

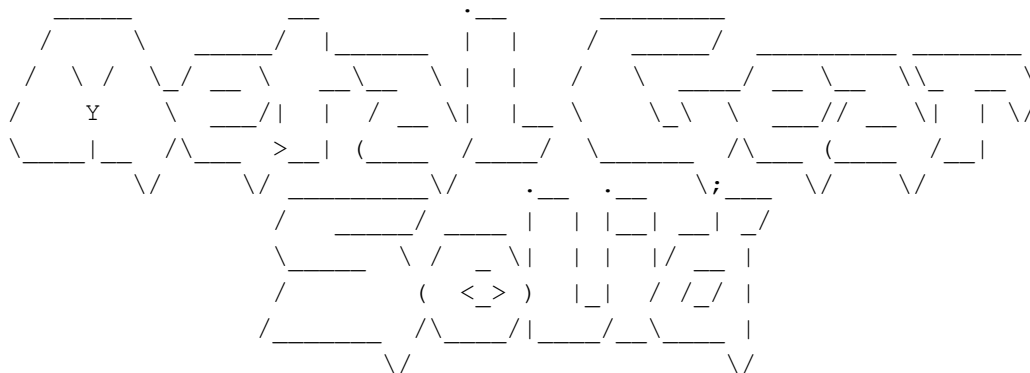
Metal Gear Solid: Peace Walker Demo FAQ

by vinheim

[Donate](#)

Updated on May 21, 2010

```
~~~~~  
| Liked the Walkthrough? Why don't you help me out and recommend it |  
| to other users? That's the best way to say: |  
| "Thanks for the Walkthrough". Thanks... |  
'~~~~~'
```



P E A C E W A L K E R D E M O

< ASCII art created by vinheim 2010 >

Metal Gear Solid: Peace Walker
Demo FAQ/Walkthrough

Version Paz
Last updated: 05/21/10

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---vinheim-----miehniv---

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To navigate much easier through this guide, I added the search system, which works just by following these simple steps:

- Highlight the "Section Code" of the section which you wish to go and copy it (CTRL+C).
- Press CTRL+F to bring up the search sub-menu.
- Paste (CTRL+V) the "Section Code" and press ENTER twice to be where you wanted to be. Just like magic!

My Section Codes were made as precise as possible, and I also prefer this method instead of having you scroll 30 min through this huge guide looking for the section you want to go.

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END OF ToC  
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AIM: vinh3im

Ask politely and I'll add you. I don't have YIM, so start mailing me to make one just so you can chat with me.

=====  
~ ~ ~ 1.2] Donations ~ ~ ~ ~ ~  
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.sx102.=====  
'-----'

This is a little experiment of mine and I just wanna see how it goes. Well, if you found this guide to be at least somewhat useful, think about donating some money. I mean, I'm a student who pays his own school, and it's gastronomy and it consumes all the money I get at home. I'm not asking for 10-20 bucks. Whatever your heart wants to give is fine, be it 1 buck, 50 cents.

Whatever the amount you can donate, I'd truly, TRULY appreciate it and your help would be greatly appreciated. Well, you can only donate through PayPal at the moment, which the account is: vinheim@gmail.com

-----  
Instead of buying the official guides which cost around 20 dls., better donate half or a quarter or whatever amount to yours truly.

To those who support me, thanks. - Alexander Paul Kleinheider  
aka vinheim

=====  
| \ / | / \_ / \_ | .===== . | \ / | / \_ / \_ |  
| | \ / | | | \_ \ \_ \ | 2] Game Basics | | | \ / | | | \_ \ \_ \  
| | | | | \_ | | ) | | [sx200] | | | | | | \_ | | ) |  
| \_ | | \_ \ \_ | \_ / '===== ' | \_ | | \_ \ \_ | \_ /  
~ ~ ~ ~ ~

A little of the basics of the game. I'd add more, but this is just a Demo and just a little bit of the game is explained.

=====  
~ ~ ~ 2.1] Story ~ ~ ~ ~ ~  
=====  
.sx201.=====  
'-----'

A mysterious military force equipped with the latest weapons, called Peace Sentinels, has established a presence in Costa Rica in late 1974. The Costa Rican government could not do anything about them because the country's constitution bans the creation of an armed forces. The nation has secretly tapped Naked Snake and his Militaires Sans Frontières (Soldiers Without Borders; Outer Heaven's predecessor) mercenary group to turn back the threat, which could endanger the balance of power between the East and West.

- Metal Gear Solid Peace Walker Official Site

=====  
~ ~ ~ 2.2] Controls ~ ~ ~ ~ ~  
=====  
.sx202.=====  
'-----'

Note that there are 2 types of controls here in the demo. The Shooter Type and the Action Type. I'll go into detail in separate. Also, these also have 2 types each, which is when you're aiming your gun and when you're in stealth mode.

o Please Note:

\*Be aware the control config below is for the METAL GEAR SOLID PEACE WALKER Demo Ops.

\*Game is still under development. Controls may differ in the final version of the game.

= Shooter Type

\_\_\_\_\_sx203

