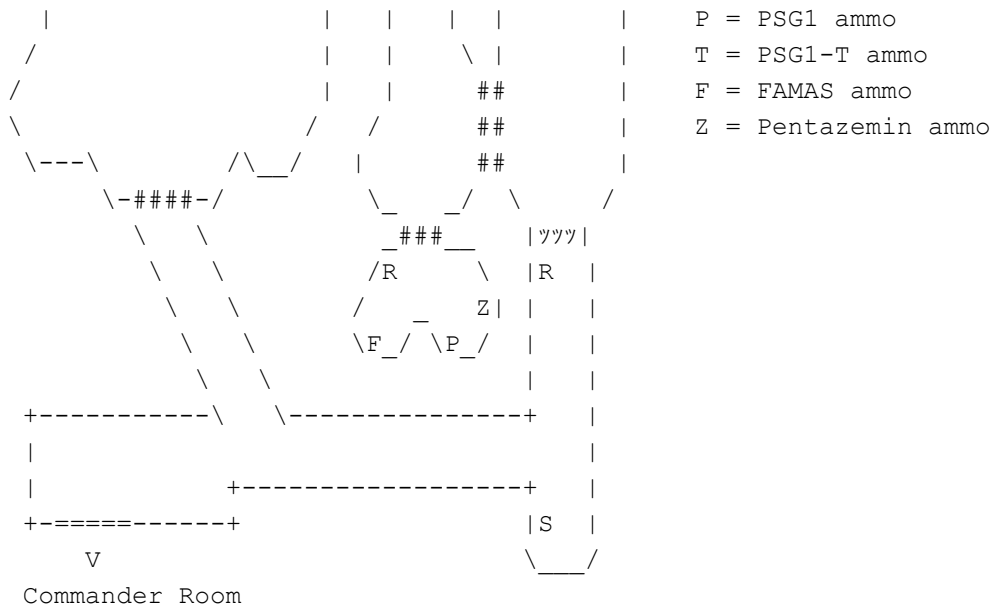
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After the battle, change your controller back to port 1 again and head through the passage in the North East. There is some ammo and a ration to the right of the stairs, then continue onward through the door ahead to the Caves area.

Caves

You have no radar in this area, so below is a map of the caves area -the #### sections being the gaps where you can crawl through to the area next to it. There are also various items and ammos around, so check the diagram with the key for these. To get through, head West then North up through the diagonal passage and crawl through under the rock in to the large open area. There are wolves here; for now you will have to ignore them and carry on - if they are becoming a hassle then use a stun grenade or two. Head North to the far end, then West and South down the passage. To the South there is a hidden section with various ammo you can collect, which can be seen on the diagram below. To continue, crawl through the section on the right to an elongated section where Meryl is located near the door to the North.





Once you get to Meryl, before continuing onward have a Box on quick equip (equip a box then press L once to unequip it, and you can now quickly equip it again by pressing L once more). Now punch Meryl and QUICKLY equip the box. She orders the small wolf to attack you, so he pisses on the box. You now have the scent of the wolves on the box, so whenever you traverse through this area again equip the Box and you will pass through unharmed. Cool, huh? Once you are done, grab the ration to the left of the door then head through it to the Underground Passage.

Underground Passage

This first area is mined, and Meryl will walk between the mines and create a path with her footprints for you to take. The best way is to simply crawl straight through the area up toward Meryl, meaning that the mines don't explode and you pick up some claymores in the process. Also, if you step on a mine here Meryl will smack her ass for some bizarre reason. Nothing like "Snake! Are you alright!?" or anything concerning like that, no. Women.

Once you make it through this area, a cutscene will cut in. After, you now have to find a Sniper rifle to fight Sniper Wolf. Head South back to the Caves area (go around the edge to avoid the mines).

There are two sniper rifles for you to collect; the PSG1 and the PSG1-T. The PSG1-T is a tranquillising rifle that works just as well as the normal PSG1 for this battle, and is found in the Nuke Building B1 (in the southern area, bottom left room). Get some Pentazemin while you are there too. The PSG1 on the other hand is located all the way back in the Armory. It's up to you which one you get _however_ there's a guard that only appears when you come back to the Armory to get the rifle, so if you are collecting the dog tags go and get the PSG1 (he won't appear later!). Either way you can get the other one later. I'll cover getting the PSG1 route anyway... to get back to the Armory, go through the following rooms (in case you've forgotten) -

Caves > Commander Room > Nuke Building B1 > Nuke Building 1F > Canyon > Tank Hangar > Armory

Remember to equip the scented box (if you got it scented that is) when going through the caves to avoid the onslaught of wolves, and that the canyon is now populated with camera's and guard sentries.

Armory

The PSG1 is located in the top left block. There are two guards hanging around here; to get into the block easily, knock on the Northern wall of this block, making sure that both guards notice and start heading your way. Now go right and walk between the top central and right blocks, then left over and into the top right block. Either that or use the silenced SOCOM to bag their asses. Inside, crawl under the sensor beams and collect the PSG1 and some ammo. Now exit and head all the way back to the Underground Passage to fight Sniper Wolf. Make sure you take some Pentazemin with you (found in the South West room of the Southern area of Nuke Building B1).

BOSS: Sniper Wolf

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As soon as you enter the Underground Passage area, head to one of the sides to avoid fire (the mines are gone now so need not worry about them). Crawl out from this corner and into the middle, equip the PSG1 / PSG1-T and take some Pentazemin. The crawling position and the Pentazemin will help you stop shaking when using the weapon. If you haven't got any Pentazemin then there is some at the bottom, to the left of the door. To use the PSG1, press A to fire, B is to zoom in and X is to zoom out. The first and hardest part about this battle is finding her initial location and gaining the advantage. Stay zoomed out on the balcony section ahead and when you see her, zoom in and shoot her (preferably in the head for more damage). Once you have found her and kept her in your sights, then the battle is a breeze.

Just then keep following her as she moves around and as soon as she is about to fire, take her down. If she manages to shoot you while you do this, your aim will become well off, so unequip then reequip the PGS1 and try again. Also note that you can see if she is hiding behind a pillar or corner by looking for her breath. The Thermal Goggles may help too. Remember to keep taking the Pentazemin when your aim becomes shaky, and that there is some ammo in the bottom right corner if you need it.

=====

After the battle, save your game (!!!) and head North down this long passage until you reach the end. There is a ration in the bottom left corner and various ammunition under and on the balcony section. Now SAVE your game here (_very_ important!) and head to the door in the North East. Watch the cutscenes.

Torture Chamber

After the cutscenes, as promised Ocelot will torture you with electric currents. To resist, press the A button repeatedly. To submit (when you are about to lose all your health) press the A button and the START button together. If you lose all your health then it's game over, with no continue available. I really hoped your saved after the Sniper Wolf battle. ;)

A good method I found was to use two fingers when tapping. Thanks to the abnormally large A button, you can use two fingers to alternate when tapping away. Doing this (lightly tap to save energy) and switching hands between bouts helps maintain your life gauge better. I've heard that using a pen to rub over the A button works well too. Also once the electrocution has stopped, continue tapping to restore a little more life afterward.

The outcome here is important at it decides your ending. If you submit then you

get one ending, whilst surviving the torture and resisting to it gets you the other one. I'll leave it up to you to what you want to do here.

Medical Room

Once you had three bouts of electric-based fun, you will be thrown into the cell. There will be some codec conversations. SAVE at this point, as if you resisted then you will have to go in for another session. If you submitted, then you don't. Either way after the torture wait until the guard heads to the toilet with a stomach problem, where Octacon will appear. He will give you a range of items - a Ration, a Level 6 Key Card, Ketchup and a Handkerchief. There are three ways to escape the cell at this point -

- 1 - As soon as the guard goes to the toilet, hide under the bed. He will come in to investigate, at which point you crawl out and kick his ass. The best way to knock him out is to choke him.
- 2 - As soon as the guard goes to the toilet, lie on the ground and use the Ketchup. The guard will look in, thinking that it is blood, and investigate. Once he is in the cell, get up and kick his ass. The best way to knock him out is to choke him.
- 3 - Wait in the cell for a long time for the Ninja to arrive and bust you out. He will come along at the 6th toilet break since the Otacon conversation (that's about 11 minutes!). He slices the door into two, and then the guard comes out to bust your ass. The best way to knock him out is to choke him.

Once you are out of the cell and the guard unconscious, head into the torture Chamber and collect the large item there - this is all your equipment and such. Have a quick look through your items now for a Time Bomb; if you have it, then press the A button whilst it is open to throw it away. If you don't then it could explode and kill you (although most of the time Deep Throat will warn you by CODEC soon before). Also note that you may have received a cold; this will cause you to sneeze now and again, which is quite the pain when trying to avoid guards. There's some medicine in the Nuke Building B1, and you shouldn't encounter that many guards on the way. Now exit through the North East door now while avoiding the camera in the corner.

Holding Cells

Before continuing, let's go get the Camera and the PSG1 (if you didn't get it earlier). There are some gun placements on the walls here to watch out for. Take the lift down to floor B2; the Armory.

Armory

If you didn't get the PSG1, then it's located in the top left block. Inside, crawl under the sensor beams and collect the PSG1 and some ammo. You can also access the top right block for some Nikita missiles and a book in the locker. Go through the other blocks to stock up on ammo, then head through the door at the bottom to the Armory South to get the Camera.

Armory South

Head South here to the Horizontal passage. Detonate the right end wall of this passage and head through to the room opposite before the gun placements can notice you. Inside, there is a gun placement on the south wall (on higher

difficulty levels I think there is one on the North wall too). Take it out using the SOCOM. Collect the Stun and Chaff Grenades to the South (ignore the Stinger missile ammo for now) and head through the gap in the fencing into the small enclosed area in the corner. The Camera is in here.

The other room doesn't contain anything, so now exit to the Armory.

Armory

Grab ammo if necessary, then take the lift up to the Tank Hangar (floor 1).

Tank Hangar

If you didn't collect the Thermal Goggles from the west balcony room, now's your chance. Otherwise, head right from the lift then north to the Canyon.

Canyon

There will be guards and cameras in this area. I would advise you pick off the two guards ahead with the SOCOM, hug the left edge to miss the left camera, take out the other guard (onward or to the right) then hug the left side until you reach the far door to the Nuke Building 1F.

Nuke Building 1F

Nothing's changed here; get to the lift and take it down to floor B2, as there is a room we can now open to get a decent new item.

Nuke Building B2

Equip the Gas Mask and head South into the gas filled area. Head down the corridor, go left and enter the closest room. There is some Body Armour inside - this reduces your damage by half when equipped, and so is very useful. You could get this later on in the game, but why not get it now, right? Anyway, head back to the lift up to B1.

Nuke Building B1

Head into the large area South, then the middle room to the West for some Medicine. Take it and it will stop you sneezing. Head into the room below (the South West room) and collect the PSG1-T and some ammo if you haven't already. (it proves useful if you wish to tranquilise people instead of killing them). Now head through to the Commander Room.

Commander Room

Head straight through to the Caves.

Caves

Head straight through to the Underground Passage. Now that you have Sniper Wolf's Handkerchief, you can equip it and use it to get past the wolves


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|           FINISH
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The X button is to drop, and the Y button is to grab onto the pipe. Remember that you need to tap Y when you are falling to grab onto the pipe below you. Drop down onto the pipe below, and go right to the end, drop down, and again, then go left a little, drop down twice onto the bottom most pipe and drop down on the far left and onto the A-B Connecting Bridge.

A-B Connecting Bridge

At the bottom, use C4 on the door to make it work again (there's some on the right if you need it). Now stand in front of the door, equip the PSG1 / PSG1-T and look down the walkway ahead. There are three guards at the far corner; take them out using headshots. They will run away and hide, but they will come back after a short while. You can also use a Nikita missile here, but it's far easier (and quicker) to use one of the sniper rifles. Lie down and take Pentazemin if it makes it easier. Once all three of the guards are disposed off, head down this walkway to the corner, where the Hind will appear once more. Quickly carry on down the walkway route to the indoors, where you will find the Stinger and some ammo. Head South through the door.

Communication Tower B

Head South and try the lift to find it won't work, so head round the lift in a clockwise direction and go down the stairs until you reach the dead end. Now head back up to the lift for a cutscene. After, the path up the tower is clear, so head right of the lift and take the stairs up to the top of the tower. There are gun placements along the way, so throw a Chaff Grenade when you start, and throw another when the gauge (in the top right corner) is halfway so that the new one will come into effect when the current chaff stops working. When you reach the top, collect the ammo and ration around the edges and then take the ladder on the North wall up to the roof. Head out into the roof to fight the Hind.

