

Metal Gear Solid: The Twin Snakes Music FAQ

by imperator

Updated to v1.0 on Mar 9, 2008

```
|_ \ / | _ | | _ | _ | | | / _ | | _ | _ | | ( ) | _ | | | | | | | | | | |
| | \ / | | / _ \ / _ \ / _ \ | | | | | | / _ \ / _ \ | | / _ \ |
| | | | | _ / | | ( | | | | | | | | _ / ( | | | | _ ) | ( ) | | | | ( |
| | | | \ _ \ | \ _ \ , _ | | \ _ \ | \ _ \ , _ | | | | / \ _ \ / | | | \ _ \ , _ |
```

T H E T W I N S N A K E S

----- Music FAQ -----

version 1.00

```
[ Author ] Luis Imperator
[ Created in ] June 06, 2005
[ Finished in ] June 10, 2005
[ E-mail ] luis.imperator(arroba)gmail(ponto)com
```

Metal Gear Solid: The Twin Snakes

```
- Game Release Date:      March 9rd, 2004
- Developed by:           Silicon Knights
- Published by:           Konami
- Console:                Nintendo GameCube

- Music by                Norihiko Hibino
- Music (Ending Theme)    Rika Muranaka
```

TABLE OF SECTIONS

/ 0001 |

Name	Section #
Table of Sections	0001
Version History	0002
About Music in The Twin Snakes	0003
Main Theme	0004
Ending Theme	0005
Original Soundtrack Album	0006
Special Thanks	0007
Contact Imperator	0008
Copyright Info	0009

:: HOW TO NAVIGATE THE FAQ ::

You have to highlight the code section, copy it, enter your browser's "Find" function, paste it there, and Find - If not working, then click the Find button again.

Or simply highlight the code section and follow:

CTRL+C, CTRL+F, CTRL+V e ENTER

NOTE: If you are a mac user, then, you should use:

[Command] + C, [Command] + F, [Command] + V e ENTER

=====

VERSION HISTORY

/ 0002 |

=====

Version 1.0 (06/10/2005) - Added The Soundtrack Info

Version 0.8 (06/06/2005) - First and last version of this guide.

=====

ABOUT THE MUSIC IN THE TWIN SNAKES

/ 0003 |

=====

As you should know, Metal Gear Solid: The Twin Snakes is a remake of the original Metal Gear Solid (1998, Playstation), and as such, the songs are very similar. And that's something really good, because the first game had such a nice soundtrack.

Basically it brings eletronic beats that can tell the tension of the current status of the game, taking the gamer to feel the urgency, peace, or whatever feeling it has to. The cutscenes have more orchestrated songs, more like epic. Overall the sound work in this game is very nice.

=====

MAIN THEME

/ 0004 |

=====
Song Title: "Metal Gear Solid Main Theme:
The Twin Snakes Version"
Composed and performed by Norihiko Hibino
Time Length: 1:11

== INFORMATION ==

This song is a revisited version of the original Metal Gear Solid Main Theme, originally composed by TAPPY for Playstation's MGS.

=====
ENDING THEME

/ 0005 |

=====
Song Title: "The Best Is Yet to Come"
Written / Produced by Rika Muranaka
Additional choral arrangement by David Downes
Words translated by Blathnaid ni Chufaigh
Recorded at Beech park studio Irland
Engineered by Philip Beglly
Lead vocal Aoife ni Fhearraigh
(Appears courtesy of Gael-Linn Records)
Chorus Iarlaith Carter, Stephen Mailey,
Limar Noone, Meav nt Mhaqlchatha,
John McNamara, Cathal Clinch,
Rachel Talbot, Sinead Fay,
Sylvia O'Brieniarlaith, Carter,
Lwan Cowley
Musicians Deelan Masterson (Low Pipe Bouzouki)
James Blennerhassett (Double Bass)
John Fitzpatrick (Fiddle)
Noel Bridgeman (Percussion)
Rika Muranaka (Keyboards)

"THE BEST IS YET TO COME" re-mix version
Re-mixed by DJ. Temple Bar
Recorded at Beech Park Studio. Ireland
Engineered by Philip Begley

When you hear: - At the credits screen, after beating the game

How you can get: - Buying The Original Soundtrack Album

== INFORMATION ==

You listen to this song at the credits screen, once you've finished the game, it's calm and relaxing, really pertinent to the game and fits quite perfectly in its atmosphere.

This song is written and recorded in Gaelic (language), and you can read below the original lyrics and the Official English Translation.

