

Metal Gear FAQ/Walkthrough

by Danik Krelidin

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Metal Gear FAQ/Walkthrough (NES) v1.10

By Robert Dacunto (Emperor_Robidious@yahoo.com)

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Table of Contents

I. Disclaimer

II. Update History

III. Characters

IV. Bosses

V. Weapons & Equipment

a) Weapons

b) Equipment

VI. Controls

VII. Story

VIII. Review

IX. Walkthrough

a) Operation Intrude N313

b) Outer Heaven

c) Inside Outer Heaven

d) "Gray Fox"

e) Looking for Dr. Pettrovich

f) Looking for Dr. Pettrovich, Part 2

g) Deceptions

X. Tips/Tricks

XI. Credits

XII. Other Stuff

I. Disclaimer

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II. Update History

Version 1.0 (5/22/04)

The first version of my Metal Gear FAQ/Walkthrough. Sections I to X have been completed.

Version 1.10 (7/29/04)

Fixed minor spelling errors, made some minor changes to the Disclaimer, Review, Walkthrough and Story sections, and added each character's

Transceiver Frequency to the Characters section.

Version 1.11 (9/17/04)

Few minor corrections. Nothing big.

Version 1.20 (9/20/04)

Major overhaul of the guide. Many grammar/spelling errors have been fixed, and I've changed most of the strategies for each area, or made them more clear and understandable.

III. Characters

Name: "Solid Snake", real name unknown

A new member of Unit FOX-HOUND, just out of Master Miller's boot camp. Physically strong with an IQ over 160, "Solid Snake", albeit new, is one of FOX-HOUND's most skillful soldiers. Ordered by "Big Boss" to infiltrate Outer Heaven and find out what happened to Gray Fox and put an end to the mercenaries.

Name: "Big Boss", real name unknown

The founder and leader of Unit FOX-HOUND, "Big Boss" is the greatest soldier ever. He served throughout the Cold War on over 70 special missions. Legendary throughout the world, "Big Boss" was assigned by the U.S. Government to put an end to Outer Heaven. His frequency is 120.85, and later changes to 120.13.

Name: "Gray Fox", real name unknown

Unit FOX-HOUND's most skilled warrior, and the only man ever to receive the highest code name of "Fox". He was the first man to infiltrate Outer Heaven but was captured by the mercenary forces. His last transmission back to FOX-HOUND was "Metal Gear..."

Name: Dr. Pettrovich Madnar

Captured alongside his daughter, Ellen, by the mercenary forces of Outer Heaven, he was forced to create weapons for Outer Heaven, or otherwise have his daughter killed. He created both the TX-11 Arnold and TX-55 Metal Gear.

Name: Ellen Madnar

The daughter of Dr. Madnar. She was kidnapped by Outer Heaven to 'persuade' her father to construct weapons for Outer Heaven.

Name: Kyle Schneider

Leader of the resistance forces against Outer Heaven. His frequency is 120.79. Later changes to 120.16.

Name: Jennifer

One of Schneider's resistance members. Her brother was captured by Outer Heaven and since then she has infiltrated the fortress as a member of the medical staff to save him. Her frequency is 120.48.

Name: Diane

Another one of Schneider's resistance members. She's the intelligence operative of the resistance and knows a lot about Outer Heaven and its capabilities. Her frequency is 120.33. Later changes to 120.91.

IV. Bosses

"Shotgunner"

A boss equipped with a riot gun.

"Machine Gun Kid"

A machine gun-wielding boss.

"Twin Shot"

Twins that cooperate and fight similarly.

The tank

The tank is equipped with two machine guns and a single turret.

The bulldozer

An average bulldozer that crushes everything in its path, but it is very slow.

Arnolds

Two TX-11 Arnolds created by Dr. Pettrovich Madnar.

"Coward Duck"

He wields a boomerang and uses hostages as a shield.

"Fire Trooper"

Wields a flametrooper very skillfully.

The super computer

The super computer that governs the TX-55 Metal Gear, developed by Dr. Pettrovich Madnar. Has its own defense system.

"Big Boss"

The leader of Outer Heaven.

The walkthrough will contain strategies on how to beat each boss.

V. Weapons and Equipment

a) Weapons

Handgun - A standard issued handgun. Based upon rank, it carries:

- 1 star: 50 bullets
- 2 star: 100 bullets
- 3 star: 200 bullets
- 4 star: 250 bullets

Submachine Gun - A typical submachine gun. Based upon rank, it carries:

- 1 star: 50 bullets
- 2 star: 100 bullets
- 3 star: 200 bullets
- 4 star: 250 bullets

Grenade Launcher - Used for taking down powerful/armored enemies. Based upon rank, it carries:

- 1 star: 15 rounds
- 2 star: 30 rounds
- 3 star: 60 rounds
- 4 star: 60 rounds

Rocket Launcher - Similar to the grenade launcher, but more effective. Based upon rank, it carries:

- 1 star: 5 rounds
- 2 star: 10 rounds
- 3 star: 20 rounds
- 4 star: 30 rounds

Remote-Controlled Missile - Excellent for taking out enemies or devices around corners without even being seen. Based upon rank, it carries:

- 1 star: 5 rounds
- 2 star: 10 rounds
- 3 star: 15 rounds
- 4 star: 20 rounds

Plastic Explosive - Based upon rank, you can carry:

- 1 star: 5 explosives
- 2 star: 10 explosives
- 3 star: 15 explosives
- 4 star: 20 explosives

Mines - Effective against armored vehicles, and of course, personnel. Based upon rank, you can carry:

- 1 star: 5 mines
- 2 star: 10 mines
- 3 star: 15 mines
- 4 star: 20 mines

b) Equipment

Rations - Military issued food used for replenishing health. Based upon rank, you can carry:

- 1 star: 3 rations
- 2 star: 6 rations
- 3 star: 9 rations
- 4 star: 12 rations

Cigarettes - Unhealthy, but useful at the end. You start out with them in your inventory.