BOSS: Hind D

=====

Always stay in North area here (around the two tankers) as they provide sufficient cover from the gunfire. The Hind is the red mass on the radar, and you have to use the Stinger to shoot it down. Equip the Stinger and aim at the Hind; there are three targets available on the Hind and it doesn't matter which you choose. Lock onto the target (the square will become red and you will hear a continuous beep) and fire with the A button. Have the stinger on quick equip.

He will fly all around the rooftop, so keep an eye on the radar for his location. Watch out for his fire, so hide at the tankers until he's fairly close, then stinger him quickly. Sometimes he will be on the radar but out of view - he will most likely be underneath you, so keep looking toward his direction and when the Hind appears take a shot. When he says 'Eat This!' and fires a missile, stay away from the Southern area as that area will get blown to smithereens. There is also some ammo over on the East side, and a ration to the West.

When his life gauge is all gone, he will fly off into the distance then fire a final missile. When he does this, head over to the Southern area to avoid the explosion. Nice fly swatting skills, Snake!

=====

After the boss take the ladder back down into the tower and head back down to the lift. Remember to use the Chaff Grenades as you start descending and to throw another when the gauge (in the top right corner) is halfway so that the new one will come into effect when the current grenade stops. When you reach the lift, call it, enter and take it down to floor 1.

In the battle with the stealth enemies, fire at them in first person and aim to get headshots to take them down quickly. You can easily see them without any aids, however you may want to equip the Thermal Goggles anyway. For comical effect and a quick battle, use the Stinger missile launcher. After the battle you reach the ground floor. Collect the ammo from all around the lift when head through the South East door. The corridors here have gun placements throughout, so throw a couple of Chaff Grenades and make your way through to the door on the end (be sure to collect the Pentazemin by the door before exiting).

Watch the cutscene...

BOSS: Sniper Wolf 2

=====

This is the same kind of deal as the first battle with Wolf. She will use the tree's at the far side of the area as a means of cover, so to find her easily, equip the Stinger to find her location, then change to the PSG1 / PGS1-T and take some Pentazemin. Like before keep watching her and stay ahead of her moves by shooting first. It's much easier to shoot her when she is on the move as well as she goes at a much reduced pace. Again if she shoots you and totally swings your aim (or if you lose her) then equip the Stinger to find her again. Remember to keep taking the Pentazemin when your aim becomes shaky, and this battle is a breeze.

=====

Snowfield

After the battle head North for a cutscene. Afterward it is time to explore this area. There are loads of rooms that surround the snowfield, so here is a list of what they contain (and in brackets the defences they yield).

SE - Chaff Grenades x2, Grenades x2 (Guns)
E - FAMAS ammo x3, SOCOM ammo x2, PGS1 x1, PSG1-T x1 ammo
NE - Ration, Stun Grenade (Mines)
N - Need a Level 7 Card Key to enter.
NW - Box 3, Nikita ammo x4 (Guns)
SW - Bandage, Ration x2 (Guns)

There is a truck located in the South West as well, which contains a Bandage. There is also a secret Codec conversation to be had here as well - head to the South East corner of the Snowfield and head onto the higher ground, then look out to the East in first person. You will see a parachute in the tree, and you will receive a Codec conversation about it.

Once you are done exploring this area, then head off to the North / North West room (it's to the left of the Level 7 room). Hide behind the crates as soon

as you enter to avoid the gun placement in the corner, then take it out when it is turned away. Collect the SOCOM ammo from underneath, then destroy the other gun placement opposite and head down the stairway.

Blast Furnace

Head down the stairs and into the area ahead. There is a guard on the ledge, and I recommend that you take him out (with the amount of firepower at your disposal, you have no reason not to ;]). You may want to also take out some of the guards below from here. Head down the South West walkway to the ledge on the West wall that goes over the molten metal below. Press against the wall and make your way North over the ledge. Make sure that you are in the crouching position so that the crane doesn't knock you off.

At the other side, head follow the walkway to the stairs and head down. There will be a guard down here, so use your judgement to manage the situation best. From the bottom of the stairs, going West takes you to an area that would be good for hiding (it also has some ammo round there), South takes you to some C4 and a lift that takes you back up to the area above and going East takes you down some more steps to the area below. Explore the other areas then go East down the steps.

Before heading through the door in the North East, you may want to go into the area opposite the door (especially if you haven't got the Body Armor). This is a small pipe laden area containing various ammunition - watch out for the steam that comes from the pipes as you go. Head over to the South West corner and crawl through under the pipes there to reach an area next to the molten metal pit. Take out the two gun placement that are at the corners, and grab the Body Armor from under the gun (if you already have this, then it will be some M9 ammo instead), plus there are some Stinger missiles and Chaff Grenades on the Southern wall. Once you are done here, head back through the piped area and through the door in the North East to the Cargo Elevator.

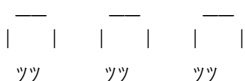
Cargo Elevator

Go onward to the cargo elevator and press Y at the control station on the right to take it down. After the cutscene you will have to fight a group of guards; it's best to headshot the lot in first person using either the SOCOM, FAMAS or M9. For comical effect and a quick battle, use the Stinger missile launcher. At the stop halfway, head East to the other lift (watch the gun placement in the middle) and before using it, collect the ammo and rations that surround it in the corners. Head down when you are ready. At the bottom, there is more ammo and rations around the crates, then head through the door to the Warehouse.

BOSS: Vulcan Raven

=====

Always watch out for his position on the radar, and don't get too close to him (or in front of him) otherwise he will fire at you using his nasty minigun. Equip the Body Armor to reduce the damage you take here by half, but keep an eye on your health throughout. Attack from the sides or behind him. My weapon of choice here is the Stinger; get to the side of him and fire from where he cannot see you. Below are two examples of in what examples you can use the Stinger without being spotted straight away by Raven (just make sure as soon as you fire you run away and hide).



You stand next to him with a crate between you.

```

  ^
  | | R | | S | |
  ヽ ヽ ヽ

```

```

  ^
  | | ^ | | |
  ヽ R ヽ ヽ
  | | | S | |
  ヽ ヽ ヽ

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He carries on walking, and you can see him walking onward, allowing you to fire at him with his back turned.

Here is another example.

```

  < R
  | | |
  ヽ ヽ
  S
  | | |
  ヽ ヽ

```

Raven is travelling either to the East or West, with you at the turning.

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  < R
  | | |
  ヽ ヽ
  S
  | | |
  ヽ ヽ

```

Just as he appears into view in front of you (regardless of him turning toward you or carrying onward) fire a stinger and run away.

You could also use the Stinger at a long distance away, and fire it from there. Other methods of attack include using the Nikita missile; however this is risky as you may not know his exact location and it leaves Snake wide open to attack. You could also use Claymores and lay them around the Warehouse (just make sure you don't tread on them), Grenades and C4. Any bullet based firearms don't really work that well here. It gets harder later in the battle when he starts to jog around, but just keep on your toes and you should be fine. Don't get impatient either, stay hidden until you get a clear shot of him. There is a ration in the North East corner as well if you need it, and he will also shoot crates down that reveal ammunition.

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Warehouse

After the battle, you can grab the dog tag from Vulcan's corpse. Head North through the door.

Warehouse North

There are two trapdoors ahead of you (they are before and after the ration) so if you want the ration, then either grab it quick and move out to the side, or after the trap doors totally (you can see their outlines). There is a guard round the corner on the bridge, as well as one on the upper area to the East. Take out the one on the bridge, which attracts the one from above down, so kill him too. If you get spotted then go back into the Warehouse and the alert mode will reset. There is Stinger ammo in the upper area if you need it, and there are also two gun placements located either side of the door on the North wall. Head through it when you are done here.

Underground Base

Head North and watch the cutscene. Head East and take the stairs up to the area above, then go left and then North up more stairs. There will be a guard in this area, so be on the lookout. Head West and head round the outside of this area to the South (where the Control Room is). There will be another guard in the West as well. I recommend that you take all the guards out in this area as you will be spending some time here. Head up the small steps to the Control Room, and watch the cutscenes.

The PAL Key can be found in the drainage ditch on the ground level. For a quick way to get down there, go West to the corner and on the ledge here that's parallel to the Western wall, hang off it and drop down, tapping Y as you fall. You should grab onto a wire on the way down (if you don't then you die). Drop off onto the ground and then head into the Drainage Ditch via the stairs in the North West. Search everywhere within this ditch for the PAL Card Key. Note that there are several other items here too, such as the SOCOM Suppressor in the North West corner if you haven't collected it yet, rations and SOCOM ammo. You may also collect a Time Bomb, and if you do, throw it away by selecting it in the item menu and pressing the A button.

If you can't find it, then after collecting the Time Bomb you will get a codec call from Master Miller telling you that a rat must have eaten it. If this is the case, then head to the South West corner of the area (not in the ditch), and look toward the North West corner for a hole in the toe of the wall. A rat is running around here. If you cannot see it then equip the Thermal Goggles to aid you. Use the PSG1 to sniper it, or throw a grenade down to around where the hole is. If you take too long or get too close then the rat will retreat back into the hole, and if that happens walkway to the East side of the area then return back to the corner and try again. Once you get it, it will drop the card.

In any case once you get the PAL Card Key head back up to the Control Room. Take out the camera's within from the doorway with the SOCOM (one by the door, the other on the far end of the room) then head inside. Go to the three laptops in the North side of the room. Approach the orange one on the left with the PAL Card Key equipped and press the Y button in front of it to activate PAL Code no.1.

For the next two codes (freeze and warm the key), you have two options - the long normal method, and the far shorter (and not as apparent) method. In terms of plot there isn't any difference, you still get the same Codec calls and conversations whichever method you choose. Anyway they are -

- 1 - The normal method. Did you notice the two rooms on the way here, the Blast Furnace and the Warehouse, and their hot and cold temperatures respectively? Well head back to the Warehouse and remain there until the PAL Card Key is blue, then hurry back to the Control Room and insert it into the central laptop. For warming the key, head all the way back to the Blast Furnace and remain there for a while until the PAL Card Key is red, and then head all the way back to the Control Room and insert it into the right laptop. Remember to hurry taking both back as they will return to room temperature after a short while. This takes a long time to do, but is the regular method.
- 2 - The shorter method. Head over to the South East corner of the Underground Base (on the top balcony) and hang off the ledge. Locate yourself in line with the isolated ledge below with the two pipes on the wall. Drop down and tap the Y button to hang onto this ledge. Pull yourself up, and equip the PAL Card Key. There are two pipes here; Steam and Liquid Nitrogen.

Shoot the Steam pipe to instantly heat the key, and the Liquid Nitrogen pipe to freeze the key. Start with freezing, then drop down onto the wire below, onto the ground, then head back to the Control Room and insert it into the central laptop. Do the same again after with the Steam pipe and the right laptop. This is FAR quicker than the other method.

Once you have activated all three of the PAL codes, you will receive a Codec call. After the room will seal off and fill with gas. Equip the Gas Mask and call Octacon on your Codec on frequency 141.12. He will call you back shortly and will open the door for you. Exit the room and watch the cutscenes.

BOSS: Metal Gear Rex

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Equip the Body Armor and run South to keep away from Metal Gear. You have to shoot the radome on Metal Gear's left shoulder, which is to your right (it's the circle) with the Stinger. So lock onto it and shoot away - it sometimes doesn't lock on, and if that's the case then move to a different position and try again. The other targets on Rex can be destroyed, but there's no point. Rex will shoot missiles at you (you can hear them being fired, and you can tell if Metal Gear is about to do it as it goes into a squatting formation). When it does so, run from your position and keep running until all three missiles have hit the ground, then continue shooting the radome.

If you get close enough, then Metal Gear will use a powerful laser attack, and also a stomp move - the camera will change before the stomp, so RUN and roll out of the way of the leg, which also creates a shockwave. There is also a gun fire attack too. The bottom line is not to get too close to Metal Gear - Stinger missiles will reach from a good distance.

Once you have got it's health down to nothing, watch the cutscenes afterward and the next part of the battle will begin. The cockpit is opened up, and that is your new target (the central target on Metal Gear). When it starts, head South again and keep your distance. Same sort of attacks again. There is ammo around the edges if you need it, but this boss shouldn't be to much of a hassle.

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Watch the cutscenes.

BOSS: Liquid Snake

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You will have three minutes to complete this battle. You have no weaponry, so hand to hand combat is how you play it. He will dodge your attacks, so to counter this, only punch once and if he shifts out of the way, adjust quickly and let rip with a combo. If you go straight in with a combo and he moves, then you are wide open for attack. Later in the battle he will try and ram you with his head; this is easy to spot, so either attack him before he can do this or move out of the way. It is quite damaging, so try not to get hit by too many of these rams. Another attack is when he gets up off the ground, he will kick as he gets up. Stay out of his way when he gets up, then attack him shortly afterward.

