

Snake's Revenge Rank/Weapon/Boss Guide

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"Snake's Revenge" for NES
Rank, Weapon, Boss guide, v1.1 (8/5/2008)
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v1.0 (7/15/2008): Initial version

v1.1 (8/5/2008): Expanded sections 2, 6, 7 and 8 and added section 9

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INTRODUCTION

This guide lays out various data for Snake's Revenge which has previously been unavailable. It is intended to help power players understand the inner workings of the game. Use it with your favorite walkthrough.

1. RANK

Snake's RANK, denoted by the number of stars, determines the size of his LIFE bar and how many items he can carry. RANK increases as Snake rescues hostages and interrogates officers with TRUTH GAS.

RANK	LIFE	Required cumulative rescues/interrogations
*	6	0
**	8	4
***	10	9
****	12	14
*****	14	19

2. HOSTAGES AND OFFICERS

The table shows how many of each are available in each segment of the game. Once Snake has entered the next segment, he can't go back. Only officers and regular hostages (genuine hostages tied to chairs) count toward the total. Fake and irregular rescues don't count.

Segment	Hostages	Officers	Running total
Jungle base	4	2	6
Ship	1	1	9*
Minefield	1	0	10
Train	1	1	12
Final areas	8	4	24

* After completing the ship mission, the total is set to 9, no matter where it was before.

3. STEALTH

Being spotted by guards or cameras sets off alarms, but so do certain weapons.

The following weapons are stealthy. They do not set off alarms:

FIST, KNIFE, HANDGUN + SILENCER, MACHINE GUN + SILENCER, CLAYMOR MINE, FLARE

The other weapons are not stealthy and do set off alarms:

HANDGUN, MACHINE GUN, SHOTGUN, MISSILE, GRENADE, MINE, EXPLOSIVE

The SILENCER is automatically used once acquired.

4. ALARMS

Once the alarm is set off, any guards on screen are alerted and more attack from off screen. In the last part of the game, the incoming guards are grenade throwers, who are stronger than the ordinary ones. The transciever is also disabled. Additionally, in the side-scrolling areas, bombs fall from bomb dispensers and the water is electrified.

To deactivate the alarm, keep killing the guards that show up. You may use loud weapons for this, but the alarm will go off again if you fire after the last guard falls.

5. ITEM DROPS

It takes three hits to kill guards with PUNCH, but they may drop rations or ammo. Guards never drop anything if killed with the KNIFE or other weapons. The exception is the claymore users on the train, who always drop rations.

6. ITEM CAPACITY

Dmg (Damage) is how many HP the weapon takes from a target.

Rec (Recovery) is how much time must pass before a target can be damaged again.

(Time is expressed in frames, which are 1/60 second in the USA version.)

Pack is how many units are contained in a package.

The other columns show how many of each item Snake can carry at each rank.

Weapon/Item	Dmg	Rec	Pack	*	**	***	****	*****	*****
PUNCH	1	16							

KNIFE		3		16															
HANDGUN \$		3		16		20		50		100		150		200		250		300	
MACHINE GUN \$		3		16		20		50		100		150		200		250		300	
SHOTGUN \$		6		16		5		10		15		20		30		40		45	
MISSILE #		11		48		5		10		15		20		30		40		45	
GRENADE		9		48		5		10		15		20		30		40		45	
CLAYMOR MINE		9		16		3		5		10		15		20		25		30	
MINE #		9		32@		5		10		15		20		25		30		40	
FLARE		0				3		5		10		15		20		30		40	
EXPLOSIVE		14		32		5		5		15		20		25		30		40	

FOOD				1		3		6		9		12		15		18			
TRUTH GAS				1		2		3		4		5		6		7			
ANTIDOTE				1		3		6		9		12		15		20			
OXYGEN TANK				1		1		3		5		7		9		12			

\$ Ammunition for the HANDGUN, MACHINE GUN and SHOTGUN is all bundled in ammo boxes. Other weapons and equipment require their own pickups.

The BACK PACK item doubles the carrying capacity of MISSILES and MINES.

@ The actual recovery time for MINES seems to be zero.

Snake needs to hold 24 MINES to finish the game. The lowest RANK for this to be possible is **** without the BACK PACK or *** with the BACK PACK. (Snake's RANK is set to *** after the ship mission.)

7. ENEMIES AND BOSSES

HP is the amount of life the boss begins with. You can't see this without watching the memory of the game.

Damage lists how many bars of LIFE the boss takes off of Snake with each shot or body contact. The amount varies; the listed values are the upper limits.

Damage is reduced by equipping the ARMOR VEST item.

Weapons with a + work, those with a - don't work, and those with a . are unavailable. The damage of each weapon is in the table above.