Binoculars - You can see one screen up, down, left, or right.

Body Armor - Reduces damage taken by half.

Bomb Blast Suit - Similar to body armor but protects from explosions.

Gas Mask - Obviously used to survive in a gas-filled room. Oxygen gauge doubled and the decreases slower.

Oxygen Tank - Similar to the gas mask except it is used underwater.

Cardboard Box - Useful for hiding from the enemy and transporting to different locations.

Mine Detector - Mines placed into the ground will be shown.

Antenna - The transceiver is jammed some times in certain areas, so the antenna is used to get around the jamming.

Flashlight - To navigate around dark environments.

Infrared goggles - Used to detect laser sensors.

Compass - Navigate around areas.

Cards - Eight different security cards to open locked doors that correspond with the card's number.

Uniform - A uniform that belongs to Outer Heaven personnel. Useful to sneak around areas infested with Outer Heaven personnel because they'll think you're one of them.

Antidote - Cures you if poisoned.

Transmitter - Guards become alerted of your presence immediately if carried.

VI. Controls

Up cursor - To move up.

Down cursor - To move down.

Left cursor - To move left.

Right cursor - To move right.

B - Punch

A - Shoot

Start - Pause

Select - Weapon\Equipment\Transceiver Selection

VII. Story

In South Africa, 200 kilometers north of Garzburg, the fortress of Outer Heaven stands, constructed by the 'legendary' mercenary and filled with mercenaries from the world over. Some time ago Dr. Petrovich, a brilliant scientist and engineer, and kidnapped along with his daughter by Outer Heaven mercenaries. Outer Heaven blackmailed the doctor in developing weapons for the mercenaries, or otherwise they would kill his daughter, Elen.

The United States Government became worried after making a discovery of weapons of mass destruction in Outer Heaven and calls upon "Big Boss," leader of the high-tech special forces unit, FOX-HOUND, to take down Outer Heaven. "Big Boss," the "greatest living soldier" ever, dispatches "GRE Fox," their most skilled and experienced soldier, to infiltrate Outer Heaven, discover what they have and deal with it accordingly. The operation was code named "Intrude N313." Unfortunately, "Gray Fox" was captured, but not before sending out one last transmission: "Metal Gear...". Following this, "Big Boss" dispatched a rookie, Solid Snake, fresh from FOX-HOUND boot camp, to infiltrate Outer Heaven, rescue "Gray Fox" and take care of Outer Heaven.

Snake's infiltration by an air drop was successful and it wasn't long before Snake made his way through the guards to meet up with the resistance forces under the command of Kyle Schneider. With the help of Kyle, Diane and Jennifer, Snake was successful in rescuing "Gray Fox" from Outer Heaven's prison, and it was in his jail cell that "Gray Fox" revealed information about Metal Gear, the bipedal nuclear-equipped tank, capable of firing a nuclear missile anywhere. It is also equipped with Vulcan cannons and missiles, allowing it defend itself from any would-be attackers.

Snake's next objective was to rescue Dr. Pettrovich, who, according to "Gray Fox," was the developer of the Metal Gear. Snake's mission was now to destroy Metal Gear at all costs, and to do so, he needed Pettrovich. If Outer Heaven was allowed to use Metal Gear, and it was planning on it soon, it would become a military super power instantly. So, Snake rescued the doctor and his daughter, Elen, and found the secrets to destroying Metal Gear.

Snake forced himself to the 100th floor basement of Outer Heaven, fighting his way through carefully laid traps and the best of Outer Heaven's mercenaries. Kyle was captured, believed killed, but Snake continued, and it was here, deep underground, where Snake confronted the nuclear-equipped tank.

Snake destroyed Metal Gear, but before he could rejoice, he was confronted with his last challenge, none other than his own commander, "Big Boss," the man who sent him on the mission. He was in charge of Outer Heaven all along, and had deceived both the U.S. and Snake. "Big Boss"'s plan was to establish himself and his mercenary company into a larger military establishment, with Outer Heaven as its base. He had sent the rookie "Solid Snake" in to cause information confusion in the government, but Snake proved much more capable than "Big Boss" figured, ruining "Big Boss"'s plans. The two fought on the 100th floor basement as the self-destruct sequence for the fortress commenced.

Snake defeated "Big Boss" and escaped Outer Heaven as it was destroyed. His mission was successful, but he was all alone; he had been deceived by the man he trusted and idolized, his leader, the legendary "Big Boss."

VIII. Review

Metal Gear was the first game where the point was not to run around killing everyone, but rather to use stealth and sneaking tactics to accomplish the mission. It was something new, and something great. The story was even better than what most games then had to offer; not as complex as its sequels to come, but definitely shined when compared to games like Zelda, which were basically rescue the princess and save the world from evil.

I've also played the MSX version of Metal Gear, and it far surpasses its Nintendo counterpart. The English version of the NES Metal Gear had some really horrible translation problems and the graphics are nothing to talk to about (the music, too). The English instruction manual had some really bizarre stuff in it (Vermon CaTaffy?). But, despite these drawbacks, Metal Gear was something new and fresh, and it was great.

It was the start to something awesome, as we will see many years later in Metal Gear Solid. You can find Metal Gear for the Nintendo at GameStop (<http://www.gamestop.com/product.asp?product%5Fid=910342>), or you can find the ROM somewhere on the internet, but I won't tell where.

Now, let's all hope Hideo Kojima decides to do a remake or port of this game, as well as Metal Gear 2: Solid Snake.