It's a fairly easy battle once you get used to his attacks. If you get knocked off the edge, then simply get back up and keep going. Also to get his dog tag in this battle, knock him off the edge and he will drop them onto the arena.

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Watch the cutscenes.

Escape Route

You have ten minutes to escape the base. Head left and collect the Ration by the stairs, then continue left to a car park. There is another Ration in the South West corner, so collect that one as well and equip them. Fight off the guards until the Keys are found and the car is started, and when it is, approach the back of the left car and press Y to climb on board. You will now command the gun; go into first person and shoot the drums by the door to create an exit.

You will now drive down a tunnel. At the checkpoints, again go into first person and shoot the drums at either side to progress. After two checkpoints, another jeep will turn up and give chase. Shoot out the headlights to stop being blinded by them, then continuously shoot at the driver (line the person up with the rectangular crosshair) until the end.

CONGRATULATIONS!! ENJOY THE ENDING!!

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4. ITEMS

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4.01. Items

There are loads of items that can you find throughout the game, and most of which are not essential to the mission. To equip an item, press and hold the L button and use the Control Stick / D-Pad to scroll through the items. Releasing the L button on the item of your choice equips that item. Here is a list of all the items in the game (in alphabetical order), with their uses and locations -

Note - For the description, they are the ones as used in the game with some adjustment.

AP Sensor

Location : Cargo Dock; South East, in water.
Description : Sensor that detects nearby lifeforms, which rumbles on enemy approach.
How to Use : Equip it and it works. You'll need to keep it equipped, however.
Other Notes : All other rumbles are turned off when this is equipped. Only useful if you are playing with no radar, or when you are areas with no radar. Otherwise it's pointless, and you may as well as have something else on constant equip which is more useful - e.g. Rations.

Bandage

Location : Various locations. Can be retrieved from enemies.
Description : Stops bleeding.

How to Use : When this is selected in the window, press the A button to use.
Other Notes : Have a couple on you at all times to prevent the enemies from following your blood.

Bandanna

Location : Complete the game with the Meryl ending to get this item.
Description : Snake's Bandanna with an infinity symbol sown into it. When equipped gives you unlimited ammunition for your weapons.
How to Use : Equip it to give you unlimited ammo.
Other Notes : You still have to reload when using this item. To counter this, tap the R button twice quickly (unequip then equips the weapon) for faster reloading. Special item. Very fun to use.

Body Armor

Location : Nuke Building B2, South West Room / Blast Furnace.
Description : Bullet-proof vest that halves the damage taken when equipped.
How to Use : Equip this to half damage taken.
Other Notes : Use this for bosses (but still keep an eye out on your health).

Box 1

Location : Armory, in the bottom right block. If you miss it however it will appear again later in the Warehouse North, in the upper area to the East.
Description : A cardboard box labelled with 'Heliport'.
How to Use : Equip to wear.
Other Notes : Useful for evading or hiding for guards. Can use to transport from place to place using the game's three trucks.

Box 2

Location : Nuke Building B1, South Area, North West room.
Description : A cardboard box labelled with 'Nuke Building'.
How to Use : Equip to wear.
Other Notes : Useful for evading or hiding for guards. Can use to transport from place to place using the game's three trucks.

Box 3

Location : Snowfield, North West room.
Description : A cardboard box labelled with 'Snowfield'.
How to Use : Equip to wear.
Other Notes : Useful for evading or hiding for guards. Can use to transport from place to place using the game's three trucks.

Camera

Location : Armory South, South East room / complete the game to get this item.
Description : Digital Camera that allows you to take photographs to save onto your memory card. You can view them in the SPECIAL area, from the main menu.

How to Use : Press the A button to take photographs, B to zoom in and X to zoom out.

Other Notes : Saves images to memory card (3 blocks each). Can be used to see the secret ghosts. Special item.

Card Key

Location : Different levels received from different events throughout game.

Description : Security card that allows you to enter doors of the cards number.

How to Use : Have the Card key on you (no need to equip it) and approach the door to open.

Other Notes : Goes up to Level 7. Remember, no need to have it equipped.

Cigarettes

Location : You start with this item.

Description : Highly addictive and bad for you; Snake's favourite brand.

How to Use : Equip them to smoke.

Other Notes : Gradually reduce your health; allows you to see sensor beams when equipped. Other than that pointless, like smoking is. *expects a nasty email or two*

Dog Tags

Location : Received when you collect a Dog Tag.

Description : Dog Tags from enemies or bosses. You get these by holding the enemies up or by defeating them and shaking their corpses.

How to Use : You can view what Dog Tags you have by going onto SPECIAL on the Main Menu, then selecting Dog Tag Viewer and loading your save from your memory card.

Other Notes : Dog Tags available for each difficulty setting. You receive no extras for getting Dog Tags.

Gas Mask

Location : Nuke Building B2

Description : Reduces the decrease of the O2 gauge when in poison gas areas.

How to Use : Equip and it will take effect.

Other Notes : Remember this only reduces the speed of the O2 decrease, and doesn't stop it. Still very useful though, especially in Nuke Building B2.

Handkerchief

Location : Given to by Otacon in the Medical Room.

Description : Sniper Wolf's handkerchief, smell's faintly of her.

How to Use : Equip it when heading through the Caves area to get past the wolves without being bothered.

Other Notes : No other use. You lose it later in the game (I won't say when).

Ketchup

Location : Given to by Otacon in the Medical Room.

Description : Tomato-based food condiment. Has so many additives in you could

go blind*.

How to Use : When open in the menu, press the A button to use.

Other Notes : Use it to escape the Medical Room cell.

*That was a joke, by the way.

Medicine

Location : Nuke Building B1 - South Area, Middle West room.

Description : Cold medicine, and when used, stops you sneezing.

How to Use : When open in the menu, press the A button to use.

Other Notes : You only get a cold once, so there is only one of this item.

Mine Detector

Location : Tank Hangar, North East room (balcony section).

Description : Chemically detects the mines, which show up on the radar (as well as their direction).

How to Use : Equip to use; mines show up on radar.

Other Notes : Shows up mine direction as well. You can crawl over the mines to collect them (they show up as Claymores in your weapons).

MO Disk

Location : Given to you as part of the story.

Description : Optical Disk containing Metal Gear exercise data.

How to Use : No use.

Other Notes : No use; as part of the story.

N.V.G

Location : Nuke Building B2, North West room.

Description : Stands for Night Vision Goggles. Electronically amplifies weak light for visualisation (and so allows you to see in the dark).

How to Use : Equip to wear.

Other Notes : You will hardly need it. The only location where you may use it is in the Caves; but you can see fine there anyway.

PAL Key

Location : Given to you as part of the story.

Description : Emergency input or override device.

How to Use : Have it equipped to use it for computers.

Other Notes : You will need it later in the game. See the Walkthrough for more details.

Pentazemin

Location : Various locations - first found Nuke Building B1, South area, South West room.

Description : Benzodiazepine anti-depressant, but you knew that already, right? Stops trembling of the hand when using a sniper rifle.

How to Use : When open in the menu, press the A button to use.

Other Notes : Doesn't last long, so once you start shaking again, take another. Although they do work well.

Ration

Location : Various locations. Can be retrieved from enemies.
Description : "Meal ready to eat". Restores health, and so is very important.
How to Use : When open in the menu, press the A button to use. Even better, if you have it equipped then it is used when your health is down to 0 automatically.
Other Notes : Restores only about half of your health, so keep several in supply.

Rope

Location : Communication Tower A; ground floor. Next to THAT sensor beam.
Description : Long durable rope that is made from Nylon fibres.
How to Use : Equip when prompted during the game...
Other Notes : Doesn't have to be collected, but it makes the section a lot easier.

Scope

Location : You start with this item.
Description : Military binoculars allowing long-distance reconnaissance. In English, they are binoculars that allow you to look around the area with its adjustable zoom.
How to Use : Press the B button to zoom in, and the X button to zoom out.
Other Notes : Useful for seeing where guards and other things are located.

SOCOM Suppressor

Location : Tank Hangar, North East room on the ground floor. In the corner / Underground Base, North West in drainage ditch.
Description : Silences the SOCOM when attached.
How to Use : Equip this on items, and the SOCOM as the weapon for the two to be combined together.
Other Notes : Silences the SOCOM, meaning that SOCOM is useable in guard heavy areas. Not essential, but very VERY useful and makes the game easier.

Stealth

Location : Complete the game with the Octacon ending to get this item.
Description : Optically deceives the enemy eye a.k.a. turning you invisible. As "seen" by Otacon and the Ninja. Get it? As seen by? Invisible?
How to Use : Equip to activate.
Other Notes : A very cool item, and useful for replays. It's not perfect however - it unequip's if you touch an enemy soldier, it doesn't work against bosses, wolves or those enemy set pieces and it still set's off sensor beams. Special item.

Thermal Goggles

Location : Tank Hangar, West room on balcony section.
Description : Visualises heat source distribution a.k.a. allows you to see warm objects.
How to Use : Equip to use.

Other Notes : Very useful - allows you to see guards, bosses, rats, wolves or any enemies that are hard to see. You can also see the sensor beams, dog tags, Claymore mines and allows you to see in the dark. Nice. :)

Time Bomb

Location : Sometimes found when you get your items back from the Medical Room, and can be collected from the Underground Base drainage Ditch.

Description : A bomb, and the timer can be see on the item's icon. Explodes when the item is expired, killing Snake instantly.

How to Use : When open in the menu, press the A button to throw it away.

Other Notes : Take care of it as quick as possible. You should get a codec about it when you get it from the Medical room, but when you can collect it from the Drainage Ditch, make sure you don't have it before progressing.

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4.02. Weapons

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There are loads of weapons that can you find throughout the game, and most of which are not essential to the mission. To equip an item, press and hold the R button and use the Control Stick / D-Pad to scroll through the items.

Releasing the R button on the item of your choice equips that item.

Here is a list of all the weaponry in the game (in alphabetical order), with their uses and locations -

Note - For the description, they are the ones as used in the game with some adjustment.

Book

Location : Various locations - notably the Holding Cells (toilet), Nuke Building B1 and B2.

Description : Publication with adult-oriented material. What a perverted guard loves on those long, lonely missions. Set it and the guard will become distracted and read it.

How to Use : Press A to set it onto the ground.

Other Notes : Has an image of Eternal Darkness's Alexandra Roivas on.

C4

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Location : Various locations - first found in the Armory, top central block.

Description : Plastic Explosive with a remote control detonator.

How to Use : Set the C4 with the A button, and detonate it with the B button.

Other Notes : Can set this on walls as well as the ground, and on the back of guards (no, really!). Can set lay down more than one at a time - up to 16 in fact.

Chaff Grenade

Location : Various locations.

Description : Grenade that temporarily disables electronic devices, including surveillance cameras and gun placements.

How to Use : Press the A button to aim, and release to throw. The longer held the further it will go.

Other Notes : Very useful item, and can be used for certain bosses too. If you hold this too long, then it will go off in your hand.

Claymore

Location : Various locations - Canyon, Underground Passage and the Snowfield. To collect the Claymore, crawl over the mines.

Description : Antipersonnel landmine with a front sensor.

How to Use : Press the A button to set.

Other Notes : You can collect mines that you have set by crawling over them. Useful for certain bosses, and comedy moments with guards. ;)

FAMAS

Location : Armory, bottom right block.

Description : Assault rifle.

How to Use : Press the A button to fire. Press the Y button to put the safety on. Loud.

Other Notes : Very loud, and has 25 rounds per magazine. The last 3 bullets are tracer bullets (visible).

Grenade

Location : Various locations. First found in the Armory.

Description : Frag Grenade which after a short period of time explodes.

How to Use : Press the A button to aim, and release to throw. The longer held the further it will go.

Other Notes : Not the most useful weapon, only good for certain bosses. If you hold this too long, then it will go off in your hand. Naturally.

M9

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Location : Very Easy - next to where you begin
Easy - Next to the lift).

Normal - Cargo Dock, North. In the locker.

Hard - Armory; in the hidden top left room.

Extreme - Holding Cells; in the air duct on the way to the DARFA chief's cell.

Description : Tranquiliser with a silencer. Also is equipped with a laser sight.

How to Use : Press the A button to aim, release to fire.

Other Notes : Very useful for taking out guards without causing a racket. Essential for getting the better ranks where no kills are required.

Magazine

Location : Received once you have finished a SOCOM, M9 or FAMAS magazine.

