

TAKE YOUR GAME FURTHER™ IIII BRADYGAMES®

KONAMI

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID®

THE TWIN SNAKES™

OFFICIAL STRATEGY GUIDE



This guide is based on a mature rated game:



COVERS NINTENDO GAMECUBE™

BY RICK BARBA

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID®

THE TWIN SNAKES™

OFFICIAL STRATEGY GUIDE



Metal Gear Solid®: Twin Snakes™

OFFICIAL STRATEGY GUIDE



TABLE OF CONTENTS

Part I: Mission Briefing	3
Part II: Characters	8
Part III: Weapons & Equipment	9
Part IV: Snake's Mission	14
Showdown with Revolver Ocelot	
• Area 01: Cargo Dock	16
• Area 02: Heliport	23
• Area 03: Tank Hangar	26
• Area 04: Holding Cells	31
• Area 05: Armory North	38
• Area 06: Armory South	42
Vulcan Raven makes an Appearance	
• Area 07: Tank Hangar Revisited	47
• Area 08: The Canyon	50
Duel with the Cyborg Ninja	
• Area 09: Nuke Building 1F	53
• Area 10: Nuke Building B1	58
• Area 11: Nuke Building B2	60
• Area 12: Laboratory	64
Psycho Mantis is Revealed	
• Area 13: Commander Room	70
Target: Sniper Wolf	
• Area 14: The Wolf Caves	77
• Area 15: Sniper Alley	79
The Emergence of Liquid Snake	
• Area 16: The Medical Room	85
• Area 17: Communications Tower A	89
• Area 18: Communications Tower B	94
Solid Snake's Revenge	
• Area 19: The Snowfield	99
Vulcan Raven Returns	
• Area 20: The Blast Furnace	102
• Area 21: Cargo Elevator	104
• Area 22: The Cold Warehouse	107
• Area 23: The Underground Base	111
Liquid Snake Pilots Metal Gear Rex	
• Area 24: Metal Gear Rex!	117
• Area 25: Escape Route	121
Part V: Appendices	125
• Appendix 1: Ghost Photo List	125
• Appendix 2: Dog Tag List	126
Part VI: Art Gallery	128



[PART 1:] 0151937100 Mission Briefing

Welcome to the official strategy guide for *Metal Gear Solid: The Twin Snakes*, the spectacular GameCube recreation of one of the most popular games ever made. As in the original *Metal Gear Solid*, you play as Solid Snake, former member FOX-HOUND, an elite "shadow unit" of special forces. Snake is a living legend—a master of infiltration and the best stealth operative ever deployed.

Renegade members of FOX-HOUND have taken over a nuclear weapons facility in Alaska's Fox Archipelago. These terrorists demand a billion dollars in cash plus the remains of Big Boss, the deceased founder and first commander of FOX-HOUND. And they want all of this within 24 hours—or they'll launch a nuclear device at an unnamed target.

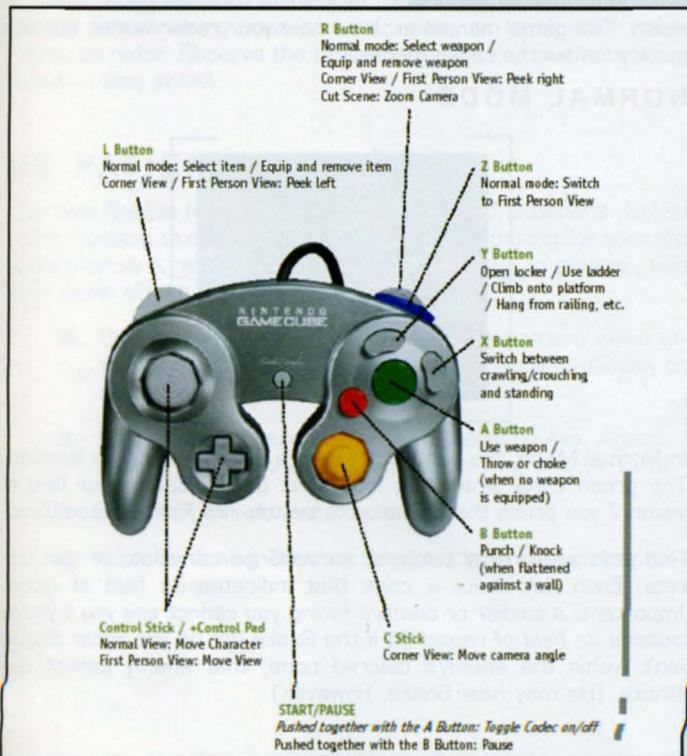
Are they bluffing? It's your job to find out.