IX. Walkthrough

a) Operation Intrude N313

The operation begins with "Solid Snake" (and apparently three other operatives) landing in a clearing in the jungle. "Big Boss" will contact you and tell you your mission objectives (all though his grammar is terrible). Well, following the transmission head right into the next screen and wait for the guard to fall asleep (yeah...pretty stupid), and then head down into the next screen. The guard might wake up (I feel asleep!), but you should be fast enough to get past him (or you could always just walk up to him and punch him to death as he's asleep).

Anyway, in the next screen there are three dogs. You have to take the right path, but it'll be difficult with those dogs. Run and try to avoid the dogs. If you get bit, it's okay, just continue on to the right path and the next screen. Next screen will feature another dog, but like before, just run past it until you arrive at the next screen with a guard and the truck. Inside the truck is a pair of binoculars. Wait for the guard to get sleepy then punch him until he dies. Enter the truck and grab the binoculars. Now, as soon as you exit the truck, quickly go down to avoid his burst of bullets at you. Then run past him and head south to the next screen, where two more guards await you.

Stay behind the trees and take note of the guards' pattern of movement. When the first guard is not looking to the right and the second not looking up, head down and punch the first guard. Then hide behind the trees and wait again to get a perfect shot at the second guard. It's easy, you just have to time it carefully. Once they have both been disposed of, head south and kill the poor puppy. Then continue on until you reach a small building flanked by two guards. I find it easier to take out the left guard and just sneak away. Take note of his pattern of movement and when he's not looking forward sneak down to him and kill him. Then continue on down to the area with three trucks. There are also two guards here. Stand north to the top left

truck and wait for the two guards to look to the right. On the left side there are two, one than you can enter and that you cannot. Enter the one that you can and grab Card 1. Then exit and quickly run to the right side of the screen. Don't worry if you get hit by the guards. Jump into the lower right truck, which takes you to Outer Heaven.

b) Outer Heaven

Uh oh! The truck have started to move! It takes you to the front of Outer Heaven where more trucks are located that you can enter to get some equipment or take you to a different area. When you exit the truck after it arrives there will be a single guard posted at the entrance. He will soon leave as another guard comes to relieve him. As he's being relieved enter the truck to the top left to get some rations. If you read the Cheat/Trick section, you would know that you can get three rations in one by just going to your transceiver and back after you take a ration. You can only carry three at this point, so if you have been damaged previously use a ration and open up the transceiver to get another ration to fill it up.

Once you exit the guard will attack you. You can easily avoid him by running into the truck to the right, which will take you to another area. Once you exit, enter the truck that's directly below you. Once again it takes you on a little journey. Once you exit, head down two screens to another little truck depot. The top truck to your left is holding some plastic explosives and the truck to the bottom right is

holding Card 4. Now enter the second truck at the top left to take you back to outside Outer Heaven. Kill or sneak past the guards again and enter the truck to the bottom right that takes you to the front of Outer Heaven again.

Wait for the guard to walk away and, using Card 1, enter the building. Go right and up, sneaking past the guard, and into the

next screen where a door is located. There is a guard standing in front of the door, and he will spot you as soon as you enter this area. Ignore him and run past him. Using Card 1, enter the door and kill the guard who charges you. Grab the gas mask and exit. The guard will once again notice, but just ignore him and instead continue along to the left side.

Head left along the wall to the room with three guards.

Don't bother answering your transceiver; it's Big Boss telling you stuff you all ready know. Wait for the guard along the north wall to look to the left. When he does, run up behind him and kill him. Then take the second path up. Guards will begin charging you from all directions; ignore them and continue forward.

If you're hit, and you're worried about your Life, use a ration.

In here, you will see an elevator and crates. Ignore the guard and just head right into the next area where there are three trucks. There is also a single guard patrolling the area. The left truck has a handgun, but unfortunately, no ammo. When you exit, wait for the guard to walk towards you; when he starts to turn back, follow him and enter the rightmost truck. Inside are some mines. When you exit this truck, the guard will spot you. So, just run to the left and ignore him. Do not, repeat, DO NOT enter the truck in the middle. It is filled with enemy soldiers. If you do enter it, turn around and exit, only to find the guard in here will see you and more guards will arrive. So, yeah, a good idea not to enter this truck.

c) Inside Outer Heaven

Hide behind the crates, out of the guard's sight. Wait for him to be relieved. When he leaves, equip card 1 and take the elevator up to the only floor it can go. In here there are cameras, so be careful. It's rather easy to just sneak past them. It's similar to future Metal Gear games; just walk directly under it. Your objective is to head down alongside the left wall. Sneak past the guards and enter the door. In here is some ammo for your handgun (20 bullets). About time. Using card 1, enter the door to the south.

In here is a prisoner, so release him (walk up to him) and then head into the door to the right. Equip your gas mask since the room is obviously filled with poisonous gas. Just travel along until you reach the door to the south east.

Equip card 1 and quickly enter the room. A camera guards the two doors on the left side. The bottom most door on the left side contains a POW who has information on "Gray Fox." Release him and then exit the room. The camera will see you, but just avoid the guards and head along the path the guards came from to an open door.

Inside this room is a rolling...something. Wait for it to reach the right side and grab the plastic explosives. and then head back to the entrance. Wait for it to roll against the left wall and then head into the door on the right.

Continue heading right into the next screen. There are two guards

here. It's easy to kill them with your handgun or punching them. I'd prefer punching them since it's easy and doesn't take up any ammo. Continue heading right into a screen with two cameras. You need to get into the door at the bottom right. Go around the boxes and ignore the camera above the door (doesn't matter if it sees you). Inside is Card 2. Now you need to get inside the other room to the left, using Card 2. Inside are some rations. Exit and head back to the room that connects to the gas room (where you found the POW who told you about "Gray Fox"). Enter the gas room. Enter the previously locked room (the top most door) with Card 2 and inside are Remote Controlled Missiles.