~~~~~

The Shooter Type is my personal favorite. After playing a lot of shooting games on the PSP, this type clicked with me in an instant. With this, you move the camera with the symbol buttons, while you move with the Analog. All the other actions are made with the D-pad, giving you more control of the camera in this type.

o Normal Mode

o-----+	-----o
- L button	= Aim Button.
=====+	=====
- R button	= Attack Button (CQC).
=====+	=====
- D-pad	= Up: Action Button.
	+~~~~~
	= Down: Crouch Button.
	+~~~~~
	= Left: Equipment Selection Button.
	+~~~~~
	= Right: Weapon Selection Button.
=====+	=====
- Analog	= Move.
=====+	=====
- Start	= Menu Button.
=====+	=====
- Select	= Select between normal aim and auto aim.
=====+	=====
- X button	= Camera Control Buttons.
=====+	=====
- [] button	= Camera Control Buttons.
=====+	=====
- /\ button	= Camera Control Buttons.
=====+	=====
- O button	= Camera Control Buttons.
o-----+	-----o

o Aiming Mode

o-----+	-----o
- L button	= Aim Button.
=====+	=====
- R button	= Attack Button (shoot).
=====+	=====
- D-pad	= Up: Reload Button.
	+~~~~~
	= Down: Crouch Button.
	+~~~~~
	= Left: Camera Switch Button.
	+~~~~~

```
|             | = Right: Camera Switch Button. |
|=====+=====|
|- Analog    | = Move. |
|=====+=====|
|- Start     | = Menu Button. |
|=====+=====|
|- Select    | = Nothing. |
|=====+=====|
|- X button  | = Camera Control Buttons. |
|=====+=====|
|- [] button | = Camera Control Buttons. |
|=====+=====|
|- /\ button | = Camera Control Buttons. |
|=====+=====|
|- O button  | = Camera Control Buttons. |
o-----+-----o
```

= Action Type

sx204

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Unlike the Shooter Type, this type of controls are made more for those that prefer to use the action buttons and not mess that much with the camera, whichever their reasons. I assume this is the type that is less picked by gamers in general.

o Normal Mode

```
o-----+-----o
|- L button  | = Camera Reset Button. |
|=====+=====|
|- R button  | = Aim Button. |
|=====+=====|
|- D-pad     | = Up: Camera Control Buttons. | |
|           | +~|
|           | | = Down: Camera Control Buttons. |
|           | +~|
|           | | = Left: Camera Control Buttons. |
|           | +~|
|           | | = Right: Camera Control Buttons. |
|=====+=====|
|- Analog    | = Move. |
|=====+=====|
|- Start     | = Menu Button. |
|=====+=====|
|- Select    | = Select between normal aim and auto aim. |
|=====+=====|
|- X button  | = Crouch Button. |
|=====+=====|
|- [] button | = Attack Button (CQC). |
|=====+=====|
|- /\ button | = Action Button. |
|=====+=====|
|- O button  | = Weapon/Item Selection Button. |
o-----+-----o
```

o Aiming Mode

```
o-----+-----o
|- L button  | = Precision Firing Button. |
|=====+=====|
```

```

|- R button | = Aim Button.
|=====+=====
|- D-pad | = Up: Camera Control Buttons.
| +~~~~~|
| | = Down: Camera Control Buttons.
| +~~~~~|
| | = Left: Camera Control Buttons.
| +~~~~~|
| | = Right: Camera Control Buttons.
|=====+=====
|- Analog | = Move.
|=====+=====
|- Start | = Menu Button.
|=====+=====
|- Select | = Nothing.
|=====+=====
|- X button | = Crouch Button.
|=====+=====
|- [] button | = Attack Button (Weapon Attack).
|=====+=====
|- /\ button | = Reload Button.
|=====+=====
|- O button | = Nothing.
o-----'-----o

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- Metal Gear Solid Peace Walker Official Site

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=====
~ ~ ~ 2.3] Equipment ~ ~ ~
=====
'.sx205.'
'-----'