Our mission details guide you step-by-step through the game. But before you jump into the adventure, take a few minutes to browse through the following sections. Here we offer you some valuable tips and tactics as well as an overview of characters, enemies, weapons, and items you'll encounter in *Metal Gear Solid: The Twin Snakes*.

FIRST: READ THE MANUAL!

This strategy guide is not a substitute for the game manual that comes with *Metal Gear Solid: The Twin Snakes*. If you haven't read Konami's excellent documentation for the game, please do so now. We're more than happy to wait right here until you return.

Among other things, the manual gives you a nice schematic of the default functions on the GameCube controller. But for your convenience, here's a quick review of those default controls:



A FEW NOTES ON OUR WALKTHROUGHS

Before you jump into our book, you should know what you're getting. Here are a few things to keep in mind when you consult this book for guidance:

EXPECT ANSWERS

This is a comprehensive strategy guide. For the money, why would you expect anything less?

We realize that some of you want hints, not hand-holding, and we accommodate that desire in our walkthrough structure. But any guide worth its salt gives you the whole picture, including secrets and story results. That's what you get here.

Our advice: Take a crack at each new area yourself. If you get stuck, open this guide, review the list of area objectives, and take a peek at the map. Then, if that doesn't help, read the walkthrough. Expect to get straight talk if you do that, however. People buy strategy guides to get answers, not more veiled, cryptic clues.

We figure if you're here, you're frustrated. Why add to the frustration by playing hard to get?

EXPECT THE BEST PATH

The overall critical path through *Metal Gear Solid: The Twin Snakes* is essentially linear—you move from area to area in a prescribed order. But often you'll find multiple routes through individual areas of the game.

Thus, in some areas we present more than one solution path—early on, the Heliport area is an example, since there are two vent exits. However, in most cases we present what we (and the designers) consider the single best route.

You may very well find a better one, and we heartily applaud your initiative for doing so.

NEW FEATURES IN THE TWIN SNAKES

Metal Gear Solid: The Twin Snakes for GameCube is a significantly upgraded recreation of the original *Metal Gear Solid* game released in 1998. Before we go any further, let's take a quick look at how *The Twin Snakes* compares to its venerable predecessor.

THE LOOK

The most obvious difference is in the upgraded graphics and detail of the game's environments, as well as the fluidity of its action sequences. And the cinematic sequences or "cut scenes" all feature first-rate quality and some downright stunning artistry. After all, the GameCube is a screaming fast machine. Silicon Knights and Konami take full advantage of that in this game.

THE GAMEPLAY

Metal Gear Solid: The Twin Snakes features several exciting new gameplay elements:

