

# Metal Gear Solid: VR Missions Variety Mode FAQ Final

by Solution 9

Updated on Nov 1, 2002

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

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## METAL GEAR SOLID: VR MISSIONS

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Title: Metal Gear Solid: VR Missions Variety Mode FAQ  
For: For Playstation(tm) (US version)  
By: Solution 9  
Started: 4/16/2001 (Version 0.1)  
Finished: 18/10/2002 (Version Final)  
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The author of this guide, Solution 9, has tried his very best to make sure that all the information in this guide is correct, but makes no guarantee.

The layout of this FAQ was taken, with permission, from 'A' Tadeo's FAQs.

I Used the following resources to complete my guide:

- Yee Seng Fu's FAQ for the Japanese version.
- BJange's FAQ/Walkthrough for the American version.

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1. Introduction  
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This guide has been created to assist you with the Variety Mode of MGS:VR Missions. This FAQ deals only with the variety mode, and what you need to use for the variety mode.

If you have made it this far in the game, then you know that the Variety mode will be no walk in the park. I will try to make it easier for you to complete it. However, I will not include ways to defeat the level in the Time Trials.

In case you don't know, I figure that you need at least 60 in the VR Mission.

I have created this FAQ, because I have not seen a walkthrough that explains the method of clearing the Variety mode in depth. My FAQ, however, will do so.

Now, without further ado, let's move on to the FAQ.

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2. Update History  
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- 18/10/2002: -This version of the FAQ SHOULD be flawless. I've found out that this FAQ should be read with a smaller font size (9 is good for me). Everything should be good now.
- My email has changed yet again (Last time, I promise!) Keep those emails coming!
  - Fixed up some of the idiotic spelling mistakes still lurking in the FAQ. ("this will be no walk in the part!"... ugh) And don't worry, I have already punished myself for my idiocy.
  - Someone asked a good question, I guess that I should put it up for the people who haven't played Metal Gear Solid 2 yet (tsk, tsk)
- 09/06/2002: -Yup, you've read correctly. This FAQ is now finished. There is nothing more I can add or fix. I hope you guys had fun reading my first FAQ (all two of you ^^)
- Fixed the \*!#\$ing layout again! Some things we're screwy, hopefully its fixed now because im not updating again, dammit all!
- 19/02/2002: -Completely re-wrote the disclaimer. Added a little humor, and some gentle threatening ;)
- Fixed up the Intro so its much more easier to read.
  - Fixed up the layout a bit. It looked really bad.  
(Note too self: never, EVER use TABs in Notepad!) :-)
  - Corrected some grammatical and spelling errors that have been

bugging me for some time now.

-Changed my Username and my GameFAQ's message board Username. Also, my email has been changed.

-I got a question, (Huzzah!) so i added a FAQ section.

-Added this Updates section ^^

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3. Techniques  
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Here are a list of Techniques you should have mastered before attempting the Variety mode. These are advanced Techniques, you are expected to know everything else.

Leaning:                Hold the directional button towards the wall that you want to lean against. You can press the button to the left or right to move in that direction while leaning.

Quick Reload:         Tap R1 twice, and you will reload your weapon quickly.

Run & Shoot:           Hold the shoot button (default is Square) while holding X. You will run while shooting

Wall Knock:            While leaning against the wall, tap the O button. You will knock on the wall. Note that this will get the attention of the guard

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4. Walkthrough  
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01: Choke and drag the guard to the slab of glass down the walkway, than kill him while standing on it. Be careful not to bump into the guard when you go up to choke him. Head for the goal!

02: Choke the guard, the dragon him to the pit. Have you and the guard facing the pit, and pushed right up to the pit. Drop him. DON'T KILL HIM. Now, push yourself as far away to from the pit as you can, directly behind the guard. When he wakes up, punch him three or four times, and he will fall into the pit. Head for the goal!

03: Run forward. Don't worry about the guards, they won't see you. Keep running forward until you see a group of 3 guards. First, position yourself directly behind the middle one. Punch him, and he will fall into the pit. Now, position yourself behind the guard on the left. Punch him, and he will fall into the pit. Do the same to the guard on the right. Now, go back to the intersection. Position yourself directly in front of the PIT. The moment that the guard walks in front of you (don't worry, he won't see you) punch him. He will fall into the pit. Now,

do the same to the guard directly right. Head for the goal!