```

Ok, this little sub-section is dedicated to the equipment available in the demo. Remember that once the game comes out, the combinations given here may change.

o BATTLE DRESS

```

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~ Description: This suit is made specifically for battle and features increased defense and weapon capacity, but with a reduced Camo index.

~ Weapons:

- ~~ M1911A1: Large-bore combat pistol.
- ~~ M60: Large-bore general purpose machine gun.
- ~~ RPG7: Rocket-propelled grenade launcher.
- ~~ Grenade: Fragmentation grenade.

~ Item List:

- ~~ Ration: Portable military ration. Recovers LIFE.
- ~~ Binos: Military binoculars that are best used for espionage purposes.
- ~~ Love Box: A bigger cardboard box. Two people may fit in it.
- ~~ Fulton SYS: Recruitment recovery & evacuation system.

o SNEAKING SUIT

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????????????????

```

~ Description: A very high Camo Index makes this suit ideal for infiltration. However its capacity to carry weapons is limited.

~ Weapons:

- ~~ Mk.22: A non-lethal weapon. Fires tranquilizer bullets.
- ~~ V261: Compact & lightweight submachine gun.
- ~~ Stun Grenade: Sound and flash grenades. Non-lethal weapon.

~ Item List:

- ~~ Ration: Portable military ration. Recovers LIFE.
- ~~ Binos: Military binoculars that are best used for espionage purposes.
- ~~ Love Box: A bigger cardboard box. Two people may fit in it.
- ~~ Fulton SYS: Recruitment recovery & evacuation system.
- ~~ Soliton R.: A high powered sensor that displays the topography and position of enemies. Only functional in normal phase.
- ~~ Shield: Made with bulletproof material. Gunshots from the front are nullified.

o JUNGLE FATIGUES

~~~~~

~ Description: A balanced combat uniform with a standard amount of defense, weapons, and Camo Index. Equipped with a sniper rifle.

~ Weapons:

- ~~ Mk.22: A non-lethal weapon. Fires tranquilizer bullets.
- ~~ M16A1: Compact & lightweight assault rifle.
- ~~ SVD: Large-bore automatic sniper rifle.
- ~~ Grenade: Fragmentation grenade.

~ Item List:

- ~~ Ration: Portable military ration. Recovers LIFE.
- ~~ Binos: Military binoculars that are best used for espionage purposes.
- ~~ Love Box: A bigger cardboard box. Two people may fit in it.
- ~~ Fulton SYS: Recruitment recovery & evacuation system.
- ~~ SRND. IND.: An all around censoring device. Uses waves to symbolize sound detection. The "N" icon signifies North.

o NAKED

~~~~~

~ Although defense and Camo Index are low, has good weapon capacity and traveling speed. For the gung-ho type soldier.

~ Weapons:

- ~~ M1911A1: Large-bore combat pistol.
- ~~ M60: Large-bore general purpose machine gun.
- ~~ RPG7: Rocket-propelled grenade launcher.
- ~~ Grenade: Fragmentation grenade.

~ Item List:

- ~~ Ration: Portable military ration. Recovers LIFE.
- ~~ Binos: Military binoculars that are best used for espionage purposes.
- ~~ Love Box: A bigger cardboard box. Two people may fit in it.
- ~~ Fulton SYS: Recruitment recovery & evacuation system.

```

|  \  | /  _ /  _ |   .=====   |  \  | /  _ /  _ |
| | \ | | | _ \ _ \ |           3] Characters | | | \ | | | _ \ _ \
| | | | | | _ | _ ) | |           [sx300] | | | | | | _ | _ ) |
| _ | | _ | \ _ | _ /   '=====   | _ | | _ | \ _ | _ /

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~~~~~



Some info plus the Voice Actor of the characters of the game. Note that the official site still lacks detailed info of some characters, which I'll update as the official site does too.