- Snake can subdue bosses with tranquilizer ammo (from the M9 pistol or PSG-1-T rifle) or with hand-to-hand combat, so you can execute a no-kill run-through of the game.
- Snake can attack/shoot enemies in First Person Mode. This allows for more accurate targeting.
- Snake can perform a diving forward somersault. Just press the X Button while running.
- When flattened against a wall at a corner, Snake can peek around the corner. Just press the L or R Button while the camera is in Corner View.
- Snake can hang from railings, ledges, and cables and slide hand over hand to escape detection by passing guards. He can also drop from one railing to grab another below. A new Grip Gauge appears while he's hanging, measuring Snake's grip strength. When the gauge hits zero, Snake can't hold on any longer and falls.
- Snake can hide in lockers and bathroom stalls. He can also drag fallen foes into lockers, stalls, or other hidden spaces to keep patrolling guards from discovering them and sounding the general alarm.
- Snake can shake down fallen foes to find loot. Just press the A Button to pick up a body, and then release the button to drop it. Repeat a few times to see if any valuable items fall out.
- Snake can get the drop on enemies, holding them up to collect their Dogtags. For more on this, see the next section.

DOGTAG COLLECTION



The game creates an additional layer of fun by adding a new, optional challenge—gathering Dogtags from enemy guards and bosses. Once gathered, Dogtags can be viewed using the Dogtag Viewer available as one of the options when you select SPECIAL from the Main Menu. Dogtag names include members of the Silicon Knights development team plus a few winners of a national *Metal Gear Solid* contest.

In most cases, Snake gathers an enemy's Dogtag by getting the drop on him and holding him up. Slip up behind a guard with your Socom or M9 equipped, and then press and hold the A Button to target him with your laser pointer. When he raises his hands in surrender, press the Z Button to get First Person View and aim the laser pointer at the guard's head and waste. If he drops his Dogtag, you can shoot to kill like a merciless angel of death, or shoot to tranquilize, depending on your weapon of choice.

Again, Dogtag collection is a totally optional activity. But it adds a new degree of difficulty and challenge to many of the game's areas, particularly those featuring multiple guards patrolling routes with overlapping sight lines. Our step-by-step walkthrough doesn't address Dogtag collection because of the way it changes gameplay and impacts the solution path. But we have a suggestion: Follow our walkthrough for your first pass through the game, then try a replay with Dogtag collection as your goal. If you can gather all of the Dogtags available in the game, you are one solid stud player.

For a list of all Dogtag names in *Metal Gear Solid: The Twin Snakes*, see the Dogtags appendix at the back of this book.

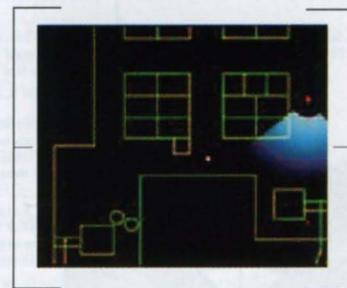
STEALTH TIPS & TACTICS

Let's start our overview with a discussion of what a famous British comedy troupe once called "the importance of not-being-seen." Avoiding detection is the best way to survive in *Metal Gear Solid: The Twin Snakes*.

FIRST, LEARN HOW TO MONITOR RADAR

Snake's Soliton radar system is an extremely valuable tool in this game. Your onscreen display lets you pinpoint the location of enemy soldiers and surveillance devices (such as cameras or turrets) and, just as important, determine their range or "cone" of vision. The game manual explains how your radar works, but let's quickly review the radar modes.

NORMAL MODE



In Normal Mode, the central dot on the screen is Snake's location. The green cone emanating from that dot indicates your field of vision if you press the Z Button to switch into First Person View.

Red dots are enemy soldiers, surveillance cameras, or gun turrets. Each dot emits a cone that indicates its field of vision. *Important: a soldier or camera facing you cannot see you if you're outside its field of vision.* So if the Snake dot on the radar display isn't within the enemy's colored cone, that enemy cannot see Snake. (He may hear Snake, however.)



9 0 0 1 7 5 0 3 4 0 8 4 1 5
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

Remember that you can get Dogtags from bosses, too.

CONE OF VISION

The color of an enemy's "cone of vision" denotes his current status:

- A **blue cone** indicates Normal Mode—the guard follows his normal patrol route, unaware of your presence.
- A **yellow cone** indicates a suspicious guard—he's glimpsed your movement, heard your sound, or seen your footprints or blood trail and will come to investigate.
- A **red cone** means the guard has discovered you or been attacked by you. After that, all nearby enemies go into Alert Mode and your radar shuts down.

