

Metal Gear Solid Extreme Difficulty FAQ/Walkthrough

by Dark Angel 13

Updated to vFinal on Apr 6, 2004

This walkthrough was originally written for Metal Gear Solid on the PSX, but the walkthrough is still applicable to the PC version of the game.

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Metal Gear Solid for Playstation
FAQ/Walkthrough (aimed at Extreme difficulty)
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This guide assumes that you have good knowledge of what is required to progress in Metal Gear Solid. After all, the only way you can access Extreme mode is by completing the game on Easy, Normal or Hard. So therefore some of the more basic parts of the walkthrough are in less detail (but they are still included) in favour for how to progress through a level in the quickest time possible to obtain higher rankings.

HOW TO USE QUICK FIND

Each section has a quick find in the []'s. Press Control and F and type in the characters in the []'s and press Enter to find that certain section. You can also put in the section number (e.g.: 5.1 for the Dock). This is so you don't have scroll through the entire document looking for the right section.

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1. HISTORY

If you're really bothered, the dates are set UK style, so Date/Month/Year

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|-----|
|  Version 1.1  |
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25/08/2002

Finished: Previous Story, Characters and Bosses Profiles, Weapons, Items, Ghosts.

Started: Secrets, Walkthrough

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|  Version 1.2  |
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28/08/2002

Finished: Secrets, Controls

Started: VR Training

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|  Version 1.3  |
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29/12/2002

Changed usual Previous Story that is in the game to complete History of the Metal Gear Series.

Version 1.4

11/2/2003

Added maps by Liquid316 and finished the walkthrough up to the Tank Hangar.

Finished: VR Training

Version 1.5

18/3/2003

Finished the walkthrough up to Communication Tower A.

24/3/2003

Finished the walkthrough up to Blast Furnace

Version 1.6

24/3/2003

Added Soundtrack section, Blast Furnace, Cargo Elevator area and maps. Also added Warehouse North maps in the Warehouse section of the walkthrough.

Version 1.7

26/3/2002

Walkthrough finished, will only be updated to change little bits and add strategies.

Version 1.8

29/3/2003

Added extra tips for surviving the torture, as well as extra on the cargo elevator, PAL key sections and link to video of Raven fight.

Version 1.9

7/4/2004

Blimey, over a year since I updated, as I have finally fixed the dock, heliport, tank hangar and guard fight maps that had gone all wrong with the

formatting.

2. HISTORY OF THE METAL GEAR SERIES

[2HMS]

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1. EPISODE ONE: METAL GEAR

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Where it all started, this little game back in 1987 spawned the Metal Gear series, and introduced the legendary character of Solid Snake to the world. Developed by Hideo Kojima (this being his first game) and released firstly on the MSX in Japan, a home computer system well established in the country and Europe, but relatively unknown in America. It was later put on the NES for the US market, on Konami's Ultra Games label in 1988 (see below).

In Metal Gear (set in 1995), you took control of Solid Snake, the newest recruit of the Special Forces unit FOXHOUND, then led by Big Boss. He is sent to Outer Heaven, to find out what happened to fellow FOXHOUND member, and their best member at that, Grey Fox. Fox was sent to investigate and gain further information on a new weapon of mass destruction that a mercenary group who took over Outer Heaven have apparently got their hands on.....enter Metal Gear, that big ass nuclear tank that Snake just can't stop getting messed up with from now on. So Snake goes in to rescue Fox and discover more about this Metal Gear. He enlists the help of Metal Gear's creator, Dr Petrovich Madnar (what a name....) to find out the machine's weakness as a way of defeating it. Down in the 100th basement floor of Outer Heaven, Snake succeeded in defeating Metal Gear and finds out the mercenaries who took over Outer Heaven were being led by no other than Big Boss himself, and that he was manipulating Snake all along, via his commandment of FOXHOUND. Snake then fights Big Boss and emerges victorious (was there any doubt?!). He disappears into the Canadian mountains and retires from FOXHOUND.

Looking back, it almost sounds like a standard Metal Gear game storyline, but the game introduced a whole new genre of gaming, that of stealth fighting and espionage, a nice change from the Zelda games or guns blazing fighters of the time. It focused on killing discreetly, moving silently and avoiding guards, for if you were seen a flood of guards would come after you, with the only way to escape them to hide and wait it out. This would become the core of the later games in the series. Much like later games in the series, Metal Gear introduced the Codec communication system and on site acquisition of weapons and items.

The game was ported from the Japanese version to the American NES in 1988, and was handled by Konami's NES label, Ultra Games. The conversion itself and translation wasn't handled by Kojima so some elements were lost in the conversion to the smaller NES cartridge, such as different maps and backgrounds and in the US version the eventual "villain", Big Boss isn't revealed until right at the end, before hand having players believe a terrorist called Vernon CaTaffy (another great name) is the group's leader, and gave us some classic quotes from the lousy translation such as "Uh Oh, the truck have started to move" and "I feel asleep...". The original Japanese MSX version is generally thought of as the real version of the game due to poor conversion to accommodate an American audience, shame you have to be able to read Japanese to experience it.....

The game became one of the biggest titles released in the late 80's in Japan,

as well as the exposure to the American market led to the release of the sub standard Snake's Revenge (see later episodes).

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2. EPISODE 2: METAL GEAR 2: SOLID SNAKE
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Following the success of Metal Gear, it's sequel Metal Gear 2, was released in 1990 on the MSX2. It had evolved from it's predecessor in many ways, better graphics and sound, more depth in the game concept, as well as the inclusion of the radar system and Codec (a continuing essential part in the games in the series afterwards).

The story of Metal Gear 2 was set in 1999, and had Snake setting off to Zanzibar where a military group had kidnapped Doctor Kio Marv, a researcher who had created a substance called Oilix, used to process crude oil, effectively solving the problem of diminishing oil supplies. Zanzibar then declared itself as controller of the world's energy and nuclear weapons, prompting the new commander of FOXHOUND, Colonel Campbell to call Snake back into service. Snake infiltrates Zanzibar Land, and meets up again with Dr. Pettrovich, the chief engineer of Metal Gear at Outer Heaven. He too was abducted to Zanzibar Land and was apparently forced to develop another Metal Gear. Snake also finds out that his former partner, friend and FOXHOUND companion from the previous game, Grey Fox is in charge of the Zanzibar mercenaries. Snake also discovers Pettrovich had ordered the abduction of Marv himself. Snake easily disposes of Pettrovich and recovers the OILIX formula. While escaping, he faces another Metal Gear, having been developed from the data in the remains of the one Snake defeated at Outer Heaven, four years previously. It is handled by Grey Fox, and even after Snake defeats Metal Gear, he and Fox fight in a hand to hand duel (sound familiar to anyone who has completed Metal Gear Solid on the Playstation??). Having finished off Fox, he also discovers that Big Boss had survived his defeat at Snake's hand before, and is back as the general commander of the military force at Zanzibar. The final battle commences, and even after discovering Big Boss is his father, Snake wins and flees Zanzibar in the midst of it's destruction, again retiring to the remote lands of Alaska.

The second game in the series was another huge success in Japan, but a NES or other console conversion never happened, leaving the United States and Europe without an official release. The sequel continued the gameplay elements of stealth and espionage so prominent in the first game, as well as an engaging, suitably complicated and rich storyline that would also be a huge part of the later official releases.

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3. EPISODE 3: METAL GEAR SOLID
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The big one, the game that bought the series to the mass markets, of the United States and Europe. It was hyped for ages, with many-an-enticing trailer at E3, having been announced at the 1997 show, and released on the Playstation in 1998 in Japan and 1999 in Europe/USA. The technical developments of the Playstation over the MSX and NES, allowed Kojima to pursue movie like quality and the game went even further to being described as an interactive movie.

Metal Gear Solid is set six years after Metal Gear 2: Solid Snake, in 2005, where on the island of Shadow Moses, in Alaska's Fox Archipelago, a terrorist group made up of members from no other than Snake's old unit FOXHOUND, and demands the remains of Big Boss or they'll fire a nuclear weapon from a newly built Metal Gear that was being developed at the base. Snake is called back again by Campbell (no longer leader of FOXHOUND) to infiltrate the base, and

neutralise the terrorist threat. He rescues the two hostages taken at the base, Kenneth Baker, president of ArmsTech (the company developing the new Metal Gear REX) and the DARPA Chief who was collaborating with Baker. Both die of what looks like a heart attack, but what is later revealed to be FOXDie, a virus carried (unbeknown) by Snake, to be used to take out the terrorists and retrieve Metal Gear intact. Working with Hal "Otacon" Emmerich, the chief engineer for Metal Gear REX, Campbell's daughter, Meryl Silverburgh, and a mysterious ninja who turns out to be Grey Fox, who was resurrected and kept alive by his cyborg suit, Snake succeeds in taking out the FOXHOUND members (except Revolver Ocelot who escapes - see Metal Gear Solid 2) and then takes on Metal Gear, piloted by Liquid Snake, who is revealed to be Snake's brother, both cloned from Big Boss's DNA. After destroying Metal Gear, Snake and Liquid fight atop the machine's remains, brother to brother. Snake emerges victorious and escapes with either Meryl or Otacon (there is a choice of two endings), but not before finishing off Liquid with FOXDie. Also, right at the end of the credits, it is revealed that Ocelot was a double agent, who talks with the President of the United States, but more is revealed in Metal Gear Solid 2.

The game was (another!) huge success in all markets, and a PC version was released in 2000. It became a conversion of Metal Gear Solid: Intergral (released only in Japan - see The Others!!) an enhanced version of Metal Gear Solid that included extra VR missions.

While it didn't do much to change the formula of stealth instead of straight out action in the game, the gameplay was greatly improved, using the technology to full extent. The 3D graphics allowed the feel of the game to be more intimate, with greatly enhanced guard interaction that the previous games all adding to the sense of tactical espionage that was essential to the game formula.

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4. EPISODE 4: METAL GEAR SOLID 2
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Another very hyped sequel, especially after the success of the previous game. First seen at E3 in 2000 and a move to the Playstation 2, Metal Gear Solid 2: Sons Of Liberty was released in 2001 in America and 2002 in Europe on the PS2 and released on the XBox as Metal Gear Solid 2: Substance (see below) in 2002 in America.

The storyline of the sequel has even more twists than the previous, so describing the story is going to take some time. Firstly, the game is split into two episodes, Tanker and Plant. Most of what happens in the Tanker episode, as well as links to what happened at Shadow Moses is explained at the end of Plant episode to give one of the most confusing, open ended yet philosophically endings of any of the Metal Gear games.

After Revolver Ocelot stole the Metal Gear data at Shadow Moses, it was sold on the black market leading to a almost every organisation having their own version of Metal Gear. The story is set first in 2007 sees Snake return to investigate a new prototype of Metal Gear being transported aboard a tanker. Snake locates the tankers destination, and fights Olga Gurlukovich (Sergei's daughter), then proceeds ton the tanker holds to get photographic evidence of the new Metal Gear. The US Marines have developed the new prototype (Metal Gear RAY) as a way to combat the increasing number of other Metal Gears, but Ocelot and Sergei Gurlukovich (whose mercenary forces were guarding the tanker) hijack the ship and steal Metal Gear RAY. Snake's presence to Ocelot causes Liquid Snake to appear using his body, via his arm that was surgically implanted on Ocelot's arm grey Fox cut it off at Shadow Moses. ocelot also kills Sergei and the Marine Commander, Scott Dolph before blowing up the tanker

and escaping on RAY. Later, photos taken show Snake on the tanker and he is branded a terrorist, blamed for sinking the tanker and for killing Dolph and Gurlukovich.

Two years later, set in 2009, the second part of the game is played by Raiden, a new FOXHOUND recruit sent into the Big Shell plant that was set up over where the oil tanker sunk two years before, as a decontamination facility. Terrorists led by members of Dead Cell, Olga Gurlucovich and her mercenary forces (she took over after her father) had taken over the Big Shell, kidnapped 30 or so hostages, including the President, James Johnson, and demanding \$30 billion or they'll blow up the Big Shell. SEAL team 10 is also sent in, allowing Raiden to make an unnoticed infiltration. The SEALS are wiped out by members of Dead Cell, Vamp and Fortune. Raiden also meets Lieutenant Junior Grade, Iroquois Pliskin, the only apparent SEAL survivor, and Peter Stillman, a demolitions expert. Together they set to disarm the C4's set on the Shell to blow it up, but after Raiden and Pliskin disarm them all, it sets off a bomb at the bottom of one of the shells, killing Stillman and flooding some of the shells struts. Raiden progresses to fight Fortune and then Dead Cell's demolitions expert, Fatman, as well as meeting a mysterious Ninja calling themselves Mr X and bearing a close resemblance to the ninja on Shadow Moses. Raiden moves on to the President's location, after fighting the leader of Dead Cell, calling himself Solid Snake. It is now revealed that Pliskin is actually the Solid Snake supposedly killed in the tanker explosion two years ago, and that the leader of Dead Cell is Solidus Snake, Snake and Liquid's brother and the third clone of Big Boss. Raiden gets to where the President's location, where he is killed by Ocelot, essentially stopping the terrorists being able to launch a nuke as they needed the President's vital signs to launch. Before being killed, Johnson reveals the existence of an organisation called The Patriots, the real rulers of the country, and how the Big Shell is really just a cover up for the development of the new Metal Gear, Arsenal Gear. Raiden heads to find Emma Emmerich, Otacon's sister, who has a virus that can take out Arsenal Gear's control system, GW. On the way he fights Vamp and leads Emma to the outer fence to get to the computer room to use the virus. But before Emma gets there, she is stabbed by Vamp, and eventually dies before the virus can have full effect on Arsenal. Snake and Raiden then board Arsenal, with the help of the Ninja, revealed to be Olga, where Raiden is tortured by Solidus. Raiden's real past is then revealed, being a child soldier for Solidus's army, who had killed Raiden's parents. Raiden meets up with Snake later, and then faces a fight with a large number of mass-produced Metal Gear RAY's that protect Arsenal Gear. The virus kicks in, disabling the RAY's and GW, Arsenal's control system, as well as revealing that the Colonel Campbell Raiden has been taking orders from is really just an A.I, an apparition produced by Raiden's brain. Snake goes after Ocelot, taken over by Liquid who is after the Patriots real names and locations, on a disc that Snake has, unbeknown to Liquid. Raiden and Solidus then fight on Federal Hall and the AI Colonel reveals the reality of the Patriots and the S3 Plan to control human will and consciousness, to save the human race from itself, to stop it drowning in the junk data now available to the individual due to technological advances in communication and information availability "unnecessary information and memory must be filtered out to stimulate the evolution of the species". They tell Raiden to kill Solidus, who intends to liberate the country from The Patriots rule. He does so, and eventually meets the "real" Rose (his girlfriend, and analyst throughout the game) who was also manipulated by the Patriots to collect information on Raiden, and replaced by an AI after GW takes effect. Snake also appears again, after Ocelot/Liquid got away and Vamp survives too (can be seen in the background in the ending sequences). From the list of the Patriots names, Snake has it is also revealed that the 12 top Patriots have all been dead for 100 years. The ending is left very open ended and lets the player draw their own conclusions from what has been seen.

The game itself was received with huge sales, but there was great reservation about the inclusion of Raiden as a main character for the majority of the game, especially to those who had waited for so long to play Snake again after Metal Gear Solid. This led to the development of Metal Gear Solid 2: Substance (see below). Graphically, the game was excellent, pushing the Playstation to its limits, and a familiar return of many voice actors in the previous game. As usual the gameplay was essentially the same, but with the inclusion of a first person shooting mode, like the ability in Intergral to play Metal Gear Solid from a first person perspective. The PAL version of the game also had extra features than the American version, with a Casting Theatre (changing characters in selected FMV's), Boss Survival, extra dog tags to collect and the inclusion of a "making of" DVD.

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5. EPISODE 5: THE OTHERS!!
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----A) SNAKE'S REVENGE----

Released on the NES in 1990 in the USA, it acted as a sequel to Metal Gear in place of Metal Gear 2: Solid Snake that was never released outside of Japan. Despite this, it is not an official part of the Metal Gear history, and not developed by Hideo Kojima himself, instead by Ultra Games, the same company who badly converted the original Metal Gear for the NES and American audiences in 1988. It is generally dismissed by Metal Gear fans, due to its substandard development and the fact it bears no resemblance to the essence of all Metal Gear games: the emphasis on espionage, stealth and drama, instead ending up as more of an action adventure game.

Snake's Revenge is set somewhere between 1995 and 1999, after Metal Gear, but before Metal Gear 2: Solid Snake (as Snake is still a member of FOXHOUND, apparently now a Lieutenant - he is a member in Metal Gear but not Metal Gear 2). Also in this game, Colonel Campbell is already FOXHOUND commander (like in Metal Gear 2) and orders Snake, and two other commandos, John Turner and Nick "La Bomba" Myer (can you see the differences yet?) to kill a wealthy terrorist called Highrolla Kockamamie (.....oh dear...) who has an abundance of nuclear weapons and is threatening to take over the world and probably blow various parts of it up (do you really care?). Snake and the commandos infiltrate Kockamamie's base wonderfully named "Fortress Fanatic" and find that the terrorist had his hands on a new Metal Gear (named Metal Gear 1.....fantastic....). Snake succeeds in defeating Metal Gear and Kockamamie and some time afterward, but before Metal Gear 2 decides to retire from FOXHOUND.

----B) METAL GEAR SOLID (GBC)----

Released in 2000 for the Gameboy Color, and originally named Metal Gear: Ghost Babel (name of the Japanese release), the name was changed for European and American releases for marketing purposes and the recognition the name had gotten due to the Playstation version.

The story is set seven years after Outer Heaven in 2002, and Snake is brought in after a US Army cargo plane carrying nuclear weapons and a new Metal Gear is hijacked and held by terrorists in the Central African nation of Gindra, led by the GLF, the Gindran Liberation Front. They and their leader, General

Augustine Eguabon (the developers really do have fun making up these names....) demand independence for Gindra and withdrawal of United Nations peacekeepers or they will use Metal Gear (which was developed by the US government after the retrieval of plans from Outer Heaven) to fire a nuclear weapon. A Delta Force team is set in and wiped out, prompting Snake to be asked in after Campbell reveals that the land the Gindra fortress, Galuade, is on is the same place as where Outer Heaven was situated seven years before, leaving Snake to head to Outer Heaven again to stop Metal Gear. Here, he works with Sergeant Chris Jenner, the only survivor from the Delta Force squad sent in and James Harks, the young designer of the Metal Gear housed in Gindra to take on the terrorist group Black Chamber who were working with the GLF and eventually head down to the 100th basement floor again to face Metal Gear.

The story has large similarities with the Playstation version as well as Metal Gear, but is also a very good standalone story, despite not being part of the official Metal Gear history (although not so apart from it as Snake's Revenge is).

----C) METAL GEAR SOLID: INTERGRAL----

Released in Japan only on the Playstation in 1999, this was an "enhanced" version of the original Metal Gear Solid, and while it was largely unchanged on the story side of things, it tried to tackle the complaints of the original being too short (13 hours at most for the main story). Intergral tried to solve this by adding VR missions and extras to be unlocked for the main game (English voice acting, with English and Japanese subtitles; very easy mode with a weapon straight away and unlimited ammo; first person perspective mode).

The VR missions were the main additions found in Intergral, with over 300 new missions along the lines of how the training mode was like in the original, with many testing ability with certain weapons, ranging from the use of the SOCOM pistol to the Stinger missile launcher, as well missions solving mysteries and even 3 missions allowing the gamer to play as the Ninja in the original game.

For unlocking a certain amount of VR missions, or obtaining certain items or goals in the story mode, Snake can take pictures of Doctor Naomi Hunter or Mei Ling in the original story mode, with the distance between the two decreasing as more is unlocked.

----D) METAL GEAR SOLID: SPECIAL MISSIONS/METAL GEAR SOLID:
VR-----MISSIONS-----

Released in Europe and America in 1999, this was essentially a limited version of Intergral, featuring only the VR missions section, without the extras available in story mode.

----E) METAL GEAR SOLID 2: SUBSTANCE---

Set to be released on the PS2 in 2003, and already out for the Xbox, Metal Gear Solid 2: Substance is essential what Intergral and Special/VR missions were to Metal Gear Solid. Both the PS2 and XBox versions include 200+ VR Missions, 100

alternate missions, 5 miniepisodes called "Snake Tales" as well as, in response to the unfavourable reaction to the addition of Raiden in Metal Gear Solid 2, the ability to play the game fully as Snake, the ninja or even Raiden. The American version also includes many of the PAL additions from Metal Gear Solid 2, such as a European Extreme difficulty and Boss Survival.

3. CONTROLS

[3CON]

D-Pad/Left Analog Stick - Run/Move Snake

Square - Use weapon when weapon is equipped/Throw or Choke when no weapon is equipped

X - Press once when standing to crouch, then move in a direction to crawl.

O - Punch, press three times to do a punch, punch, kick combo/Knock on wall when backed against a wall.

Triangle - Press and hold to see in First Person.

L1 - Item quick change (if you press it when no item is equipped, the last item will become equipped, if you press it when an item is equipped, it will be unequipped)

L2 - Press and hold to open item menu. Move up and the down the listed items, then let go of L2 when the item you want is highlighted (in the left hand corner) and it will become equipped.

R1 - Weapon quick change (if you press it when no weapon is equipped, the last weapon will become equipped, if you press it when a weapon is equipped, it will be unequipped)

R2 - Press and hold to open weapon menu. Move up and the down the listed weapons, then let go of L2 when the weapon you want is highlighted (in the left hand corner) and it will become equipped.

Throw/Choke

If you go up behind a guard and press Square (with no weapon equipped) you will start to choke the guard. Continue pressing Square quickly and you will snap the guard's neck. Alternatively you can press Square once to choke hold the guard, then use the D-Pad to drag the guard. After a while the guard will struggle (you can feel the pad vibrate when this happens) so press Square again to secure your hold. If you don't you'll drop the guard and he'll be knocked out.

Quick Peek

When in First Person, press and hold R1 to step right and L1 to step left. This can let you peek around a corner quickly. Release the button to step back.

Quick reload

Keep an eye on the bullet count in the current weapon (in the right hand corner, the yellow lines are amount of ammo in the current clip). When your running low (especially in a boss battle), press R1 in quick succession. This

will un-equip and equip the weapon, as well as reload the weapon so the clip will be full when it's equipped.

Knocking on walls

If you press against a wall or container and then press O, you will knock on the wall. This can attract the attention of nearby guards, and allowing you to go around them.

Quick let go of chokehold

If you press L1 twice when you've just killed a guard it saves time of him falling to the ground.

4. CHARACTER AND BOSSES PROFILES [4CBP]

-----SOLID SNAKE-----

Solid Snake's real name is Dave and he has an IQ of 180. He is a highly trained, elite soldier with a personal preference for parachuting, S.C.U.B.A diving, free climbing, rappelling, small and medium range handguns, and various hand-to-hand combat techniques. He can also speak 6 languages.

"The man that makes the impossible happen", Snake is a living legend. A former elite soldier serving in the special FOX-HOUND unit, Snake is a past master of silent infiltration. He first demonstrated his unique skills in the Outer Heaven crisis, defeating Big Boss and the Metal Gear robot.

Not long afterwards, he voluntarily left FOX-HOUND. He was then recruited by the Central Intelligence Agency as a non-official covert operative. His affiliation with the CIA didn't last long as there was a conflict in philosophies and Snake ultimately found himself fighting the system that is the CIA. After this, Snake spent some years as a mercenary before leaving for the deep wilderness of the Canadian mountains for self-rehabilitation. It was there, four years later, that he was contacted by his former commander, Roy Campbell and in to assist in the Zanzibar Land Revolt.

In the Zanzibar Land Revolt, Snake found himself up against Big Boss and Metal Gear again. During the mission, Snake has to defeat his friend and former comrade in Outer Heaven, Grey Fox, as well as killing his own father - Big Boss. Snake had been cloned from Big Boss's DNA, making him the perfect fighter, from Big Boss's soldier genes.