~~~ NAKED SNAKE AKA BIG BOSS ~~~~~

~ Voice Actor: David Hayter

Former member of the CIA Special Unit, "FOX". An expert in combat and stealth infiltration, Snake is a legendary hero who once rescued the world from the brink of all-out nuclear war. Snake holds the title of "Big Boss" for eliminating "The Boss" - a legendary woman known in intelligence circles as the mother of the world's modern Special Forces Residing in Colombia, South America, he now leads a mercenary group known as the MSF (Militaires Sans Frontières), A.K.A. "Soldiers Without Borders".

~~~ KAZUHIRA MILLER ~~~~~

~ Voice Actor: Robin Atkin Downes

Miller plays a vital role in the management of the MSF and supports Snake during his missions. The child of an American GHQ officer and a Japanese woman, he was born during Japan's occupation by US military forces and was given the name "Kazuhira" - a name that represents "Peace" in Japanese. Upon graduating from college in the US, he joined the Japanese Self Defense Force. After being discharged, he drifted from one region to another as a mercenary, eventually meeting Snake in Colombia.

~~~ AMANDA ~~~~~

~ Voice Actor: Grey Delisle

~~~ CHICO ~~~~~

~ Voice Actor: Anthony del Rio

~~~ HUEY ~~~~~

~ Voice Actor: Christopher Randolph

~~~ PAZ ~~~~~

~ Voice Actor: Tara Strong

A young Costa Rican girl who cherishes peace. She is studying the nation's Peace Constitution under the guidance of Galvez at the yet-to-be-sanctioned United Nations University for Peace. She was held captive by the mysterious armed force initiating military deployment in various parts of Costa Rica. She, alongside Galvez, entreats the "Soldiers Without Borders" to eliminate the armed force and restore peace to the nation. Her name, Paz, means "Peace" in Spanish.

~~~ C/CILE ~~~~~

~ Voice Actor: Cat Taber

~~~ COLDMAN ~~~~~

~ Voice Actor: H. Richard Greene

~~~ G7LVEZ ~~~~~

~ Voice Actor: Steve Blum

Paz's former instructor. A professor who has lectured on the subject of peace for decades. Galvez currently teaches at Costa Rica's University for Peace. He accepts Paz's request to ask the "Soldiers Without Borders" to investigate and eliminate the armed force that threatens the region. However, there is more to Galvez than meets the eye...

~~~ STRANGELOVE ~~~~~

~ Voice Actor: Vanessa Marshall

- Metal Gear Solid Peace Walker Official Site

4] Abbreviations [sx100]

A little list of abbreviations used throughout the FAQ.

o Directions\*

Table with 4 columns: Direction, Abbreviation, Direction, Abbreviation. Rows: N | North | West | W, S | South | East | E, NW | Northwest | Northeast | NE, SW | Southwest | Southeast | SE.

\* Note that the directions are based on the map in the Menu which you can check at any time by pressing Start.

5] In-depth Walkthrough [sx500]

Author notes:

This is how it works:

- Item Checklist: The Items that you'll be picking up from the various item boxes, items that are a MUST for the game to proceed or hidden among the area will be displayed here. Note that I won't be putting the items random enemies' drop, so please just remember that. Also notice that next to the items you've obtained, it's the quantity of that item throughout the whole area.

M E T A L G E A R S O L I D : P E A C E W A L K E R D E M O

Since you downloaded the Demo, go to your Games menu in your PSP, select Metal Gear Solid: Peace Walker Demo Ops and let this little wonderful adventure

begin. You'll have 3 options for you to pick at the main menu, which are: New Game, Load Game, Options, Key Config, Help and Delete. Let me quickly go in little detail of each one of you, ok?

- o New Game: You start a new file of MGS: PWDOPS
- o Load Game: You load a previously made file of MGS: PWDOPS
- o Options: Let's you change various options of the game itself, like the view (whether you want it inverted or not) and your aim mode, etc.
- o Key Config: Lets you select between the Shooter Type and the Action Type. Read the section above for more detailed info.
- o Help: A 10 page help file which explains you the story behind this game, as well as the predecessor of the game (Metal Gear Solid 3: Snake Eater for the PS2, which I had the pleasure of writing for) and the new things implemented in this game.
- o Delete: Allows you to delete save files stored in your Memory Stick, from all the ones you have.

Ok now, after all that, select Key Config, choose your type of controls and then select New Game to let the magic begin.

You're told to input your name within 15 letters and all uppercase. Since you might've guessed, my input name is vinheim. Select where you want to create your save file. Watch the opening scene of Big Boss getting off his motorcycle, walk in to the beach and you'll now be at...

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-----  
Area #01 - Militaires Sans Frontieres Camping Site                sx501  
-----
```

Some dude will direct you through the tutorial, which is totally optional, but I recommend doing it so that you have a better experience in the Demo. Anyway, his first task is to...