ALERT, EVASION, AND CAUTION MODES

Once a guard spots you and sounds the alert, your radar is jammed and turns red with the Alert Mode status. As long as you remain within sight of guards or cameras, the red alert status remains in effect.

If you manage to slip out of their sight, the game switches to Evasion Mode for about 30 seconds. (A yellow timer bar shows the countdown.) During this mode, guards actively search the area, looking for the intruder (you). Your radar is still jammed, so you can't monitor their search. Find a well-hidden spot, preferably one you can crawl into, and stay put until Evasion Mode ends.

When Evasion Mode ends, the guards go into Caution Mode, making normal patrols but remaining especially wary. Your radar display, but extra guards join the original guards during this period. You might want to remain in hiding until this mode ends and the situation returns to Normal Mode.

FIGURE OUT ENEMY PATROL ROUTES

Most enemy guards follow a fixed patrol route, retracing it over and over unless something draws away their attention. Observe guards directly using your camera views, or track their movements on radar. Observe the timing of their turns and note which direction they swivel.

BE PATIENT

The Twin Snakes features very few time-limited situations. Unless you're hustling to catch an elevator or you're running for your life, there's rarely a reason to rush through an area. In general, take your sweet time and try the following:

- Use your radar, your Scope, and your camera views to survey the situation ahead. Probe forward cautiously to extend your radar sweep.
- If guards are present, plot their patrol routes. Again, note which way they face and the timing of their turns.
- Look high for cameras or turrets.
- Look low (using Thermal Goggles) for mines or traps.

STAY OUT OF SIGHT

This seems so obvious we're almost embarrassed to list it as a "stealth tip"—but hey, you never know who's reading. Actually, we can offer a few specific ways you can practice the art of not-being-seen:

- Use shadows. If Snake crouches or lies prone in a dark corner, most guards passing nearby won't see him.
- Use cover. This complex maneuver, first introduced to infiltration theory by the physicist Neils Bohr, requires non-transitional solid state matter to obstruct direct sight-line vectors to your positional modality. Okay, we're kidding. Just hide behind stuff.
- Hide *under* stuff. Crawl underneath pipes, water tanks, and vehicles.
- Hide *inside* stuff. *The Twin Snakes* lets you open lockers or bathroom doors, jump inside, and then close the door behind you. You can also crawl through various air ducts in the facility.
- Hang out. In some locations, you can approach a railing and press the Y Button to climb over and hang down on the outside. Move the control stick left or right to slide Snake's hands along the railing, but keep a close eye on the Grip Gauge that appears. When it drops to zero, Snake falls.
- Crawl underneath surveillance camera sweeps. Getting prone and crawling along the wall under a camera or turret usually keeps you out of its visual range as you move.
- Another camera tip: Surveillance cameras or turrets cannot detect movement directly below them. So when you encounter a camera, wait until it swivels away from you, then hustle underneath into its blind spot. Snake can stand there indefinitely without being detected. When the camera swivels back to face the direction Snake came from, you can head safely down the hall.

BE SILENT

This too seems elementary, doesn't it? You can't be stealthy if you're stomping around, spraying bullets into everything that moves. But again, let's be specific:

- Guards can hear footsteps. Running footsteps are louder than walking footsteps. So if you're sneaking through a guard-infested area, walk, don't run!
- Or better yet, *crawl*. Crawling has the double benefit of being quieter than walking and also making Snake less visible. The drawback of crawling, of course, is that it's a pretty slow mode of travel. Don't crawl if you're in an approaching guard's patrol route. Retreat and try again as the guard paces away, or try another path through the area.
- Don't splash! Running through water puddles will alert guards to your presence. If you must move through puddles, walk slowly or crawl.
- Use silencers for silent attacks when combat is necessary. The non-lethal M9 pistol comes pre-fitted with a silencer, but you'll need to find the Socom Suppressor and fit it to your Socom.