==== LYRICS (Original Lyrics in Gaelic) ====

An cuimhin leat an gra
Cra croi an ghra
Nil anois ach ceol na h-oiche
Taim siorai i ngra
Leannain le smal
Leannain le smal

Lig leis agus beidh leat
Lig leis agus beidh gra

Cuimhne leat an t-am
Nuair a bhi tu sasta

An cuimhne leat an t-am
Nuair a bhi tu ag gaire
Ta an saol iontach
ma chreideann tu ann

Tug aghaidh ar an saoi
is sonas siorai inar measc
Ceard a tharla do na
laethanta sin
Ceard a tharla do na
h-oicheanta sin

An cuimhin leat an t-am
Nuair a bhi tu faoi bhron
An cuimhin leat an t-am
Go siorai sileadh na ndeaor

An ormsa na orainne a bhi
an locht
Ag mothu cailite s'ar fan
Cen fath an t-achrann is
sileadh na ndeor
Ta ailleacht sa saol
Ma chuardaionn tu e
Ta gliondar sa saol
Cuardaimis e

==== LYRICS (Translated to English) ====

Do you remember the time when little things made you happy
Do you remember the time when simple things made you smile
Life can be wonderful if you let it be
Life can be simple if you try

What happened to those days?
What happened to those nights?
Do you remember the time when little things made you so sad
Do you remember the time when simple things made you cry

Is it just me, or is it just us
Feeling lost in this world?
Why do we have to hurt each other?
Why do we have to shed tears?
Life can be beautiful if you try
Life can be joyful if we try
Tell me I am not alone
Tell me we are not alone in this world fighting against the wind
Do you remember the time when simple things made you happy
Do you remember the time when simple things made you laugh

You know life can be simple
You know life is simple
Because the best thing in life is yet to come
Because the best is yet to come

=====
ORIGINAL SOUNDTRACK ALBUM

/ 0006 |

=====
The Twin Snakes Original soundtrack contains 3 CDs, the song titles are
self explanative, and here they are:

-CD 1-

01. Main Screen
02. Briefing Files
03. Cavern
04. Cavern - Intruder
05. Cavern - Battle
06. Cavern - Evasion
07. Cavern - Caution
08. Heli Pad - Intruder
09. Heli Pad - Battle
10. Heli Pad - Evasion
11. Heli Pad - Caution
12. Tank Hangar
13. Tank Hangar - Intruder
14. Tank Hangar - Battle
15. Tank Hangar - Evasion
16. Tank Hangar - Caution
17. Holding Cells
18. Transition
19. Ambush
20. Armory
21. Armory South
22. Spy Vs Gunslinger (Revolver Ocelot)

-CD 2-

01. Armory - Intruder
02. Armory - Battle
03. Armory - Evasion
04. Armory - Caution
04. Canyon
06. Man Vs Machine (M1 Tank)
07. Voices of a Ghost
08. Laboratory
09. Soldier Vs Ghost (Ninja)
10. Mantis' Hymn
11. Infiltrator Vs Parasite (Psycho Mantis)
12. Commander Room
13. Caves
14. Underground Passage
15. Assassin Vs Saladin (Sniper Wolf)
16. Canyon - Intruder
17. Canyon - Evasion
18. Canyon - Caution
19. Communication Tower A
20. Stairway Chase
21. Tension Fades
22. Back to Normal
23. Man Vs Machine 2 (Hind D)
24. Rope Escape

-CD 3-

01. Connecting Bridge Battle
02. Communication Tower B
03. Elevator Tension
04. Blast Furnace

05. Blast Furnace - Intruder
06. Blast Furnace - Battle
07. Blast Furnace - Evasion
08. Blast Furnace - Caution
09. Raven's Territory
10. Snake Vs Shaman (Vulcan Raven)
11. Warehouse North
12. Warehouse North - Intruder
13. Warehouse North - Battle
14. Warehouse North - Evasion
15. Warehouse North - Caution
16. Underground Base
17. Metal Gear...!
18. Underground Base - Intruder
19. Underground Base - Battle
20. Underground Base - Evasion
21. Underground Base - Caution
22. Light Vs Darkness (Liquid Snake)
23. Escape Route
24. Escape Route - Battle
25. End Title - ''The Best Is Yet To Come''
26. Next Generation Classic
27. Progeny Of A Legend

TOTAL NUMBER OF SONGS = 73

TOTAL PLAY TIME = 2 hours, 46 minutes and 33 seconds

=====

SPECIAL THANKS

/ 0007 |

=====

I would like specially to thank:

[YOU!!!]

Dear reader, you're the reason for this FAQ to exist

[Myself]

If it wasn't me you would not be reading this useful guide =D

[Junker HQ - <http://junkerhq.net/>]

Got some info from his site.

[Aumaan - <http://www.joncaido.com/aumaan/main.php>]

Got some info from his site.

[Luiz Henrique]

Que me corrigiu dizendo que o jogo 緋 era pra Playstation, como eu escrevi sem querer no come輟 do FAQ

[Wikipedia - <http://www.wikipedia.org>]
The online free Encyclopedia.

[Hideo Kojima]
and his team, for giving us this blessed series

=====
CONTACT

_____ / 0008 |

=====
How to contact Emperor - It's not that hard, you should try:

1 - E-mail:
luis [dot] emperor [at] gmail [dot] com

2 - ICQ:
52263780

3 - Phone:
+55 - 11 - 9201-7082

4 - Reading other FAQs written by me:
<http://www.gamefaqs.com/features/recognition/50561.html>

=====
COPYRIGHT INFO

_____ / 0009 |

=====
This FAQ is mine and you're supposed NOT to steal it.

For any questions, comments and donations, please email-me:
luis [dot] emperor [at] gmail [dot] com

You can find me at GF boards as "emperor171"

I expect this FAQ has helped you in a way. Enjoy the series!!