After Zanzibar, Snake retreats to Alaska, to live in solitude. He pursues a frugal lifestyle in the Alaskan Mountains, an elementary existence living off the local flora and fauna and the wild animals he hunts. Blending in to his environment, he has become at one with his surroundings mastering the rough conditions of the great outdoor. Snake has been suffering post-traumatic stress disorder following his military career. Abnormal experiences and extreme trauma in the battlefield have brought about illusions as well as guilt, causing mental confusion. His new lifestyle is a search for some kind of inner peace, an attempt to forget about past events. Snake also participates in dog sleigh racing to distract him from his psychological condition. He has been preparing for the world's longest and toughest dog sleigh race taking place in Iditarod.

-----ROY CAMPBELL-----

Retired from the armed forces, Colonel Campbell has been called in on this crisis, as he knows how to contact and work with Solid Snake. He accepts the position of operations commander to counter the terrorist attack. His primary motivation in coming out of retirement is to protect his niece Meryl, as he learns of her involvement in the mission. Campbell succeeds in contacting Snake in persuading him to accept this dangerous assignment. Operations Commander Campbell maintains communication with Solid Snake from the nuclear submarine Ohio.

Before being assigned Commander of the original FOX-HOUND following the departure of Big Boss, he served in the US Marine Corps, Green Beret and Delta Force. In FOX-HOUND, he was assigned Executive Officer of the unit following his experience and strategic planning capabilities.

-----MERYL SILVERBURGH-----

Meryl is a new recruit of FOX-HOUND and was assigned to Shadow Moses Island on the very day of the terrorist attack. She is inescapably dragged into this incident. She proves a valuable and capable ally to Solid Snake, both in person and via Codec. Her preferred weapon is a Desert Eagle pistol. Good hand-to-hand combat skills.

Meryl is Operation Commander Campbell's niece. (SPOILER: Meryl is actually Campbell's daughter. It's revealed in the Otacon ending that he didn't know about it until her mother - his dead brother's wife - told him). Although she has an excellent military training record, she has no real direct experience on the battlefield.

Meryl was born into a family of military tradition and has trained herself to be a soldier for as long as she can remember. She never once questioned her ambition and has pursued it rigorously. Although a genetically superior and capable combatant, she has only fought in a simulator environment. She handles a Desert Eagle pistol with only one hand, no easy physical achievement for a woman.

Meryl has undergone genetic engineering treatments. She was genetically enhanced to be a superior combatant. In addition, Meryl underwent psychotherapy so that she could not have any emotional dependence on others. This was an experiment in limiting the emotional potential of an individual soldier, thus keeping him or her focused on a defined area.

-----NAOMI HUNTER-----

Naomi is responsible for the upgrade and maintenance of FOX-HOUND members. She integrates newly discovered combatant genes to all members and conducts additional programme enhancement. She also provides expert information on genome guards and on any other enemy that may have received genetic treatment. Snake therefore has access to data on the characteristics of enemies, on how to defeat them, on their behaviour patterns and their personalities. She has conducted gene therapy on her own genes governing her sexuality, suppressing her attraction to the male sex. Solid Snake becomes the exception to her own rule.

She is the medical chief of Colonel Campbell's team providing support for Solid Snake. A beautiful brown-skinned woman of mixed Japanese and Indian origin, she is responsible for genetic engineering and genetic therapy. She is affectionately called "Doctor Naomi" rather than "Doctor Hunter" by her staff.

After graduating from college, Naomi worked for the Toyko Police Science Lab (TPSL) as a DNA tester. She became disenchanted by both the lack of precision in DNA testing as well as by the weakness of the TPSL organisation. She moved to US and joined the commercial world working for the biotech business giant Advanced Technical Genetic Corporation (ATGC) in Biotech Bay, California. She discovered a means of using a gene (a spreading agent) as a vector without viruses and ribosome enhancement agents. Her work was quickly acknowledged and she was recruited to the medical staff of FOX-HOUND. The budget of the NIH (National Institute of Health) was reduced. As gene therapy was a priority area the NIH approached ATGC to enter into co-operative research. Military applications were discovered for the work of former employee Naomi Hunter. The combined ATGC - NIH research was redirected to FOX-HOUND under the direction of the Pentagon. This led to the Genome Army Project.

SPOILER: Naomi is revealed as a spy near the end of the game, and she isn't really Naomi Hunter, only assuming her identity. She also injected Snake with FoxDIE under orders of the government to kill off the terrorists and witnesses to the Metal Gear development. As it's kinda hard to explain here's the transcript of the conversation about her past she has with Snake after she's been arrested:

Naomi: Snake, can you hear me? It's Naomi

Snake: Naomi, what the hell?!

N: Campbell and the others are busy right now, I'm on a different Codec.

S: Naomi, is what the Colonel said true? [about being a spy, sending messages to the base]

N: Yes, but not everything I said was a lie.

S: Who are you?

N: I..I don't know myself. I don't know my real name, or even what my parents looked like. I bought all my identification but my reason for getting into genetics was true.

S: Cos you want to know yourself right?

N: That's right I want to know where I came from, my age, my race, anything.

S: Naomi..

N: I was found in Rhodesia, sometime in the 80's, a dirty little orphan.

S: Rhodesia? What's now known as Zimbabwe?

N: Yes, Rhodesia was owned by England until 1965 and there were lots of Indian labourers around, that's probably where I got my skin colour from, but I'm not even sure about that.

S: Naomi, you're too worried about the past. Isn't it enough to understand who you are now?

N: Understand who I am now? Why should I?! No-one else tries to understand me! I was alone for so long, until I met my big brother and him..

S: Your big brother?

N: Yes...Frank Jaeger [Grey Fox, the ninja]

S: What?

N: He was a young soldier, when he picked me up by the Zambezi river. I was half dead from starvation and he shared his rations with me. Yes, Frank Jaeger, the man you destroyed was my brother and my only family.

S: No...Grey Fox?

N: We survived that hell together, Frank and I. He protected me, he's my one connection, the only connection I have to my past.

S: And he bought you back to America.

N: I was in Mozambique when "he" came.

S: Who is "he"? You mean Big Boss?

N: Yes, he bought us to this "land of freedom", this America. Then he and my brother went back to Africa to continue the war. And that's when it happened. You killed my benefactor and send my brother home a cripple. I vowed revenge and joined FOX-HOUND. I knew it was my best chance to meet you and I prayed for the day that I would.

S: So, were your prayers answered?
N: Yes, I waited two long years.
S: To kill me? Is that all you cared about?
N: Yes, that's right, two years, you were all I thought about for two long years, like some kind of twisted obsession.
S: Do you still hate me?
N: ..Not exactly, I was partly wrong about you.
S: What about Liquid and the others?
N: I'll have my revenge on them too.
S: Naomi, you didn't kill that doctor too did you? The one that used Grey Fox for his genome experiments?
N: ..Doctor Clark? No, that was my brother, afterwards I covered it up and helped him hide out.

-----MCDONNELL BENEDICT "MASTER" MILLER-----

Master Miller is Snake's survival instructor. He contacts Snake via Codec and keeps him up to date with information on survival and on offensive and defensive tactics.

Master was born and raised in Ohio. His classical American schooling was limited and he spent most of his youth outdoors undergoing a less conventional education with his father. Although a third generation AJA (American of Japanese Ancestry) his family maintained the respect and discipline of their Samurai ancestry. He joined the US Marine Corps and served as a Green Beret. His respect for military code gained him great esteem within the military and he was the first raised American sent to serve with the SAS (where he first came into contact with Liquid Snake). He later became a member of FOX-HOUND with responsibility for survival training. The soldier he trained respected him and they referred to him as "Master Miller".

SPOILER: The Master Miller you encounter in the game is actually Liquid posing as Master so he can control him more easily and get Snake to use the PAL card to activate Metal Gear. The real Master is killed three days before the start of the game.

-----MEI LING-----

Inventor of the communication and radar equipment used by Solid Snake, she is responsible for the communication data processing in this operation. She saves all the data in this mission including Solid Snake's infiltration records via satellite.

A Chinese (Kwangtung) national, Mei Ling was raised in San Francisco's Chinatown. She was an eminent pupil at school but suffered from an extreme inferiority complex due to very poor vision. She went on to participate in the ROTC program at MIT. Here she helped to develop a satellite codifying communication system, anti-wiring coding, digital real time burst transmission and sonar utilising radar. The brilliance of these devices immediately attracted the attention of the military and Mei Ling was recruited by the Armed Forces to develop image and data processing techniques. She now works at NOR in Fort Mead in satellite image processing and communications espionage.

-----NASTASHA ROMENENKO-----

In this mission, Nastasha acts as a counselor of NEST (Nuclear Energy Survey Team). She provides explanations and indispensable information on the nuclear weapons located at Shadow Moses Island. She also gives information on the handling and capabilities of hi-tech weapons.

Born in the Ukraine in the 1970's, Nastasha Romanenko experienced a devastating incident on April 26th, 1986. Both she and her family were showered by the radiation fall-out from the Chernobyl Nuclear Power Plant. She lost her parents in the disaster and moved to the US at the age of 10. She served in the DIA (Defense Intelligence Agency) and then in the NSA (National Security Agency) and was associated with a number of top security matters relating to nuclear power and nuclear weapons. She is against the nuclear deterrence theory and she opposes strategic arms reduction proposals such as SALT and START. Her cause is the total abolition of nuclear energy.

-----HAL "OTACON" EMMERICH-----

Otacon is caught in a personal struggle where his interests as a scientist conflict with the idea that his technologies are used as weapons. He is persuaded by his nature to co-operate with Solid Snake informing him on base facilities and on Metal Gear. His new persuasion is confirmed when he rescues Snake.

Hal Emmerich is a white American with a friendly nature. He has a passion for Japanimation (Japanese Animation "Anime"). His nickname "Otacon" comes from the "Otaku Convention", which is a US trade show of Japanimation which he never misses. He did not attend school but studied through the internet and matriculated at MIT. He earned his PhD from Princeton University whilst simultaneously developing a program to solve the Millennium Bug (the year 2000 digit changing problem in computers). This earned him much attention as the saviour of the computer world, although he earned no money from his research. Whilst in college he developed his passion for robotics and invented a radio controlled drone, which he called Metal Gear MX2. He was recruited by the FBI to the Engineering Research Facility (ERF) and was fired for hacking into restricted areas of the FBI's brain-centre. He was then offered a job at ArmsTech Inc. where he furthered development of Metal Gear as an MTMD (Mobile Theatre Missile Defence). He was not aware of the Rail Gun Unit nor of the new nuclear warhead planned for Metal Gear.

-----DARPA CHIEF, DONALD ANDERSON-----

As Head of DARPA, Donald Anderson has the PAL codes to disarm the detention device of the nuclear warheads on Shadow Moses Island.

Donald Anderson worked as an analyst in the CIA for more than 10 years and was awarded the most honorable Intelligence Star Badge. Whilst in the CIA he developed great expertise in international politics and military strategy and was an advocate of the nuclear retaliation theory. Following the end of the Cold War, he was assigned chief of DARPA, the Defense Advanced Research Projects Agency.

SPOILER: The DARPA Chief that Snake meets is actually Decoy Octopus, the real Chief having died in torture and his body is still in the Holding Cell when Snake is tortured. See Decoy Octopus's profile.

-----KENNETH BAKER-----

Kenneth Baker is imprisoned during the game. His only active involvement is to give Snake the optical data disk.

As president of ArmTech Inc., Kenneth Baker held the number 2 position in the military industry. ArmsTech Inc. is the primary supplier of advanced weapons and military technology and was the leading supplier in the SDI project and invested billions of US dollars in the development of mass destruction

satellite weapons. The company suffered a huge loss due to the termination of the project. Following the Cold War and the ensuing military budget cutbacks, ArmsTech Inc. became concerned about revenue decreases. As a result ArmsTech invested heavily in stealth technologies, a sector traditionally dominated by Lockheed. A further loss was incurred when ArmsTech Inc., despite superior technology, lost the bidding for the next generation fighter plane F22 (ATF). In an attempt to maintain some lead in military technology, ArmsTech secretly proceeded in the development of Metal Gear. The project was in collaboration with the DARPA Chief.

Baker, along with the DARPA Chief has a PAL code to deactivate (or in the reserve way, activate) the Metal Gear. They both have metal shielding around their brains to ensure that Psycho Mantis can't read their minds and take the code that way. Despite this, the terrorists gain his code by torture.

-----REVOLVER OCELOT-----

A FOX-HOUND member and formally of the Soviet Spetsnaz (Soviet secret police associated with post-Stalinist concentration camps). He has a violent sadistic nature and is highly experienced in torture techniques. In conflict, his preferred weapon is the Colt Single Action Army revolver, which he sports single handed in "Western Movie Style". He is a formidable gunfighter, known to hit his target by calculating the ricochet angle, maximising the use of the bullets. After the fall of the Soviet Union, he joined the Russian Police Storming Party. Then he served in the Special Tactics Division of the SVR, formally the KGB. However he did not adapt well to the new KGB system and was recruited by the US to join FOX-HOUND.

-----LIQUID SNAKE-----

An elite former SAS soldier and pilot, Liquid Snake is the twin brother of Solid Snake with an identical appearance and equivalent IQ of 180. He is fluent in 7 languages including English, Spanish, French, Malay and Arabic. He does not serve in an official military but offers his services to the underworld as a mercenary and assassin. Having been raised by the British SAS, his combat skills were first utilised when he was first put into real battle in his early teens. In his late teens he was part of the Desert Fox Elite Strike Force sent in to destroy the mobile launchers of SCUD missiles in the Gulf War.

He was captured and imprisoned in a POW camp in Iraq. He has a great ability to withstand extreme heat and cold due to his experience in the Arab Nations and Middle Eastern Deserts. Following the Zanzibar Riot (after Solid Snake's departure) Liquid joined FOX-HOUND and thanks to his splendid fighting skills, rose quickly to combat leader.

-----SNIPER WOLF-----

A member of FOX-HOUND and probably the one of the most talented snipers the world has ever seen, Sniper Wolf has such incredible patience and concentration that she can keep aiming at her target for up to a week without moving a muscle. Born in a Kurdish village, Sniper Wolf lost her family at age 5 towards the end of the Iran-Iraq war in 1408 of the Hegira calendar (1988). They were victims to Saddam Hussein's gas attacks, which killed more than 3,700 people. In 1991, in the internal fighting in Iraq after the Gulf War, she ran to the Kurdish refugee camp set up by those fleeing from Hussein. She was picked up by Big Boss visiting with the US Secretary of State and was taken back to the US. She viewed Big Boss as Saladin, the leader who defeated the crusaders in the 12th century. On September 3, 1996 after the Iraqi military's intervention to the Kurdish residential areas (August 31 intervention), the southern flight prohibition area was expanded to 33 degrees north. This was not done to protect the Kurds in the north but more for the strategic benefits

of the US. Sniper Wolf saw this as a repeat of the refugee problem that occurred at the Iraqi borders in the spring after the Gulf War. She was incensed by this incident and by the motivations of the Pentagon. She moved to India and learned sniping techniques from a Gurkha sniper from Nepal. FOX-HOUND on behalf of Big Boss, scouted her when he was charged with setting up the organisation.

-----VULCAN RAVEN-----

A member of FOX-HOUND, Vulcan Raven was born an Alaskan Indian. He is a giant shaman blessed with a strong physique and effective spiritual powers. His cultural background and stature enable him to withstand extreme cold temperatures. His preferred weapon is a Gatling Gun (ordinarily equipped on jet fighters) which he carries like a rifle. His name comes from a raven, which has been tattooed to his forehead. One winter, at the age of fifteen, he walked across the frozen Bering Strait, which separates Alaska from Russia. It was there that he first came in contact with the Soviet Spetsnaz. It was during this period that he met Revolver Ocelot. Yeltsin demoted him upon the coup in Moscow in 1993. Like fellow members of his secret unit, he left Russia and eventually joined the mercenary dispatching company Outer Heaven. It is unclear as to why he joined FOX-HOUND.

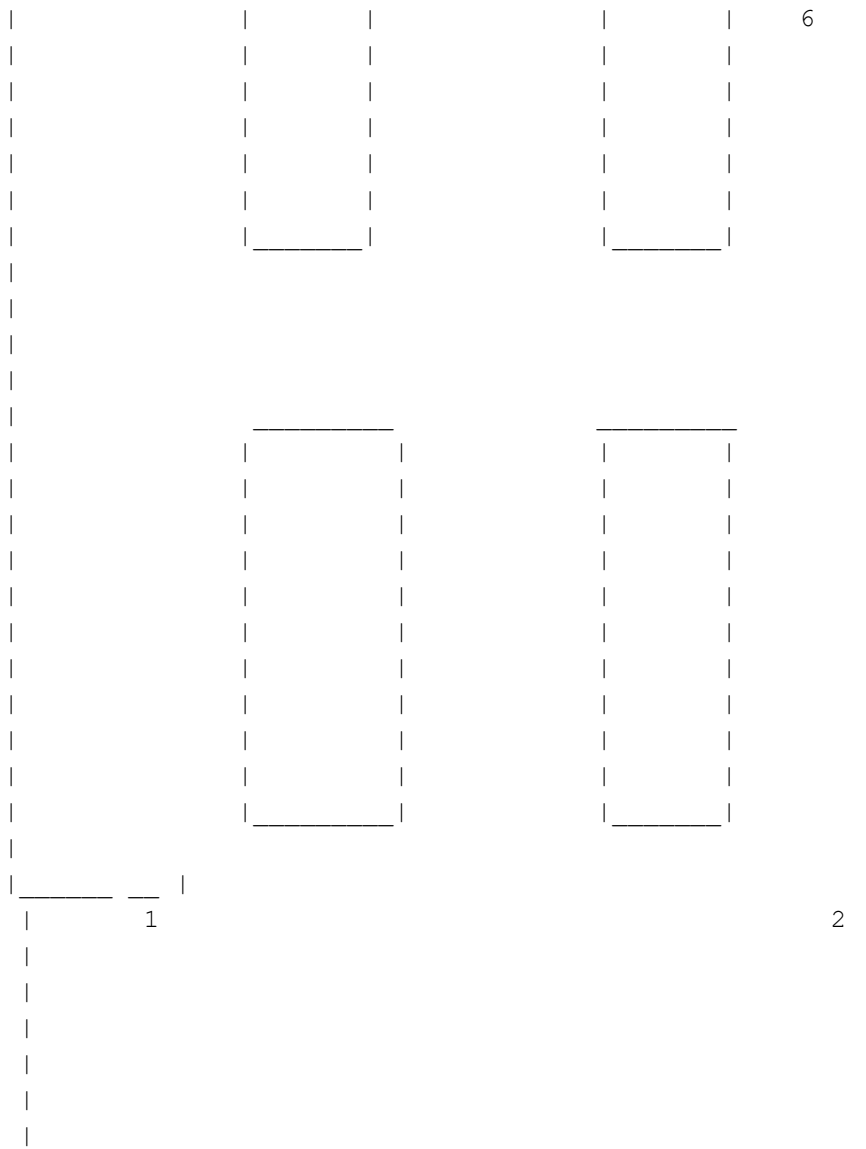
-----DECOY OCTOPUS-----

Little is known about Decoy Octopus, which demonstrates his mastery of his profession, namely disguise. It is thought that he was formally a Hollywood actor and SFX artist. He was scouted by the CIA for his ability to pass himself off as anyone. As such his role at the Agency was to disguise himself as government VIPs to detract attention to him. This explains the name Decoy. He left the CIA to become a FOX-HOUND member. He has a good command of over 10 languages and wonderful voice dexterity. His disguise envelops the target person's habits and local traditions. To help his makeup, he has shaved his cheekbone, jaw bone and nasal cartilage. When seen without cosmetics, he looks facially deformed. Decoy Octopus can walk in any way and can dislocate his joints to crawl through thin gaps and narrow holes. He has also mastered biofeedback and can freely control his sense of touch (skin). This quality explains the second part of his name: Octopus.

SPOILER: Decoy Octopus is actually the DARPA Chief who Snake meets in the Cell, having assumed the identity of the Chief after Ocelot accidentally kills him during the torture to reveal the Chief's detonation code. Octopus acts as the Chief in order to influence Snake to use the PAL codes to activate Metal Gear, as the terrorists are unable to, having not been able to gain the Chief's code to do so. Snake then unknowingly at the time, kills Octopus with FoxDIE.

-----PSYCHO MANTIS-----

A FOX-HOUND member with powerful psychokinetic powers and a potent ability to read and control people's minds. He first discovered his ESP powers in his childhood when he entered his father's mind. Unwillingly his father revealed that he could never forgive Mantis because his mother died at childbirth. This shock changed his whole perspective on life. The overwhelming feeling of despair evoked a subconscious violent kinetic reaction causing him to kill his own father. The energy released wiped out a whole town of about 1000 people. He still bears the burn scars he incurred by the inferno he released and as such he frequently wears a gas mask to cover the marks on his face. There was no trace of Psycho Mantis until he reappeared much later as a psychic secret agent of the KGB. The KGB were impressed by his ESP abilities and gave him high priority special training. Following the fall of the Soviet Union he moved to the US and assumed a similar role at the FBI. He then became a



If you have your own way of getting past this beat then by all means do it. This is just the way I go about it:

Crawl as usual and go to spot 1, wait here for the guard to come down and yawn, when he turns his back run to spot 2, use the walls to track the guard in this area. When safe proceed to spot 3 and use the wall view to your advantage and use first person view towards spot 6 (in the direction you came from). Once the guard starts walking up towards you, go to spot 4 and lean against wall. Get into a position where you can see the guard. When the guard gets to spot 5, go back to spot 3. Then he will go back where he came from, go back to spot 4 just in case (I'm not sure if he would see you if you stayed at spot 3). Any second now the elevator should come down, when it does knock on the wall at spot 3. The guard will come from the area by spot 4. This is where you move around by spot 5 and get on the elevator as soon as you can! The elevator is at spot 7 by the way.

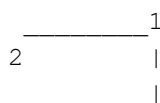
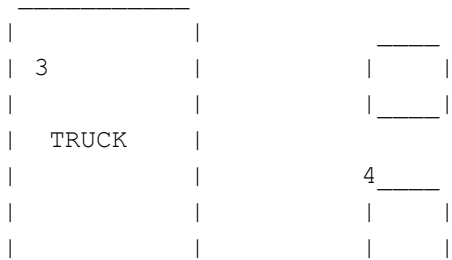
5.2 HELIPORT

[5HELI]

If you have played Metal Gear Solid already you should know how to avoid the spotlights. If not move when the spotlights aren't sweeping near your position, then to the left corner, in the pointed part at the bottom of the area with the spotlights. When the lights move upwards, run out along the left side of the rail and out off the H area. Turn back, in line with the middle line in the large letter H and start to run when the two lights cross each other, collect the chaff grenades then keep running back to your previous position. Now run

out the left side.

5
- - -
C



C= camera.

After collecting the chaff grenades run to spot 1 and continue running but make sure you areas near to the wall as possible when running. The camera won't see you! Must be a glitch! Anyway press X to skip the 'a surveillance camera?' bit. Collect the Stun grenades at spot 2 and run back out the same way you run in. Now go to spot 3 as fast as possible which means jumping in the truck and collecting SOCOM. Then run to spot 5 (4 if you want to be a daredevil) and run straight past the camera guarding the stairs. It shouldn't see you if you done the other parts quick enough. Once up the stairs run towards the air duct, the guard will NOT see you unless you were too slow. Go through the air duct like you usually would. Continued in Vent Shaft Entrance 2.