DISTRACT AND MISLEAD!

Metal Gear Solid: The Twin Snakes gives you several clever ways to lure an enemy guard if his patrol route obstructs your progress:

- **Knock on walls.** Walk against a wall, holding the Control Stick in the wall's direction so Snake flattens himself against it. Then tap the B Button to knock on the wall. Guards within hearing range will take the most direct route to come investigate. As they leave their designated patrol routes, maneuver around them.
- **Toss empty ammo clips.** Snake can gather discarded gun clips (called "Magazines" in inventory). To distract a guard, equip this item, press the A Button to get ready, and then release to toss the clip. The clatter draws nearby guards out of their patrol patterns as they seek to investigate the noise.
- **Leave a footprint trail in the snow.** This draws guards out of their patrol patterns as they track the prints. But be careful. Enemies in *The Twin Snakes* are more observant and much better trackers than in the original *Metal Gear Solid*. Once you maneuver well past a guard's original patrol route, find a place to hit the X Button and drop (ending the footprint trail), and then crawl into hiding. If you stay on your feet, the guard will track your prints right to your location.

PEEK AROUND CORNERS



Don't stroll around corners into an unpleasant situation. When moving through an area, stop before every corner, back up against the wall, and slide toward the corner to bring up Corner View. The camera view moves in front of Snake, looking down the corridor beyond. You can use the C Stick to swivel the view further left or right. You can also press the L or R Button to lean out for a peek around the corner.

"CLEAN UP" AFTER COMBAT

If you must kill, don't leave telltale corpses lying around for other guards to find. Hold down the A Button to pick up fallen bodies, then move the Control Stick to drag them behind stuff, or at least into the shadows. Open nearby lockers or bathroom stalls, then drag the body into them; Snake automatically stuffs the body inside and closes the door. You can also toss fallen enemies over cliffs or into the deep pits beneath trapdoors.

LEARN HOW TO HANG OUT



Snake can hang from certain railings, ledges, or cables and slide along hand over hand to escape detection by passing guards. To do this, approach a railing or ledge and press the Y Button to climb over. If Snake does climb over and hang, move the Control Stick left or right to slide Snake in that direction.

HOW TO INCREASE HANG TIME

A Grip Gauge appears while Snake hangs, measuring his grip strength. When the gauge hits zero, Snake can't hold on any longer and falls. Snake can actually increase the length of this "hang time" with exercise. You start with a Level 1 Grip Gauge. When you gain 100 points of grip strength via exercise, your Grip Gauge increases to Level 2, increasing the length of grip time on the gauge. Another 100 points of exercise boosts your Grip Gauge to its highest level, Level 3, adding still more grip time to the gauge.

Snake can exercise to build up grip strength by performing chin-ups on railings or ledges. While hanging, press both trigger buttons, the R and L Button, at the same time, to perform one chin-up. Each chin-up is worth one point of grip strength.

THE DROP-GRAB MANEUVER

A faster way to build grip strength is the dangerous "drop-grab" maneuver in which Snake drops from one railing and grabs another below. While hanging, just press the X Button to let go of the top railing and then, as you fall, punch the Y Button at the right moment to grab the railing, ledge, or cable below. Each successful grab is worth 10 points toward the next Grip Gauge level. But if you time the grab poorly, Snake misses and falls to certain injury—or even death.

COMBAT TIPS & TACTICS

Metal Gear Solid: The Twin Snakes is about stealth and avoidance tactics. You earn higher scores if you execute fewer kills, use fewer Continues after being killed yourself, generate fewer alerts because you were spotted, and consume fewer Rations. But Snake faces a few unavoidable battles during the game, and you can fight more if you want.