#### Task #1

ㄗㄗㄗㄗㄗㄗㄗ

You must look in the direction he yells. If he yells up, press either Up on the D-pad or /\ to look up and so on, depending on what type of controls you picked. Once it's over, you'll pass to...

#### Task #2

ㄗㄗㄗㄗㄗㄗㄗ

Same as the previous task, only that this time you have to look left and right. If he yells right, press either right on the D-pad or [] to look in that direction and so on. Once it's over, you'll pass to...

#### Task #3

ㄗㄗㄗㄗㄗㄗㄗ

He'll tells you this time how to Crouch using the Crouch Button. Press once the Couch Button to Crouch and let it pressed to Lie Down. As he says, you can't move while you're lying down, which is a bit awkward, but whatever. Passing on to...

#### Task #4

ㄗㄗㄗㄗㄗㄗㄗ

Time to move. Use the analog stick to move. Tilt is slowly to walk and tilt it further to run. Use it as you see fit. Pass on to...

#### Task #5

ㄗㄗㄗㄗㄗㄗㄗ

Time to Roll, serious. While you run, press the Attack Button to Roll and hit

enemies and do some other things. Nothing special. Now you pass on to...

#### Task #6

ㄿㄿㄿㄿㄿㄿㄿ

Time to attack without gunfire, in other words... CQC. While you're standing, press the Action Button (the same as before) to perform hand to hand Combat.

#### Task #7

ㄿㄿㄿㄿㄿㄿㄿ

Time to use the Stun Rod. Simply Aim while you're standing still and press the Action Button to use the Stun Rod.

#### Task #8

ㄿㄿㄿㄿㄿㄿㄿ

Time to start CQC. Simply press the Action Button while you're moving close to him to drop him.

#### Task #9

ㄿㄿㄿㄿㄿㄿㄿ

Time to restrain your opponent. Simply press the Action Button and keep it pressed to restrain your opponent. Maintain him like that too long and he'll pass out.

#### Task #10

ㄿㄿㄿㄿㄿㄿㄿㄿ

From the previous stance, you can throw him to the ground. How? When you have them restrained, press a direction in the analog stick to throw them that way.

#### Task #11

ㄿㄿㄿㄿㄿㄿㄿㄿ

Time to do the same thing in the previous task, only that once restrained, you have to throw your opponent towards the other opponent.

#### Task #12

ㄿㄿㄿㄿㄿㄿㄿㄿ

Time to kick some ass. This is when you're surrounded by multiple enemies. Restrain your enemy and when you're throwing him, point to where another enemy is to make the CQC button to appear. Press it to grab and throw that next enemy. You can do that over and over.

After the training, watch the scene, which is rather interesting. You're given the option to zoom into the clothes of Paz and see her... cuts, of course, heheh. Now you're about to start your first mission, but first, you're in an area without enemies. Miller initiates a conversation with you. Do as he says and shoot some stuff, like coconuts and oil drums.

Whenever you're ready, move all the way to the E side of the map and grab the Grenades that are right next to the pier. Now approach the door to the NE and Miller tells you to make it explode using a grenade you just found. Do so and proceed to the next area, which is the jungle.

Pretty easy area. There are only 3 enemies and there's 1 in each path (one in the lower path on the W side, one in the middle path in the center of the map and one on the upper path on the E side). Wait for them to turn around and either pass by them, shoot them or CQC them. Now pass on to the next area.

When you reach the next area, you'll complete the mission. See how easy that was?! Now your Mission Result will appear. At the bottom of the screen is a bar info that explains to you what each thing is. Also, if you get a Rank A or S, you'll receive a wallpaper for your XMB with your name, rank, time and whatnot.

Now you KNOW that you must get those ranks to at least A. Now save your game...

C O M I N G 2 0 1 0

I was like WTF?! That's all?! Well, don't worry 'cus you still have plenty of time to enjoy this kickass game ;). Next up, you'll be in the mission select menu. You can toggle between 4 tabs that are located on the left side, which are (from left to right):

- ~ Trial Ops: Shows all the missions of the game available.
- ~ Co-Ops: Allows you to host a game or join an already started game.
- ~ Regions: A quick overview of the map and the areas/sectors you'll be passing through in the missions.
- ~ All: Shows you all missions.