Alternatively, you can go through Vent Shaft Entrance 1, while 2 is a quicker route for Extreme players. To do this, from getting the SOCOM, either just throw a Chaff to take out the camera temporarily and shoot the guard, or instead of shooting, throw the chaff and try and go behind the guard and throw him to knock unconscious then enter the shaft at his feet. Even if you are spotted try to get into the vent shaft quickly and go forward until you see the scene with Snake moving into the vent. This stops the guard's throwing grenades in after you.

5.3 VENT SHAFT ENTRANCE 1

[5VSE1]

As said before, this is the slower route so players' going for high ranks on Extreme use the Vent Shaft Entrance 2. If not, once you are in the vent just move forward and when at the fork, go left for a ration at the end, then turn around and go forward to take the right path. Keep moving forward through the water (don't stop as your O2 goes down) and follow the mice to the entrance to the Tank Hangar.

5.4 VENT SHAFT ENTRANCE 2

[5VSE2]

You'll end up here if you went in the vent near the searchlights from the Heliport. Just follow the path to the grating, press X to skip the conversation with the guards if on Extreme and when you get to the opening in the vent, either get the ration at the end or press O to go down the ladder.

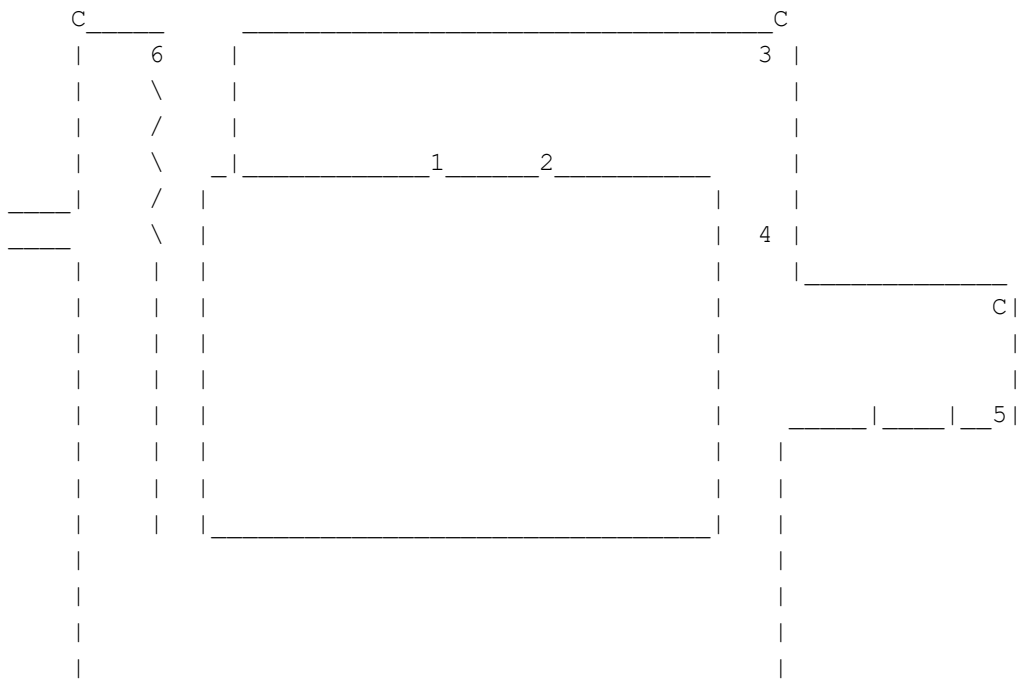
After climbing down the ladder you will be on the second floor of the Tank hangar floor 1.

 5.5 TANK HANGAR

[5TH]

If starting from Vent Shaft Entrance 1, come out of the vent and turn left and go down to the corner of the wall. Wait for the patrolling guard to move away and then move to spot 5. When the guard moves to the right, run up to spot 6 when the camera is turned away. If it is looking your way, wait on the top step for it to turn, then move under it and along the upper catwalk. Throw a Chaff into the open room, then run to spot 5 to get the Thermal Goggles, then make your way back to where the first camera is by the stairs. Stand in spot 6 and then run down to the right when the camera is looking the other way, then into the elevator and to level B1.

From Vent Shaft Entrance 2 (map also applies for Vent Shaft Entrance 1 using strategy above)



You start at spot 1, face spot 2 and throw a chaff quickly and then run around the camera by running around spot 3, carrying on running past spot 4, the chaff should have exploded now and run to spot 5 to collect the thermal goggles, the camera will be disabled so don't worry about that. Continue running to spot 5 and look in first person at the camera, then run avoiding its vision, stand at spot 6 for about 2 seconds whilst the camera is facing the other way. As the camera is turning run down the steps and the guard should be walking past but he wont see you. Now proceed to the elevator and go to B1.

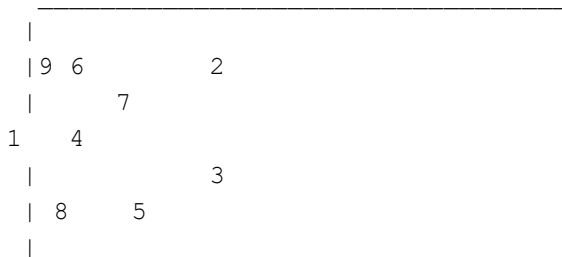
You should know what to do, run to airshaft and meet the DARPA chief. If not look below. When in the cell make sure you save, as the next part is one that needs practice. If you successfully got here using the strategy provided it should be a time ranging from 7-9 minutes. My best is 8 Minutes but Jackal (a GameFAQS user) has done so in 7 minutes.

Once out of the elevator keep going down the corridor until the end then use O to get up the ladder. Once in the vent move forward until you get to a path to the left, which will take you to some SOCOM bullets. After this path, keep going forward and then down the next left turn, you can look in the grating to see Johnny Sasaki complaining about his cold and also watch Meryl exercising (see below if you want to waste time watching her exercise eventually in her underwear). Keep going along the vent until you drop down to the DARPA Chief. If going for time, skip the FMV's here, until you hear the guard get knocked out and the door unlocked. Note on the FMV here, if you don't have the SOCOM Snake will grab Meryl's FAMAS with his hand, and if you have the SOCOM he will draw his gun and point it at here. Anyway again skip this for time and you'll be in the guard fight below.

To see Meryl exercising differently, just go back to the ladder and re enter the vent, watch her again, then exit and so on. On the first time, she will be doing sit ups, second time it's single arm push ups, third stretching against the wall, and the fourth time she will start again at sit ups, but will be in her underwear :/. Same goes for the next two exercises, arm push ups and stretching will also be in her underwear. After the sixth time, it will have reset back at her doing sit ups fully clothed.

 GUARD FIGHT

This battle can be very tough and it depends on what enemy kills count you want to end up with which determines the method you use.



Be prepared because the battle starts STRAIGHT AWAY. Guards will come in from spot 1. Meryl stands at spot 2 during the whole battle and Snake starts at spot 3.

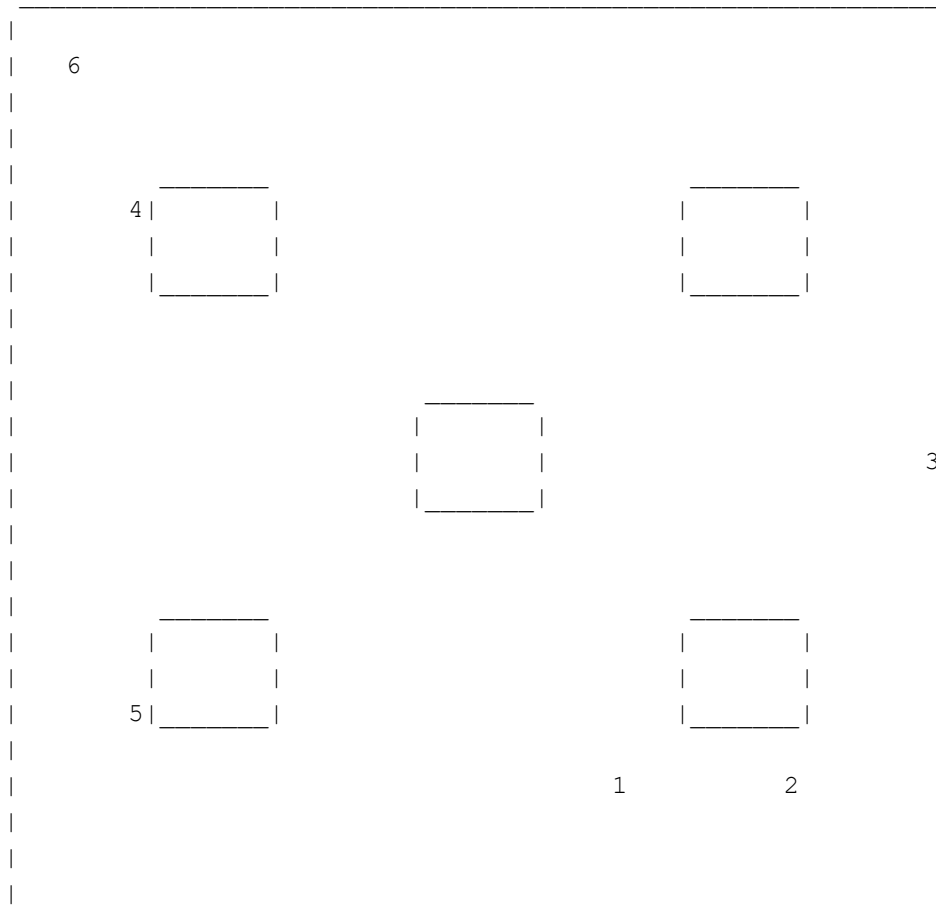
BIG BOSS STRATEGY:

The following strategy is assuming you only want to kill 1 guard:

Phase 1:

Meryl can't shoot so it's up to you to kill the three guards standing there. This is the toughest phase of them all to get through without being hurt. Shoot the 2 guards who eventually stand at spots 4 and 5, three times each in quick succession. Grab the guard at spot 6 and let the guard at spot 5 shoot him and kill him. You shouldn't get hit because the guards only shoot 2 shots at a time. Then quickly grab the guard at spot 4 before he shoots again and then drag him with snake standing at spot 7. The guard at spot 6 should be shooting at Meryl and this guard should get shot at when he is shooting at Meryl. When

spot to set the trap; you should be done by the time he says 'bullets'. The way the trap is executed is by forcing Ocelot to run back and forth over the spot where you planted all four of your C4s and detonating them on him as he runs over. Remember, if you are playing on extreme, it will still take one more bullet to defeat him, and that bullet is fired at the very start of battle, when he says, "draw!".



Now that you understand how the battle is played out, here it is in exact, step by step detail:

Before you enter the room, arm your SOCOM. As soon as the battle begins, you should be at position '1', quickly lock onto ocelot with the socom and fire at him. Ocelot will have just said "draw!" and there is just enough time to shoot him before he shoots you. As soon as you press the trigger, hold down the R2 button to open the weapons menu and arm the C4. It is very important that you change weapons as soon as you fire the shot.

Once you have the C4 armed, run to the right and hide behind the southeast pillar (position 2). If you are now standing behind the pillar and have not yet changed weapons, you may very well have foiled this attempt already. The reason why you must change weapons before you move behind the pillar is because Ocelot will begin talking once you are behind the pillar and when he is talking, it is impossible to access your weapons menu. This means you will be needlessly holding your SOCOM and unable to plant your C4 during the only opportunity you have of doing so without being harmed. If you were successful in arming your C4 and moving behind the pillar to get Ocelot to talk, then the moment he begins speaking, break out from behind the pillar and run up to the exact middle of the east wall. There are some tiles on the floor; their seams will mark the exact center point of the east wall between the north wall at the top of your screen, and the south wall at the bottom (position 3 on the diagram above). Either on the floor by the wall, or on the wall itself, on this center point is where you must quickly plant all your C4.

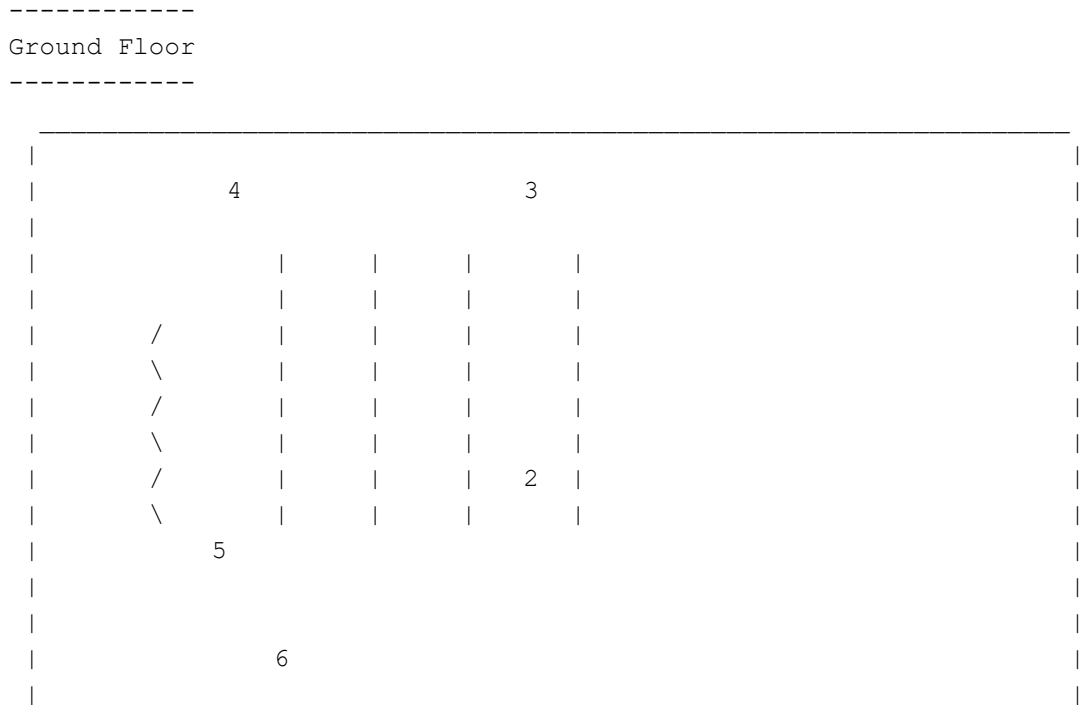
As soon as you are done, run up along the top and come down the left side, but



Once you arrive go left and pick up the claymore further up the path by crawling. Make sure you are as close to the left as possible and pick up the claymore without being hurt. You can do this after throwing the chaff but that's entirely up to you. You start at spot 1, throw a Chaff Grenade straight way to scramble the tanks sensors and main gun, letting you get closer the tank. Throw a stun grenade as well because this will stun the guard in the tank. Then run to where spot 3, the tank should be around spot 2, remember you must avoid the claymores at the bottom. By now the tank should have recovered so place a claymore at spot 3, in front of the tank to take out the caterpillar tracks and slow the tank down. The tank should run over it and explode if you place it correctly. The tank will be slow now and this offers you the opportunity to throw grenade in cockpit without being run over. If the grenade is thrown directly in cockpit the guard will die with just one grenade. While the guard is flying out of the tank get in the position for throwing a grenade in the cockpit and as soon as the second guard says: "see how you like this" you throw the grenade and he shall be defeated. This does take practice though. There is an alternative way, you can throw stun grenades to stun the guards from firing at you. Use more chaff and the grenades again to take the tank out. There are grenades to the left and right of the top area of the screen as well as more chaff.

5.10 NUCLEAR WARHEAD STORAGE BUILDING [5NUKE]

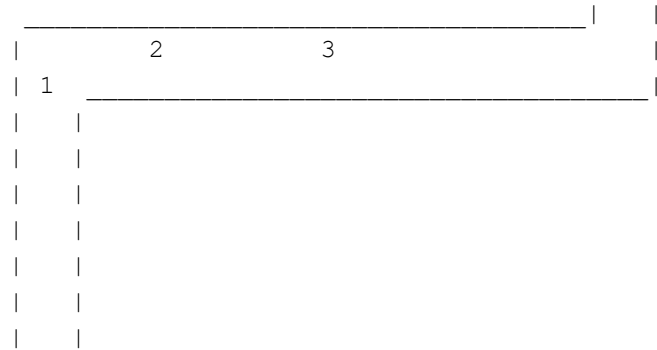
Run as soon as you can and crawl under the almost shut door. Campbell will call you and after you have skipped it do the following:





You will start at spot 1. Run to up through spot 2 and then to spot 3. Carry on running to spot 4 and then to spot 5. The guard patrolling will have moved and be around spot 6. Go up the stairs to the left.

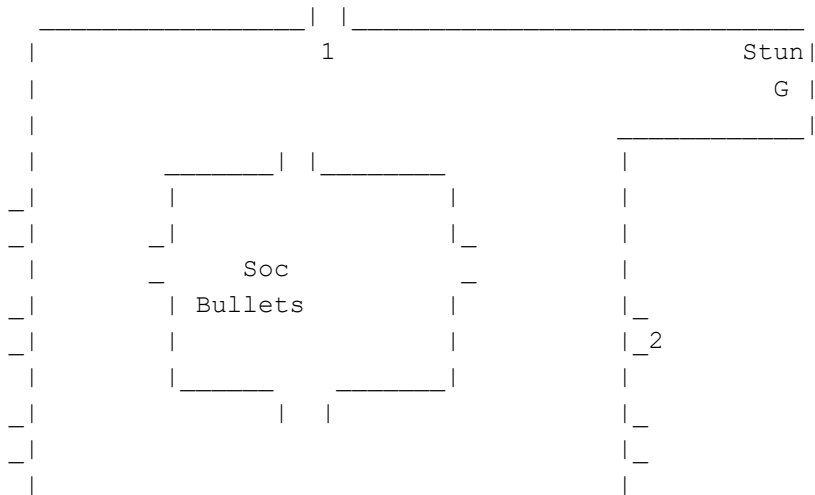
1st floor



When you get up the stairs the guard should be somewhere between spot 1 and 2. From behind either punch, punch, kick him quickly so he doesn't spot you or throw him over your shoulder. Both require you to know how to not get spotted doing them. Once that's down QUICKLY run to the elevator at spot 3. Warning: The guard may get up and spot you if he has been knocked over at spot 2.

NUCLEAR WARHEAD STORAGE BUILDING B1

You should know where the room with Nikita and missiles are, second room on the right or from Snakes view the left.



2= Nikita Missile Launcher

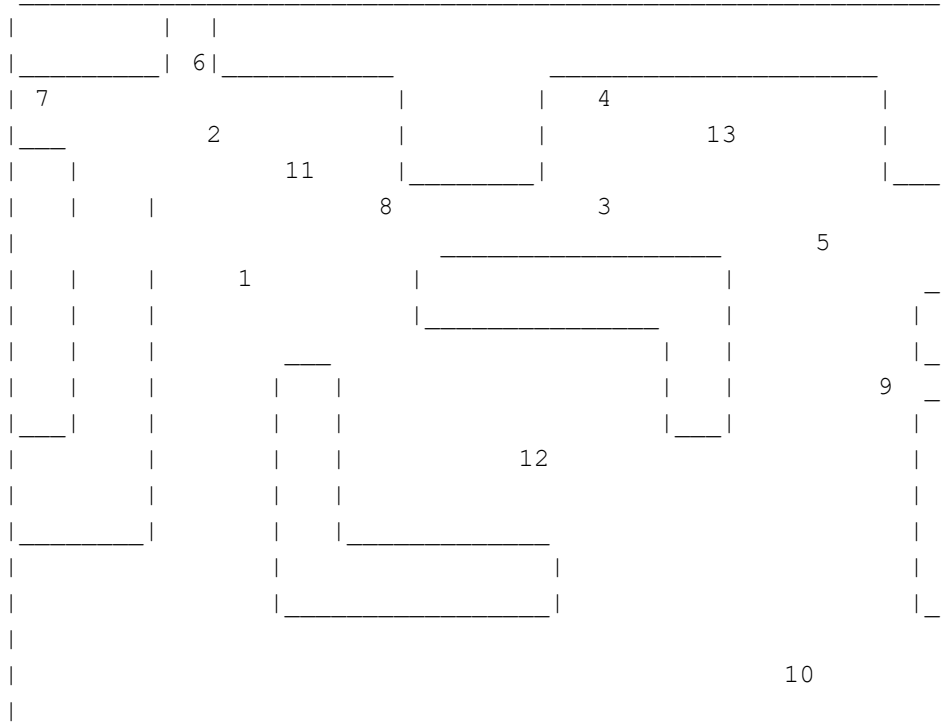
This can be hard to pull off sometimes. Get out of the elevator and walk into the room in question (spot 1). Then you can either collect the SOCOM bullets and then go in the room or just go into the room, the patrolling guard should not see you, but be quick about it. When you've collected the Nikita, wait for the guard to walk past, then as quick as you can throw him over your shoulder and retreat from the room. It's a lot safer if you can throw the guard into the room because then when he gets up he wont have a chance to spot you and you can

take the chance to collect the stun grenades. Then go back to the elevator and head to B2.

NUCLEAR WARHEAD STORAGE BUILDING B2

This is the part when you use the remote controlled missile and you should know where to guide the missile. Be careful to avoid those gun cameras because they can shoot the missile if its not moving fast.

BOSS FIGHT: NINJA



The ninja's katana can deflect any bullets you fire, so you will have to fight this battle with no weapons, only hand to hand. You can jam his electronic camouflage with Chaff grenades but this way is slow and time consuming. Avoid his kicks and use the punch-punch-kick combo to hit him when you can. You start at spot 1 and ninja starts at spot 2, straight away do your combo on him. Then he will move to a random part of this area, run to where he goes and combo him. Then he will disappear and appear around by spot 3. This is the part that you may well get hit. From the start of this part run over to him and combo him. Then stay within the area of spots 4 and 5. Make sure you combo him before he tries to attack. He will then flip in the air and try to land on where you are, move before he lands, wait for him to start moving again and combo him. It is hard but you MUST get a combo in before he starts doing his spinning twirly stuff. In the next stage of the fight, the ninja will hide with his stealth camouflage. You will be able to see his shadow behind various computers in the lab, you can also activate Thermal Goggles to see him better. Make sure you keep punching and kicking him until he comes out in the open again. He will appear at random spots in the room, the ones I've seen him at are spots 6-10 on the map above. He will then move out of the way of your punches and appear behind you. Punch once to make him go behind you, and then turn around and use the combo to inflict damage. You can also use Chaff to immobilise him. However, I just make sure I avoid his punch and then move in for the combo. After his live is extremely low make sure you move out of the way because, a field of electricity will form around him. This protects him from punching and kicking, so you can now fire at him using a weapon. I suggest lining him up in first person and shooting him with the SOCOM. He will appear at spots 11, 12 & 13 before the battle is over. Shoot him from a distance though.

Additional strategy in intricate detail:

The ninja has six different attack phases, each one can be easily overcome by following a simple pattern. you can resort to using chaff grenades, but each one only grants you a single three hit combo that you can only execute once until the chaff fades away, which is time consuming, weak, and very unnecessary. I won't get into all the different ways there are of defeating the ninja, I will only briefly describe each phase and the pattern you use to defeat him most efficiently.

The ninja is only subject to a maximum of three hits before he will evade you and try to attack again. That means that if you know how to time your punches to string them many of them together in a single, unbroken combo, only the first three punches will connect. After three hits, the ninja will break away and you cannot attack him until he is vulnerable again. If you break the combo early after only 1 or two hits, then your attack has ended and the ninja will be able to break away. Being able to follow these patterns depends highly on your ability to articulately execute punch-punch-kick (PPK) combos without mashing the O button. If you're a button masher, you're more likely to fail using this strategy.

Phase 1 - Ninja runs around with the sword.

You will be allowed to land two attacks on the ninja in this phase. Whether those two attacks comprise of a single punch each, or a PPK combo, after your second attack is executed, the phase ends and the next begins, so it is in your best interest to do as much damage as possible in this easy phase. As soon as the battle begins, simply run up towards the ninja, and do a PPK. After the first attack, he will flip to the left, right, or down. Simply follow and execute another PPK the moment he is vulnerable. If he flips to the left into the little cubby hole, you can grab the SOCOM ammo after you land your 2nd PPK.