Description : Empty magazine, can be thrown to distract guards.

How to Use : Press the A button to aim, and release to throw. The longer held the further it will go.

Other Notes : Great for distracting guards, doesn't knock anyone out. Would be great if it did though, right? *tumbleweed*

Nikita

Location : Nuke Building B1, South Area, on the East side.
Description : Remote control missile launcher. Fictional.
How to Use : Press the A button to aim, and release to fire the missile. Use the Control Stick or D-Pad to control it. You can also use the C-Stick to move the camera round too.
Other Notes : The missile only have a limited fuel supply (the gauge in the top right corner of the screen) and can only be controlled in the first person perspective. Only needed in one part of the game, but can be used also for bosses and messing with the guards.

PSG1

Location : Armory, top left block.
Description : Sniper rifle. Aims in first person. Very loud and shaky.
How to Use : Fire with the A button, zoom in with the B button and zoom out with the X button.
Other Notes : Required for certain boss battles. Will alert other guards when fired due to it's noise. To stop the shaking, use a Pentazemin and use while in the crawling position.

PSG1-T

Location : Nuke Building B1, South area, bottom left room. Only there when you required to get a sniper rifle and onward.
Description : Sniper rifle that fires tranquilising darts. Aims in first person. Very loud and shaky.
How to Use : Fire with the A button, zoom in with the B button and zoom out with the X button.
Other Notes : Required for certain boss battles. Will alert other guards when fired due to it's noise. To stop the shaking, use a Pentazemin and use while in the crawling position. Same as the PSG1, but tranquillises instead of kills.

SOCOM

Location : Helipad, back of the truck.
Description : .45 handgun. Loud, but you can attach a suppressor onto it. Also equipped with a laser sight.
How to Use : Press the A button to aim, and release to fire.
Other Notes : Can attach a suppressor onto it (see the items section to find it's location). Very handy to have.

Stinger

Location : Communicating Towers Connecting bridge - just before you enter Communicating Tower B.
Description : Portable surface to air missile, with lockon. Very awesome.
How to Use : Press the A button to aim, and release to fire the missile. Don't fire until you have a lockon.
Other Notes : Lockon feature allows you to see where hidden enemies are located. Pressing the Z button lets you see it from Snake's perspective. Great for later bosses, and for taking out those

pesky, pesky guards/crows/rats!

Stun Grenade

Location : Various locations.
Description : Grenade that temporarily stuns enemies.
How to Use : Press the A button to aim, and release to throw. The longer held the further it will go.
Other Notes : Very useful - can be used for bosses as well as enemies. If you hold this too long, then it will go off in your hand.

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5. BOSSES

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BOSS: Revolver Ocelot

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Equip rations and the SOCOM. Shoot Ocelot in the head using the first person view for more damage. He will hide round the pillars and shoot at you (he can rebound bullets off walls as well). Watch his bullet count (next to your life gauge) and when this is empty, he will reload giving you a chance to attack. You may as well as attack also when he is, just hide behind a pillar and use the L and R buttons to move to the side. You can also shoot the pipes on the walls to blind him for a short while. There is ammunition around the room if you need it, and don't shoot Baker or the C4 planted on the pillars! This guy is only a challenge on the Hard and Extreme difficulties, so you should take him down easily.

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BOSS: Tank

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Throw a chaff grenade to temporarily disable the tanks' main gun and when it goes off, head North to the tank. If you have no chaff grenades then head South, where there is some by the door. Now hang around the tank for the rest of the battle; if you are close (within about a screen's range should do it) then he cannot use his main gun. However there are still two methods of attack available to the tank; one is that gunners will appear from the top of the tank and shoot at you with machine gun fire. These are pulsing bullets, and so can be seen easily. The other method (perhaps not so intentional) is that the tank can run you over. This hurts quite a bit (takes about half of your health away) so avoid getting too close. If you do get run over, then stay down or get into a crawling position; otherwise you will get hit again as the Tank rolls away.

Firstly, if you collected them a moment ago, use Claymores to take out the tracks of the tank; this slows it down and will help you out a fair bit. The best method of attack I found is by using the SOCOM; gunners appear from the top of the tank every so often, so go into first person and shoot them. Do this preferably when the tank is motionless, as it's hard to hit them when the tank is on the move. To get a decent aim, go into first person and when

the guard appears, press the A button to arm the SOCOM and it should autoaim onto the guard. Shoot straight away and you should get a hit. Keep doing this until the gunner dies, when another one takes his place. Do the same again and the boss is done for. I find that sometimes waiting in first person for a gunner to appear doesn't work (he just stays in the tank), so flick between first and third person views if this happens.

You can attack using other methods, such as grenades (stand in front of the tank and produce a decent throw and it should land next to the gunner) but they are somewhat awkward to use (however I found them useful on the harder modes where the SOCOM method is hard to survive with). However I would just stick to the SOCOM method, it's the easiest way to go. There are also ammunition at the North of the area and to the North East - collect these only when the Tank is close by otherwise Raven will get the opportunity to attack you with the main gun.

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BOSS: Ninja

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First point I wish to make is that you cannot use firearms in this battle, simply because they are ineffective. The only way to deal damage to the Ninja is by means of punching (the B button). Attack the Ninja using the punch punch kick combo here until he teleports to the North East corner and talks about 'hand-to-hand combat'. Attack him again using the B button. However when you attack, move away afterward as most of the time he will attack you (as you are open). So do what he does; attack when he has finished his move as he is wide open for attack. His attacks come quick and fast; when he starts to move toward you, move out of the way. When you see him hovering in the air he is about to drop down below, causing a mini shockwave around him, so if you see him doing this steer clear then move in quickly and give him a punch combo.

After getting his health down to about half way, he decides that he wants to play hide and seek by going into stealth mode and hiding around the room. Equip your Thermal Goggles and run around the room to find him. When you find him, attack him with a punch combo. If you cannot find him then wait in one place and he will approach you. You can attack him then no problem (as he thinks you cannot see him). After a while he will be injured, and he will fight you again. Unequip the Thermal Goggles. As you attack him he will teleport to the side or behind you, then attack (he may even teleport twice). To counter this, only throw one punch when you see him (so you aren't open to attack) then move out of the way when he attacks from his teleported position. After he has finished his attack, get him with a combo. Continue this method until he is done for.

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BOSS: Psycho Mantis

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The first major thing you should do is change your controller to Port 4. This way he cannot read your mind (clever, eh?), and you will not be hampered again for the rest of the battle so feel free to shoot at him. This is essential for this boss fight.

You start with a Hideo Blackout (don't worry, it's meant to happen). There are other things to make note of; if you stay in first person mode for a while then you will look through the eye's of Psycho Mantis (annoying, but it proves useful if you cannot find him). He will also slant the camera view at some stage - this is just another trick of his (or shall I say one of Silicon Knight's tricks... Eternal Darkness fans will know what I am on about ;]).

To damage him, use one of your weapons (I recommend the SOCOM) and shoot him in the head whilst in the first person view. He will attack him a variety of ways; one of them is he will go into invisible and appear, then throw a red energy ball your way. When he does this, you can see him using the Thermal Goggles, otherwise wait until he throws the red energy ball and dodge it, then look at the direction the ball came from and quickly shoot Mantis before he disappears again.

His other methods of attack inside throwing items around, vases chasing you around and spinning chairs / suits of armour. You can shoot and destroy most of these, however I would just ignore them and attack Mantis. About halfway through the battle Meryl will be possessed again and will start attacking you. Knock her out, and she will she will arise once again, only this time she plans to blow her brains out. Quickly use the M9 Tranquiliser before she manages to do so. You will continue the battle again afterward, with the same attacks. Carry on until all of Mantis's life is depleted.

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BOSS: Sniper Wolf

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As soon as you enter the Underground Passage area, head to one of the sides to avoid fire (the mines are gone now so need not worry about them). Crawl out from this corner and into the middle, equip the PSG1 / PSG1-T and take some Pentazemin. The crawling position and the Pentazemin will help you stop shaking when using the weapon. If you haven't got any Pentazemin then there is some at the bottom, to the left of the door. To use the PSG1, press A to fire, B is to zoom in and X is to zoom out. The first and hardest part about this battle is finding her initial location and gaining the advantage. Stay zoomed out on the balcony section ahead and when you see her, zoom in and shoot her (preferably in the head for more damage). Once you have found her and kept her in your sights, then the battle is a breeze.

Just then keep following her as she moves around and as soon as she is about to fire, take her down. If she manages to shoot you while you do this, your aim will become well off, so unequip then reequip the PGS1 and try again. Also note that you can see if she is hiding behind a pillar or corner by looking for her breath. The Thermal Goggles may help too. Remember to keep taking the Pentazemin when your aim becomes shaky, and that there is some ammo in the bottom right corner if you need it.

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BOSS: Hind D

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Always stay in North area here (around the two tankers) as they provide sufficient cover from the gunfire. The Hind is the red mass on the radar, and

you have to use the Stinger to shoot it down. Equip the Stinger and aim at the Hind; there are three targets available on the Hind and it doesn't matter which you choose. Lock onto the target (the square will become red and you will hear a continuous beep) and fire with the A button. Have the stinger on quick equip.

He will fly all around the rooftop, so keep an eye on the radar for his location. Watch out for his fire, so hide at the tankers until he's fairly close, then stinger him quickly. Sometimes he will be on the radar but out of view - he will most likely be underneath you, so keep looking toward his direction and when the Hind appears take a shot. When he says 'Eat This!' and fires a missile, stay away from the Southern area as that area will get blown to smithereens. There is also some ammo over on the East side, and a ration to the West.

When his life gauge is all gone, he will fly off into the distance then fire a final missile. When he does this, head over to the Southern area to avoid the explosion. Nice fly swatting skills, Snake!

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BOSS: Sniper Wolf 2

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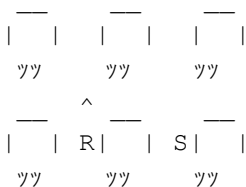
This is the same kind of deal as the first battle with Wolf. She will use the tree's at the far side of the area as a means of cover, so to find her easily, equip the Stinger to find her location, then change to the PSG1 / PGS1-T and take some Pentazemin. Like before keep watching her and stay ahead of her moves by shooting first. It's much easier to shoot her when she is on the move as well as she goes at a much reduced pace. Again if she shoots you and totally swings your aim (or if you lose her) then equip the Stinger to find her again. Remember to keep taking the Pentazemin when your aim becomes shaky, and this battle is a breeze.

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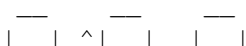
BOSS: Vulcan Raven

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Always watch out for his position on the radar, and don't get too close to him (or in front of him) otherwise he will fire at you using his nasty minigun. Equip the Body Armor to reduce the damage you take here by half, but keep an eye on your health throughout. Attack from the sides or behind him. My weapon of choice here is the Stinger; get to the side of him and fire from where he cannot see you. Below are two examples of in what examples you can use the Stinger without being spotted straight away by Raven (just make sure as soon as you fire you run away and hide).



You stand next to him with a crate between you.



ヲ R ヲ ヲ He carries on walking, and you can see him walking onward,
 allowing you to fire at him with his back turned.
 | | | S | |
 ヲ ヲ ヲ

Here is another example.

< R
 | | | |
 ヲ ヲ Raven is travelling either to the East or West, with you at the
 S turning.
 | | | |
 ヲ ヲ

< R
 | | | |
 ヲ ヲ Just as he appears into view in front of you (regardless of him
 S turning toward you or carrying onward) fire a stinger and run
 | | | | away.
 ヲ ヲ

You could also use the Stinger at a long distance away, and fire it from there.
 Other methods of attack include using the Nikita missile; however this is risky
 as you may not know his exact location and it leaves Snake wide open to attack.
 You could also use Claymores and lay them around the Warehouse (just make sure
 you don't tread on them), Grenades and C4. Any bullet based firearms don't
 really work that well here. It gets harder later in the battle when he starts
 to jog around, but just keep on your toes and you should be fine. Don't get
 impatient either, stay hidden until you get a clear shot of him. There is a
 ration in the North East corner as well if you need it, and he will also shoot
 crates down that reveal ammunition.

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BOSS: Metal Gear Rex

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Equip the Body Armor and run South to keep away from Metal Gear. You have to
 shoot the radome on Metal Gear's left shoulder, which is to your right (it's
 the circle) with the Stinger. So lock onto it and shoot away - it sometimes
 doesn't lock on, and if that's the case then move to a different position and
 try again. The other targets on Rex can be destroyed, but there's no point.
 Rex will shoot missiles at you (you can hear them being fired, and
 you can tell if Metal Gear is about to do it as it goes into a squatting
 formation). When it does so, run from your position and keep running until
 all three missiles have hit the ground, then continue shooting the radome.