Now select the mission you want to do (Neutralize Stronghold) and you'll be able to choose from single or host. You have more friends with a PSP and a copy of the Demo, select host and you can play the mission multiplayer. If not, select single and another screen will appear, which allows you to change the options, the key config and the equipment\*.

\*Check the sub-section in the basics section for more info about the equipment.

Pick whatever equipment you feel better with and next up is...

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-----|-----
Area #02 - Neutralize Stronghold                | sx502
-----'-----

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~ Details: Infiltrate into the wetlands jungle to reach the FSLN hideout seized by the US mercenary force and neutralize them.

o~~~~~o

I chose the Sneaking Suit for this mission simply because it's easier to sneak through the area than killing all the enemies, and the Camo Index and shield will come in handy (the shield if you're spotted of course). As we start, you'll immediately see an enemy soldier walking in front of you. Let him go. After the little talk of Miller, move forward and equip the Soliton Radar if you're using the Sneaking Suit. You'll see that the first soldier is looking away from where you're coming. Approach him and use CQC to knock him down.

Once you've taken care of him, move to the SW part of the truck there and stay there until you see the NW soldier move to the NE. Once he starts doing that, follow up and CQC his ass too. Now move NW to get to El Cenegal: Ravine. Start going E, go E at the first fork and next to the second log is a Ration. Now move forward to get to El Cenegal: Swamp. There are 3 enemies here this time. From the entrance, go NE a little and take out the enemy near the destroyed boat with the Mk22 or the M1911A1 (whichever you have).

Once done this, go E some more and take out the next enemy. Now there's one patrolling the SE part. If he noticed a downed enemy, quickly make use of this and while he gets to them, shoot him in the head. Nicely done. Now move NE to get to Rio Del Jade, which is the last area of the mission. First of all, move S a bit and stay behind the wall of wooden pillars. Once done that, stay close to this little piece of "wall" and you'll see 2 enemy soldiers a little S of your position. They move from W to E (one of them) and the other the opposite direction, meaning that they always meet each other near you.

What to do? Mmm... wait until they go in separate directions (they're separating from each other), chase the one going to the E, CQC him and KO him. Once done that, quickly hide 'cus you'll be in range of sight of the other soldier. Once he turns around, follow him too and CQC his ass. Nicely done. Now for the other ones. Near this second one, a little bit more to the S and also near the W wall is another soldier. Approach him using the wooden walls near the wall.

Now go all the way to the S part of the area and next to the house is a search tower with a guard on top. Move up the ladder when the enemy is facing N and CQC him. Down here is another enemy that moves slowly. Take him out too. Now wait for the soldier to move N inside the house on the E side to take him out as well. Once you've done that, the mission is over and the Results show up. Save up the image if you got an A or S and now you're ready to tackle...

-----  
Area #03 - Infiltrate the Mountain Facility | sx503  
-----

~ Details: Infiltrate an enemy facility that is located in a mountainous region.

o-----o

Once again, I recommend using the Sneaking Suit for this one. From where we start, quickly move forward and CQC the soldier in front, but wait for him to turn around. Once this done, proceed N, down the stairs and hide behind the fallen bride and look N. You'll see 2 soldiers on the N side of the bridge. Wait for the one closest to you to come pass you (make sure you're right next to the wall) and once he passes by you, CQC his ass.

Now keep going N and stay near the next central pillar. This guy only moves from W to E, so just make sure to get behind him and CQC him. Now go up the stairs S of this soldier and go N to get to Los Cantos: Ridge. This area is a bit tougher. Proceed forward and you'll see a soldier in middle of the road looking E. Wait for him to look NE and approach him to CQC him, or if you want, you can also use your Mk22.

Now move to the S side of the truck and CQC the soldier walking around here. There's also a soldier that walks to the N side of the truck all the way to the E side of it. Take him out using your Mk22 if you want, or CQC him. Whichever way is best for you. Now simply proceed N to Fuerte La Ladera. Ok, toughest area in the game so far, so don't go screwing this up, ok?

To start, run N and you'll see an enemy standing in the middle of the road all the way to the N end of it. Move behind the wall on the right side and he'll start walking S. Once he passes by, approach him and CQC him. Now move to the left side of the area and look up the roof of the building. You'll see 2 enemies up here. Approach the building and get to the ladder on the left side. wait for them to look S (towards your position, but they won't notice you). Once up here, they'll both be next to each other. Grab one and throw him to the other soldier to KO them both. That's the easiest way to do it.