Phase 2 - Ninja runs around and attacks you.

The ninja will likely be coming at you from the top center area and you will be coming towards him from the top left area. Wherever you decide to meet, it doesn't matter, just don't try to outrun him or turn your back on him during this phase. The best way to get through this is to face him head-on and hit him before he hits you. Once you've started the cycle, it'll be easy from there. It is crucial to time your first attack correctly or else you will eat a mouthful of cyborg ninja foot. It's not very difficult, it just takes a few times before you get the feel of the timing.

The basic pattern goes like this: PPK, and then the ninja will flip away, follow him as he flips away so that you can execute another PPK on him the moment he lands on his feet. After this second PPK, instead of flipping away, this time he will jump up and try to stomp on you. Simply move away just a bit, and then move back to execute another PPK as he lands from his stomp. After this 3rd PPK, he will go back to flipping and you start the pattern over again. So it's PPK, flip, PPK stomp, PPK flip, PPK stomp, etc. But there is one more tweak to add to this pattern before it is perfect.

The problem with the phase 2 pattern as I've described it so far, is that occasionally in the middle of the pattern, instead of flipping away, or stomping, the ninja will decide to connect his elbow to your face in a very painful way. The solution to this problem is the 'echo PPK', and all it is, is just doing a 2nd PPK a split second after doing the first. You'll just be punching air, but it will ensure that the ninja responds to your first PPK with

an evasive manoeuvre rather than an offensive elbow. Dear button mashers, please note the pause between the first and 2nd PPK. If you fail to pause in between, the echo is useless and you will likely still get an elbow. The pause is quite short, slightly less than half a second.

So, finally, the complete, polished phase 2 pattern looks like this:

First strike: PPK-pause-PPK, ninja flips away-follow him.

Upon landing, PPK-pause-PPK, ninja stomps-dodge it.

Upon landing, PPK-pause-PPK, ninja flips away-follow him.

Upon landing, PPK-pause-PPK, ninja stomps-dodge it, etc etc.

The Phase is over when his health reaches a certain point.

Phase 3 - Ninja plays hide and seek

Simply put on the thermal goggles and look for him. He stands in 1 of 5 places:

-along the top wall next to the locker that Otacon is hiding in.

-along the left wall in the top corner where the SOCOM ammo is.

-along the horizontal glass wall that separates the top centre area with the middle centre area.

-in between the two lockers on the far right wall.

-in the south east corner in the open area.

You have only a few seconds to reach him and land a PPK before he starts to charge for you. Be sure to judge your ETA (for all you non military lot, that's estimated time of arrival) and anticipate his charge if you can't make it him in time. You will have to adjust your PPK execution to once again hit him before he hits you, just like at the start of phase 2. You only get three attacks in this phase, so make every attack count with a full PPK combo.

Phase 4 - Ninja walks towards you and teleports.

When the ninja is in range, if you do nothing, he will very slowly throw a punch that can very easily kill you on extreme. If you attack him before he punches, you will miss as he instantly teleports behind you and tries to punch you. You button mashers who sloppily execute a full PPK combo will sadly be immobilised until the combo is completed, which is not soon enough to avoid the spine-shattering Punch of Death. So be careful to press the button once only, prompting him to teleport behind you and thus, giving yourself plenty of time to remove yourself from the range of his fist and come back with your own ninja whopping PPK combo.

For those of you wanting a more aggressive challenge, this is an easy phase to deal with if you use the furniture to your advantage. You can force the ninja to teleport to a spot and actually land a PPK on him before he throws that killer punch. Do this by standing the middle of that little path between the upper left area and the upper middle area. That path is sided by computer consoles to the north, and the glass wall to the south. If you stand in the middle, as the ninja approaches you from one side, when you throw a punch, he will only be able to teleport directly behind you, so you can whip around and PPK him just as he appears. The moment he gets up again, throw another punch to force him to teleport and execute another PPK behind you. You will effectively bounce him back and forth until he makes that long speech, which brings us to the next phase.

Phase 5 - Ninja walks towards you with a double teleport.

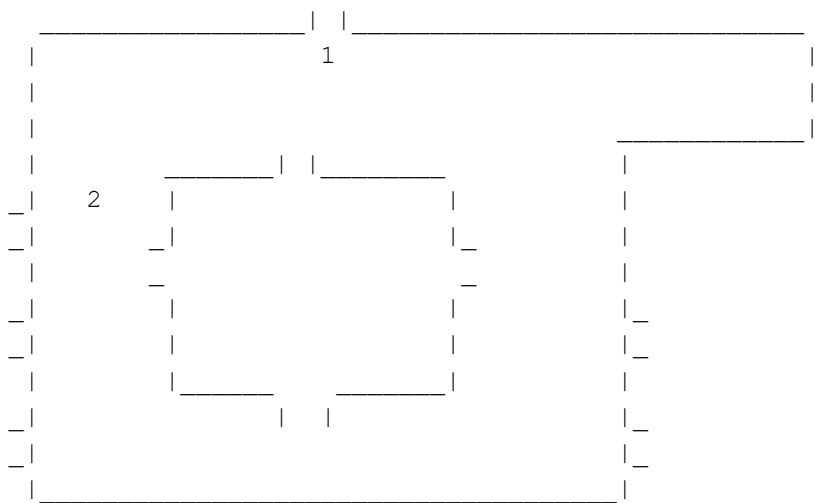
After the "clashing of bone and sinew" speech, he'll start to teleport twice. Just follow the same pattern except after the first teleport, punch twice, then after the 2nd teleport, you will land the PPK. Be sure to run away once you deplete his life bar, lest you get roasted by his electrical outpouring.

Phase 6 - Killer energy field.

In the spot that he stands where you delivered the finishing blow, he will let out a yell and emit an energy field that will fry you toasty brown if you're too close. Keep your distance, that thing reaches farther than it looks. After the first yell, he will move to the upper left area where he will let out these bursts of energy until you hit him. The easiest thing to do is to take out your SOCOM and ping him off with a bullet. Your bullets will bounce off the energy field, so only first between bursts. After he is hit, he will move to the left side of the centre area, hit him again and he will move to top middle area, where he will finally expire after one more hit.

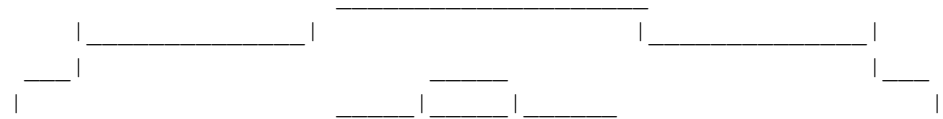
Be sure to grab the chaff on your way out, or if you're in such a rush, you can grab it during this 'bone and sinew' speech and be back in place in time to continue the juggling act.

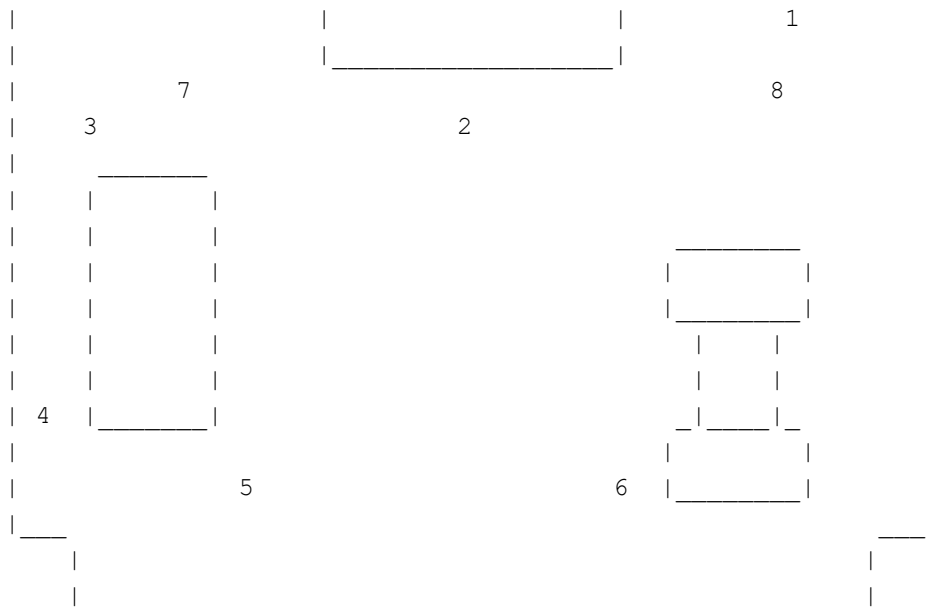
Exit the lab, and pick up the FAMAS ammo if you haven't done so already. Exit this hall to the gas hall and pick up the gas mask if you haven't done so already (it's in the third room down on the right from the entrance to the elevator). If you want a quick time then go into the second room on the right, collect the very important 6 stun grenades, go into next room and pick up famas, although its not essential I do so because I find it useful against Mantis and wearing down guards in the elevator fights. Now Head for the elevator and go to floor B1. I suggest you save here because you wont lose time otherwise, if you save when mantis fight starts and load it up it starts way back at meryl keeping a look out.



Meryl is in the same place each time as you may well know. The map above shows you where she is just in case you don't know. You enter the room at spot 1 and the guard at spot 2 is meryl, let her see you and follow her to ladies bathroom. For more fun you could wait for the soldier to walk away and look at the butt... If the soldier sways her butt, then let her see you, other wise, avoid. Follow the soldier to the ladies bathroom, run up to the 3rd stall and go inside. After the cutscene, walk outside the bathroom and take note of the missing music and guards, use this to your advantage to gather up ammo for the up coming boss fight. When you're ready continue to the door at the top of the screen for the boss fight.

BOSS FIGHT: PSYCHO MANTIS





As he can read people's minds he can predict what you will do. He can also make furniture float and throw it at you. Firstly, put your controller into controller port 2 on your Playstation, or use the one in the second port. The boss fight had 6 phases, and Mantis can be especially easy if you first use the second port controller and know how to get through each of the phases. Instead of using the second controller you can also shoot or punch off the masks in the statues to the left and right in the room, but you have to die a few times until the Colonel suggests it before it will work, so not much use for Extreme players.

Phase 1 - Controlling Meryl 1

When you first enter the room, Mantis will control Meryl and make her shoot at you. To stop her you can either punch her out which will deplete her life, or just throw a Stun Grenade to disable her with no health loss. And yes she will actually shoot at you. Now Mantis will show.

Phase 2 - Attacking Mantis 1

Firstly the screen will black out, and the word Hideo will appear in the corner (a little homage to the game's director and creator Hideo Kojima). When the screen reappears, Mantis will attack in one of 6 different ways:

1: The first phase, is Mantis in stealth camouflage and starts at spot 1, shooting some sort of projectile at you. Use thermal goggles to see him and shoot at him with the Socom or FAMAS, I suggest Socom for this part. Once hit he will hover off to another spot on the map between 1 and 6. You can't hit him when he is flashing, much like the other boss fights. Once hit 3 times, he will change to the second attack.

2: Starting at spot 2, Mantis will use his powers to levitate chairs, move them in a circle. To avoid getting hit, just lay down and wait for him to throw them all off screen and then get up and shoot at him, before quickly lying down again for the third attack. Or you can move to spot 3 and fire the famas bullets from left to right, trying to lock on to Mantis of course.

3: Mantis will send two statue figures at you very fast, so make sure you are lying down after the second attack, as it is hard to avoid if you are standing. Once they go off screen, it's attack four.

4: Much like the last attack but with vases, two at a time, with each being moved four times. Again stay on the floor, standing up just after they have

moved to attack, and then get down again. Or if you want to finish him off as quick as possible (which you will for the best times) you can try running away from the vase when it moves, then quickly lock onto Mantis, shoot and run away before the next vase tries to hit you. This applies for whenever the two figures try to hit you.

5: Same as 3 but with animal heads instead of statue figures.

6: Lastly, Mantis will move between spots 7 and 8, sending pictures and book cases at you, the 3 pictures on the inside, and the 2 book cases on the outside. They move from the north wall to the south wall then back to the north again. To avoid these lay down in the middle to avoid the pictures that will go flying over you and the book cases should be to the left and right and therefore not hit you. When they have gone back to the north wall, get up and shoot Mantis, then lay down again, getting up when it's safe to shoot him. Sometimes you can get away with standing in the middle (or wherever there is no picture frame flying around) and again try locking onto Mantis with which other gun you see fit. Once he has completed this stage, he will start again at attack 1. Phase 3 will begin when Mantis has half life left.

Phase 3 - Controlling Meryl 2

Like Phase 1, with Meryl trying to shoot you. Knock her out with a Stun Grenade, after she comes to, she will threaten to shoot herself, but like before just use the Stun Grenade to loosen Mantis's grip. And again like Phase 1, she will shoot at you and herself if you leave it too long.

Phase 4 - Attacking Mantis 2

Same as attack 1 in Phase 2, eventually move onto Phase 5 once he only has a small part of his life left.

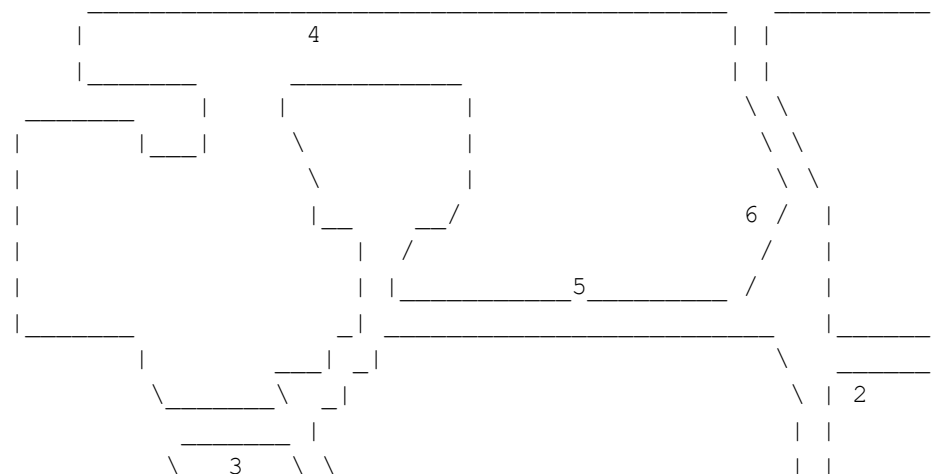
Phase 5 - Attacking Mantis 3

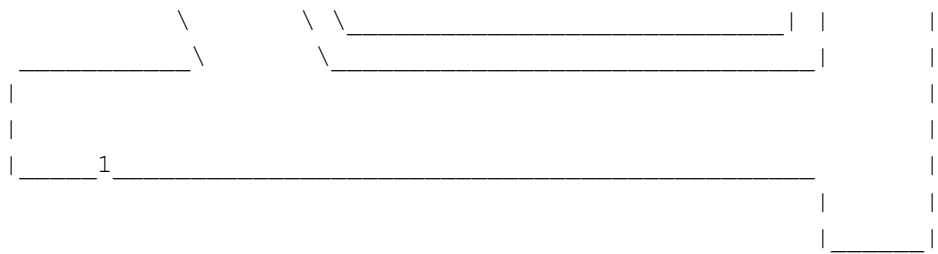
Mantis will use a combo of the attacks in Phase 2, starting with attacks 3 (statue figures), 4 (vases) and 5 (animal heads). After that set he will use attacks 2(chairs) and 6 (pictures and book cases). It is best to attack him in-between him switching between sets of attacks.

After his health is worn down enough the cutscene will start, after which go through the passage opened by Mantis and collect any ammo in the area before moving through the door to the Wolf Cave.

5.11 WOLF CAVE

[5WC]





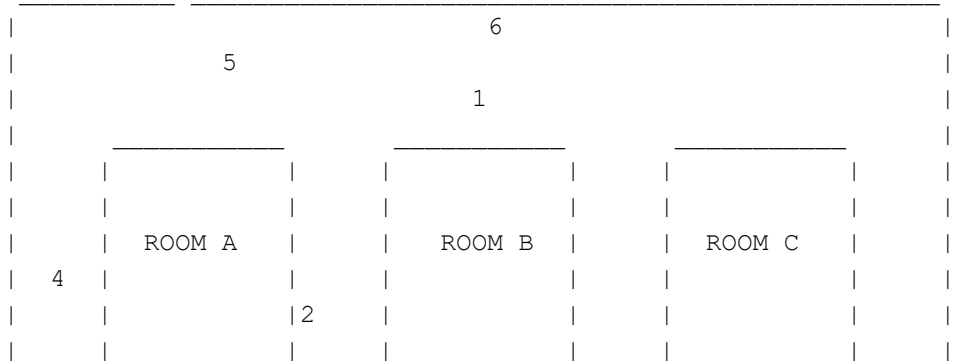
You will start at position 1, after the little scene where Meryl takes point, if you go to spot 2 and press against the wall you can see her at the exit. Equip Night Vision Goggles and go to spot 3. Crouch down with X and move forward, you'll crawl under the rock barrier and you can see a wolf dog just ahead. Crawl out and throw a Stun Grenade and run to spot 4. There will be more wolf dogs ahead, so throw another Stun Grenade to daze them and then make your way down to spot 5. Crouch down again and crawl forward, you should go through a hole into the area below on the map. There will be various items in this area, pick them up and crawl out again, looking for any wolf dogs in the vicinity, if so, through another Stun Grenade, but only if necessary as you need to save the Stun Grenades for later. Go to spot 6 and crouch again and crawl through the hole to get to a lighted area, there should be a wolf dog puppy running around. Go meet Meryl. If you want to be able to pass back here without using up Stun Grenades (as you will have to do in a moment), go up to Meryl and punch her. Then quickly equip a Cardboard Box. The puppy will come over and urinate on the box, making it have the same scent as the other wolf dogs and so if you equip the box while moving around the Cave, the wolf dogs won't attack you, and instead sit beside you, lovingly emitting hearts and whimpering :). Anyway move through the door to the Underground Passage.

5.12 UNDERGROUND PASSAGE [5UP]

With the claymore mines, you can follow Meryl's footsteps but I found it takes too long to keep turning around so just run up to the far right side, from along the bottom, and around to where Meryl is, with Thermal Goggles equipped if you're paranoid you're going to run into a mine :). If going for big boss rank without bandana then I suggest you use this opportunity to pick up the 4 claymore mines (using thermal goggles) because you need 10/11 claymore mines to defeat Raven later on.

After Meryl gets shot, go back the way you came, with the card equipped for the door so you don't have to stand in Wolf's line of fire too long. Presuming you know how to travel back to the Armory (just retrace your steps, not too difficult) for the rifle I will only instruct the Armory part because this is difficult.

ARMORY - Getting the sniper rifle safely:



once she hits you once. If you have a good run you can stay in your one spot shooting her every time but if she does get a shot in I suggest you get to the side before she kills you. When I followed this strategy I did succeed in killing her without moving from lying down position at all. Its not amazingly hard but like with most parts of this game, it needs practice and patience.

Get the PSG-1 from the armoury and return to the Comm Towers, making sure you don't hit the mines in the first part. Position yourself to the left or right, using the walls for cover, peeking around the corner; if you fire from the entrance, although it's a straight line of view, it leaves you very open to being hit. Use some Diazepam and equip your PSG-1 and rations if you have any.

If Wolf's bullets hit you they will screw up your aim, which is why firing from the entrance can also be bad. You should see her moving around, and this is the easiest time to hit her, or when she peeks out to hit you.

Using the map above you can see where she will stop and lean out to fire (2 - 9, she starts at spot 1 but won't fire from here). She doesn't have such a set pattern as Mantis or Ocelot did, but if you aim at the pillar (X's on the map) then follow her with your sight, you should be able to get a shot off before her, if you leave it too long, you *will* get hit. Thanks to Samuel Riesterer, there are a few rules, such as only going to spot 7 if she was previously at spot 8 or 9, rarely stopping at 3 and 4, and if at the centre pillar, she is more likely to go spot 2, 8 or 9.

Once you succeed in hitting her once she will move off to a different spot, and it can be easier to hit her as she is running than waiting for her to stop and lean out. If the fight takes longer than one Diazepam lasts, be sure to keep using them as it is incredibly hard to get an accurate shot without using it. After 6 hits the fight will end.

Collect any ammo you need that is around, and the claymores if you want. Go towards where you fought Wolf, get the ammo on the platform and below it before moving towards the door, where your life will be replenished and you will be taken off for interrogation and torture.

5.13 TORTURE ROOM

[5TOR]

Surviving the torture is one of the hardest things to succeed at in the Extreme difficulty, so I've put down some tried and tested strategies for bashing that damn circle button enough. And it's reported that you can actually use a turbo controller and Ocelot won't say anything, but I've never used one myself (and my thumb has paid for it...) so I can't say if that's true.

BIG BOSS STRATEGY:

If your going for big boss then as soon as you are in the prison cell press select before Johnny mumbles about his cold. Call colonel and skip this now rather than later when he calls you himself. You will be submitting to the torture because it is far quicker to do so. Also use the ketchup, when the guard goes to the toilet, wait for him. He will come in look puzzled, when he has stood looking at you for 2 seconds, quickly get up and use the choke hold, if you were accurate enough he wont have been alerted, drag him to the torture room choking him 9 times or less. Don't worry about equipping the level 6 card. I recently realized that Johnny has the card too and if you continue to drag him the door will open. Oh you can also use the 'hiding under the bed' way, this is slower, but when he looks under bed you can move out to the top side, move around behind him and choke him that way. This is for a better rank, if he

does see you, you can still manage only being found 4 times, which is within the big boss requirements, but obviously getting three is better. :)

Torture strategies:

I (liquid316) use the same method for the torture as I do with the Codec skipping. It may not work for you but I'll explain what I do anyway. I get my thumbnail, slip it under the nail of the finger nearest the thumb. Then I rub left to right keeping the thumbnail under the fingernail. Obviously do this as fast as you can, I rarely lose health doing this and in fact I use this method for the Solidus choke in MGS2 (oops spoilers).

Other ways to endure the torture as posted by GAMEFAQS users:

Squinky 45: "Put your left index finger on the controller a bit above circle button, (with just the pad touching). Put your left thumb below the button in a similar way. Rub the back end of a ballpoint pen flat across, "bouncing" between your fingers. If you're lefty, you could turn the controller facing away and invert the whole thing."

Red Soul: "Put the controller flat on the ground, hold it with your left arm/right arm(the on that you don't use), and just bash with your right arm like hell like you are snake and will die in real life if you don't succeed."

The Unchosen One: "I use a marble. Just hold it between your index and thumb, and rub it really fast across the button."

After you either survive or submit to the torture, you will end up the Cell, with poor old sick Johnny Sasaki guarding you (he's the one Meryl nicked her guard uniform off). After the first torture session call Otacon and he will start to make his way to you (you can also call the Colonel for some character development) but before he gets there you have to go through another torture session. Submit or don't submit depending on whether you want the bandana or stealth (See Secrets section [9SEC]).

Once back in the cell for the second time, Johnny will rush to the toilet, allowing Otacon to arrive (providing you called him). He will give you a handkerchief and some ketchup. There are now two ways you can escape, but you have to do it before Johnny comes back. Either hide under the bed and wait for him to come back, or lay down and equip the ketchup, and press circle to break the bottle, spilling it under you, making it look like you are bleeding. Either way once the guard notices you "bleeding" or that you have disappeared, he will rush in and open the door. Take this chance to either run up and throw or strangle him (I could never quite make myself kill Johnny, and hey he must survive as he appears in Metal Gear Solid 2 :)). You can also just run around him and out the door, to which he will follow, but then get caught with a rather nasty bowel movement and rush to the toilet. An alternative escape comes if you muck up using the ketchup, as I did once, or get seen crawling under the bed, you will get called into a third torture session. Either submit or not and once back in the cell, a stealthed ninja will come and open the door once the guard goes to the toilet again.