If you get close enough, then Metal Gear will use a powerful laser attack,
 and also a stomp move - the camera will change before the stomp, so RUN and
 roll out of the way of the leg, which also creates a shockwave. There is also
 a gun fire attack too. The bottom line is not to get too close to Metal Gear -
 Stinger missiles will reach from a good distance.

Once you have got it's health down to nothing, watch the cutscenes
 afterward and the next part of the battle will begin. The cockpit is opened
 up, and that is your new target (the central target on Metal Gear). When it

starts, head South again and keep your distance. Same sort of attacks again. There is ammo around the edges if you need it, but this boss shouldn't be to much of a hassle.

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BOSS: Liquid Snake

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You will have three minutes to complete this battle. You have no weaponry, so hand to hand combat is how you play it. He will dodge your attacks, so to counter this, only punch once and if he shifts out of the way, adjust quickly and let rip with a combo. If you go straight in with a combo and he moves, then you are wide open for attack. Later in the battle he will try and ram you with his head; this is easy to spot, so either attack him before he can do this or move out of the way. It is quite damaging, so try not to get hit by too many of these rams. Another attack is when he gets up off the ground, he will kick as he gets up. Stay out of his way when he gets up, then attack him shortly afterward.

It's a fairly easy battle once you get used to his attacks. If you get knocked off the edge, then simply get back up and keep going. Also to get his dog tag in this battle, knock him off the edge and he will drop them onto the arena.

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6. DOG TAGS

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Dog Tags are extra items that you can get from enemy soldiers and some of the bosses. When you have one or more dog tags on you, then an icon will appear in your items list. The dog tags that you have collected can be then viewed in the Dog Tag Viewer within the SPECIAL menu (found on the main menu). There are dog tags for every difficulty, so to get them all, you have to go through from Very Easy to Extreme.

To get a dog tag from an enemy, you must hold them up. To do this, approach an enemy from behind and point a gun at them. Snake will say 'Freeze!' and the enemy will raise his arms. Now lower your weapon by pressing the Y button while you are holding the A button . A good idea when doing this is to hold A with the ball of your thumb, then hold Y with your tip then release A so that you don't fire. This is very useful if you have a noisy weapon or you want to conserve ammunition.

Now head round to the front of the enemy and point your gun either at his head or his crouch. He will then give a dog tag over if he has one. You can tell if he has a dog tag as he will have a telltale flash of light around their necks (or you can see them through the thermal goggles). Once you have the dog tag, either kill them, knock them out or simply walk away (the guard will just lower his arms and then call his buddies using his radio if you leave him for a short while).

If you have Stealth, then getting dog tags is a lot easier. Hold them up like

usual (either from front or behind as they cannot see you) and then unequip your stealth (and possibly change to the Bandanna if you have it to conserve ammo if you choose to fire it at the guard). It's easier as you don't have to worry about getting to the side or behind of the guard before holding him up.

Some areas have about four guards in (Armory and the Warehouse are prime examples) and so it's sometimes hard to hold guards up without others noticing. Try and lure single guards away to more secluded areas (watch where the guards hang around before doing this to get a good idea of where a secluded area is) by walking on noisy flooring, throwing a magazine or knocking on a wall.

Remember that not EVERY guard in the game has a set of dog tags, and that each enemy will only give you one set of dog tags each. Check the lists throughout this section for the locations of all the guards that have them, and read through the notes section that is below the table as some have special conditions for appearing.

For bosses, once you have defeated a boss shake their corpse to receive it. Otherwise they will leave it behind, or there are other special causes to get their dog tag. Check the notes section along with the lists below so you know how to get them all. The names on the dog tags are those of both the development team (not satisfied enough with just their name in the credits ;) and from a competition that was held on the Konami website (which I entered, and didn't win).

And what do you get for getting dog tags? Nothing! It's just an interesting extra that you can participate in to add some replay value to the game. Anyway, good luck and have fun collecting!

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6.01. Very Easy

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* Check the Notes below the table before going after the Dog Tags!

ID	Name	DOB	BLD	Location
000	Ryan M Mccarthy	0206	O	Helipad
001	Alexandre Ignatoff	0326	A	Helipad
002	Hyan Sup Kim	0205	O	Helipad
003	Bruno Petit	0709	O	Tank Hangar
004	Yuu Shinohara	0426	O	Tank Hangar
005	Hector S Garcia	1208	--	Tank Hangar
006	Young Chan Park	1122	B	Armory
007	Rathana Darrh Sang	0827	--	Armory
008	Scott Derby	0522	B	Canyon
009	Johnny Kichmaier	1004	--	Canyon
010	Jerimiah W Harte	0804	A	Canyon
011	Alejandro Garcia	1007	AB	Nuke Building B1
012	Menelaeos Papadimitriou	0527	--	Nuke Building B1
013	Zaheer Omar	0728	A	Blast Furnace
014	Ryan Callender	1106	--	Blast Furnace
015	Mamoru Mizuno	1015	B	Warehouse
016	Jin Zhao	1216	O	Warehouse
017	Tomoyuki Marumo	0313	B	Warehouse North
018	Jason Clarke	0622	--	Warehouse North
019	Mikiyasu Kambasyashi	0929	A	Underground Base
020	Gary Goemans	0629	O	Underground Base

021 Johnny Sasaki	--	--	Nuke Building B1	
022 Meryl Silverburgh	--	--	Nuke Building B1	
023 Psycho Mantis	--	--	Commander Room	
024 Sniper Wolf	--	--	Snowfield	
025 Vulcan Raven	--	--	Warehouse	
026 Liquid Snake	--	--	Supply Route	

Notes

- 005 - This guard is in the room to the North East on the ground floor of the Tank Hangar, which you can enter from the Ocelot boss fight onward. Make sure that the guard isn't looking at the door before entering, then using the crates sneak round and hold him up.
- 008 to 010 - These appear once you have done the Tank battle and have returned after. Take out the cameras in the Canyon as well (two near the Northern door, and two in the middle at either side, on the pillars).
- 015 to 016 - These only appear in the Warehouse once you are doing the PAL Key part of the story.
- 021 - This Dog Tag belongs to Meryl in disguise. After the Ninja battle go to Nuke Building B1 and go into the Southern area; she is in the South West corner. Tranquiliser her then shake her before she wakes up to get this dog tag.
- 022 - When with Meryl (either in Nuke Building B1, the Commander Room or the Caves) tranquilise her and shake her before she wakes up to get the dog tag.
- 023 - Once you defeat him, shake his body to get the dog tag.
- 024 - Once you defeat her, shake her body to get the dog tag.
- 025 - Once you defeat him, he leaves his dog tag behind. Go South and collect it (by his minigun)
- 026 - Knock him off the edge during the final battle and the dog tag will appear for the taking.

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6.02. Easy

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* Check the Notes below the table before going after the Dog Tags!

ID	Name	DOB	BLD	Location	
000 Sasa Radosevic	0709	A	Helipad		
001 Huang Rongsheng	0301	O	Helipad		
002 Damian Di Carlo	0319	A	Helipad		
003 Randy W. McAllister	0505	--	Tank Hangar		
004 Carlos Costa	1026	O	Tank Hangar		
005 Federico A Elli	0827	--	Tank Hangar		
006 Kevin Leung	0517	--	Armory		
007 David Falcon Marrero	0511	AB	Armory		
008 Elran Joseph Ettinger	0822	O	Armory		
009 Miguel Barriheiro	0623	A	Canyon		
010 Jan Olbrich	0811	--	Canyon		
011 Alistair Kan	0524	B	Canyon		
012 Benjamin T Turner	0520	O	Nuke Building B1		
013 Hank Van Den Brink	0913	--	Nuke Building B1		
014 Daijyu Satu	0821	B	Blast Furnace		
015 Ryan G Vicera	0304	O	Blast Furnace		

016 Diogo M Fernandes	1010 O	Warehouse	
017 John D Eriai	1107 --	Warehouse	
018 Chris Kohler	0418 O	Warehouse North	
019 Pat RW Hart	0806 O	Warehouse North	
020 Matt Davies	0422 --	Underground Base	
021 Aurore Portet	0909 --	Underground Base	
022 Johnny Sasaki	-- --	Nuke Building B1	
023 Meryl SilverBurgh	-- --	Nuke Building B1	
024 Psycho Mantis	-- --	Commander Room	
025 Sniper Wolf	-- --	Snowfield	
026 Vulcan Raven	-- --	Warehouse	
027 Liquid Snake	-- --	Supply Route	

Notes

- 005 - This guard is in the room to the North East on the ground floor of the Tank Hangar, which you can enter from the Ocelot boss fight onward. Make sure that the guard isn't looking at the door before entering, then using the crates sneak round and hold him up.
- 008 - This guard only appears when you come back to the Armory to get the PSG1. Get the Dog Tag from him now, as you cannot again!
- 009 to 011 - These appear once you have done the Tank battle and have returned after. Take out the cameras in the Canyon as well (two near the Northern door, and two in the middle at either side, on the pillars.
- 016 to 017 - These only appear in the Warehouse once you are doing the PAL Key part of the story.
- 022 - This Dog Tag belongs to Meryl in disguise. After the Ninja battle go to Nuke Building B1 and go into the Southern area; she is in the South West corner. Tranquiliser her then shake her before she wakes up to get this dog tag.
- 023 - When with Meryl (either in Nuke Building B1, the Commander Room or the Caves) tranquilise her and shake her before she wakes up to get the dog tag.
- 024 - Once you defeat him, shake his body to get the dog tag.
- 025 - Once you defeat her, shake her body to get the dog tag.
- 026 - Once you defeat him, he leaves his dog tag behind. Go South and collect it (by his minigun)
- 027 - Knock him off the edge during the final battle and the dog tag will appear for the taking.

6.03. Normal

* Check the Notes below the table before going after the Dog Tags!

ID	Name	DOB	BLD	Location	
000 Michael L P Janes	0317 O	Heliport			
001 Paul Rogozinski	1001 B	Heliport			
002 Rich Barnes	0920 A	Heliport			
003 Kalle Seponpoika Viitanen	0627 A	Tank Hangar			
004 Dan Amadio	0714 A	Tank Hangar			
005 Kate Dyson	0221 AB	Tank Hangar			
006 Kaleb T Heil	0714 AB	Armory			
007 Kevin Gordon	0320 A	Armory			

008 Carlos A Ortega	1004 O	Armory	
009 Edward A Holmberg	0705 A	Canyon	
010 Suneel C Buggal	1229 --	Canyon	
011 Ken Alguire	1014 O	Canyon	
012 David Miner	1206 --	Nuke Building B1	
013 Steven Tieu	0130 --	Nuke Building B1	
014 Souta Asaka	0803 O	Blast Furnace	
015 Paul Caporicci	0113 O	Blast Furnace	
016 Akitaka Tosaka	1118 O	Warehouse	
017 Carey Murray	0731 O	Warehouse	
018 Brian L Hanson	1129 A	Warehouse	
019 Eric Dechaux	0312 AB	Warehouse North	
020 Essam Khilil L Obaidi	0722 AB	Warehouse North	
021 Vong Chan Phuc	0603 --	Underground Base	
022 Patrick Ingoldsby	0506 A	Underground Base	
023 Johnny Sasaki	-- --	Nuke Building B1	
024 Meryl Silverburgh	-- --	Nuke Building B1	
025 Psycho Mantis	-- --	Commander Room	
026 Sniper Wolf	-- --	Snowfield	
027 Vulcan Raven	-- --	Warehouse	
028 Liquid Snake	-- --	Supply Route	

Notes

- 005 - This guard is in the room to the North East on the ground floor of the Tank Hangar, which you can enter from the Ocelot boss fight onward. Make sure that the guard isn't looking at the door before entering, then using the crates sneak round and hold him up.
- 008 - This guard only appears when you come back to the Armory to get the PSG1. Get the Dog Tag from him now, as you cannot again!
- 009 to 011 - These appear once you have done the Tank battle and have returned after. Take out the cameras in the Canyon as well (two near the Northern door, and two in the middle at either side, on the pillars.
- 016 to 018 - These only appear in the Warehouse once you are doing the PAL Key part of the story.
- 023 - This Dog Tag belongs to Meryl in disguise. After the Ninja battle go to Nuke Building B1 and go into the Southern area; she is in the South West corner. Tranquiliser her then shake her before she wakes up to get this dog tag.
- 024 - When with Meryl (either in Nuke Building B1, the Commander Room or the Caves) tranquilise her and shake her before she wakes up to get the dog tag.
- 025 - Once you defeat him, shake his body to get the dog tag.
- 026 - Once you defeat her, shake her body to get the dog tag.
- 027 - Once you defeat him, he leaves his dog tag behind. Go South and collect it (by his minigun)
- 028 - Knock him off the edge during the final battle and the dog tag will appear for the taking.