Now move to the right side and drop down the hole in the floor. Approach the hole in the wall and you'll see an enemy walking around here. Take care of him when he starts walking N and then proceed NW to reach the end of the mission. Save your image if you got any and now you're ready to tackle...

~ Details: Neutralize the enemy tank. Complete the mission by either destroying the tank, or neutralizing the enemy soldiers.

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Ok, I recommend Battle Dress for this one. This one can be tough. First of all, locate the large building at the E side of the area. You can go through this one. Use this as shelter. Make sure to equip your M60 and it's best to take care of the soldiers than trying to destroy the tank. I also recommend using Auto Aim to help. Anyway, the tank comes with 4 soldiers at first, so use this building to protect yourself.

Also, if you see 2 or more soldiers together, use the RPG to take care of them. Once you kill 9 soldiers, the Commander will pop out of the tank. Switch over to Manual Aim and snipe this Commander to finish the mission. Like I said, use the Building to hide from the missiles of the tank, which can be deadly. That's all there is to it. If you want, you can use Jungle Fatigues to use the SVD and snipe down all the enemy soldiers, but that's completely up to you.

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= Version Paz (May 21th, 2010)
- Finished the walkthrough.

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~ ~ ~ ~ ~ 7.1] Credits ~ ~ ~ ~ ~  
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1. People

- Gbness, Mighty Oracle, Super Slash, PeTeRL90, Truly Dexterous, warfreak, IceQueenZer0, BSulpher, Da Hui, DBM11085, Snow Dragon: All those who I consider online friends. These guys are really cool and I always have a blast talking to them on AIM, MSN and the FCBS. They all inspire me in writing more and more FAQ's. Note that all these fellows are FAQ writers as myself, so I thank them too for supporting me in my FAQing.
- Raul and Eduardo: Just for being my best friends and always being there for me, in the good and bad moments.
- You: For having the patience of reading through the whole guide.

## 2. Internet sites

- [www.gamefaqs.com](http://www.gamefaqs.com): For hosting my guide.
- [www.supercheats.com](http://www.supercheats.com): For hosting my guide.
- [www.neoseeker.com](http://www.neoseeker.com): For hosting my guide.

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      ~~~ ~~~ ~~~ 7.2] Final Words ~~~ ~~~ ~~~
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Like I said, I had no plans on doing this FAQ, but the outcome is beautiful. If you like this FAQ, if you found it useful, make sure to check my other FAQs in case you need help with any game in particular. Here's a little list of FAQ I've made:

1. Tales of Symphonia (GCN) DONE
2. Jericho (360) DONE
3. Tales of Legendia (PS2) [In progress]
4. Tales of the Abyss (PS2) DONE
5. Devil May Cry (PS2) DONE
6. Tales of the Abyss Enemy Database (PS2) DONE
7. Jericho Monster List (360) DONE
8. Jericho Achievements (360) DONE
9. Castlevania: Portrait of Ruin (DS) [In progress]
10. Metal Gear Solid 3: Snake Eater (PS2) DONE
11. Lloyd Irving Character FAQ (GCN) [In progress]
12. Devil May Cry 3: Dante's Awakening (PS2) DONE
13. Devil May Cry 3: Dante's Awakening Special Edition (PS2) DONE
14. Pokemon Platinum (DS) [In progress]
15. Soma Bringer (DS) [In progress]. Might take this one down, but still unsure
16. Dragon Quest VIII (PS2)
17. Shin Megami Tensei: Devil Survivor (DS) DONE
18. Kingdom Hearts 358/2 Days (DS) [In progress]
19. Tales of Eternia (PSP)
20. Sands of Destruction (DS) DONE
21. Yu-Gi-Oh! 5D's Tag Force 4 (PSP) DONE
22. Dante's Inferno (PSP) DONE
23. Dante's Inferno Judas Coins Locations (PSP) DONE
24. Dante's Inferno Boss FAQ (PSP) DONE
25. LittleBigPlanet (PSP) DONE
26. Mimana Iyar Chronicle (PSP)
27. Metal Gear Solid: Peace Walker Demo FAQ (PSP)

Please check these games if you have any doubts in one future. So, with all this said and done, I bid you farewell!

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♪ Alexander P. Kleinheider [vinheim] 2010. Contact: [vinheim@gmail.com](mailto:vinheim@gmail.com)

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