Then head back to the area where you found Card 2, and head north to the next screen. You have to use your Remote controlled Missile here to destroy the power box that powers the electricity along the floor. Obviously since it's remote controlled, you control where the missile goes. Direct it into the purple power box and then head along the path to the next screen.

Head right, where a door is located. It's kind of hard to see. Use Card 1 to enter it and inside there is a prisoner. He will tell you about Diane, a resistance member, and her frequency (120.33). If you give her a call a guy name Steve will pick up. Apparently she's out shopping...shopping deep within Africa, in the middle of Outer Heaven. Okay! Exit and head north to the next screen.

Kill the two guards and head to the left side. This area has three guards. Your objective is to enter the northern door using Card 2. Lean up against the wall in the middle of the room and wait for the two guards patrolling the middle wall to come towards you. They won't see you, so knock out the one to the bottom first and then the one at the top. The third guard is patrolling the western side and won't see any of it. Enter the room when he walks south. Inside is a Cardboard Box. When you exit there will only be two guards, so it's easy to enter the door to the south west, where the disappearing guard was patrolling earlier.

Inside here there are two guards and a room in the middle. Quickly enter the middle door using card 2 and grab the silencer. Use Card 1 to enter the door. Grab the grenade launcher and then exit, retracing your steps back to where the elevator was a few screen ago. Now that you have a silencer, the guards can't hear you when you fire your hand gun. Using card 2, take it down to the second floor.

Once you arrive on the second floor you will notice two cameras along two adjacent walls. Use the crates as cover to avoid the camera along the vertical wall and head south to the next screen. Here is a sleeping guard that you can easily kill. Once he's been taken care of, head south to the next area. You will see some strange devices in this room, and if you don't know it, they are laser traps. Unfortunately, you can't use your cigarettes, and you don't have infrared goggles, either. Just have to use my directions to get through it. Head south from the center of the screen until you hit the wall. Then head right until you hit the eastern wall. Then head down until you reach the next screen. Thought you were out of it, eh? Not yet. Still plenty of more traps. From where you're standing, go down until you reach the area in between the second and third laser device. Go between them and then head south until you hit the wall. Head left, passing the three laser devices, and then head north until you reach the wall. Then head right until you're standing in front of the door. Enter it with Card 1 and rescue the prisoner. Go through the laser devices again (following the same path as before) until you reach the sleeping guard once more and dispose of him. Take

the left path now.

This is a small room, so just follow the path until you're into the next screen which has three guards. Watch their pattern of movement and take down the bottom guard so you can have clear access to the path that leads left into the next screen. The door on the right contains some ammo, use Card 2. Door on the left has some plastic explosives. Head back right, kill the guards with your handgun (you should have 50 bullets by now, especially if you used the Transceiver trick), and take the northern path. Avoid the camera by sticking to the wall and take the elevator to the first floor. There are two guards stationed here. Don't go in between the crates; a hole will form.

Instead, Head

to the left side and take out the guard. Head south to the next room and sneak by the cameras (there are three of them here; time it carefully) to enter the door on the left with Card 2. Rescue the prisoner and he will tell you that "Gray Fox" is locked up somewhere. At this point you will receive your second star if you have rescued all the POWs I've told you to rescue up to this point. Exit and head south. I don't know about you guys, but as soon as I entered this area I was seen. They just come running at you, so it's easy to take them down with the hand gun. Enter the door on the right with Card 2 to get the sub machine gun. Exit, sneak by the two guards, and use card 1 for the left door. Inside is a prisoner is suggests that you let yourself be captured in order to gain access to the prison area where "Gray Fox" is located. Sounds like a good idea..right? Exit the room and head south to the next screen. Take out the guard here and enter the truck. As you walk further into the truck, a guard will come up behind you and capture you.

d) "Gray Fox"

Well, you're in prison, and it's really easy to escape. Go along the west wall until you're about in the middle and punch it. For some reason it opens up into "Gray Fox"'s cell. Rescue him and he tells you about the final weapon, Metal Gear, and that in order to destroy it you must rescue its creator, Dr. Pettrovich. In order to escape from Fox's cell, do the same thing you did in the last room, only on the southern wall. Find the spot and punch it until it opens. Exit the cell and head right. Notice you have no equipment or weapons. When you enter the right room, you will be confronted by SHOTGUNNER! What a name. Quickly avoid him and enter the right most room along the south wall to retrieve your equipment. Dispose of the transmitter inside your equipment. Exit and quickly enter the left door using Card 2 to get Card 3. Now it's time to fight Shootgunner.

=====
Boss Strategy: Shotgunner

He's a very easy enemy to defeat. Just equip your Remote Controlled Missiles and hide behind the crates. Took me four shots with the remote controlled missile to defeat him. He's a joke, really.

=====
Following the battle use your newly acquired Card 3 to enter the door on the east side behind the crates. Kill the dog and equip Card 2 to enter the southern door. Inside is body armor. Once you exit the dog will attack you, so quickly shoot it or punch it. Follow the path to the next screen. The first door you cross contains the Bomb Blast Suit. Open the door with Card 2. Exit the room and continue around the path. Ignore the first door (it leads outside) and continue left until you reach the next

screen. Use Card 3 to enter the door on the southern wall. Inside

is an enemy uniform which you can disguise yourself with. Exit the room and open the door on the right screen to exit the building.

When you're outside, head east twice. You'll arrive at a truck. Ignore it and head south twice. Look familiar? Use card 4 to enter the building. Sure, it looks tough with four guards, but all you have to do is stay close to the wall and head right. Take the elevator to the third floor.