6.04. Hard

* Check the Notes below the table before going after the Dog Tags!

ID	Name	DOB	BLD	Location	
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000 Mark Ernest Torio	1014 B	Heliport	
001 Alex H Higgins	1266 O	Heliport	
002 Li Shi Dan	0814 A	Heliport	
003 Kristopher Schmitt	1224 O	Tank Hangar	
004 Arthur Manuel Szpinski	0409 A	Tank Hangar	
005 Kevin S Weng	0316 O	Tank Hangar	
006 Michael A Williams	1229 O	Armory	
007 Patrick M Michalishyn	0917 O	Armory	
008 Julliard Ej Emilien	1019 --	Armory	
009 Ross Lillo	0529 O	Armory	
010 Andy E Turner	1022 --	Canyon	
011 Nouri Frederic	0309 A	Canyon	
012 Eric J Holmes	0605 --	Canyon	
013 Alex G Fisico	1121 O	Canyon	
014 Jong Dong Kim	1208 A	Nuke Building B1	
015 Navid Masserrat	1210 AB	Nuke Building B1	
016 Jad V Jureidini	0824 O	Blast Furnace	
017 John Michciel V Lim	0217 O	Blast Furnace	
018 Andrew M Long	0727 O	Blast Furnace	
019 Bruno Aimedia	0324 O	Warehouse	
020 Dmitriy Sergeeritch Kovalev	0121 AB	Warehouse	
021 Oscar M Grandell	0303 --	Warehouse	
022 Fernando Makio Toshimoto	0131 O	Warehouse North	
023 Christopher J Barbour	0924 A	Warehouse North	
024 Jose Maria Castillo Sealla	0905 A	Underground Base	
025 Michael R Klingensmith	0726 O	Underground Base	
026 Doug Tooley	0910 O	Underground Base	
027 Johnny Sasaki	-- --	Nuke Building B1	
028 Meryl SilverBurgh	-- --	Nuke Building B1	
029 Psycho Mantis	-- --	Commander Room	
030 Sniper Wolf	-- --	Snowfield	
031 Vulcan Raven	-- --	Warehouse	
032 Liquid Snake	-- --	Supply Route	

Notes

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- 005 - This guard is in the room to the North East on the ground floor of the Tank Hangar, which you can enter from the Ocelot boss fight onward. Make sure that the guard isn't looking at the door before entering, then using the crates sneak round and hold him up.
- 009 - This guard only appears when you come back to the Armory to get the PSG1. Get the Dog Tag from him now, as you cannot again!
- 010 to 013 - These appear once you have done the Tank battle and have returned after. Take out the cameras in the Canyon as well (two near the Northern door, and two in the middle at either side, on the pillars.
- 019 to 021 - These only appear in the Warehouse once you are doing the PAL Key part of the story.
- 027 - This Dog Tag belongs to Meryl in disguise. After the Ninja battle go to Nuke Building B1 and go into the Southern area; she is in the South West corner. Tranquiliser her then shake her before she wakes up to get this dog tag.
- 028 - When with Meryl (either in Nuke Building B1, the Commander Room or the Caves) tranquilise her and shake her before she wakes up to get the dog tag.
- 029 - Once you defeat him, shake his body to get the dog tag.
- 030 - Once you defeat her, shake her body to get the dog tag.
- 031 - Once you defeat him, he leaves his dog tag behind. Go South and collect

it (by his minigun)
 032 - Knock him off the edge during the final battle and the dog tag will appear for the taking.

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 6.05. Extreme
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* Check the Notes below the table before going after the Dog Tags!

ID	Name	DOB	BLD	Location
000	Leon Shi	0314	O	Helicopter
001	Itoh Yuuichi	0503	O	Helicopter
002	Justin C Weber	0430	B	Helicopter
003	Augusto M Piccio	0912	O	Helicopter
004	Nam Huan Ho	0320	O	Tank Hangar
005	Vlad A Parfyonor	0119	A	Tank Hangar
006	Kris O R Sutton	1215	O	Tank Hangar
007	David P Newman	0419	--	Armory
008	Tres Feia	0406	AB	Armory
009	Kyle P Wright	1103	A	Armory
010	Markus A Lindgrist	0209	--	Armory
011	Ted Traver	1106	--	Canyon
012	Solid Emad Vlaaj	1104	AB	Canyon
013	Seosamh Gowran	0808	O	Canyon
014	Kiba Wang Amada	1031	A	Canyon
015	Iori Oda	0426	B	Nuke Building B1
016	James O' Reilly	1017	--	Nuke Building B1
017	Tomotaka Morita	0903	B	Blast Furnace
018	John H Weaver	0607	A	Blast Furnace
019	Jaeho Song	1129	O	Blast Furnace
020	Todd MacIntyre	1020	--	Blast Furnace
021	Mike Lisman	0905	O	Warehouse
022	Wai K Lan	0826	B	Warehouse
023	Kenichi Rou Kudo	0604	B	Warehouse
024	Inhyuk Lim	0116	B	Warehouse
025	Eric Gatrieau	0619	A	Warehouse North
026	Brad Furminger	1123	AB	Warehouse North
027	Theo Colin Tyler King	1115	A	Underground Base
028	Robert G Pring	0630	O	Underground Base
029	Jun Yo Kim	0514	B	Underground Base
030	Paris Alexandre	0828	A	Underground Base
031	Johnny Sasaki	--	--	Nuke Building B1
032	Meryl Silverburgh	--	--	Nuke Building B1
033	Psycho Mantis	--	--	Commander Room
034	Sniper Wolf	--	--	Snowfield
035	Vulcan Raven	--	--	Warehouse
036	Liquid Snake	--	--	Supply Route

Notes

- 006 - This guard is in the room to the North East on the ground floor of the Tank Hangar, which you can enter from the Ocelot boss fight onward. Make sure that the guard isn't looking at the door before entering, then using the crates sneak round and hold him up.
- 009 - This guard only appears when you come back to the Armory to get the

PSG1. Get the Dog Tag from him now, as you cannot again!

- 011 to 014 - These appear once you have done the Tank battle and have returned after. Take out the cameras in the Canyon as well (two near the Northern door, and two in the middle at either side, on the pillars.
- 021 to 024 - These only appear in the Warehouse once you are doing the PAL Key part of the story.
- 031 - This Dog Tag belongs to Meryl in disguise. After the Ninja battle go to Nuke Building B1 and go into the Southern area; she is in the South West corner. Tranquiliser her then shake her before she wakes up to get this dog tag.
- 032 - When with Meryl (either in Nuke Building B1, the Commander Room or the Caves) tranquilise her and shake her before she wakes up to get the dog tag.
- 033 - Once you defeat him, shake his body to get the dog tag.
- 034 - Once you defeat her, shake her body to get the dog tag.
- 035 - Once you defeat him, he leaves his dog tag behind. Go South and collect it (by his minigun)
- 036 - Knock him off the edge during the final battle and the dog tag will appear for the taking.

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7. GHOST PICTURES

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Once you have unlocked the Digital Camera (see the section below for more details) you can take pictures and save them to the memory card. However this camera has some special properties that allows you to see ghosts! In certain places in the game you can take an image and a ghost will appear on it. It will not show up straight away however by going into the Images section of the Special area from the Main Menu, the ghosts will appear on your picture. The ghosts are mostly of staff from the game, usually in strange poses and guises. Some are funny, others are just a little strange. You can also exercise the ghost from your picture if you decide that you don't want it on there after all.

To take a picture with the digital camera, equip it, aim and press the A button. You will then have to save it to a memory card (taking up 3 blocks of space per image). As some ghosts are quite tough to get (hard to get angles and so on) I would do about 5 tries of the same ghost, save your game, exit and check to see if it has appeared. If it has, then rename it to something (I named them GHOST 01, GHOST 02 etc) and then delete the other images later. Although this is a pain, there is nothing worse than realising you have missed out on a once only ghost. I would also advise that you get all the ghosts in one sitting (after you have completed the game a few times so you have the special items to help you through).

Note that the ghost pictures don't unlock anything. Not a sausage. They are just an extra side quest that you can participate in so you can feel that you have fully done everything in the game. Anyway, here is the list of all 40 ghost pictures in the game!

Thanks goes out to Mike Nelson (mnftg64) for allowing me to use his Ghost Pictures FAQ as a source for this list. It's much appreciated! I can verify that these all work as I've gone and snapped them myself as well.

Note the following will contain some spoilers.

01. Cargo Dock

Location - Side of forklift.
How to get - Take a picture of just the whole left side of the forklift that is in the North East corner of the area.
Description - Kevin Leung.

02. Heliport

Location - Main Door to Tank Hangar.
How to get - Take out all the guards in the area, then head to the main door to the North (by the truck) and take a picture of the entire door.
Description - Doug Tooley.

03. Heliport

Location - Western side room.
How to get - Simply go to the side room on the West of the area, stand outside and snap the inside of the room with nothing at the sides. And I mean NO SIDES.
Description - Mike Janes + Paul Rogozinski.

04. Heliport

Location - Heliport.
How to get - Go south of the heliport and take out the lights with the SOCOM (because of this it may be easier to clear the area of guards before hand). Stand south of the H, and take a picture that is straight on (no looking up or down at all), not zoomed much (if at all) and has the entire H in view. Quite a tricky ghost to get.
Description - Rich Barnes.

05. Holding Cells

Location - In the DARPA's chief's cell; snap his corpse.
How to get - Stand at the door of his cell and snap the corpse, ensuring that it is from head to toe. You need to do this before heading down to B2.
Description - Pam Pagayonan.

06. Holding Cells

Location - Looking out of Meryl's cell.
How to get - Go to Meryl's cell, place you self just outside and face the wall opposite (outside the cell) and take a picture, with no zoom and no sides of the door.
Description - Peter Handrinos.

07. Armory North

Location - Hidden room behind the North East blast wall.
How to get - Use C4 to blast the wall away in the North East, then stand looking in and take a shot - make sure you have just the room and none of the cracked wall.
Description - Bryan Abad.

08. Tank Hangar

Location - Room with the lasers, just before the Canyon.
How to get - Stand in the doorway to the south of the lasers and take a picture of the room, with the sides to the room present and the Canyon door.
Description - Kevin Gordon.

09. Canyon

Location - The large rock at the bottom, on the right (next to the mines).
How to get - Clear the minefield (if you are getting this when you first come to the Canyon) and go the rock. The ghost is on the rock, and you must go really close so that you don't see none of the above or around the rock in any way.
Description - James O'Reilly.

10. Nuke Building 1F

Location - From the window in the very first area (up the left path).
How to get - After coming from the Canyon, you have a ramp going down into the main area, and also a path on the left that leads to a window at the end. Go down this path to the window, and take a picture of the window.
Description - Andrew Paton.

11. Nuke Building 1F

Location - In front of the lockers in the SW corner.
How to get - Get a picture of the two lockers and a little of the wall above.
Description - Don Toledo.

12. Nuke Building B1

Location - Men's toilets.
How to get - Take a picture of the entire of the middle mirror.
Description - Dave Miner.

13. Nuke Building B1

Location - Commander's Room Door
How to get - Take a picture of the Commander Room door (the door in the North). Get all of the door and a little of the ceiling above it.
Description - Scott Williamson.

14. Nuke Building B2

Location - Electric Flooring.

How to get - The picture is of the wall at the far end, standing at the start of the electric flooring. When you first come here in the game, after the cutscene take a picture straight ahead with no zoom.

Description - Gerry Eng.

15. Laboratory Hallway

Location - The corner of the hallway full of corpses.

How to get - It's the NE outside corner of the corridor - take a picture of it, with no floor or ceiling present.

Description - Ted Traver.

16. Laboratory

Location - The ZOE 2 poster on the wall.

How to get - There is a ZOE 2 poster of the North wall. Get all of it in a shot.

Description - Brad Furminger.

17. Laboratory

Location - Glass wall the Ninja was thrown into.

How to get - In the West in front of the super computers are some glass panes. Stand to the East and look at them, and get all three panels in, as well as the small top ones.

Description - Will Barry.

18. Commander's Room

Location - Holographic Model of the Towers.

How to get - Take a picture of the whole holographic model of the towers that is in the West part of the room.

Description - Denis Dyack.

19. Commander's Room

Location - The mirror in the NE corner.