Once in the room with the torture machine, pick up your gear, while out of view of the camera in the corner. Note that there is a bomb in your items (only if you endured torture), equip it and throw away with circle. If you don't do this, eventually when it is about to go off, Deepthroat will call and warn you of it.

BIG BOSS STRATEGY:

It may sound stupid but you need several chaffs for later when in the communications tower. Therefore I use a nikita missile, direct it in the direction of the camera and if the missile is going fast enough you should

avoid the cameras gun shots and thus destroy the gun camera. Or you can go as left as possible next to the desk crawl around and I hear the gun camera won't spot you. When in the next area, use a chaff because there is two gun cameras here.

Normal Strategy:

Anyway, throw a chaff and exit the room to be back in the corridor next to the DARPA Chief's cell. Use a chaff on the grenades or move under the blind spots to get to the elevator and go to the Tank Hangar.

There are a few ways to get back to the Communication Towers where you fought Wolf, and you also may have caught a cold off of Johnny, especially if you threw or strangled him. If so, you will start sneezing every now and then, alerting guards to your position. To cure this you need to the medicine in Nuclear Warhead Storage Building B1, the room where Meryl was patrolling, the medicine is in the second room down on the left.

You can either walk the normal way:

- through the Canyon where you fought the M1 tank,
- to the Nuclear Warhead Storage Building B1,
- through the room and passage behind Mantis's room,
- through the Wolf Cave (either using the handkerchief given to you by Otacon or the cardboard the wolf peed on to stop them attacking you) and
- up to the door where you were captured.

Or, from the Tank Hangar got through one of the vent shafts to get back to the Heliport and equip the Cardboard Box that is labeled Nuclear Warhead Storage Building once in the back of the truck here to get driven to the truck in the Nuclear Warhead Storage Building. From here you can continue normally, the advantage of doing it this way is that you bypass the Canyon which has now had a load more claymores (30+ if I remember right) and 4 gun cameras installed so it just easier to avoid altogether, but the choice is yours. Eventually go through the level 6 door, without getting captured this time, to enter Communication Tower A.

5.14 COMMUNICATION TOWER A

[5COMM1]

This is where the chase takes place. Before entering the next Level 6 door, equip stun grenades. Open the door but don't go through it yet, throw a stun into the room ahead, wait about 2 seconds and run into room, camera will spot you and guards will be running towards you (as usual). However, your stun grenade should go off immediately, collect the rope and stun grenades and run up the stairs. If going for big boss then you cant kill the enemies here, just stun them with your grenades, I suggest trying to save about 4/5. Count the stairs you run up because to be successful you must throw them at stairs 7,11,14,19,21,23 and 28. You may want to throw a couple when on 11 because there are 2/3 guards, this is the part near that level 6 door that doesn't open from inside. You may well get a couple of gun butts or even shot, don't worry too much, all that matters is that you survive, I say this because your life gets replenished at the next part.

RAPPELLING

This is a hard section but luckily your life is replenished here. No strategy here, just try your best to avoid the smoke and liquids gunfire. Try using the wall bits, which aren't smoke infested. I got through this with no hits once but the best I've done recently is been hit 1 time.

I saved here when I got past rappelling with almost perfect health, just in case I messed up on the walkway.

WALKWAY

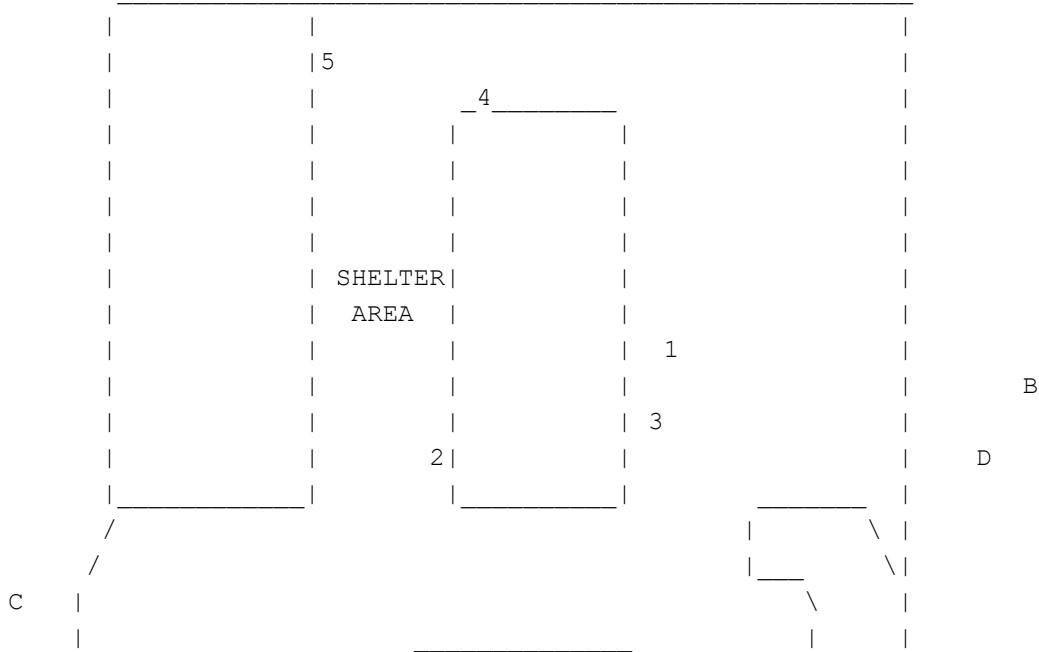
After rappelling run and throw a stun grenade but make sure you halt at the third tile up the walkway. Shortly after it explodes throw another. The timing has to be crisp perfect here, if not the guards will not be stunned and will shoot you to a certain death. When you've thrown the second stun grenade you have a brief moment where the guards are back up and ready to shoot. Run up on the left side for about 2/3 seconds and run in a diagonal line towards the right side of the walkway. If successful then proceed left to the door, the guards will have awoken from the stun so be sure to avoid any bullets they may shoot before you make it to the door.

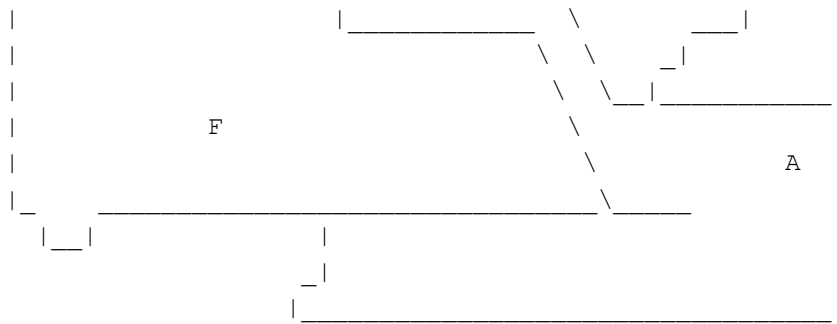
5.15 COMMUNICATION TOWER B [5COMM2]

You are now in tower B. Collect the stinger and stinger ammo as usual and go through door ahead. Now go right (snakes left) collect the ammo and keep going down the flights of stairs. Once you get to bottom snake discovers the lower staircase is broken (you must go down there to discover it though). Proceed back up the stairs and when at the top go left around to the elevator where you will meet Otacon again. After this scene equip your chaff grenades. It's advisable to have at least 6(I got away with 5 though and 4 is the absolute minimum). Go up the flight of stairs, throwing them at the right moments to avoid the gun cameras. I usually throw them two staircases before the gun cameras so they go off just before I reach the cameras. You may need to practice the timing but it isn't that difficult. Once up the top, you will see a ladder, go past it and collect the 10 stinger missiles and chaffs, however, DON'T pick up the stinger missiles next to the chaffs, you must get them after the hind fight in order to defeat sniper wolf 2 in quick time later on.

BOSS FIGHT: HIND D

E





BIG BOSS STRATEGY:

Ugh, the hind battle, this one requires skill, luck and practice. You could try beating it as you usually do, but the strategy I offer here is the quickest way I know. Be warned though it took me lots of practice to get right on a consistent basis.

You should start at spot 1, the hind will be at spot B. Straight away, equip the stinger and aim for liquid at spot B. After the missile's been launched use the quick R1 equip/de-equip trick and run to spot 2. Liquid will fire for a while and should now be somewhere around spot C. Look around to make sure you find him, fire the stinger and run to spot 3. Equip the stinger facing spot D and Wait for him to hover over you, then when you see him fire stinger and run to spot 4. It's not necessary but use the wall/corner view so you can keep an eye on him. He should hover over to somewhere around spot E, fire stinger and run to spot 1. Equip stinger and face it where the hind was before you run. Follow the hind, he will appear in front of you so you have to be quick to fire the stinger, Then run to spot 2. Now he should say 'nice shot'. Run to spot A and collect the stinger missiles. If you did a good job you should have 14 missiles, don't worry if you have 12/13 though. This next part is the pain and the part you will die on most. This is the elusive 'hind trap' as named by jackal (gameFAQS user). Stay at spot 2 whilst the hind does his blowing things up. Use the wall view and wait for the hind to fly past, the hind should be in the air at about spot F. Get directly underneath him, equip stinger and fire at him. You must do this quickly or he will surface underneath the area. Fire stinger at him, wait till he stops flashing invincible and fire another and so on until he dies. The hind may move around a bit and don't worry about have a direct hit, as long as you face the stinger at any part of the hind it will damage him. The hard bit here is to maintain the hind trap, if your too slow he will surface. Be warned, ive only successfully pulled if of a handful of times. Once you've finished battle, fire any stingers you have left over quickly, then go to spot A and collect the 5 stingers that reappear (only when you've run out of them). Then go to spot 5 and avoid the hinds final destruction.

Alternative strategy

Liquid attacks on the roof of the Comm Tower using a Hind D helicopter. It is possible to shelter from the missile he will attack with. When you first go out the door watch the FMV and then position yourself between the door and the tank holder to the right. Move between here and the top of the tank holder next to the fencing. Watch Liquid's movement on the radar and equip your rations and Stinger to lock on and track him going past from right to left. If you have a lock on and fire the missile, you can then deselect the launcher and hide as the missile will still continue to the target. Avoid the machine gun fire by hiding between the door and the tank holder. Move back to the fence to attack again. There is a ration below the door you came in, and more Stinger missiles to the south on the platform. After hitting Liquid enough, he will shoot a missile to take out the roof, simply stay at the top of the area near the door to avoid it. He will also then hide below you and fly over you.

Listen to the sound of the rotors and on the radar. The boss music will also come back in when he is about to attack again. Hit him a few more times with the Stingers and Liquid will try to blow up the roof again. Get as close to the door as you can to avoid the attack on the tank holders.

Once finished, leave via the door you came in, go down ladder and collect the stinger missiles I told you to leave behind earlier. Go down steps and use the chaffs to get past the gun cameras. Collect the FAMAS ammo at the bottom by elevator and go back to the room where you found the stinger, then come back and save. The elevator fight is hard and the last thing you want to do is to die and have to fight the annoying hind all over again.

ELEVATOR FIGHT

This is tough if you only want to kill one guard out of the 4 and there is no easy way to explain how to do this with no damage. Basically, you have to rely on luck with the guard's bullets. The heavily armed troops shoot far more bullets at one time and that's why it is pure luck to whether the guards hit snake after killing the guard you will have in a chokehold. I did it eventually, only got a gun butt and one shot. If you get past here with half health than that should be sufficient enough.

Killing all 4 guards:

Here's my method of doing the elevator fight:

for the elevator fight, if you don't care about killing only 1 soldier, here's the easy way:

when the battle begins, the soldiers will run around and get into "position 1". This position changes depending on what you are doing, so follow my instructions to the letter. You have to grab the lower left guard before anyone moves and choke and kill him while the guards are running around.

Before they get into position 1, the guard in your arms should be dead, hit L1 twice to start moving again and now the guards are in "position 1". There are two guards on the left, 1 on the right. In this position only the guard on the right will shoot, the other two will not fire. After you killed guard 1, you should be running over to the right as soon as possible to meet guard 2, you are going to kill him before he starts shooting. If guard 2 is shooting you, you are too slow at killing guard 1. While you are choking guard 2, the others will be running around again to get into "position 2" again, you should be able to kill guard 2 while they are running around and be ready to take the next one out by the time they arrive in position. So now you are on the right, having just killed guard 2, and in position 2, the two remaining soldiers are on the left and bottom. This time both of them can shoot, so you have to use the meat shield method. Just grab the guard on the bottom and hold him up to protect yourself. You don't have to get him killed by the bullets, if the shooting guard stops shooting and begins running around again to get into position 3, and guard 3 in your arms is not dead yet, just finish him off (*snap*). Guard 4 who was just on the left will now run to the right, L1 twice and meet guard 4 in the middle before he gets into position. Break his neck and you're done.

Killing 1/4 guards:

This relies on the meat shield method. I already mentioned which guards will shoot at what time, you just have to get yourself into the right position and get them killed by each other. The first one is easy. I mentioned that if you don't kill guard 1 fast enough, then the guard on the right will shoot you, well, just don't kill him and let him shoot you then. For guard 2, it's a little trickier because guards 3 and 4 can both shoot. When it gets down to 2 guards, it's easy. Hold up one, it doesn't matter which, and let the other kill him. The hard part is moving yourself out of danger in case your shield expires

prematurely. I've done the elevator with no damage 1 guard only a few times. It's easy to get hit because the gunfire isn't always the same pattern. If you want to kill all 4 guards, that's REALLY easy. 1 guard is tough. - Thank you to Jackal for these strategies!

5.16 SNOWFIELD

[5SNOW]

BOSS FIGHT: SNIPER WOLF II

BIG BOSS STRATEGY:

This time Wolf depends on chance (similar to last time actually). You can't really force her to go in any particular direction, like you can with ocelot, or the ninja. So depending on where she decides to hide, the fight could take anywhere from 1 to 4 minutes. Once she just kept running back and forth between the middle snow banks and there was nothing I could do about that. The strategy behind wiping her out **fast** (remember that all my strategies are based on speed, even though speed may not be important for everyone) is to get her in sight as she hides behind a tree, then toggle the stinger and fire high, the instant the stinger is away, toggle back the PSG-1 and then shoot her as she runs out after being hit by the stinger. If you get her near the middle left, where she runs at an angle towards the next tree, you can easily shoot her 3 times before she makes it to the tree. I'd just like to add that sometimes the snow banks will block you from aiming at her with PSG1 (after you fired stinger). Therefore you will have to move around a lot to find an area where you can aim at her successfully after the stinger missile has made contact. You should have 10 stingers if you've done what I've told you, that is enough to finish her off (with or without PSG1). With the PSG1 means you will have more ammo for Metal gear Rex later on.

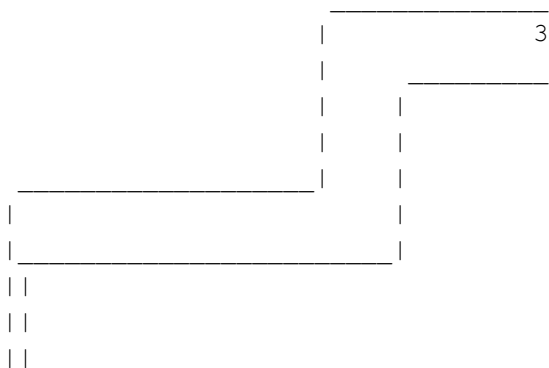
Alternative way:

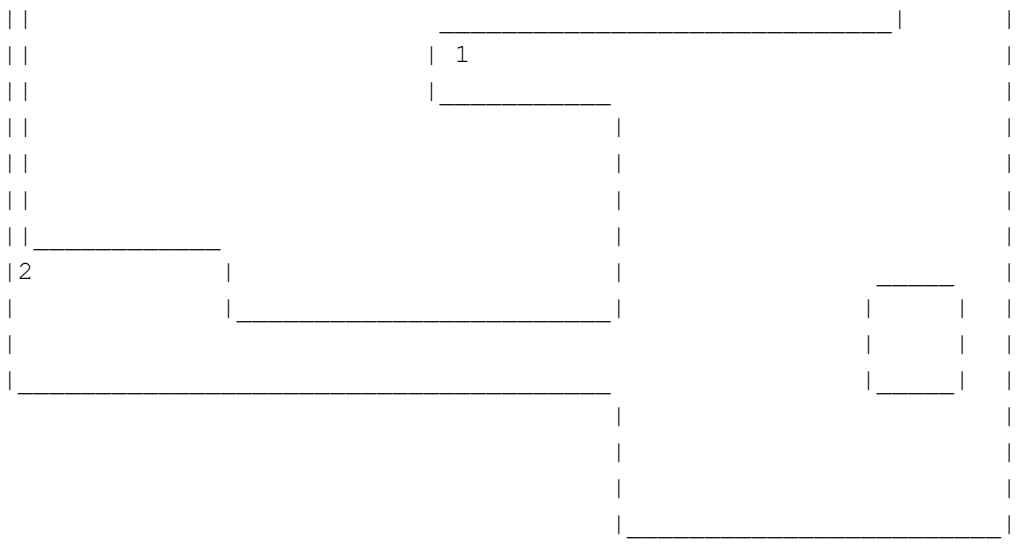
Sniper Wolf II: There are two ways to approach this fight. You can use the PSG-1 like at the Comm Towers or the Nikita Launcher. If you use the PSG-1 position yourself either at the tree to the left or to the right where the rations and PSG-1 bullets are. Equip the PSG-1 and use diazepam. Wolf will move from tree to tree for cover. This is the quicker method, but the Nikita is more fun. If you use the Nikita, position yourself by the tree and fire off a Nikita. Guide it with First Person View Mode and make sure you don't hit any of the trees etc. Go around the left of the area and go behind the trees and hit Wolf from behind. After the fight, move forward and watch the FMV and Otacon will show up.

5.17 BLAST FURNACE

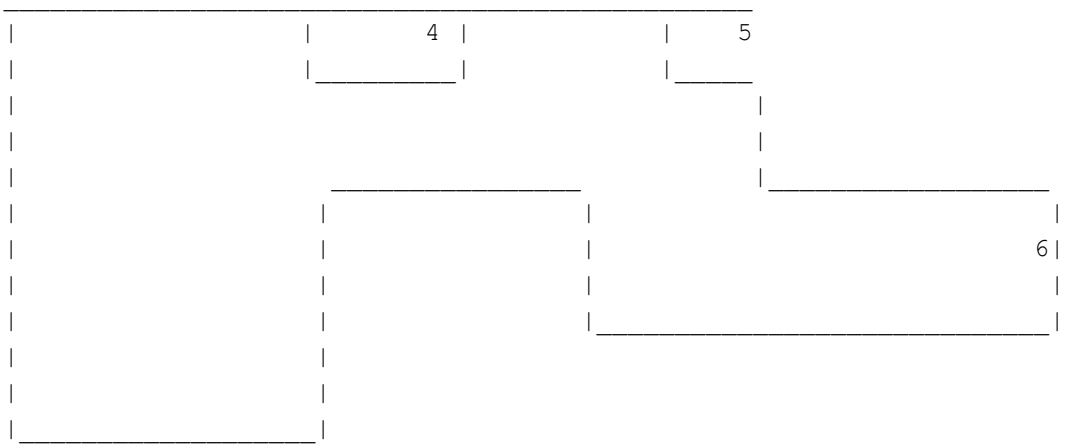
[5BF]

Top floor (the one you start on from the snowfield)

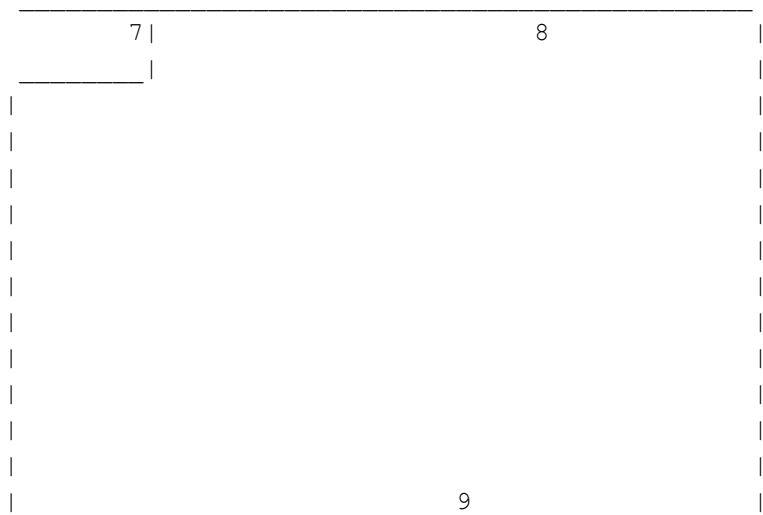




Middle floor



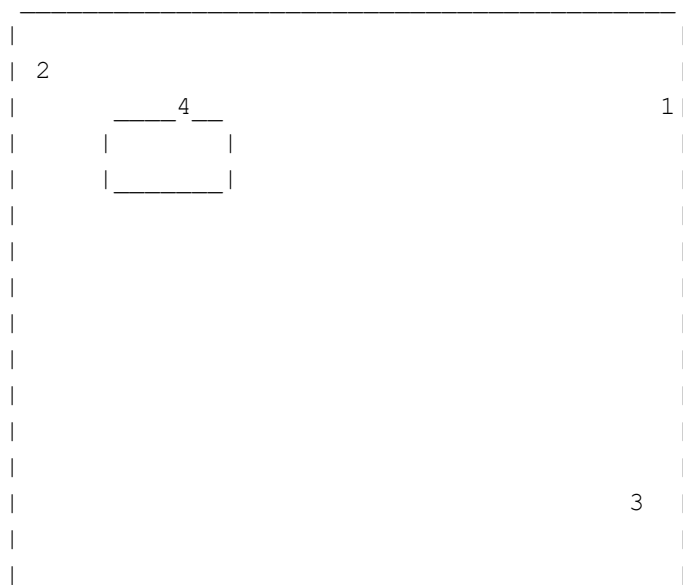
Ground floor



Going down into the blast furnace is pretty simple. Run down the steps, through the door and make sure you equip something, un-equip it and then use the R1 quick equip continually whilst running to avoid making noise on the floor. If you make noise on this floor the guard (at spot 1) will immediately see you. The idea is to get to the other side as soon as possible, ending up at spot 2. Wait for the guard looking at the crane to turn around. When he does, make your way to the other side by using the 'tight up against wall' method. Duck if the crane is approaching or is going to knock into you. If you take too long, the guard on the other side will come up to the top level. By the time I get there,

he's usually on the left or just coming back and about to head down to the lower level. I usually just run down the stairs from the top level to the middle level (at spot 3, starting at spot 4 on the middle map) as the 2nd guard is on the left of me and I just continue on and he doesn't see me. Or if he goes down to the lower level, I move south on the middle level and wait for him to come back up and approach him from his side and throw him before he sees me.

Then go down the stairs at spot 5 to the ground level (the elevator back to the top floor is now working, at spot 6) starting at spot 7 on the bottom map. From here you can just run to 8 and through the door to the Cargo Elevator area. There is another area in the Blast Furnace, but offers more for non-Extreme players, as there is Body Armour and various ammo to be found there. Crawl into it at spot 9, and there are many steam vents shooting out hot steam periodically, which will harm you if you get in their way. Watch the path of the hot steam, they will be red so wait until they stop until you run through their path. Crawl under the pipe at the far left to get to the map below.



Starting at spot 1, throw a Chaff to take out the two gun cameras at spots 2 and 3, then run and get the Body Armour at spot 4 and the ammo to the left of the gun camera at spot 3. Once done head back to the pipe area and to spot 8 on the ground floor map to continue to the Cargo Elevator.