Head east upon exiting the elevator. Take out the bottom guard patrolling the middle section and head to the left. Use Card 2 to open the door. Walk along the southern wall to the left screen. It should be a familiar area. Run up to the left wall and walk south, avoiding the camera. Open the door to the left side and grab the ammo. You can now carry up to 100 rounds of ammo with your level 2 star. Use Card 1 to open the south door, and open up the door to the right. Equip your gas mask and follow the path to the other door.

Open up the top door on the left wall with Card 2 and grab the missiles. Use the transceiver trick to fill up on missiles. Exit and head right to the next screen. Enter the room with the rolling thing and exit on the other side. Continue heading right until you reach the room with the two doors and the cameras; enter the first door with Card 2 to fill up on Rations. You can now hold six. Exit, and head north. Use the remote controlled missile to destroy the panel and head north.

Kill the guard in your path and head north on the left side; this the elevator room that we took up here just before. Kill the guard and enter the elevator, taking it to the second floor.

Get up against the horizontal wall with the camera and head left to the area with the three guards again. Do the same thing you did last time, only using Card 3 to enter the room along the west wall. Pass through the small room and into the next door, and quickly avoid the rolling thing again and get into the next room. Avoid the guard and head down into the next area.

Three guards patrol the area. It's probably easier to just avoid them, but if you want you can kill them one by one. Just don't get caught doing it. Either way, head south into the next area. Here, there are doors on the east and west side. The door on the west holds some mines and three sleeping guards (that can easily be taken care of), whereas the east door holds a POW (use Card 1). Once you've been to both rooms, head south.

There is an electric floor here, but it is not yet activated. The guard can and will activate it if he sees you, so be careful. If you have a missile, use it to kill him just to be safe, but, I wanted to conserve my missiles, so I did it the hard way (not really). Wait for the guard to turn away and then shoot him. Enter the left door with Card 3 and grab the infrared goggles.

Now, let's do some backtracking. Remember where the laser trap was? Yeah, head there. It's simple to find. Just keep on going north from the second electric floor room, pass the rolling thing room, and you're now in the room with the three guards. Take the left path to go to the armory to get some ammo. You can also stock up on plastic explosives in the left room.

Then take the lower right path to pass the sleeping guard and into the laser trap room. You can use the infrared goggles now, but if you've memorized the path I said earlier, it should be no problem for you.

In the second trap room, head left to the next screen. Enter the door in the middle of the room with the two guards with Card 3 and rescue the prisoner. He will tell you that Dr. Pettrovich is somewhere in a prison cell on the rooftop. Exit the room and use Card 3 to enter the door on the left of the room to face Machine Gun Kid.

=====
Boss Strategy: Machine Gun Kid

It's near impossible to kill this guy without remote controlled missiles. You have to hide behind the wall, otherwise his machine gun will just rip you apart. If you don't have any remote controlled missiles, you're screwed. So, just hide there behind the wall and own the little b*tch. It took me about three or four shots to kill him. (I can't really say for sure, since sometimes I wasn't even sure if I hit him or the wall).

=====

After putting an end to Machine Gun Kid, use card 1 to gain access to the door along the north wall. Take the Iron Glove, exit and return to the laser trap room. Hopefully you took the Bomb Blast Suit way back when, because you need it now. Gather up ammo for all of your weapons, especially missiles, and of course, rations. Use the extra-item trick if need be. By now you should know how to find them. Simply retrace your steps, or go back in this walkthrough to find their locations. I don't feel like repeating myself!

Retrace your steps back to the elevator, and take it to the top level. This is the roof, where the prisoner told you Dr. Pettrovich was. Equip the Bomb Blast Suit following Big Bosses' transmission and head west. Wait for the first guard to look away from the bottom or right side and then head down along the wall. Kill the first guard while he's looking away. The other two guards are simple; just wait till they look away from the bottom of the screen and put a bullet in them. Head west. There are now two guards here. They can be avoided; just wait till they look away from the bottom of the screen and then head west into the next screen.

The single guard here will probably see you as you enter the room; kill him before he does anything. Head to the far left side of the screen and head south. It's kind of hard to see, but to the right side as you walk down this path, there is a door. It does not require a card key. Inside is ammo. You can now carry 200 rounds of ammo for your hand gun and SMG, and 60 rounds of ammo for your grenade launcher.

Exit and continue heading south. Use Card 2 to open the door and rescue the prisoner. Upon rescuing this prisoner you will receive your third star if you've rescued all prisoners I've told you rescue up to this point.

Now, retrace your steps a bit to the screen with the two guards and two possible paths. Take the south route now and start crossing the bridge. If you fall off you will die, and it's not that easy because it's swaying. Take it slowly. Upon crossing it, you're greeted with another bridge to cross doing the same thing, only in the opposite direction. I wonder why they built such things in their base, when they have to have to cross it. Oh well. I found them very easy to cross;

just take your time and wait for the section you're on to partly line up with the section you're trying to get on to.

There is a new type of guard in this area after exiting the bridge scene. Ignore him for now and keep close to the northern wall. Head west. Now, in here, there are two of those new guards, and an electrified floor. It is not active yet, but if they see you, it will become active. If you didn't keep close to the northern wall, you probably will be seen by the guard standing in front of the entrance and killed. Sneak by the guard by following the wall, and when you're behind him, kill him. Dispose of the other guard by the door. I'd rather not destroy the panel, since it's a waste of a missile.

Enter the door with Card 3 after killing the guard in front of it and take the Mine Detector. Return back to where you got off the second bridge and head east, along the bottom path. The top path is a dead end. Kill the two guards here and prepare for your next boss fight in the next area to the right.