How to get - Snap the entire of the mirror in the NE corner.

Description - Frank Chen.

20. Caves

Location - The area at the end of the cave where Meryl waits for you.

How to get - Go to this end area and stand as far south as possible, then look north toward the door. Take a picture using no zoom.

Description - Jeff Feth.

21. Caves

Location - Looking out of the first crawl space.
How to get - From the start of the area, crawl underneath the first section (to the large area) and look slightly left and take a picture. You will get some snow and rock at the far wall.
Description - Randy McAllister.

22. Caves

Location - The large puddle of water in the North.
How to get - In the large area go to the puddle just above the snow. Look down at the puddle, zoom slightly and snap. It's basically all water and rock. To be honest, I haven't done this one. I've followed my source guide and I just can't get it! If you can help me out further here, then give me an email please. =)
Description - Rob Elsworthy.

23. Underground Passage

Location - Meryl's blood.
How to get - After the Sniper Wolf battle, stand north of the blood stain on the ground and take the picture so that you have the blood visible on the floor with the door behind it.
Description - Karyn Derby.

24. Underground Passage

Location - The platform at the end of the area, where Sniper Wolf was.
How to get - Head all the way up and stand so that the walls end on your left and right. Take out the camera and aim it at the platform, and nothing but that.
Description - Scott Derby.

25. Medical Room

Location - Cell, DARFA chief corpse.
How to get - Crouch in front of the corpse and make sure you get all of it in the picture.
Description - Dan Amadio.

26. Medical Room

Location - Torture Machine.
How to get - Stand a little back from the machine so that in the viewfinder you will have a little background, with no zoom used.
Description - Sean Dwyer.

27. Communication Tower A

Location - Roof; looking at Tower B.
How to get - Before you use the rope to abseil away from the Hind D, go onto the platform where the bridge was and aim at the other

tower. The picture should have air and Tower B in the back ground.

Description - Jung Yoon.

28. Connecting Walkway

Location - On the walkway, next to Tower B.

How to get - After you have killed the three guards at the corner, walk down and line up with the corner of Tower B on the left, and take a picture of the corner where the guards were standing.

Description - Daniel Ebanks + Carmen Dix.

29. Communication Tower B

Location - Top of the Broken Stairs

How to get - From the lift that isn't operating, go down the stairs to where it ends. Whip out your camera and take a picture of the wall ahead of you, no zoom needed.

Description - Clove Roy.

30. Communication Tower B

Location - Roof; looking at Tower A.

How to get - Like Ghost 27, after the Hind D battle stand on the southern platform and look to the south, where Tower A is. Take a picture with air and Tower A in the background.

Description - John Dobbie.

31. Snowfield

Location - Sniper Wolf Corpse.

How to get - After the second Sniper Wolf boss battle, stand South of the body and lie on the ground, facing her. Get her corpse and the entire door behind it in the shot.

Description - Carey Murray.

32. Blast Furnace

Location - Top level walkway

How to get - Take out the guard when you arrive and go down the southern most walkway to the box platform and stand in the NE square. Look north and take a picture so the crane and far walkway is in sight.

Description - Paul Caporicci.

33. Blast Furnace

Location - North area, looking into Molten Metal

How to get - Stand to the East of the North most molten metal pit and aim so that you get most of it in, and a bit of the edge at the top.

Description - Steve Henifin.

34. Cargo Elevator

Location - Top level - Elevator.

How to get - When you first get here, take a picture of the entire of the elevator.

Description - Mike Seto + Dawn Blair.

35. Warehouse

Location - Vulcan Raven's "stuff".

How to get - Stand to the North of Raven's stuff and look south. Aim at the wall above it so that you get the top of the backpack as well. Don't worry if you get the door in the shot.

Description - Blair Wilson.

36. Warehouse

Location - Inbetween the middle left containers, or if the containers were numbered like a phone pad they would be numbers 5 and 6.

How to get - Stand inbetween the two containers and look either to the north or south and take a picture with no zoom and that you have the sides of the two containers in view.

Description - Pat Ingoldsby.

37. Warehouse North

Location - Waterfall.

How to get - Stand on the bridge and aim at the waterfall. Get the tunnel the water comes out of as well.

Description - Sanford Kong.

38. Underground Passage

Location - Cockpit of Metal Gear Rex.

How to get - Stand in front of Rex at the top of the area, and get a picture of the cockpit and most of the head. No zoom.

Description - Dan Tozer.

39. Underground Passage (Control Room)

Location - The World Map to the South.

How to get - Stand as far north as possible and take a picture of all of the world map that's on the wall. Nothing else.

Description - Peter Anderson.

40. Escape Route

Location - Fighting Metal Gear Rex.

How to get - As soon as you start the battle, don't move and take a picture straight away with no zoom. The picture will be of Metal Gear Rex's leg's and the back wall.

Description - Brian Lee.

8. RANKINGS

When you complete the game you will receive a ranking based on your performance. It looks at time, kill total, ration use, stealth (how many times you've been spotted), continues used and how many times you've saved during the game. Within each of the four difficulties (Very Easy and Easy are grouped together) are 12 rankings. This section will tell you what the ranking is and how to obtain it. The best rank is BIG BOSS, on Extreme. If you want attempt this rank, then I would advise first going to this site to download a speed run of the BIG BOSS rank -
<http://www.planetquake.com/sda/other/mgstts.html>.

Note that I got my information directly from the GameFAQs code page, the rankings submitted by HUmarmasta. Thanks!

Very Easy / Easy

Rank 1 - HOUND

Finish in less than 3 hrs, kill 25 or less, use 1 ration or less, be discovered no more than 4 times, save less than 80 times, and do not continue

Rank 2 - PIGEON

Finish in less than 2.5 hrs, kill less than 250, use less than 130 rations, be discovered less than 30 times, and save less than 80 times

Rank 3 - PIRANHA

Finish in less than 18 hrs, kill at least 250, use less than 130 rations, be discovered less than 30 times, and save less than 80 times

Rank 4 - PIG

Complete game in less than 18 hours, use at least 130 rations, be discovered less than 30 times, and save game less than 80 times (kills don't matter)

Rank 5 - CAT

Complete game in less than 18 hours, be discovered less than 30 times, and save game at least 80 times (enemies and rations do not matter)

Rank 6 - KOALA

Complete game in at least 18 hours and be discovered less than 30 times (enemies, rations, and saves do not matter)

Rank 7 - CHICKEN

Be discovered less than 30 times and complete the game in at least 18 hours

Rank 8 - PUMA

Be discovered less than 30 times AND kill less than 8 enemies

Rank 9 - KOMODO DRAGON

Either be discovered at least 55 times and kill less than 4 OR be discovered 30-54 times and kill less than 8

Rank 10 - MONGOOSE

Either be discovered less than 30 times and kill 8-19 OR be discovered 30-54 times and kill 8-15

Rank 11 - SPIDER

Either be discovered less than 30 times and kill at least 20 OR be discovered 30-54 times and kill 16-19

Rank 12 - FLYING SQUIRREL

Either be discovered at least 55 times and kill at least 16 OR be discovered 30-54 times and kill at least 20

Normal

Rank 1 - DOBERMAN

Finish in less than 3 hrs, kill 25 or less, use 1 ration or less, be discovered no more than 4 times, save less than 80 times, and do not continue.

Rank 2 - FALCON

Finish in less than 2.5 hrs, kill less than 250, use less than 130 rations, be discovered less than 30 times, and save less than 80 times

Rank 3 - SHARK

Finish in less than 18 hrs, kill at least 250, use less than 130 rations, be discovered less than 30 times, and save less than 80 times

Rank 4 - ELEPHANT

Complete game in less than 18 hours, use at least 130 rations, be discovered less than 30 times, and save game less than 80 times (kills don't matter)

Rank 5 - DEER

Complete game in less than 18 hours, be discovered less than 30 times, and save game at least 80 times (enemies and rations do not matter)

Rank 6 - CAPIBARA

Complete game in at least 18 hours and be discovered less than 30 times (enemies, rations, and saves do not matter)

Rank 7 - MOUSE

Be discovered less than 30 times and complete the game in at least 18 hours

Rank 8 - LEOPARD

Be discovered less than 30 times AND kill less than 8 enemies

Rank 9 - IGUANA

Either be discovered at least 55 times and kill less than 4 OR be discovered 30-54 times and kill less than 8

Rank 10 - HYENA

Either be discovered less than 30 times and kill 8-19 OR be discovered 30-54 times and kill 8-15

Rank 11 - TARANTULA

Either be discovered less than 30 times and kill at least 20 OR be discovered 30-54 times and kill 16-19

Rank 12 - BAT

Either be discovered at least 55 times and kill at least 16 OR be discovered 30-54 times and kill at least 20

Hard

Rank 1 - FOX

Finish in less than 3 hrs, kill 25 or less, use 1 ration or less, be discovered no more than 4 times, save less than 80 times, and do not continue.

Rank 2 - HAWK

Finish in less than 2.5 hrs, kill less than 250, use less than 130 rations, be discovered less than 30 times, and save less than 80 times

Rank 3 - JAWS

Finish in less than 18 hrs, kill at least 250, use less than 130 rations, be discovered less than 30 times, and save less than 80 times

Rank 4 - MAMMOTH

Complete game in less than 18 hours, use at least 130 rations, be discovered less than 30 times, and save game less than 80 times (kills don't matter)

Rank 5 - ZEBRA

Complete game in less than 18 hours, be discovered less than 30 times, and save game at least 80 times (enemies and rations do not matter)

Rank 6 - SLOTH

Complete game in at least 18 hours and be discovered less than 30 times (enemies, rations, and saves do not matter)

Rank 7 - RABBIT

Be discovered less than 30 times and complete the game in at least 18 hours

Rank 8 - PANTHER

Be discovered less than 30 times AND kill less than 8 enemies

Rank 9 - ALLIGATOR

Either be discovered at least 55 times and kill less than 4 OR be discovered 30-54 times and kill less than 8

Rank 10 - JACKAL

Either be discovered less than 30 times and kill 8-19 OR be discovered 30-54 times and kill 8-15

Rank 11 - CENTIPEDE

Either be discovered less than 30 times and kill at least 20 OR be discovered 30-54 times and kill 16-19

Rank 12 - FLYING FOX

Either be discovered at least 55 times and kill at least 16 OR be discovered 30-54 times and kill at least 20

Extreme

Rank 1 - BIG BOSS

Finish in less than 3 hrs, kill 25 or less, use 1 ration or less, be discovered no more than 4 times, save less than 80 times, and do not continue.

Rank 2 - EAGLE

Finish in less than 2.5 hrs, kill less than 250, use less than 130 rations, be discovered less than 30 times, and save less than 80 times

Rank 3 - ORCA

Finish in less than 18 hrs, kill at least 250, use less than 130 rations, be discovered less than 30 times, and save less than 80 times

Rank 4 - WHALE

Complete game in less than 18 hours, use at least 130 rations, be discovered less than 30 times, and save game less than 80 times (kills don't matter)

Rank 5 - HIPPO

Complete game in less than 18 hours, be discovered less than 30 times, and save game at least 80 times (enemies and rations do not matter)

Rank 6 - GIANT PANDA

Complete game in at least 18 hours and be discovered less than 30 times (enemies, rations, and saves do not matter)

Rank 7 - OSTRICH

Be discovered less than 30 times and complete the game in at least 18 hours

Rank 8 - JAGUAR

Be discovered less than 30 times AND kill less than 8 enemies

Rank 9 - CROCODILE

Either be discovered at least 55 times and kill less than 4 OR be discovered 30-54 times and kill less than 8

Rank 10 - TASMANIAN DEVIL

Either be discovered less than 30 times and kill 8-19 OR be discovered 30-54 times and kill 8-15

Rank 11 - SCORPION

Either be discovered less than 30 times and kill at least 20 OR be discovered 30-54 times and kill 16-19

Rank 12 - NIGHT OWL

Either be discovered at least 55 times and kill at least 16 OR be discovered 30-54 times and kill at least 20

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9. SECRETS / UNLOCKABLES

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This section contains all the unlockables, secrets, Easter eggs and extra hidden things that you may not know about. Thanks to the GameFAQ's codes page and their respective contributors for the codes listed, which is one of my sources. Also thanks goes out to Merca for allowing me to nab some of his codes from his award winning guide. Cheers mate!

Unlockables

Completing the game once (regardless of ending) unlocks the...

- Camera (you need to complete the game with it however)
- Boss Survival Mode (accessible from Special on the Main Menu)

Completing the game (with the Otacon ending - submit to torture) unlocks the...

- Stealth
- Otacon demo

Completing the game (with the Meryl ending - resist torture) unlocks the...