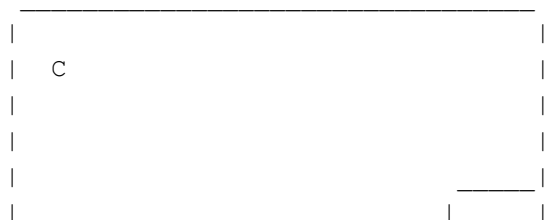
5.18 CARGO ELEVATOR

[5CE]

Run straight ahead to the elevator to the north, collecting any ammo to the left and right and press 0 to activate the console that will make the elevator start to descend. As soon as this starts, 3 guards will jump on to attack.

CARGO ELEVATOR FIGHT

Save here because this is a tough elevator battle, tougher than the last.

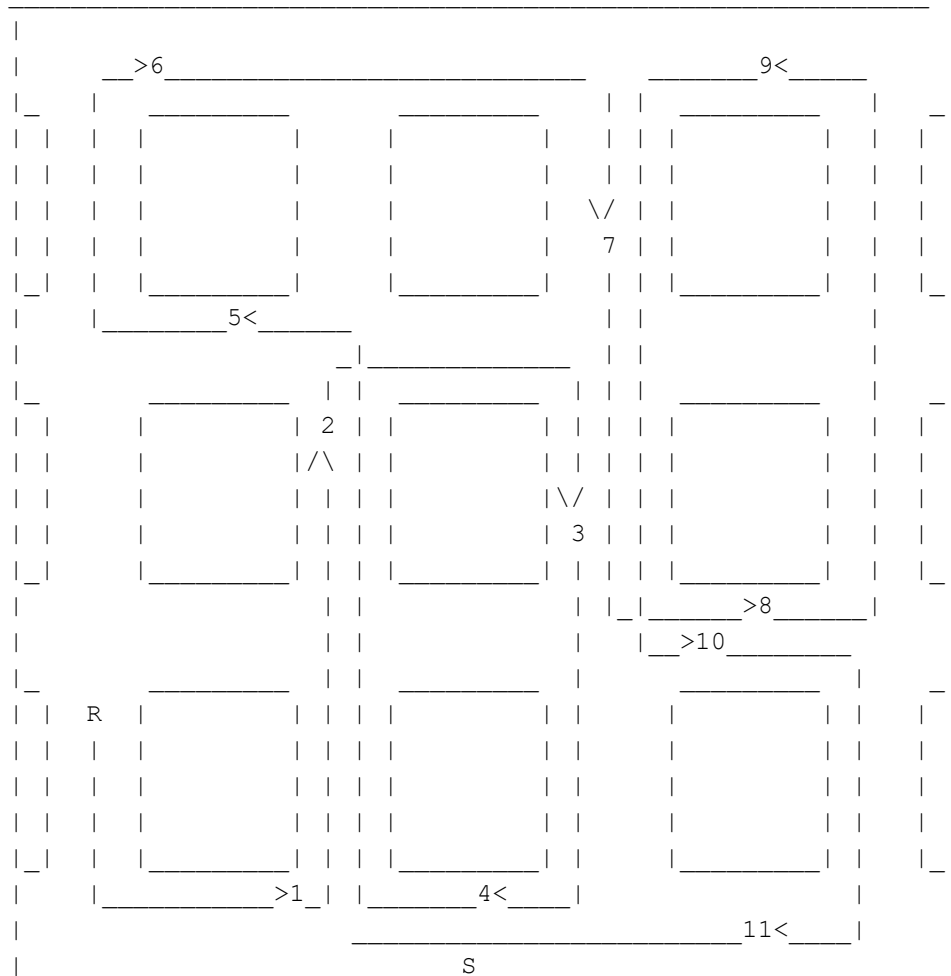


go through the door to the north, collecting any ammo you need from the area.

5.19 WAREHOUSE

[5WAR]

BOSS FIGHT: VULCAN RAVEN



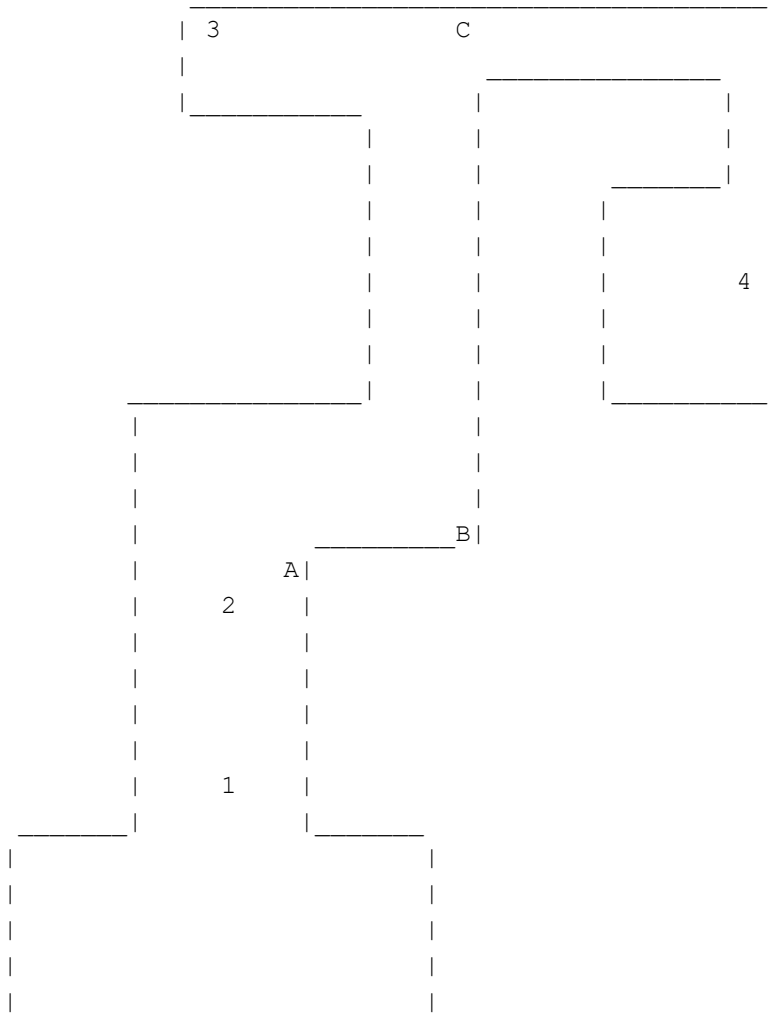
This fight can be easy if you know how Raven moves, and the pattern which doesn't change, apart from he runs faster after you take away most of his health. You can either learn his pattern or get in spots ahead of him ready with a Stinger or Nikita, but be sure to be able to get out of the way of his gun if he sees you. Due to this threat of backfire, Claymores or C4 are best as you can set them away from Raven, hide and wait for him to hit them. The only problem with Claymores is that you can forget where they are set, so just use Thermal Goggles or the Mine Detector.

Raven starts at (R) and continues to follow the pathway outlined (1 - 11, then will go back to the corner of 1). You start at (S). The numbers 1 - 11 along the path show where you should place Claymores, with the cone of arrows showing the cone "vision" of the mine, not the way you should face when placing them. You will have to be fast but it should be easy as you practice. Be aware that if Raven sees you he will stop and fire at you. He will continue his path when he cannot see you. Also after a while, Raven will begin to shoot at the containers and make them fall down, blocking some of your routes. If you mess up, keep to the pathway or improvise or reset. Listen to the explosions as he steps on them and count each time. Not only will this let you know if there are any mines that still remain, it will also reveal to you Raven's location. After he steps on 10 mines (on Extreme) the battle will end.

For a video (recorded by Micro761) go to:
<http://www.freewebs.com/micro761/index.htm> - This is not identical to the map

above but is similar and the mines are placed in the same areas.

WAREHOUSE NORTH



Ah the wonder of Chaff grenades, just chuck one and run along the right wall to avoid the traps at spots 1 and 2. There are about 40 or so Gun Cameras here so the obvious way to cross it is with Chaff grenades, there are some to the left of the door you start at if you need them. There are also Stinger missiles at spot 4, but you won't be able to get them usually in the time before the chaff wears off, there are also stingers to the left of the door at spot 3, which is just out of the sight of the gun cameras so don't worry if the chaff wears off just as you get to the door. Go through it to enter Rex's Lair (or the Underground Base as it is actually called in the game).

However, there is a way to avoid the cameras if you are low on chaffs. You run to spot A, turn corner and run to spot B, then run up to spot 3 then go left underneath cameras to spot 3. I didn't actually realize this till recently.

5.20 REX'S LAIR

[5REX]

UNDERGROUND BASE 1-2

Run forward, skip scene and run towards the ladder, diagonally right to you. Climb the ladder, go left then forward and climb the next ladder. Otacon will call you before you climb these ladders so just skip as usual.

UNDERGROUND BASE 3

This is slightly different because there is a guard patrolling. After climbing and descending the ladders move forwards, then to the left, then look forward and the guard should be walking away. Equip any item, de-equip it and then keep pressing R1 rapidly whilst running as usual. This is to stop you making noise on the floors because otherwise the guard will hear your footsteps and spot you. Keep on using this R1 quick equip trick until the guard has moved beyond the stairs and you can then go up them. I go so fast that I catch up to him as he turns the corner and I have to stop and wait for him to move out of the way and walk past the stairs so I can go inside. Best to tip toe behind him and let him walk by, once I was impatient and tried to throw him and then run inside before he gets up, but the game is flawed here, because as you run up the steps, the cut scene gets queued up. You'll lose control of snake as he stops, the screen will go dark, and JUST before the cut scene kicks in, you find out that while your control of snake was cut off and the screen went dark, the soldier that you just threw down was able to continue moving, got up, looked around, and saw snake, and the alarm goes off! All while the screen is black. And THEN the cut scene starts. And yes, it counts against you as being found. (credit to this trick goes to jackal)

The key will now get shot out of Snake's hand in the cutscene with liquid and ocelot. After you skip all of this be prepared to turn around and run, throw a stun grenade, time it just right so when you turn back around the guard wont get shot in at you due to being stunned. However, you can just take out the socom, charge at him and shoot him once, then disarm, throw him, and keep running. Run around to the ladder and go down to underground base 1. Save here because if the rat has the pal key it will be quick sometimes and long other times.

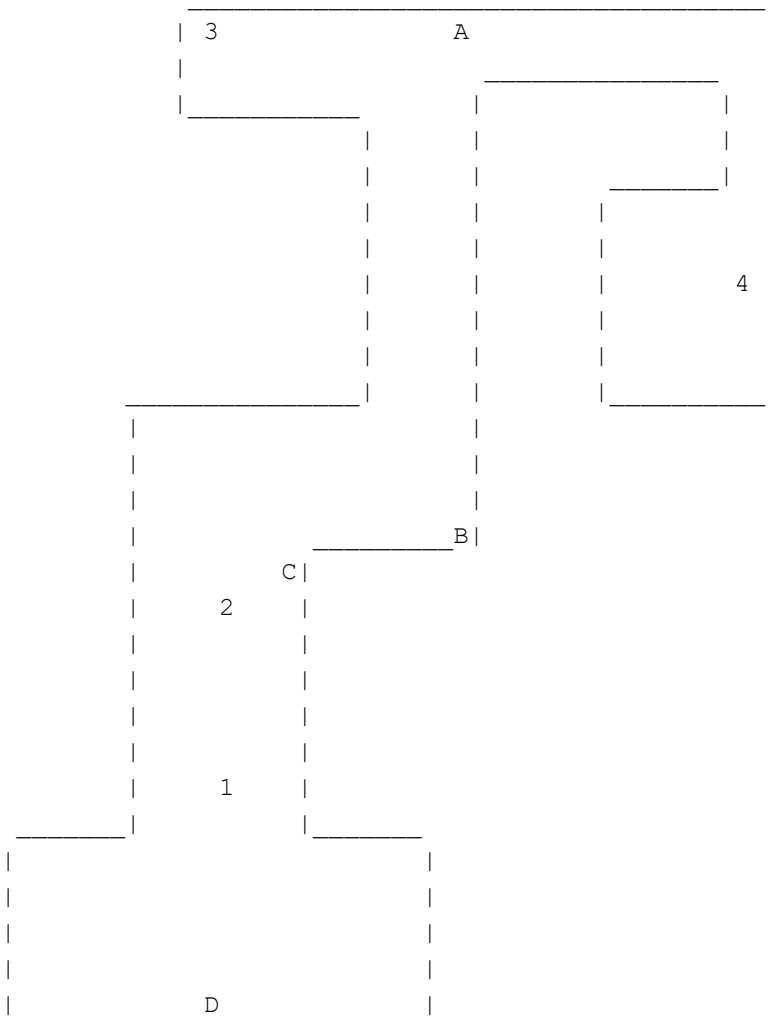
INPUTTING THE PAL KEY AND GETTING THE DIFFERENT TEMPERATURES

----Room temperature----

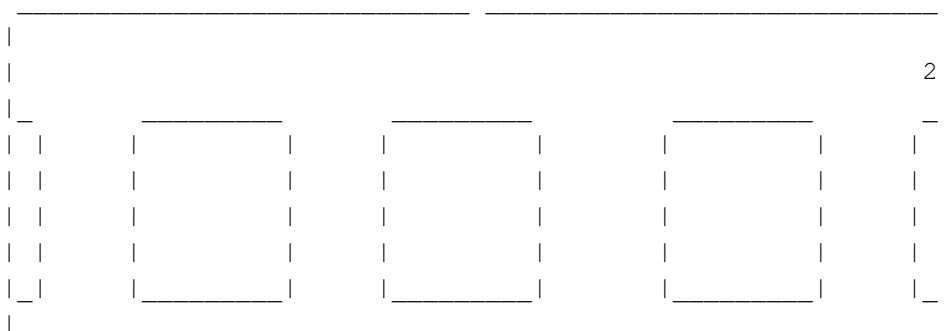
Save when you descend the ladder at underground base 1. Search around the decontaminated water (watch out it very slowly takes away health) for the pal key, if after a good search you cant find it then go back to the pathway by the stairs. Sometimes the rat is up here, if he is shoot him with the FAMAS. If you chose not to save, you can take the risk of trying to catch the early opportunity and getting the key INSTANTLY, it's is a big risk because if you miss the chance, you end up waiting a LONG time. Once you get off the ladder, waste no time and run to the steps, walk down about 2 steps, face right, and press square. There's about an 80% chance that the mouse is already RIGHT THERE at the bottom of the stairs (off the screen), and you'll see snake auto aim his socom. Don't walk down the steps or the mouse will see you and then run away. The moment his arms move, Release Square, and the key is yours in less than 5 seconds. If you miss, just plant a claymore by each hole and wait. Patience is the key here, keep loading up the save game file and when you get a quick run proceed back to the pal input control room. When at underground base 3 the guard will be there as usual, use the R1 quick equip/de-equip trick whilst running. Then use a cardboard box to get past the cameras in the control room, when directly in front of the left input machine equip the pal key. Leave the room with the cardboard box trick. However I hear that just run in from the bottom and go up to the key slots.

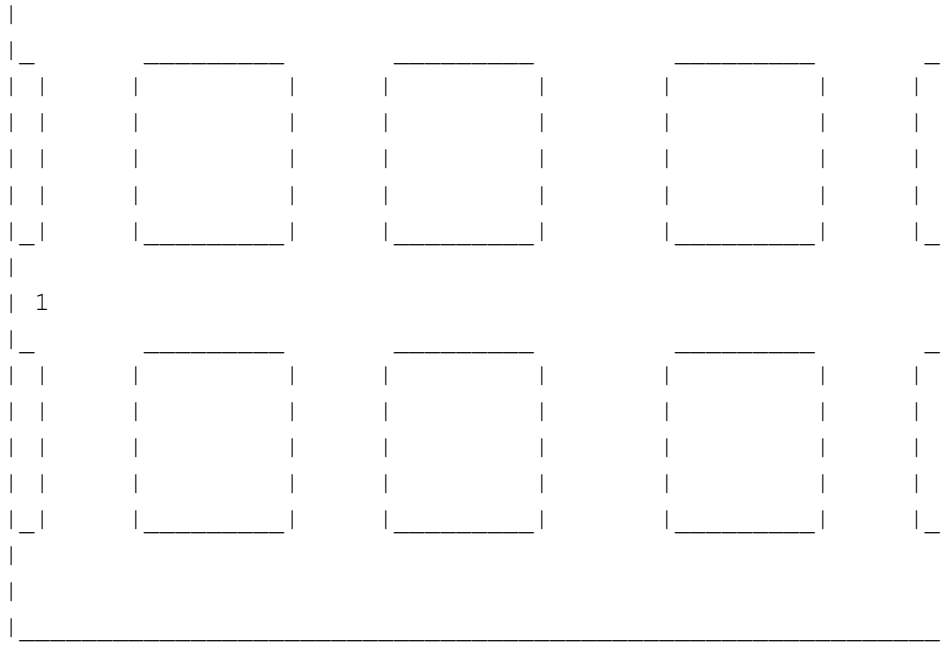
----Freezing the key----

Once you have left the room you will be heading back to the warehouse. Run to the left of the screen and then wait 1-2 seconds in the open area at the top. Then run using the equip/de-equip trick and as you see the guard walking into the mini passage move diagonally to the right side of the passageway. You may need to practice this. Alternatively you can use the wall by the stairs and use the corner/wall view to track the guard, if you time it right you can peer out punch, punch, kick him and run as fast as you can down the passageway before he gets up. Also you can run out there and meet him at the junction, come at him from the side, throw him, and then carry on without being detected. Saves A LOT of time. The hard part is that that whole stretch of walkway is metal and makes noise. Silent run helps a lot. The first option is a lot quicker though. Go down the other underground bases as usual, heading towards warehouse north.



Once again, you don't need to use the chaff grenades. You start at spot 3, run to spot A, then down the stairs to spot B, then Spot C and then enter door at spot D. Don't stop when you get to these spots, there just here to guide in the correct direction.

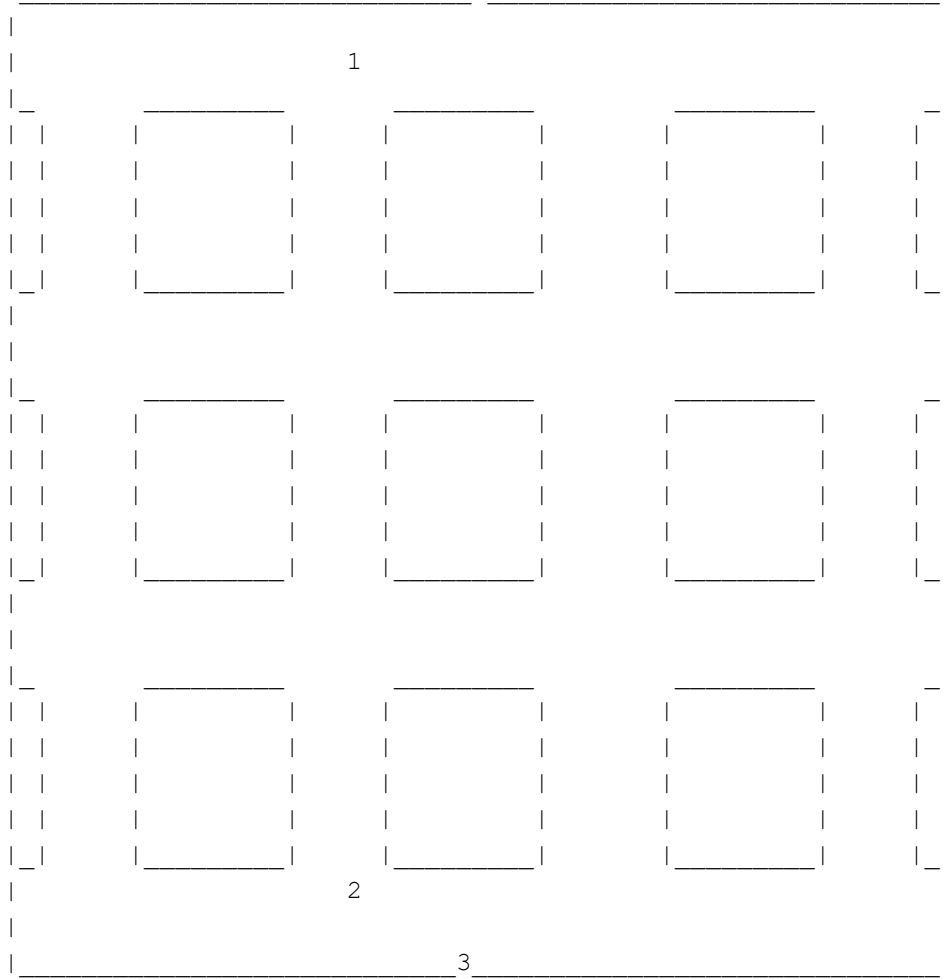




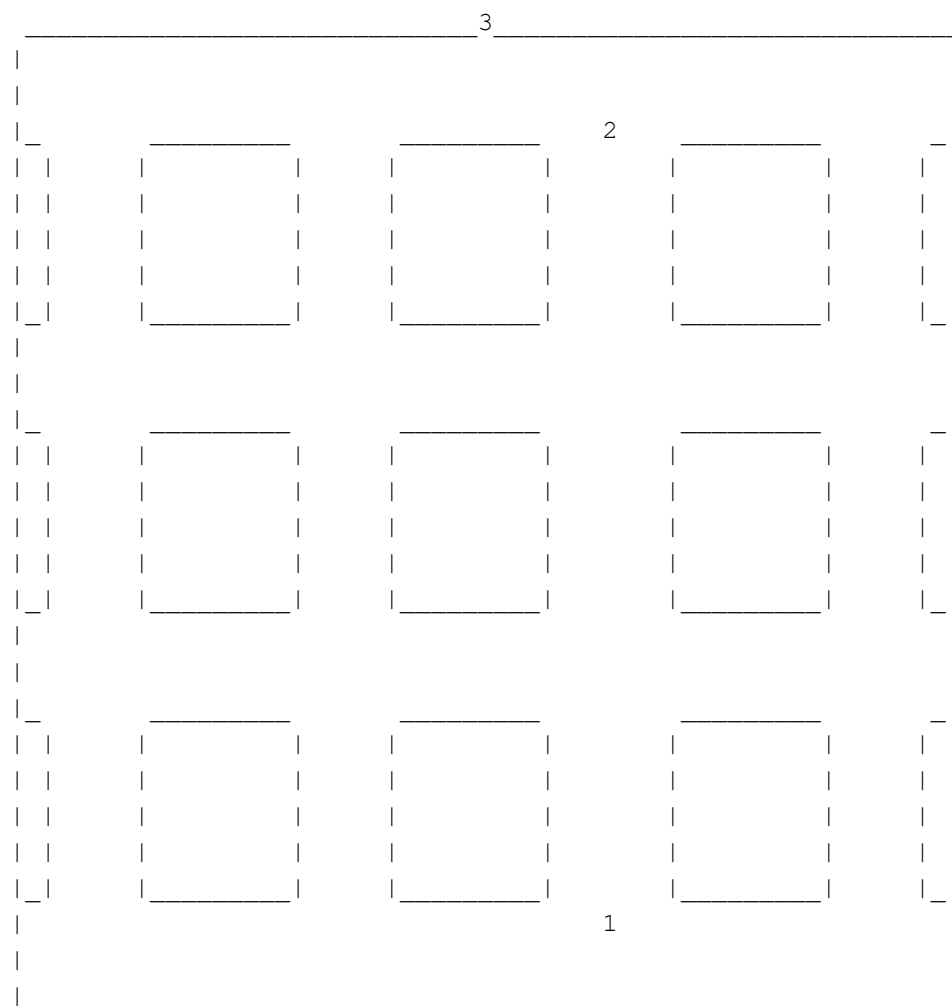
Once in the warehouse pause the game, find yourself a stopwatch and let it run for 1 minute and 16 seconds. In this 1 minute 16 seconds run around the warehouse to spots 1 and 2 and collect the two stinger ammo boxes. You will also find some nikita ammo, pick it up if you want, you DO need the stinger ammo for the metal gear rex fight. Once the time is over leave the room, don't look to see if the key has frozen, trust me it would have. Make your way back to the control room in the same manner you should have done when inputting the room temperature key.