=====

Boss Strategy: Twin Shot

Another simple fight. Hopefully you have your grenade launcher. Run east, heading for the empty alcove. Hide in it and equip your grenade launcher. Fire your grenade launcher at the rightmost twin and kill him. Go to where he was standing and kill the other twin with the grenade launcher. Ten shots with a grenade launcher will kill one twin. So, twenty rounds for the entire fight. With the boss fight over, use card 3 to enter the rightmost door.

=====

Unfortunately for us, Dr. Pettrovich is no longer here. Exit and take out Card 2 and use it to open the door to the left. Rescue the prisoner who tells you where the good doctor is now located. Ten kilometers north, in building #2!

e) Looking for Dr. Pettrovich

Return to the elevator and head down to level 1. Remember not to head in between the crates (hole). Head east, kill the guards, and use Card 4 to open the door on the left wall. We're back in building one. Avoid the guard and head west to the elevator. Take the leftmost path to head south, since the right path has a hole in the way. Head to the entrance of the building, all the way to the far right, at the bottom. If you need some rations, they're in the top truck on the left side. Jump into the truck on the right side, and when it arrives, take the truck that its directly below it. When it arrives at its destination, head west. Upon exiting the truck, equip the mine detector and head north, avoiding the mines. Here, the next boss battle.

=====

Boss Strategy: The tank

Equip your body armor and mines. You can use the transceiver trick to make the tank go back so you can safely place eleven mines in front of its path. If not, place about two or three mines each time it go backs and then hide behind the wall and allow it run over the mines. Repeat until it's destroyed.

or

This is risky, hard, and silly. Stand in front of the tank with your body armor equipped; wait for it to come towards you and let it shoot you once. You should all ready be charging the tank, in an attempt to run through it. When you're

shot, you become "invincible," so you can easily run straight through the tank during these precious few seconds.

=====
Head north and equip your mine detector to navigate the mine field. Once you've made it through the mine field put on the enemy uniform you found earlier to get through without detection. Even though your sprite doesn't change, don't worry, the guards won't know.

Enter the door to building two (it's unlocked) and head west (not entering the water). There's one guard on this side that you can kill if you want. The door can be opened with Card 4 and holds some ammo if you need it. Go back to where you entered and head down into the drainage system. Head left and follow the path to the door. Use card 4 to open the door. Now you will have to fight another armored vehicle, this time a bulldozer.

=====
Boss Strategy: The bulldozer

The bulldozer is slow, as we can see. Once it reaches you it will crush you, so you must be fast. It's easy to exit the room and equip the grenade launcher. Once you have it equipped, return to the bulldozer and immediately open fire on it with your grenade launcher. About eight grenades will kill the bulldozer. Once it is out of commission, continue with finding the doctor.

=====
Equip card 4 and enter the next room. Laser traps are set up in this room, and this time they change their direction. So, equip the infrared goggles and navigate through the lasers. You should have no problem with them. Enter the elevator and take it to the top floor.

Take out the three guards one by one, starting with the middle guard, and enter the door to the left with card 2. Rescue the prisoner, who tells you that Dr. Pettrovich is located on the second floor. Exit, proceeding east. In this room, there are four guards, but you can sneak past them or kill them (if you want).

Either way, take the south path. Kill the single guard that is along the path and continue south to see another one of the "new" guards blocking the door.

Dispose of the guard and use Card 4 to gain access to the room. Grab Card 5 and leave, head east and kill the guard here. Use Card 4 to enter the next room and run towards the elevator, ignoring the guard. I don't like to waste bullets. Use the elevator to reach the first floor.

Take out the two guards as you exit the elevator on the first floor and leave the room. The door to the west is unlocked, so head west. There are no guards in this area, so head west again, and you'll be on the other side of the water system. Kill the guard and enter the next room, using Card 5. Take the ration if you need it (Use the transceiver trick if you want, you freaking cheater). Exit, head east and then north into the next room, using card 2 (pain in the ass switching back and forth with these cards) to open up the door on the left. There are two guards on this side, so be careful. Grab the Antenna on the desk and exit. Head east, killing the guards along the way until you reach the wall, and head north, re-equipping Card 5 to enter the door on the right side. Rescue the prisoner, who gives us a tip on how to defeat Arnold, who holds a Card key.

Retrace your steps a bit to where you can enter the water (the area just before the antenna room). Follow the shallow water along the northern side (if you enter the deep water, you will take damage, and the southern side leads to a dead end) to the right side and then exit. Head south and around the path to reach the door that holds Card 6. Use Card 5 to enter this door.

Return to the water and follow it back to where you entered, only getting off along the opposite side where you entered. Head up and then west to the next screen. Equip your infrared goggles to navigate through the laser trap. These change direction, so be careful. You have to reach the elevator. Ride it to the second floor. Be sure not to go to the third floor; if you do, the elevator refuses to head back down. Once you exit, head east, taking out the two guards that flank the elevator.

Take the northern path in this area, killing the two guards down the narrow path. Equip Card 6 and enter the door, grab the Antidote and head back around, equipping the old Card 1 to open the door in the south. Ignore the Arnolds for now, and instead use Card 5 to open the door along the south east corner. Sneak past the guards (it's easier to kill them) and open the door in the middle of the room. Rescue the prisoner, who tells you not to cross the desert with a compass. Exit, return to the Arnold room, and enter the door to the right side. Use Card 5 to open the door to the north and rescue the prisoner. He tells you Jennifer's frequency, and gives you your fourth star. Call Jennifer (120.48), and depending on whether or not you have a 4 star ranking, she may answer or not. So, hopefully you rescued all the prisoners I told you to and you didn't kill any. If you didn't rescue some and you killed others, you can't talk to the lovely Jennifer.