- Bandana
- Meryl demo

Completing with both endings unlocks the...

- Tuxedo Snake
- Snake suit Meryl
- Crimson Ninja

Completing the game three times (regardless of ending)...

- Changes the end credit music to the Metal Gear Solid theme.

Completing the game (with the Otacon ending as Tuxedo Snake) unlocks the...

- Otacon demo (alternate costumes)

Completing the game (with the Meryl ending as Tuxedo Snake) unlocks the...

- Meryl demo (alternate costumes)

Secrets

- On the title screen, you can alter the speeds of the DNA strands in the background by using the shoulder buttons. Holding L slows them down, and holding R speeds them up.
- You can zoom in on the in-game cutscenes by pressing the R button. You can then move around using the C-Stick.
- The save icon on the memory card will be Otacon once you have completed the game once.
- The save icon on the memory card will be the Ninja once you have completed the game twice.

- You can annoy Mei Ling by calling her up then choosing not to save over and over again. After a while she will complain, then say nothing, and eventually she will stick her tongue out at you. =D
- When you are paired with Meryl during parts of the game, you can play around with her. Punching or shooting her causes her to punch you in retaliation (this sadly cannot be avoided) and staring at her makes her uneasy!
- When you first see Meryl in the Holding Cells (overhead in the air duct) exit the air duct and return again she will be in her underwear! ;)
- Later when she is disguised as a guard and you have to wait for her to enter the ladies toilets (Nuke Building B1; before the Psycho Mantis battle) if you enter straight after she goes in, she doesn't have time to change properly and she will be in her underwear during the following cutscene.
- When you visit the Underground Passage for the first time and have to head through the patch of mines, step on one and Meryl will slap her ass at you.
- Killing ravens on the Cargo Elevator means that in the cutscene with Vulcan Raven before his boss battle, he will mention something about your bird slaughtering.
- When escaping from your cell in the Medical Room, ignore Johnny (the guard) and head straight to the torture room in the North. He will then approach you, but he gets another crap attack and just heads into the toilet instead! Knock on the toilet door after and he will make groaning noises. :)
- You may notice that you cannot enter the Medical Room toilet. Well if you exit the room and re-enter again, the toilet is accessible. Nothing notable in there, but it's somewhat posh.
- There is also a secret Codec conversation to be had in the Snowfield - head to the South East corner of the Snowfield and head onto the higher ground, then look out to the East in first person. You will see a parachute in the tree, and you will receive a Codec conversation about it.
- Having or not having the SOCOM in the cutscene in the Holding Cells after escaping the DARFA chief's cell changes what happens somewhat.
- Shooting at rats after a while causes Campbell to contact you by CODEC and have a belly at you.

Easter Eggs

- There are Mario and Yoshi statuettes in the North East corner of the Laboratory. Shooting Mario shows you a 1UP symbol, and shooting Yoshi will cause him to make a noise.
 - There is a GameCube and a Wavebird on the central desk of the Laboratory. There is even the GameCube menu displayed on the nearby television screen!
 - There is a Zone of the Enders 2 poster on the North wall of the Laboratory.
 - The Books that you can lay down to distract guards with have images of Alexander Roivas from Eternal Darkness on them!
 - The inside of the locker door in the top right block of the Armory has a Eternal Darkness inside.
 - In the Psycho Mantis cutscene before the boss battle, he will read your mind (or rather your memory card) and say what games you are playing. If you have Super Mario Sunshine, The Legend of Zelda, Super Smash Bros. Melee or Eternal Darkness, then he will mention them.
 - In the Commander Room, on the North wall are three pictures of people. There is cut-scene director Ryuhei Kitamura on the left, Hideo Kojima in middle (the creator / producer of the Metal Gear series) and on the right is Denis Dyack, the President of co-developer Silicon Knights. Feel free to shoot these off the wall. ;)
-

Glitches / Errors

- The game will freeze up from time to time - the GameCube will make clicking noises and the game will have an error. You have to switch it off at which point. If this happens to you then don't worry, everyone's version does it now and again (Metroid Prime does it a lot). I recommend that you save as much as you possibly again to avoid a lot of lost data due to these errors.
- You cannot see Snake's shadow while in first person mode.
- Watch the cutscene in Nuke Building B2 where the Ninja kills the bunch of guards. You may notice he slices one into two. However when you investigate the bodies afterward, there is no corpse there that is like that.
- Repeatedly shoot a nearby target with a stinger to make the game slow down to a crawl.
- When you get to the Underground Base, stand outside of the Control Room and fire a Nikita missile. Take it in front of Metal Gear Rex, and use it's head snout ramp thing at the front to make the nikita go higher. When you are at the highest point, turn around and look into the control room. Ocolot and Liquid will be in there, but Liquid doesn't have any legs! Pretty funny. Note you can only do this while they are in there - so when you first arrive and just after you lose the PAL key card.
- Before the Psycho Mantis battle, when you walk into the room walk in and stand very close to Meryl (in front of her) so you are close to her chest. In first person, look now at her and the view will change to PM's 1st person view, which will see inside Snakes body and head (as you are really close).
- Grenade Pin glitch - When lying down, pull the pin out of a grenade based weapon and then X to stand up. Press A again to pull another pin out! So Snake can pull two pins from the same grenade. Note that when you pull it out the first time the grenade is still live.

Other / Messing around

This is a list of things that you can do in the gameplay that isn't really obvious or is hidden, and also things you can try out if you are bored or want a laugh. If you have found any else that is hidden or is fun to do, then give us an email and I'll consider placing it here.

- Rolling up or down a set of stairs causes Snake to collapse in a heap.
- You can shoot sacks of flour. This creates a fine mist in the area which can blind guards and enables you to see sensor beams.
- You can shoot fire extinguishers. This creates a fine mist in the area which can blind guards and enables you to see sensor beams.
- You can shoot some pipes in some of the areas, which can blind nearby guards and also harm you.
- Although most lights (sadly) cannot be shot, there are some that can. They are bar ones with heavy gridding over them, as seen in some of the blocks of the Armory area.
- Water ripples when you shoot it. </too obvious>
- The ravens in the Cargo Elevator sometimes crap on you if you look up at them in the first person mode.
- The electric flooring in the Nuke Building B2 can be fun to play around with. For example setting Books onto it sets them alight, and throwing grenade based weapons at them causes them to explode quicker.
- Die in first person mode and the screen will crack.
- Some computer monitors can be destroyed by being shot / punched. A good example is the laptop in the Holding Cells; punch it a few times and it will fold back a couple of times.

- You can knock over the chairs in the Laboratory by blowing them up.
- You can drop down onto guards from a railing to knock them out. However there are little opportunities to do this.
- You can shoot a guard's radio and destroy it (its the gray box on their lower backs). Doing this means they cannot call for help.
- You can knock the doors off lockers by attacking them with punches or a weapon. If the locker can be opened then the door will fall outward, and if it is locked then it will fall inward.
- You can set C4 on guard's backs.
- Hold up a guard and shoot his arm or leg. He will continue to be held up, but his injured limb will act limp and shake. You can shoot one arm and a leg before he dies.
- Hold up a guard and shoot one arm, one leg and destroy his radio then leave him alone. He will limp away, try and call for help to find that his radio doesn't work, then continue to limp around the area for ages! Very funny.
- Hide in a locker with the stealth equipped and knock. The guard will open the door to find no one there.
- Hold up a guard and leave him there so another guard finds him. The finder will kick the held up guard in the back! Kinda funny. Thanks to darkchild for contributing this.
- Put a guard to sleep (tranquilise with the M9 or PSG1-T) and when another guard finds him, he will kick the sleeping guard to wake him up.
- Equip a box and make a guard pick it up from over you. JUST as the box is being unequipped and taken from you, equip the stealth and the guard will act all confused. Collect the box afterward remember!
- In the Cargo Dock waters, you can move the floating drums by running into them.
- Each Key Card door has a "CAUTION: Stand Back" sign at the bottom.
- In the South Armory section before you face Ocelot, you can look through into the boss room in first person to see Baker tied up. You can even shoot him from here.
- In the Ninja boss fight, knock on the locker that Octacon is hiding in to hear him moan.
- In the Laboratory you can knock over the chairs by blowing them up with C4, Grenades or anything else that's explosive.
- After meeting with Meryl in the women's toilets, you can go back in and take a look around. There are mirrors in there that are worth checking out (try looking in first person and strafing left and right, quite strange). You can also smash it by shooting and brake off segments of glass by shooting them.
- In the Underground Passage with Meryl you can stun and wound her and she won't do anything back to you.
- In the Cave with Meryl you stun her then retreat through the hole. The camera will now follow the wolf through the hole after you, pretty cool.
- Take a picture in a gas environment; the picture will still be wavy after.
- Punching an enemy in the head in first person is really funny, as when they get KO'd they just fall straight over. Try it out. ;)

 10. FAQ'S

Q. Is this game like the original?

A. Very much so. I would go as far to say it's just an update of the original MGS on the PS1 with MGS2 gameplay and graphics, making possibly the best

Metal Gear game out there. They have added the Dog Tags, but taken out the VR missions mind.

Q. What is Meryl's Codec Frequency? I don't understand where you get it from...

A. It is 140.15. You get it from the back of the 'package' as Baker said, which is really the back of the game case! You can see it in the screenshot of the Codec conversation between Snake and Meryl. Clever, huh?

Q. I cannot hit Psycho Mantis in the boss battle! Help! What am I doing wrong?

A. Change your controller to Port 4. He then cannot read your mind, and you can attack him at will. Huzzah!

Q. What do I get for collecting the Dog Tags?

A. Nothing... just the satisfaction that you can get them, that's all. ;)

Q. What do I get for getting all the ghost pictures?

A. Like the Dog Tags, nothing... just the satisfaction that you can get them, that's all. ;)

Q. Can you get the High Frequency Blade?

A. No, there isn't any way to get this item. Sorry!

Q. How do you get the Big Boss ranking?

A. In Extreme mode, finish the game in less than 3 hrs, kill 25 or less, use 1 ration or less, be discovered no more than 4 times, save less than 80 times, and do not continue. Pretty tough, no? Your only saving grace is that you have loads of saves to play with. I would advise that you check out this speed run of the Big Boss rank to get a definitive insight on how it's done - <http://www.planetquake.com/sda/other/mgstts.html>.

11. CONCLUSION AND SPECIAL THANKS

That's just about it, folks. I hope that this document has been of aid in one form or another, and that it has been easy to use. If you could, please either ask me questions, suggestions, comments or contributions at

crazyreyn_faqs@hotmail.com. Also could you rate this FAQ so I could get some feedback. Thank you for reading.

+-----+
| Special Thanks to these who have contributed to the guide in some way... |
+-----+

CJayC (Gamefaqs) - For accepting this guide and for creating the best site on the internet. Thanks! <http://www.gamefaqs.com>

IGN - For accepting this guide and for creating an awesome video games site. Thanks! <http://www.ign.com>

Konami / SK - For creating a superb update to a classic title!

ASCII Generator - For producing the text ASCII for my Crazyreyn sig. Thanks, and is a great site if you need any ASCII text. <http://www.network-science.de/ascii/>

Don Fleming (El Greco)- For correcting the date of which the original MGS was released. Thanks!

Merca - For telling about the controller info for the Psycho Mantis battle, for critiquing the guide and for letting nab some of his secrets from his guide. Cheers mate, and be sure to check out his great work! <http://www.gamefaqs.com/features/recognition/39691.html>

Kevin Ortez - For correcting loads of typos in my guide. Thanks!

Mike Nelson (mnftg64) - For creating the Ghost Pictures FAQ and allowing me to use it as the source for my guide. Thanks!

HUmarMasta - For submitting the rankings to the GameFAQs code page.

darkchild - For submitting a cheat / secret.

+-----+
| Special Thanks to these who are my good GameFAQS friends... |
+-----+

Robert Lane (Lanerobertlane)
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Thomas Carter (Carter12)
Duncan Hardy (Super Nova)
Rebecca Skinner (Karpah)
Martin Dale-Hench (Fox)
Brian Sulpher (BSulpher)
Trace Jackson (Meowthnum1)
Richard B. (Gbness)
Steve McFadden (Psycho Penguin)
Chris Noonan (Merca)
Colin Scully (me frog)
Tom Hayes (THayes)

And everyone else at the FAQ Contributors board! Also a nod to the GameFAQS UK board, for being so damn funny. :)

If I have forgotten you, then please contact me and I'll fix your name up here!

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<http://www.gamefaqs.com/features/recognition/27600.html>

By Crazyreyn (crazyreyn_faqs@hotmail.com)
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