----Warming the key----

Make your way to the warehouse in the way you did when freezing the key.



There are guards in this room now, move to spot 1, then run down to spot 2 and go through the door at spot 3. Get the elevator running, skip the call master gives you and wait for it to reach the top. Sometimes the gun camera will spot you and start shooting; it wont hit you unless you carry on standing in the same position when you gain control of snake. As soon as you do gain control again throw a chaff grenade, wait for explosion and then run around to the elevator around the corner. If you have a lack of chaff then look in first person, watch the camera move around and run around, lean against the wall once you're near the camera or it will spot you. However, chaffs are the best bet if you have any. This elevator trip is quite quick, once off equip chaffs and enter blast furnace. Start the stopwatch again and enter the small steam room, make sure you avoid the steam (I had minimal health so I had to be extra careful). Once you reach the gap around the passage of the steam room throw a chaff grenade, crawl under this gap and quickly pick up the 10 stinger missiles, chaff grenades and body armour, its essential you pick up stinger missiles, not so essential for others, move out and back under the gap, avoid the steam and look at your stopwatch. When it reaches 1:16 retreat the blast furnace. Get on the elevator and throw a chaff grenade when it stops, wait for explosion and then quickly get on the next elevator. Once off this elevator proceed to warehouse.



Run to spot 1, then forward to spot 2 and finally run out the door at spot 3. Then the following parts you have already done when freezing the key and should be familiar with them by now. When you reach the control room, breathe a huge sigh of relief, skip the cutscenes and Codec calls and prepare for Rex.

BOSS FIGHT: METAL GEAR REX

BIG BOSS STRATEGY:

You must have played the game a lot if you are going for big boss so if you have your own quick way for getting past Rex, use it. I found a way to beat him

(without chaffs) from the first time I ever fought him and have used it ever since.

PART 1

Straight away equip the stinger (I had 26/35 missiles which is more than enough). Aim it at Rex's radome to your right and wait for the lock on, when it does, fire! Use the quick equip/un-equip by pressing R1 and move right avoiding the gunfire, when the gunfire stops, turn and aim at the radome again, lock on quickly, fire and press R1. You must now run in towards rex because he will be firing his own missiles, after the second missile (or just before) collides with the ground run back to where you were originally. Notice the distinct tiling in what seems to be the middle? Aim to reach that because then he will use his gunfire and you can move right to avoid it and quickly lock on, fire, un-equip and run back into rex. Follow this pattern until his life bar is down to zero. You will get what is most people's favourite cutscene now. However, your going for a quick time so skip them and get ready for Part 2 which is a bit harder than this part.

PART 2

Move backwards and then to the left, there should be another distinct tile line. Anyway, aim on to the cockpit (which is open now) and fire. Liquid will keep moving around trying to find you and it is this which makes this part harder. You have to try and get him to see you, avoid his gunfire and use the same method as part 1. If he has just spotted you he sometimes won't bother with gunfire and go straight to missiles. If you this is the case, use the stinger quickly and fire or just run inwards as with part 1. I usually stick my neck out rather than be cautious, the health is usually full for me at this part and seeing as your life is replenished afterwards I feel this is the better option. Keep plugging those missiles into the cockpit and eventually rex will be destroyed.

Alternative strategy:

PART 1

After the FMV of Liquid getting in Metal Gear Rex and before it start to move, throw a Chaff Grenade to disable its electronic sensors. Get out of its range by running to the south and throw another Chaff before the other one wears off.

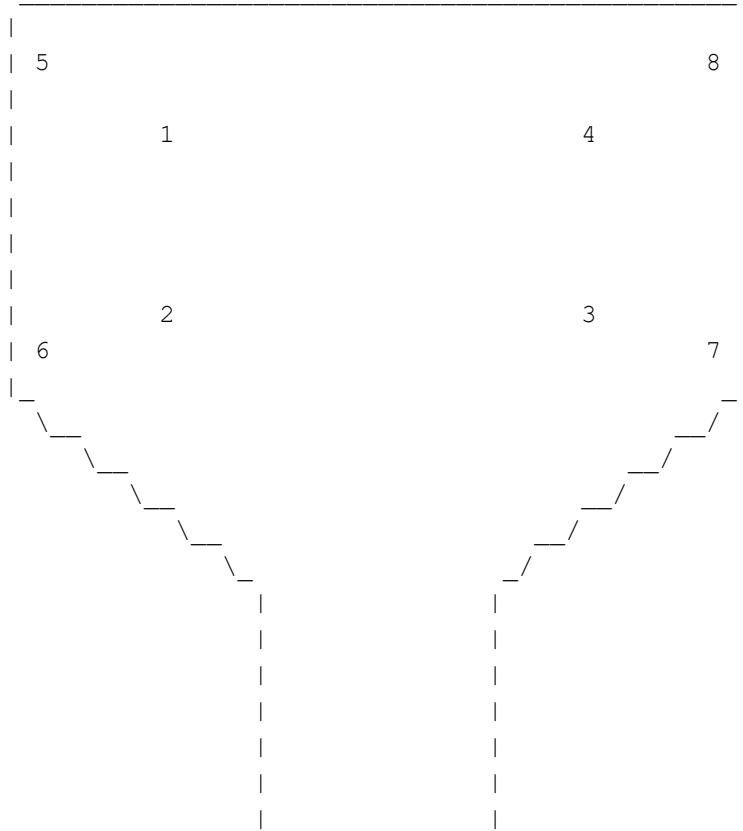
There are more Chaff Grenades in the middle right of the screen behind the storage box. Rations are in the bottom right and top left, and Stinger missiles to the top of the left. Equip Stingers and rations. Aim at the disc on the left arm of Rex, and commence firing at it, you don't have to wait for a lock on so let off a few in a go, and remember you can hide while the missiles are heading to the target. Move and throw some more Chaff. Move along the right of the map, so you are on the left of Metal Gear. Fire again and continually move around to the left so you are at the back of Metal Gear, letting off Chaff then firing again. Keep going until the disc explodes. The FMV will run and to stop you from getting crushed by Metal Gear, Grey Fox will come and help you out. After getting pinned by Metal Gear, Grey Fox will die. Now it is time for the second part of the fight.

PART 2

The target is now different as the cockpit is now open and Liquid has been revealed. This is your new target. He will follow you so you can't go behind him like before. Throw Chaff again and move far enough away so he only attacks with missiles. As soon as the missiles are fired move forward towards Metal Gear, the missiles should overshoot you and as soon as the last of the 3 missiles has exploded move back and fire a Stinger. Keep doing this, making sure you always throw Chaff so your radar is jammed showing Metal Gear's systems are also jammed. Eventually Metal Gear will explode and Liquid Snake, still being alive, will take you up top of Metal Gear.

Skip the conversations, except the one you can't, the one where Liquid is still alive to Snake's amazement.

BOSS FIGHT: LIQUID SNAKE, HAND TO HAND



You will now have to fight Liquid in a hand-to-hand fight atop Metal Gear. The whole fight has a 3-minute time limit (well at least it says that, when in fact once Liquid is done talking near the beginning the countdown will be nearer 2 min 40 seconds. But if you die by getting blown up after the timer goes or by getting killed by Liquid then choose to continue you'll get the full 3 minutes in the fight). Also don't go too close to the edge of Metal Gear as you will fall off and hang onto the side. You don't have any of your equipment or even rations so fight carefully.

Firstly hit Liquid with a punch-punch-kick combo. When you approach him again he will move away usually positioning himself in one of the corners (spots 1-4). Keep on the same line as him and keep doing the combo, he will run away after getting hit and there is a few seconds when you can't hit him, when he is flashing. When he goes in one of the far corners (spots 5-8) you wont be able to hit him, go up to him though and quickly move away, let him do his swing kick and move in for the combo as quickly as you can. After a while Liquid will shout "nice shot" when he says this he will punch, punch, kick you and his damage you a lot more than yours do to him. There is a good way to avoid this, for example: Liquid is at Spot 4, go and combo him, move backwards in a circle to spot 1 and go back to combo him again, what this does is makes him miss his combo. Deplete his health to two-thirds of the bar and Liquid will start to attack differently. He will move away and crouch down. He will then charge at you to make you fall off Metal Gear. Avoid it by moving away from him when he crouches and after he attacks attack him from behind. Keep attacking him and move away when he crouches. After a while you will have to punch him off as he will regain a small part of health when it gets right down, so get him near the edge and combo him off. What I do is try and get him to his swinging kick, move away from it and combo him; if he is by the edge it is perfect for a combo to knock him off edge. However, this wont always be the case so if it isn't, get

far away from and let him charge, he will most definitely be at the edge and will have his back to you, use this opportunity to quickly knock him off the edge. There is an infinite punch trick that Jackal uses, the video should be up soon for a demonstration.

5.21 ESCAPE ROUTE

[5ESC]

After beating Liquid you will escape on a jeep, with either Meryl or Otacon. You have 10 minutes until the air strike destroys the base. Take the rations by the door, the stairs and the jeep. Equip them and when the guards come, avoid them and when the jeep is up and running jump on. You control the machine gun and fire with Square. Fire at the barrels to escape and the parking area. It is here where you can be lucky enough to only kill one of the two guards near the oil drums or barrels. This can usually only be achieved luck or trying to get the guards out of position before you jump in the jeep. This often means you will get hit though. In the tunnel, turn the gun to the right to be ready to shoot the guards and barrels that come up. Use the first person whilst shooting; I keep my thumb on both triangle and square buttons. The first checkpoint is relatively easy, aim at the barrel on the left and if your quick enough you can shoot at the barrel on the right before the guard on the right shoots you. The second checkpoint is a lot harder and you will be hit. Shoot the guard nearest to you, followed by the one on the right side of you; finally shoot the guard who seems to be shooting Otacon's way. Liquid will make another appearance in the second jeep with a FAMAS. He will come up behind you going from left to right, but just fire in the centre to catch him in your fire as he sweeps across. It can also help if you hold both Triangle and Square to use the Machine Gun in first person. He will then ram your jeep stopping you from firing when he does. Continue to shoot him as he goes from left to right. Liquid will then drive parallel to your jeep in another tunnel; position the firing to the left to hit him. He will move closer and shoot him some more and you will reach the exit. The key piece of advice here is basically to swing the gun left to right whilst shooting him, he will only be off guard when he feels your off guard, this is the time to shoot him and quick. At the very end part though you will almost certainly get hit, just try to shoot him the 5 times that you need to.

-----Liquid316's save points and times:-----

Cell 0:08
Canyon 0:17
Nuke Building B1 0:28
Armory 0:43
Underground Passage 0:48
Communication Tower A 1:01
Roof Communication Tower 1:04
Walkway 1:06
Roof Communication Tower 1:10
Communication Tower B 1:16
Snowfield 1:19
Blast Furnace 1:23
Cargo Elevator 1:25
Cargo Elevator 1:28
Underground Base 1 1:35
Supply Route 1:56
Escape Route 2:06

-----Liquid316's Final statistics-----

Mode: Extreme
Play Time: 2:18.57
Saves: 17
Continues: 0
Being Found: 3 Times
Enemies: 12 Killed
Rations: 0 used
Codename: Big Boss
Special Items used: None

Just for comparison here is my final statistics when I used Stealth and Bandana:

Mode: Extreme
Play Time: 2:07.33
Saves: 6
Continues: 0
Being Found: 3 Times
Enemies: 11 Killed
Rations: 0 Used
Codename: Big Boss
Special Items used: Stealth, Bandana

-----Dark Angel's Final statistics-----

Mode: Extreme
Play Time: 2:43.46
Saves: 19
Continues: 0
Being Found: 4 Times
Enemies: 12 Killed
Rations: 0 used
Codename: Big Boss
Special Items used: None

And here's my (Dark Angel) stats with bandana and stealth:

Mode: Extreme
Play Time: 1:56.57
Saves: 7
Continues: 0
Being Found: 3 Times
Enemies: 11 Killed
Rations: 0 Used
Codename: Big Boss
Special Items used: Stealth, Bandana

We have fully tested the strategies in this guide, most require perseverance and if you need any help please email me at Andrew_squire4@hotmail.com or Dark Angel at dark_angell13uk@hotmail.com with Metal Gear Solid mentioned in the topic title. If you have any strategies which differ from ours which you would like to add then send them to us and they will be considered.

6. WEAPONS

[6WEA]

SOCOM Pistol - Special Operations Command Pistol. The Mark 23 Model 0 U.S. SOCOM was adopted as the standard service weapon for advanced combat personnel.

It successfully passed a 30,000 round endurance-firing test and extreme temperature tests. Special features include a laser-aiming module, a buffer system for minimized recoil forces, corrosive-resistant coatings on all metal components, and a polygon barrel of hard chrome plated internally. There are no other pistols with this all-around precision and durability. 45-caliber pistol. Equipped with a LAM (Laser Aiming Module) for nighttime combat. Designed specifically for use by Special Forces. Get the SOCOM from the back of the truck parked in the Heliport. Get the suppresser from the room with the Level 1 door on the ground floor of the Tank Hangar.

FAMAS Assault Rifle - Encompassing assault firing and support firing, the FAMAS is solid and reliable, withstanding water, mud, sand, and dust tests without loss of performance. It is compact, light, streamlines, and perfectly balanced around the pistol grip. This French assault rifle has exceptional performance, and the ability to withstand almost all conditions makes it the preferred weapon of the French army. It fires 1100 rounds per minute and the last three bullets in the magazine act as a tracer to focus firing more accurately. Get the FAMAS from the Armoury on the 2nd floor Basement of the Tank Hangar.

Grenades - Also known as Frag Grenades or Fragmentation Grenades, these are explosive devices set to detonate after a five second delay. When the grenade detonates, it scatters small fragments that significantly increase the damage caused by the explosion of the grenade itself. Causing noise to alert any nearby guard or sensor, these are mainly used to take out vehicles or to blow away advancing enemies by less-than-subtle operatives. Get the grenades first from Armory on the 2nd floor Basement of the Tank Hangar.

Stun Grenades - Also known as Flash bangs or Sound and Flash Grenades, these temporarily disables all enemies within a user's line of sight. Highly charged and tightly packed magnesium reacts to friction, detonating after five seconds once the safety pin is pulled. Used for freeing hostages and such. Makes a big flash and lots of noise to distract and disable enemies temporarily by stunning them for about 8 seconds. Get the Stun Grenades first from the room to the left of the Heliport.

Chaff Grenades - Disperses thin, narrow metallic strips of various lengths and frequencies to confuse electronic equipment. Useful against machines that depend on electronic sensors. They can also paralyze enemies that have certain electronic implants. But they also jam your own electronic equipment such as your radar. Get the Chaff grenades first from the Heliport, between the searchlights.

Nikita Missiles - The Nikita Personal Remote Rocket Launcher. A prototype missile launcher code named Nikita, utilizing satellite radar tracking systems, AWACS aircraft data and soliton technology, a small, fully controllable rocket can be used to seek and destroy targets from enemy soldiers to machinery. Nikita's are remote controlled reconnaissance missiles with CCD cameras on the nose to allow visual data to be sent back to see where the missiles are going. They have a small amount of fuel to propel them for a specific amount of time. The primary purpose of the Nikita launcher is to eliminate enemies out of your sight of vision. Get the Nikita Launcher from the room with the Level 3 door in the 1st floor basement of the Nuclear Warhead Storage Building.

PSG - 1 Sniper Rifle - Arguably the most accurate semi-auto in the world. The accuracy standard has been field-tested: 50 rounds of ammo into an 80-millimeter circle at 300 meters. The main reason for utilization and procurement in this operation is that the PSG-1 ejects spent shells to a distance of around ten feet, thus lessening a foe's ability to judge the shooters position. Another reason is that the extremely accurate sights have a default setting of 600 meters (42 times your vision), the optimal engagement

range. The PSG-1 fires 7.62 caliber rounds and the magazine fits 6 bullets. Get the PSG-1 from the Armoury from the room with the Level 5 door.

Stinger Missiles - The Stinger missile launching system employs a unique two-color, infrared-ultraviolet detector using fire-and-forget technology. This ensures high survivability and maximum impact, even in the heaviest countermeasure situations. The Stingers modular design and greater-than-90% hit ration have kept it at the forefront of missile technology. Equipped with a thermal homing device, once locked on it will pursue target. Very potent, short-range, low altitude SAM's (Surface to Air Missiles). Get the Stinger Missiles from the first room of the Comm Tower B, after the walkway.

Claymores - A directional anti-personnel mine. They are set up above ground unlike other mines. Claymores are designed to produce maximum damage in a wide area. They spray seven hundred 1.2mm steel pellets when set off in a 45° pattern. They are camouflaged with stealth and equipped with motion detectors. They can be buried under any surface, be it soil or steel. Get the Claymores by crawling over them from the Canyon before fighting the Tank; the Underground Passage to the Comm Tower; the storage room with a Level 6 door in the Snowfield and in the second area of the Cargo Elevator.

C4 - This volatile plastic explosive works by a remote sensor mechanism and can be set on a wall, a floor, or even another human. C4 explosive is 1.4 times destructive power as dynamite. It is highly stable and won't explode without detonation device. Can be shot, burned and beaten without going off. The detonator is equipped with a scrambler so you don't have to worry about interference from a radio source. It is generally used to destroy walls or structures, but it can also be used against less significant targets. Get the C4 first from the Armoury.

7. ITEMS [7ITM]

Rations - Restore life. Equip and as soon as your life gauge runs out and you have a ration equipped you will be saved from dying. If you stay in the cold for a long time (like the Warehouse), your rations will freeze. To unfreeze them, stand in a hot environment (like the Blast Furnace) or use the hand dryer in the 1st floor basement of the Nuclear Warhead Storage Building. You can sometimes get rations from guards you kill without them setting the alarm off. They are positioned all over the base.

Diazepam - A powerful sedative that stops the sniper rifle zoom from shaking with your heartbeat. Slows your heartbeat, thus allowing you to be more accurate with the sniper rifle. You first get Diazepam in the Level 5 door in the 1st floor basement of the Nuclear Warhead Storage Building.

Thermal Goggles - Picks up on heat sources, rendering targets with stealth camouflage and other optic concealment visible to the user. Once the goggles are worn, heat sources and objects will show up as a white, and everything else is red. The Thermal Goggles can detect mines, camouflaged objects and people, as well as traps in the floor, cameras and laser beams. Get the Thermal Goggles from the room with the open door on the second floor of the ground floor of Tank Hangar.

Night Vision Goggles - Enhances light in dark areas. Makes screen go green to allow you to see better. The goggles electronically amplify ultra-violet and infrared light to increase image clarity. The goggles don't help in well-lit

areas, as when used in such areas will have a similar effect to that of Stun Grenades. Get from the room with the Level 4 door near the high voltage switchboard on the 2nd floor basement in the Nuclear Warhead Storage Building.

Scope - Acts like a pair of magnifying binoculars, which are equipped with a zoom of 1000 times. You are initially equipped with the scope.

Cardboard Box A - Equip when in the back of a truck and you will be transported to the Heliport. The box also has a way of hiding from the guards as long as they don't see you moving in it. Get the box from the room on the second floor of the ground floor of the Tank Hangar with a Level 1 door. In First Person View Mode, you will see through the handle hole and will have restricted view.

Cardboard Box B - Equip when in the back of a truck and you will be transported to the Nuclear Warhead Storage Building. The box also has a way of hiding from the guards as long as they don't see you moving in it. Get the box from the Nuclear Warhead Storage Building, inside one of the rooms on the gas filled area. In First Person View Mode, you will see through the handle hole and will have restricted view.

Cardboard Box C - Equip when in the back of a truck and you will be transported to the Snowfield. The box also has a way of hiding from the guards as long as they don't see you moving in it. Get the box from the room on the bottom left of the snowfield. In First Person View Mode, you will see through the handle hole and will have restricted view.

Gas Mask - Slows O2 depletion in a gas filled area, such as the 2nd floor Basement of the Nuclear Warhead Storage Building. In First Person View Mode, you will see out the eyepieces and hear Snake's breathing. Give a supplementary supply of O2 allowing you more time to explore the gas filled area. Once this supply runs out, your life gauge will deplete.

Cigarettes - Snake's favourite brand. Can be used to see laser beams, but make life gauge deplete slowly. You are initially equipped with the cigarettes.

Mine Detector - Searches for metal objects. Will even find hidden Claymores with stealth technology and show 45 degrees arc of its sensor. This will show on your radar when the Mine Detector is equipped. Won't work when radar is jammed. Get the Mine Detector from the room with a Level 2 door on the second floor of the ground floor of the Tank Hangar.

PAL Key - Carries the deactivation codes for the nuclear weapon. Can activate or deactivate Metal Gear and nuclear weapons. Meryl give you this after you meet up with her in the ladies toilet on the 1st floor basement of the Nuclear Warhead Storage Building.

Keycard - Uses a Personal Area Network to open doors. It uses the salt in your body as the transmission medium to give off electronic signals to the door receiver. When you have a keycard equipped, the door with the corresponding level will open when you approach it. There are up to Level 7 keycards. You can't use a Level 4 keycard to open a Level 5 door, but you can use a Level 5 card to open a Level 4 door. Get the Keycards from various people, such as the DARPA Chief, Kenneth Baker and some bosses after you defeat them.

Optic Disk - Contains all the data for the Metal Gear Project. This disc is coded and can't be unscrambled by any of the computers on the base. Kenneth Baker gives you this after you save him.

Body Armour - This Kevlar coated combat vest significantly reduces the damage taken by bullets. If you are shot with the vest on, the amount of life energy

depleted will be less. If the armour gets shot too much it will lose its effect. Get the Body Armour from the room with the Level 6 door on the 2nd floor basement of the Nuclear Warhead Storage Building, or from the area in the Blast Furnace where there are jets of steam, near the cargo elevator base.

Rope - This rappelling rope is made from nylon fibre and was specially developed to take on extra weight. It is guaranteed not to snap. Use it to rappel away from Liquid's Hind D. Get it from a small room just before the stairway in the Comm Tower A, where you set the alarm off.

Ketchup - Use the escape your cell after being tortured to fake an injury and lure the guard in. Otacon will give you the ketchup after the second torture session.

Handkerchief - This handkerchief has the scent of Sniper Wolf on it and will let you pass through the wolf cave without them attacking you. Otacon will give it to you after the second torture session, and you will give it back to Sniper Wolf after her death.

Camera - This camera has the same zoom function as the Scope, and allows you to take photographs of whatever you want and the only way to capture all the ghosts of the developers in the game. Get the camera in the area south of the Armoury, right of where you fought Ocelot or by completing the game once.

8. VR TRAINING

[8VR]

Complete the 10 levels any way you want in Training Mode to unlock Time Attack, and then complete Time Attack, with a time within the limit to unlock Gun Shooting Mode.

-----LEVEL 1-----

Time Attack Mode

Number of Guards: One

Nice and simple as a starter, goal is in the top right corner. Run diagonally to the middle passage from the start and keep to the right of the line on the floor down the passage. You come to the right of the guard, and press Square to throw him. Once he's on the floor run to the goal.

Gun Shooting Mode

Number of Guards: One

Number of Bullets: Five

You'll need to use Shooting while running here, to do this select your weapon with Square, then hold the X button and move with the D-Pad, still holding the X and press Square to shoot. Again skim the corner by going diagonally, line up with the guard while running and hit him three times and go to the goal.

-----LEVEL 2-----

Time Attack Mode

Number of Guards: Two

Run straight to the right, keeping on the same line away from the wall. Skim the corner by running diagonally into the middle passage. Keep running up and throw the guard once he gets close enough. Then just run to the goal.

Gun Shooting Mode

Number of Guards: Four

Number of Bullets: Twenty

First go up the left passage, so up from the start, along the left side. Stop at the end of the first block and hit the guard three times. Go to the right and get the guard to the right, then the one above you. Go down to the bottom left corner of the lower right block and turn left to shoot the last guard. Then up the middle and right to the goal.