Enemy/Boss		HP		Damage		Weapons													
				Body	Shot	PNC	KNF	HGN	MGN	SGN	MSL	GRN	CLY	MIN	EXP				
Guards		3		1	3		+	+	+	+	+	+	+	+	+	+	+	+	+
Door-blocker boxes		84		1	n/a		+	+	-	-	-	-	-	-	-	-	-	-	+
Manhole cover boxes		4		n/a	n/a		-	-	-	-	-	+	+	-	+
Manhole guards		12		1	4		+	+	+	+	.	+	+	+	+
Underwater grate		4		n/a	n/a		.	-	+
Floating detector		12		1	n/a		.	-	+	+
Claymore users		18		1	5		-	-	+	+	.	+	+	+	+
Breakable walls		4		n/a	n/a		-	-	-	-	-	-	-	-	-	-	-	-	+
Kamikaze guards		6		death	n/a		-	-	+	+	+	+	+	+	+	+	+	+	+
Grenade guards		6		1	5		+	+	+	+	+	+	+	+	+	+	+	+	+
Missile statues		24		1	5		-	-	+	+	+	+	+	+	+	+	+	+	+
Mini-metal gears		32		1	3		-	-	+	+	+	+	+	+	+	+	+	+	+

Cyber-linebackers x5		40		2	n/a		-	-	+	+	.	.	+	+
Grenade tossers x3		52		1*	4		-	-	+	+	.	.	+	+	+
Impostor		96		6	5		-	-	+	+	.	+	+	+	+
Tank		162		death	death		-	-	-	-	-	-	-	-	-	-	-	+	-
Big Boss I		96		1	3		-	-	+	+	+	+	+	+	+	+	+	+	+
Big Boss II		216		10	7		-	-	-	-	-	-	-	-	-	-	-	+++	-
Metal Gear 2		144		n/a	n/a		-	-	-	-	-	+	-	-	-	-	-	-	-

* Falling into the pits causes instant death.

** Big Boss II must be lured away at least one room in order to take damage.

8. MEMORY ADDRESSES

You can keep track of these with a memory watcher in your emulator or use them to make patch codes. All values for ammo and item supplies are already in decimal, so don't convert them from hex.

Address	Value	
005b	Alert status	
005c	Number of guards left till alarm dies	
0060-1	Available/unlocked weapons*	
006e	Hostages rescued/Officers interrogated	
006f	Rank	
0070	Snake's life	
0077	Snake's invulnerability time	
0088-a	Available/unlocked equipment*	
046e	Snake's Y position	
046f	EXPLOSIVE's Y position	
0484	Snake's X position	
0485	EXPLOSIVE's X position	
0470-3	Snake's bullet's Y position	
047a-e	Enemy/boss Y position	
0486-9	Snake's bullet's X position	
0490-4	Enemy/boss X position	
0590	Time till cable car arrives	
0574	Time till EXPLOSIVE blows up	
05cd-d1	Enemy/boss life	
05d2-6	Enemy/boss facing direction	
05d7-b	Enemy/boss invulnerability time	
06c0-1	HANDGUN ammo	
06c2-3	MACHINE GUN ammo	
06c4	SHOTGUN ammo	
06c5	FLARE ammo	
06c6	GRENADE ammo	
06c7	MINE ammo	
06c8	MISSILE ammo	
06c9	EXPLOSIVE ammo	
06ca	CLAYMOR MINE ammo	
06cb	TRUTH GAS supply	
06cc	ANTIDOTE supply	
06cd	FOOD supply	
06ce	OXYGEN TANK supply	

* Add the following values to the specified addresses to set which items are in inventory. You still need ammo for weapons and supplies for consumable items.

value	0x0060	0x0061	0x0088	0x0089	0x008a	
0x01	HANDGUN	EXPLOSIVE	CARD1	SMOKE BOMB	BATTERY	
0x02	MACHINE GUN	CLAYMOR MINE	CARD2	HIDDEN MIKE	POWER ARMOR	
0x04	SHOTGUN		CARD3	DETECT MINES	X-RAY LENS	
0x08	SILENCER		CARD4	BOOTS	ANTENNA	
0x10	FLARE		CARD5	ARMOR VEST	TRUTH GAS	
0x20	GRENADE		CARD6	NIGHT SITE	ANTIDOTE	
0x40	MINE		CARD7	OPTIC LENS	FOOD	
0x80	MISSILE		CARD8	BACK PACK	OXYGEN TANK	

Example:

If the value at 0060 is c3, you have HANDGUN, MACHINE GUN, MINE and MISSILE.

0xc3 = 0x01 + 0x02 + 0x40 + 0x80

9. BONUS

See my tool-assisted speedrun of this game here:

<http://tasvideos.org/2045S.html>

CLOSING

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