04: This one may require some work. First, run around to the other side of the wall. Lean up against the wall, push left until you get in between the first two guards. Quickly place a C4. Next, Lean up against the wall until you get in between the next two guards. Place another C4. Do the same until your reach the end, Make your way away from the C4, and Detonate it. With any luck, you will kill each guard. If not, choke the life out of the remaining ones. After you kill them all, head for the goal!

05: Run up, until you reach the intersection. There is two ways that I have heard of to complete this mission, they are:

#1. Make your way left, until you can't go anymore. As soon as the guard stops to move, run and throw him out of the way. Head for the goal!

#2. As soon as the guards stop run... Run directly behind the guard in front of you. Make sure you don't hit him, though, but make sure you get as close as possible. Head quickly for the goal!

Both of these ways may take a lot of practise to get right. I think that this is the hardest of all variety mode missions.

06. This mode is quite hard, unless you know what to look for. There six guards, spread out around the map. They are placed in random places. You can spot them, because you can see a faint shadow where the guard is standing, you can see that they cause the tile on the floors and walls to change a different shape (so much for stealth), and you'll also see their breath from time to time. When you spot one of the guards, make sure you stand far enough away, because the radar cant show you how far they can see. Fire three shots when you see the laser on the guard. Make sure you conserve ammo for the last few guards. After your done killing them, head for the goal!

07. Use your stinger missiles to destroy each red crystal. Make sure destroy the ones that are closest to you first, because one hit from them, and you are instantly annihilated.

08. Head to the top floor, collecting the Diazepam along the way. Once at the top floor, fire at the crystals on the other platform. Be sure NOT to kill the guards, or it'll be game over for you. When you get to the last guard, you have to wait for the guard to wake up, and move out of your way. Blast the last crystal, then head down to the bottom floor, then head for the goal!

(\*NOTE\*: The reason you cannot shoot at the crystals from the bottom floor is that when you get to the last crystal, the last guard will still be in the way, even when he moves. :\*NOTE\*)

09. Just run trough this level shooting EVERY crystal. Its that simple. just make sure you conserve as much ammo as possible for the end. A After you destroy the last crystal, head for the goal!

10. This is a bit more easier. Just your FA-MAS to blow apart those pesky crystals. Use Run & Shoot and quick reload (see section 2) for this level. After destroying the last crystal, head for the goal!

11. Destroy 20 of the red crystals with your stinger missiles. Again, make sure you get them, before they get you, because they are lethal. After you kill 20 of them, they will all blow up, and out comes the real challenge of this level! The U.F.O! Just fire away like mad at the U.F.O, and you should be ok. You don't have to lock on, just make sure your stingers are pointed at it. After you defeated the U.F.O, head for the goal!
12. In this level, you have to defeat a huge Soldier, before he kills Meryl. You have to fire your stingers at its head, then it's mid-section, and then, finally, its knee. It will fall down after it takes enough damage, Repeat. After it falls down 5 times, head for the goal!
13. This time, you have to fight 2 guards, before they kill Meryl. Just use the same strategy as above, but try to do it more quickly, since your fighting two of the guards. Knock each of the guards down 5 times, then head for the goal!

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5. FAQ  
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This section was added so I can post all the question I get. If you have a question, please Email it to me, and I'll add it in the next Version.

Q: What exactly is in the picture you get after achieving 100%??

A: Have you been living under a rock and missed Metal Gear Solid 2?!

Hehehe.. Seriously though, that is a picture of the newest gear, Metal Gear Ray. It is featured in the game Metal Gear Solid 2: Sons of Liberty. I suggest you play it, because it is a spectacular game!

Q: Is there anything to be unlocked after getting the "Ray" picture??

A: All signs point to no. If you've unlocked the "Ray" picture, then you've basically mastered the game. Good job! =)

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6. Credits  
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- Kanomi, for the great game.
- CJayC, for his great website.
- Yee Seng Fu and BJange for their FAQs and guides which helped me through the Variety mode the first time around.
- "A" Tadeo, for releasing the setup for this guide.
- My best friend Casey, for helping me getting to the Variety Mode.
- The few people that sent me questions.. keep them coming!
- Everyone for reading this FAQ, it's been fun!!
- And of course, me!

Well, this marks the end of this guide, i hope it helped you!  
If it didn't, then feel free to E-Mail me at MeoTwist@hotmail.com, with "MGS:VRMS Question" as the topic. I'll be more than happy to help you, just please make sure your question isn't already answered, and please allow at lead 4 days to get a reply.

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