She's going to give you a Rocket Launcher. Nice girl. Go around the path and use Card 6 to open the door. Grab the Rocket Launcher that Jennifer left for you and return to the Arnold room. Use Card 1 to enter the door to the bottom left, now. Go around the path, avoiding or killing the guard, and then enter the open door along the north west corner of the room. Grab all the ammo you can find, using the transceiver trick (you'll need this ammo), and head back to the Arnold room.

=====
Boss Strategy: Arnolds

Like I said, the Arnolds and every other boss are easy, just take a lot of hits. Have your body armor equipped, and definitely your newly acquired rocket launcher. Just stand there in front of the Arnolds, firing rockets at them. Four for each of them and they're done. They can run at you and touch you (thus doing some damage), but you should be able to kill them before they can do any serious damage to you.

=====
Grab Card 7 following the fight. Equip Card 2 and exit the room by using the door in the north east corner of the Arnold room. A guard will be in front of you, and will most likely see you, so kill him and head east. Slaughter the guards here (a SMG is preferable) and then call Jennifer (120.48, if you forgot all ready). She opens the door for you on the northern wall which holds the Compass. Use Card 1 to open it up.

f) Looking for Dr. Pettrovich, Part 2

Head back to the Arnold room and use Card 5 to enter the door in the south east corner of the room. Kill the guards and head east. Enter the door past the sleeping guard with Card 5, and confront yet

another rolling thing. Avoid it as you did with the other two and enter the elevator. Take the elevator to the first floor, exit the elevator, and kill the two guards here. Take the south exit. There is a trap on the right part of the room, another hole. So stay away from it. Exit the room via the door on the left side and then head north, and then into the water. Take it around to the next screen and exit the water. Go left after leaving the water and use Card 7 to open the door.

Equip the compass and head north about four screens. Kill the scorpions as you navigate through (use the Antidote you found earlier if one bites you), and then when you reach the jungle, head north and until you find building three. Some ammo is located in the bottom truck. Use Card 7 to enter the building and kill the guards who obviously were anticipating you (mysterious, huh?). Head west until Big Boss calls you, telling you to enter the door on the left. If you do so, you will enter a trap. Why would your boss do such a thing? Well, I told you in advance, so obviously don't enter the door.

Head up, keeping close to the right wall. There are a lot of pits here, so keep your finger over the transceiver button. Continue to hug the right wall. When you reach the crates, walk left, and immediately north as soon as you can. Stay right there, in between the crates, because a pit forms right below. Now, slowly walk to the left, just slightly above the pit that formed. As soon as you start to see the next pit north of you start to form, open up the transceiver. When you exit the transceiver screen, the pits will be gone, and you can walk safely to the left side of the room. Don't walk south, for another pit will form.

Instead, go north along the left wall and then into the elevator. Take it down to the 100th Floor Basement (sure is a big place. What's on all the other ninety-nine floors? Are they even necessary?!). Two laser-equipped cameras will be flanking the entrance to the elevator along the two walls. They can easily be avoided by sticking to the center.

Enter the door to the south with Card 7. Grab the Oxygen Tank and head back to the elevator, (don't forget the pits. Follow the same path as before) exit the building, go across the Scorpion desert, and back to building two, where supposedly our Doctor Pettrovich is located.

Once you've returned to Building two, head east and equip your Oxygen tank. Swim north until you arrive to the shallow water. Get out, sneak past the enemy soldiers (there are four here; two flanking the water, and two north of the exit. Probably best to kill them), and position yourself in the middle of the room. Head north after that. If you positioned yourself correctly, you'll land on a space in the floor that is not electrified. Equip your Remote Controlled Missile and destroy the control panel that is next to the door along the left wall. Enter the door to the left with Card 1 and grab the ammo. Schenider will call, and begins to tell us who the leader of Outer Heaven is. But, then, he gives a yell and disappears. Exit, equip Card 7, and enter the door on the right.

=====
Boss Strategy: Coward Duck

Definitely not a name to frighten your enemy. Coward?

Duck? Eh. Anyway, Jennifer gives you a ring, telling you that her brother is amongst the Duck's prisoners. So don't kill any of them.

Unfortunately for us, he uses the hostages as a shield. Thus the name coward. So anyway, head left until you reach the wall. Head straight up and rescue the left prisoner. Keep close to the north wall, turn to face Coward Duck to avoid being hit by his

boomerang. Shoot him ten times with the hand gun to finish him off. Oh yeah, watch out for the pit in the middle of the room.

=====
Anyway, grab Card 8 that he leaves behind. Rescue the prisoner on the right and then the center, who also happens to be the brother of Jennifer, our lovely resistance member. He tells us to take the left elevator when escaping the fortress. Retrace your steps back to the Scorpion Desert. Equip your compass and head north.

Upon reaching the screen after the scorpion infested desert (the jungle area), run west thrice, then north, then west again. Equip your Card 6 and enter the building. Equip Card 5 to open the door in the upper left which holds a prisoner. Returning back to the room, equip Card 3 and enter the door in the upper right corner to enter a gas filled room. So, quickly equip your gas mask and enter the northern door. Another annoying rolling thing that's protecting some plastic explosives. So, grab the explosives while avoiding the rolling thing (you should be an expert at it by now). Exit and head left, then go into the unlocked door which has a flashlight that you can take. Exit, punch the wall to the left side (a few steps up from the bottom wall, however), and enter to fight yet another boss with an equally retarded name as the rest.

=====
Boss Strategy: Fire Trooper

Walk up and hug the wall upon enter, following it until you stand next to Fire Trooper. Be sure to avoid his fire while trying to get next to him. All a matter of timing. Hit the boss fifteen times with your hand gun until he dies.