-----LEVEL 3-----

Time Attack Mode

Number of Guards: Two

Run to the left, skim the corner and run along the right to the guard and throw him with Square. Go past him to the upper passage and skim the corner into the middle passage. Crawl into the tunnel about halfway down the passage by pressing X then moving to the right. While crawling direct yourself to the left and stand up as soon as you're put of the tunnel and run to the goal.

Gun Shooting Mode

Number of Guards: Three

Number of Bullets: Fifteen

You'll need to distract some guards by backing onto a wall and knocking on it with O. From the start do this by backing onto the top wall and knocking. Get your gun ready and when the guard comes round kill him with three bullets. Run up towards the upper passage, but stop at the fourth tile from the top. Fire diagonally to the right to get the second guard. Go to where the tunnel is that you can crawl though. Hug the wall and knock on it, quickly then run down to the lower left and shoot the guard as soon as he is opposite you. Then just run to the goal.

-----LEVEL 4-----

Time Attack Mode

Number of Guards: Three

Move up to the corner of the right block from the start and hug it to see where the nearby guard is. Wait till he just passes you and come out from the wall and throw the guard. Then run right and down to the goal.

Gun Shooting Mode

Number of Guards: Five

Number of Bullets: Twenty-Five

Before you are fully loaded into the level, hold down X (to enable running while shooting) and then move to the left and down into the corner, facing right. Shoot the guard on the right, even though you can't see him, shoot and

you'll hit in (look at the radar if you're unsure). Then switch the weapon sight to up to face the guard above you. Shoot him quickly and run up the right passage (where you started). Go up and take out the guards on the right. Then move to where the passage goes up. Face with your back to the block and shoot the guard here, then run to the goal down to your right.

-----LEVEL 5-----

Time Attack Mode

Number of Guards: Three

Traps: Noise sensitive floors (will make noise when you walk on them)

This level needs to be completed quickly, as when you step on the floor you need to be out of the area quickly so that guards can't see you. So you'll need to run on the right path to get to the goal before guards can catch you. From the start go up to the bottom left corner of the block. Hug the wall and tap it to make the guard go right while you go left around the block. Run up along the left side, following a straight path from here to the areas of floor that aren't noise sensitive and then straight to the goal.

Gun Shooting Mode

Number of Guards: Four

Number of Bullets: Twenty

Traps: Noise sensitive floors

From the start the four guards will walk towards you in formation, just wait from them to come by firstly going to the right and shooting diagonally to get the guard on the far right, then straighten up to take out the other guard on the right. Come back to the block and go left and shoot the guard walking to the top. Then move up slightly following the last guard (avoiding the yellow tiles), shoot him and make your way to the goal.

-----LEVEL 6-----

Time Attack Mode

Number of Guards: None

Number of Cameras: Six

There are no guards on this level; to complete it you'll have to not get spotted by the security cameras in the level. From the start go straight until you get to the camera, then run diagonally under its blind spot. If this doesn't work, just hug the wall and move along under the camera. Go right to the block with the next camera on it facing up. Run under it or go along the wall (note that this is obviously more time consuming and will affect end time). Then go up and do the same for the next camera facing right. Go left towards the goal.

Gun Shooting Mode

Number of Guards: Three

Number of Bullets: Fifteen

Number of Cameras: Four

Traps: Need to kill guards outside of the camera's vision

From the start go under the camera above you and wait until the guard on the left goes down. Then run from under the camera behind the guard, and shoot him. From this position, turn up diagonally to the left and shoot the guard

here. After this go to the wall below you and shoot the guard to the far left of the screen. Move under the camera here and go left and up to where the goal is on the Time Attack mode.

-----LEVEL 7-----

Time Attack Mode

Number of Guards: Six

Go up to the block in front of you, and then turn right. Just before the guards turn, run around the block to the right and stop right in front of the middle of the bottom of the block, along the line on the floor. You should just be out of the guard's vision. Repeat again until you get to the goal at the top. Another way of doing this, but takes longer I think is to just duck when the guard's turn, as the blocks are high enough to hide you when you duck and the guard's won't see you.

Gun Shooting Mode

Number of Guards: Six

Number of Bullets: Thirty

At the start of the level, hold Square so you lock into the guard in front, shoot him then turn to the right (still holding Square) to lock onto the next guard, kill him and turn to the left and do the same. Go up to the first block on the left; stay on the right side of it. Aim at the guard on the left, shoot him, again holding the button, lock onto the guard on the right and kill him. There is another guard up on the left, so move up and kill him then run to the goal.

-----LEVEL 8-----

Time Attack Mode

Number of Guards: Three

Traps: Floor that you can leave footprints on (which are noticed by the guards

Pretty easy really, from the start run along the bottom wall to avoid the guard's at the top, then run up diagonally at the end of the wall. The last guard near the vortex can just be ran past, if you stay on the right and get to the vortex before he turns around or notices you.

Gun Shooting Mode

Number of Guards: Four

Number of Bullets: Twenty

Traps: Floor that you can leave footprints on (which are noticed by the guards

Need to do some running and shooting again in this level, so from the start do so by going right then up, shooting the guard while running past to shoot the guard below you and then the one to the right. Keep going right, shoot the guard near the goal, and then run into it to finish the level.

-----LEVEL 9-----

Time Attack Mode

Number of Guards: Three

Move along the passage that is on the right, then along the right way up about five tiles, hug the wall and tap it to get the guard's attention. As soon as the guard moves, run diagonally to the left and you should run past the guard as he is coming to investigate. Keep moving up along the left wall and wait on the top left hand corner of the block ahead. Just before the guard on your right turns to the right, move up and around the guard to reach the end.

Gun Shooting Mode

Number of Guards: Six

Number of Bullets: Thirty

From the start do the same as time attack, until after tapping the wall, from the second tile along on the right side after the first block, then move up one tile and shoot the guard three times as he starts to move. Move up the middle of the passage, but out of the guard's vision. Shoot him then move to just above the position of where the first guard was originally standing. You should be in the right position to take out the two guards walking your way. Move up along the left wall to the gap and aim at the alerted guard and kill him. Before he has fallen, go up along the right wall and shoot the guard coming up on your left, then make your way to the end on the right side.

-----LEVEL 10-----

Time Attack Mode

Number of Guards: Three

Number of Cameras: Two

Traps: Searchlights

From the start go diagonally to your right, and wait along the bottom wall until the guard is looking the other way. Run up to him and throw him with Square. From here go straight along the middle line of the platform and move diagonally to the left, skimming the corner just under the camera's view. Go left then up to the end, just to the right of the guard.

Gun Shooting Mode

Number of Guards: Six

Number of Bullets: Thirty

Number of Cameras: Two

Traps: Searchlights

This is going to be hard, just in case you hadn't figured that out. Right, firstly, move to the left diagonally out of sight of the lights and take out the guard as he is turning the corner of the block. Wait here until a second guard comes down, aim at the top of the screen and take him out before he sees you. After this move up to the lower right corner of the wall ahead of you, and from here aim at the guard by the end and shoot him. Keep going up the left side and stop so you can aim near the bottom of the stairs and take out the guard walking down them. Go to the left of the platform this guard was on and shoot the next one coming from the south. Climb this platform and the stairs to the right. Go along the middle of the higher platform keeping an eye on the radar to see when the last guard walks up, shoot him then go back to the end. Well done, that's the VR Training done!!

Contents

- How to get the bandana
- How to get the stealth
- How to get the tuxedo and red Ninja
- Extra scenes (Embarrassed Meryl, Kill Meryl, Attacked by Meryl, Johnny Sasaki, Scared Otacon, Annoyed Mei Ling, Killing ravens, Wolf in snowfield, Human bombs, Alternative PAL Key position)

Bandana - Get the bandana by not submitting to Ocelot's torture. At the end when you leave with Meryl, she will give the bandana to you. Save and start a new game with the same file, the name will be in yellow. When you reach the Dock, you will have the bandana in your items. It will give you unlimited ammo when equipped.

Stealth - Get the stealth by submitting to Ocelot's torture. You will leave at the end with Otacon, who will give you his stealth camouflage you see him wearing throughout the game. Save and start a new game with the same file, the name will be in yellow. When you reach the Dock, you will have the stealth in your items. It will make you invisible to the guards, but not to any of the bosses, the wolves in the Cave or any of your allies.

Tuxedo and Red Ninja - Get the tuxedo by completing the game on both endings, using the same continued game (the second time the name will be in red). When you reach the elevator, Snake will undress and will be wearing a tuxedo. Whenever you see the Ninja he will be wearing a red exoskeleton.

Extra scenes

Embarrassed Meryl - When you're with Meryl before fighting Psycho Mantis and look at her in First Person View. She start to ask what Snake's doing, then continue to stare at her and her face will gradually do redder and start asking questions.

Kill Meryl - Yep, you can actually kill Meryl, before/during the Mantis fight and when you fight Sniper Wolf in the Underground Passage. You can use grenades in the Wolf fight, and guns in the Mantis fight. Needless to say, the game will end if you do kill her, but not before an annoyed Campbell and friends call you on the Codec.

Attacked by Meryl - Again with Meryl before the Mantis fight, try punching her and she will retaliate with an attack of her own.

Johnny Sasaki - Johnny is the guard who gets his clothes nicked by Meryl and is also guarding you during torture sessions, and he isn't in the best of health. After your torture sessions, and you manage to escape without attacking Johnny, run into the room with the torture machine. Before he can attack you, Johnny gets hit with a rather nasty bowel movement and runs to the toilet! You can knock on the door to hear him moan. If you did submit to the torture and attack Johnny using a chokehold, you will most likely catch Johnny's cold. This will make Snake sneeze every now and then, alerting enemies. To heal the cold, use the medicine in the B1 level of the Nuclear Warhead Storage Building, in the room opposite the elevator. The box is in the room with a Level 6 door.

Scared Otacon - During the fight with the Ninja, knock on the door of the cupboard into which Otacon hides. You'll hear a fearful moan.

Annoyed Mei Ling - If you call up Mei Ling three times in a row, and choose to not save, she'll get annoyed at your non-action. The next 2 times you call,

she won't say anything (only if you don't save). If you keep calling and not saving she will stick her tongue out at you. To get into her good books again, just choose to save.

Killing Ravens - Going down the Cargo Elevator to the Warehouse, ravens will fly about and some will settle in the guardrail. You can kill them most effectively with the Stinger launcher, or even by punching them on the rail. Eventually the Colonel and Naomi will call you on the Codec and tell you to stop mucking about.

Wolf in the Snowfield - After killing Raven in the Warehouse go back to the Snowfield and a wolf cub will be running around, and he's indestructible! No weapons can hurt him either, and yes I've tried many times :).

Human Bombs - Interesting use of C4 is to stick it on a guard's back. You can use Stealth to get close and then press Square to place the explosive. You can then detonate it in a densely populated area to take out a number of nearby guards.

Alternative PAL Key Position - If you got spotted ten or more times in the mission the PAL key, once shot out your hand in Rex's Lair by Ocelot, will not be in the water surrounding Metal Gear. A mouse will have taken it, use the Mine Detector to see where it is, and then kill it to get the key back.

10. GHOSTS

[10GHO]

Use the camera to take photos of the base. In some areas and under some conditions you can take pictures of the ghosts. All the ghosts are picture of members of the development team of Metal Gear Solid. After taking a picture you can save the photo on your memory card (each picture takes up 2 memory blocks). If you get a photo of a ghost you can "exorcise" it to get rid of it from the photo. There are 41 ghosts in the game. Here's the location of all of them and which developer they are of.

Makimura - Area south of the armoury, past where you go to fight Ocelot, open the door numbered 4. Don't enter the room, but stand at the open door. Take a photo of the bottom right (right on the map) corner. Make sure to include pipes, which go down into the ground, and the other two pipes, which come out of the wall and go to the left (left on the map) in your frame.

Kutome - Underground Base, as soon as Ocelot has shot the PAL card, go down to the water to get it. Then go back to the where the Command room is, kill the guard and before entering the Command room, throw a Chaff. Go inside the Command room and put your back to the middle computer. Take a picture of the world map on the opposite wall.

Tanaka - Heliport, kill the guard patrolling around the truck. Face opposite the sleeping guard but outside the camera view and photo the guard.

Shigeno - Heliport, position yourself close to the container located at the bottom of the stairs which go to the balcony. Position the camera at the left of the stairs.

Yamashita - Nuclear Warhead Storage Building, ground floor, Photo the two warheads, including the edge of the container on your left, and the boxes

covered in a green canvas.

M.Kobayashi - Cell, after Meryl has left, open the door numbered 1, enter the room and photo Sasaki (the naked guard on the floor) from any angle.

Scott Dolph - Walkway, after rappelling, kill the guards and position yourself in the middle of the Walkway between the two towers. Take a photo of the guardrail on the left, pointing it downwards, getting part of the building on the right in too.

Muraoka - Dock, once Snake gets out of the water, take a photo of the tunnel you just swam through.

Ito - Tank Hangar, 1st floor basement, take a photo of the back of the lift.

Ishiyama - Heliport, kill all guards, position yourself across from the lower side of the landing platform near the mountainside on the right. Take a picture of the roof over the right hand spotlight next to the staircase.

Yoshioka - Blast Furnace, as soon as you arrive, kill the one guard and go onto the left catwalk. Take a photo of the wall with the ledge on (with the pulley on).

Mori - Cargo Elevator, get off when it gets to just before the Warehouse. Have your back to the door to the Warehouse and take a photo of the runs of the elevator at the back, including some of the control panels.

Kinbara - Blast Furnace, right at the entrance, at the top of the stairs going into the Blast Furnace. Take a photo of the steps leading down.

Korekado - First floor basement of the Nuclear Warhead Storage Building, go to the men's toilets to the left of the map. Look at the back of the guard at the urinals; take a picture to the left of the guard including the guard and the steam rising up.

Sasaki - Commander Room, where you fight Psycho Mantis. Stand at the front of the desk, facing the photos on the wall. Take a picture of the chair and the paintings on the wall.

Sonoyama - After the torture event, get your equipment and go behind the machine. Take a photo of the back of it.

Tougo - Blast Furnace, go across to the second bit of the first area. Opposite the door to the cargo elevators, is a crawl space to an area with jets of steam. Go here and around to the left until you get to some pipes you have to crawl under to get the Body Armour. Turn to the right, where the Nikita Missiles are and take a picture.

Mizutani - Supply Route, as soon as Metal Gear Rex starts up and you can move, throw a Chaff grenade. Go down to the barrels on the left of the room. Go to where the barrels are in the middle of the room and position the camera towards the bottom of the room. Snap the two barrels on the left at the very bottom.

Toyota - Warehouse, finish off Vulcan Raven and take a picture of the middle container in the warehouse from any side.

Kozyou - Canyon, go to the container at the top of the canyon on the right. Place yourself between the right side of the mountain and the container. Snap the container, including two pipes and the metal block.

Shimizu - Wolf Cave, crawl under the tunnel to get to the first area with a wolf in it, where the music changes. Turn around and take a photo of the tunnel you just crawled under.

Okajima - After the torture event, get your equipment and head back to your cell where the DARPA chief is. Position the camera to the left of the Chief, and snap including him and some of the wall.

Mukaide - Wolf cave, kill the wolves so they don't bother you. At the intersection of the three paths, is a puddle of water. Go here and turn right, then photo the puddle at your feet.

Nishimura - South of the Armoury, after seeing off Revolver Ocelot, and Baker's out of here. Stand opposite Baker's body and include him and some of the door to the right in the picture.

Onoda - South of the Armoury, after the battle with Ocelot starts, snap just above Baker, without Ocelot in the picture.

Yoshimura - Upper Vent Shaft from the Heliport, go up to the grid to enter the Tank Hangar. Before exiting the shaft, turn around and snap the ration at the end of the shaft.

Kitro - First Basement of the Tank Hangar, Cell. After the Chief gets it, take a photo of his body from any angle.

Hirano - Cargo Elevator, in the first area, before getting the first elevator, go the edge of the platform and take a picture of the shaft below.

Kojima - Lab, in Otacon's Lab is a poster of Policenauts (the one with the robots on). Take a picture of the poster.

Matsuhana - Second Floor Basement of the Nuclear Warhead Storage Building. In the corridor of dead guards, before fighting the Ninja. Go around the corner and after the Ninja finishes off the guard, take a photo of the dying guard.

Uehara - Nuclear Warhead Storage Building, take a picture of the back of the lift on any level.

Negishi - North of the Warehouse, go past the two floor traps, and getting the ration. Go to the middle of the catwalk, the gun cameras shouldn't be able to get you. Look at the water to the left. Lower the camera to get a picture of the water and some of the guardrail.

Kaneda - First Floor Basement of the Nuclear Warhead Storage Building, after the ninja scene, get the attention of Meryl in the guard uniform. She will run to the toilets. Go into the toilets, but don't go to the end of the stalls yet. Look into the mirror and take a photo of your reflection.

Sato - Roof/Comm Tower A. After Liquid blows up the walkway to the second tower, go to where you would rappel and take a picture of the destroyed rail, including the satellite dish below the rail.

Nakamura - Underground Passage, after defeating Sniper Wolf, go the left wall and photo the pool of Meryl's blood.

Shinkawa - Underground Passage, go to the end of the passage and up the stairs to the catwalk. Stand beside the first of the three pillars. Turn to the left and snap the middle pillar.

Fukushima - Heliport, beside the container near the lift from the Dock. Stand in-between the container and the lift. Go to the edge of the cliff and take a picture of the sea with the Heliport behind you.

Shikama - Second Floor Basement of the Nuclear Warhead Storage Building, on the spot where you fire the Nikita Missile. Take a picture of the corridor floor.

Kimura - Third Floor of the Underground Base, take out the patrolling guard. Stand in front of the stairs to the Command Floor. Turn a bit to the right and take a picture of the claw on Metal Gear Rex's left arm, including the tip of the claw.

Y.Kobayashi - Canyon, after the Tank Battle, go to the two rocks at the bottom of the Canyon on the left. Stand with your back to the higher rock, and take a photo of the middle of the lower rock.

Takabe - Lab, by the large computers on the left (surrounded by windows). Go to where the ration was in the Ninja battle, and take a photo of the lower middle section of the room through the windows.

11. SOUNDTRACK [11OST]

Official Soundtrack Listing:

1. Metal Gear Solid Main Theme
2. Introduction
(obviously plays in the introductory main menu screen)
3. Discovery
4. Cavern
5. Intruder 1
(background music of Tank Hangar)
6. Encounter
(music that plays once you are spotted)
7. Intruder 2
(background music of the Cell area)
8. Warhead Storage
(obviously the background music when on the ground floor in the Nuclear Warhead Storage Building)
9. Intruder 3
(background music of the B2 level of the Nuclear Warhead Storage Building)
10. Mantis's Hymn
(the music the plays in the B2 floor of the Nuclear Warhead Storage Building, helps Mantis to concentrate his telepathy)
11. Hind D
(background music of the rappelling section)
12. Duel
(boss battle music)
13. Enclosure
(is played quite a few times in the game, most noticeably during Sniper Wolf's death speech)
14. Blast Furnace
(again the background music played when in the Blast Furnace)
15. Colosseo
16. Rex's Lair
(background music of Rex's Lair)
17. Escape

(background music of when you are escaping with either Meryl or Otacon after defeating Liquid on top of Metal Gear Rex)

18. The Best Is Yet To Come

(beautiful song in my opinion, is played at the beginning cut scene with Snake swimming into the Dock and again at the end credits)

19. VR Training

(background music of the VR Training missions)

20. Metal Gear Solid Main Theme (1997 E3 Edit)

(variation of the Main Theme, edited for the 1997 E3 trailer, much the same them but with scenes of the trailer with the Ninja shown the music changed to a more oriental style)

21. Metal Gear Solid Control Mix (Mixed By Quadra)

(another variation, very cool, have excerpts from the Japanese game's dialogue along with encounter noises and such, running with the main theme)

(22. Metal Gear Solid Main Theme (Beatmania) - Extra track, don't think it's on the soundtrack, but easily found on MP3, and was a remix for the dance Beatmania games).

Translation of The Best Is Yet To Come

The song was originally sung in Gaelic, in an Irish studio (by Aoife Ni Fhearraigh).

Gaelic lyrics:

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

As that may not make much sense to those of you who don't read Gaelic, here's the English translation:

Do you remember the love
Tormented love from the heart
It wasn't but music at night
It is an eternal love
It is a misfortune
It is a misfortune

Go now and be
Go now and be in love

Remember the time
When you were satisfied

Do you remember the time
When you were happy
Life is wonderful
Can you believe it

Your face says that your happiness
Will go on forever
What happened during those days?
What happened during those nights?

Do you remember the time
when you were sad?
Do you remember the time
when you were weeping dear?

Myself and others were at fault
Our feelings were lost on waiting
Why were we fighting for so long?
There is beauty in life
Do you believe
there is beauty in life?
Believe me

12. RANKINGS

[12RAN]

RANK 1: (found less than five times, killed 25 enemies or less, use one or less ration, no continues and completed in 3 hours or less)

- EASY - Hound
- NORMAL - Doberman
- HARD - Fox
- EXTREME - Big Boss

RANK 2: (finish in less than 3 hours)

EASY - Pigeon
NORMAL - Falcon
HARD - Hawk
EXTREME - Eagle

RANK 3: (kill at least 250 enemies)

EASY - Piranha
NORMAL - Shark
HARD - Jaws
EXTREME - Orca

RANK 4: (use more than 18 rations)

EASY - Pig
NORMAL - Elephant
HARD - Mammoth
EXTREME - Whale

RANK 5: (save more than 80 times)

EASY - Cat
NORMAL - Deer
HARD - Zebra
EXTREME - Hippopotamus

RANK 6: (finish in more than 18 hours)

EASY - Koala
NORMAL - Capibara
HARD - Sloth
EXTREME - Giant Panda

RANK 7: (did two of either saved 80+times, too more than 18 hours and used more than 18 rations)

EASY - Chicken
NORMAL - Mouse
HARD - Rabbit
EXTREME - Ostrich

RANK 8:

EASY - Puma
NORMAL - Leopard
HARD - Panther
EXTREME - Jaguar

RANK 9:

EASY - Komodo
NORMAL - Dragon
HARD - Iguana
EXTREME - Crocodile

RANK 10:

EASY - Mongoose
NORMAL - Hyene
HARD - Jackal

EXTREME - Tasmanian Devil

RANK 11:

EASY - Spider
NORMAL - Tarantula
HARD - Centipede
EXTREME - Scorpion

RANK 12:

EASY - Flying Squirrel
NORMAL - Bat
HARD - Flying Fox
EXTREME - Night Owl

To get Ranks 8 to 12, depends on how many times you were found in correlation to how many enemies you killed.

13. CREDITS

The Official Metal Gear Solid Strategy Guide published by Cyber Press Publishing and Piggyback Interactive Limited - for some of the character info and VR Training.

Sublevel 01 (also known as Jackal) - for some of the excellent info on boss strategies (Ocelot and Ninja) as well as for the videos he posted showing the quickest ways to get around some of the levels, and answering our constant questions on the board at GameFAQs. You can download these videos at: <http://members.rogers.com/x3mggame/>. If you hope to make your big boss rank better than I suggest you watch some of these, it helps to watch it happen rather than relying on words.

Lozzer3 (tallgesepiolt@aol.com) - for a small section of the walkthrough (Ninja to Mantis)

Samuel Riesterer - for use of the following maps: Armory and ocelot, Ninja, Mantis, Wolf 1, Hind, Raven and Liquid boss fights and strategies from his Big Boss Rank Walkthrough.

Grant Morrissey - for the translation of The Best Is Yet To Come in his Plot Summary FAQ, as well as his sources for the information (Aurora02 and Damian Dennehy).

Micro761 - For his video of the Raven Fight.

Squinky 45, Red Soul and The Unchosen one - For their torture strategies.