=====
Equip Card 6 and enter the door behind the now-dead Fire Trooper. Inside, our quest finally ends for Dr. Pettrovich.

g) Deceptions

Dr. Pettrovich wants his daughter, Elen, back. She was kidnapped by Outer Heaven. So, now it's time for some backtracking. Head to the entrance of this building and use Card 5 on the left door. Put on your gas mask, punch the wall above you, and thus opens a hidden room. Anyway, enter it and follow the path. Equip Card 1, open the first door you run into, and rescue the prisoner. Continue along the path, equipping Card 5 to open the next door, which has some rations that you might need. Exit, and then continue to follow the path. Here, punch the middle of the left wall (not exactly the middle..just a little bit below it) and enter the door that forms. In here, there is a pit ahead, so walk along the bottom of the screen to avoid getting killed by it.

Punch the wall located north west of the bottom door to find another hidden room. Grab the ammo if you need it and then equip Card 6 to open the door at the bottom of the screen. Make sure to have your flashlight equipped now. You can use the transceiver trick to avoid the pits. I just stick close to the crates. In the first room, take the far left path down. It's a narrow path. In the second room, stick close to the bottom crates. A pit will form to the right of the screen, right below that set of crates on the right side. If you run south as soon as clearing the bottom crates, you'll avoid the pit. In the third room, it's impossible (for me) to get through it without using the transceiver. There

are three pits here that completely block your path. Maybe there is another way, I don't know. What I did was stick close to the crate on the right side. I stood in middle of the crate on its left side, right next to it, and then ran down. The pit forms as soon as you begin to move, so be quick and call up the transceiver. It'll be gone. Stick to the far right side and head south.

When you reach the end of this trip, use Card 1 to open the southern door. Take care of the dogs inside and then head south. Kill the guards, and then use Card 6 to open the door to the right. Watch out for the pit. Hug the south wall and follow it until you reach the eastern wall. Punch it to find another hidden room. Ellen is inside. Rescue her and exit. Use Card 6 to open the bottom door to return to "Gray Fox"'s cell.

Head east and equip Card 3 to exit the building. Run west thrice, then north, then west again to return to the building where you found the doctor. Return to Pettrovich's cell and he tells you about Metal Gear and its super computer, and how to destroy it. Hope you have plenty of plastic explosives.

Exit the building and return to building three and find the elevator. Take it down to basement level 100. Avoid the cameras and enter the door on the right wall with Card 8. Rescue the prisoner, who informs you that your noble leader, "Big Boss," is in fact the leader of Outer Heaven. What a surprise. Exit, head west, and you get a call from "Big Boss" who demands you halt. Obviously you cannot trust the man anymore, so ignore his order. Run past the cameras and use the Card 8 to gain access to the door along the northern wall. Put your gas mask on and run to the north east part of the room. Punch the wall until you hear the sound, plant some plastic explosives there, and then head through it when the hole is made. Move along the east wall until you reach the door. Careful of the mines in this room. Equip your mine detector. Equip card 1 and open the door to enter another electrified floor. Unfortunately, there is no control panel to destroy, so you have to run across it even though it's electrified. Use your rations when you're about to die and when you make it across enter the door to face the computer.

=====
Boss Strategy: The Super Computer

Kill the guards in the room and then plant plastic explosives around the super computer. When all sixteen have been planted it will explode. Most retarded boss I have ever seen. Why the Hell did they take Metal Gear out and replace it with a Super Computer?!

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The self-destruct sequence has been activated. Go through the door that opened up to face the final boss (heal before you do, obviously).

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Boss Strategy: "Big Boss"

It seems that the prisoner was right. "Big Boss" was behind it all. He had deceived us. The whole idea of doing it was rather stupid if you asked me, especially if you knew the guy you sent was your...well, you'll find out in Metal Gear Solid. Anyway, equip your rocket launcher and use the crates for protection from his attacks. Body armor is a good idea, as well. Oh yeah, and don't forget to equip your cigarettes (I guess back then it was okay to use cigarettes for good. Metal Gear Solid had it, also, but they had Nastasha giving us that annoying Surgeon's General Warning, also). You can walk around to lure "Big

Boss" to the bottom of the screen or to the right side, this way he doesn't fire on you (AI back then wasn't that great, as you can see). Ten rockets will finish off the greatest soldier ever.

=====

Now, it's time to escape. The cigarettes add 1000 seconds to our timer, so take Jennifer's brother's advice and use the left elevator to escape from Outer Heaven as it explodes around you.

X. Tips/Tricks

How to Avoid the Holes

The holes are very annoying. You have no chance of surviving them if you walk over one. They usually protect the entrance into important areas, or a quicker way and safer way to get some place. But, there is a way around them. When you know you're about to come up to a hole, get your hand over the button to get into your transceiver. As soon as you start seeing it form press the button and enter your transceiver. Then exit and it will be gone. But, don't go forward. It will still kill you, even though you don't see it. Instead, walk around it and then continue forward.

Extra Anything

Need more rations or ammo? Whenever you enter a room with rations, take it and then go into your transceiver. Exit it soon thereafter and more rations will appear. Repeat until you have enough.

Passwords

To input passwords, press continue at the main screen.

All Weapons and Items

21Z1C GZZZG UOOOU UYRZZ NTOZ3

XI. Credits

First and foremost, I'd like to thanks Hideo Kojima for creating a game that was so unique and that would become one of the greatest video game series of all time. He's a true genius.

Secondly, to Konami for publishing the Metal Gear series.

XII. Other Stuff

Anyway, to conclude this FAQ/Walkthrough, if anyone happen to note any errors in the guide, please feel free to contact me at Emperor_Robidious@yahoo.com. Please, put "Metal Gear FAQ" in the subject name, otherwise I'll delete it. I'm not really interested in anything else.

THE END