When combat is inevitable or desired, keep the following in mind:

First Person View provides extremely accurate targeting. If you press the Z Button to activate that view, you can use the laser pointer of your M9, Socom, and FA-MAS to pinpoint the exact spot you want to shoot. The drawback of First Person View is that Snake can't move while you use it. So you'll likely take some damage if your enemy gets off any shots. You can crouch, however.

Use grenades against crowds. If you trigger a general alert and backup guards come rushing in to reinforce, a few well-placed grenades (either Hand Grenades or Stun Grenades) can destroy or stun enemies in an entire area long enough to give you time to find a hiding place.

Equip a weapon to add punch to your punch attack. In some cases, enemies can be defeated only in hand-to-hand combat. If you leave a grenade or pistol in Snake's weapon hand while pressing the B Button to punch, Snake hits with added power.

OTHER TIPS

Before we barrel headlong into *Metal Gear Solid: The Twin Snakes*, here are some other helpful tips to keep in mind.

REGULARLY CONSULT YOUR CODEC CONTACTS.

Your FOX-HOUND support team isn't aboard just for show. Roy Campbell is your primary contact; he explains how controls work and gives good tips on how to proceed. Naomi Hunter is a wealth of info on the terrorists Snake must face in the boss fights. Nastasha Romanenko is your weapons expert. Master Miller provides some good survival advice. Finally, contact Mei Ling when you want to save your game to a Gamecube memory card.

To enter Codec mode, remember to press both START/PAUSE and the A Button.

PAUSE OR SPEED THROUGH CODEC CONVERSATIONS.

If you're playing a Continue and don't want to sit through a complete Codec conversation again, just press the A Button twice to speed through it. On the other hand, if you have Subtitles toggled on and you want to view each exchange in a conversation, press the B Button to pause it. Each time you press the B Button after that, you get another page in the exchange.

BE SMART ABOUT CONSUMING RATIONS.

Whenever Snake suffers damage, his Life Gauge drops. You can replenish a percentage of the gauge by finding and consuming a box of Rations. But each Rations box replenishes only up to the maximum limit on the gauge, and expends itself in the process. You cannot store up any extra Rations; once consumed, the box is completely used up and disappears for good, no matter how little is actually used.

So don't just gobble up every Rations box you come across. For example, if your Life Gauge is only slightly below full, consuming a Rations box is a waste of a valuable resource. Again, replenishing even just a tiny sliver of Life Gauge still uses up the entire Rations box. Instead, note its location and plunge ahead. Later, after you take more significant damage, you can return to eat the Rations, knowing you'll get a greater boost of your Life Gauge.

SPEED UP ELEVATOR ARRIVAL.

We told you to be patient earlier, but impatience pays off in one particular situation. By hitting the elevator call button more than once, you actually speed up the elevator's arrival.

HAVE FUN WITH THE CAMERA DURING A CINEMATIC.

While a cut scene plays, hold down the R Button to zoom in the camera view. If you use the "C-stick" while holding the R Button you can move the camera around a little.

HAVE FUN WITH PUNCTUATION.

Here's a tip that comes straight from the design team: "If you are *extremely* fast you can shoot the '!' or '?' that appears above the head of a guard when he detects something that disturbs him. This trick stuns the guard for a few seconds. Perhaps the easiest place to try this is in the men's bathroom on floor B1 of the Nuke Building. Equip your Socom and sneak up behind the guard at the urinal. Shoot the wall just above his head to elicit the '!' or '?' response over his head, and then quickly shoot the mark to stun him for a few seconds."



[CHARACTERS]

0151937100

Metal Gear Solid: The Twin Snakes is populated by friends, foes, and a few others who lurk in the murky areas between friend and foe. Here's a quick rundown of the characters you'll encounter during your excursion on Shadow Moses Island.

THE MISSION TEAM

For the most part, Solid Snake goes solo on this vital, dangerous mission. But allies come and go along the way, and he gets close mission support from the experts back at FOX-HOUND HQ. Look through the guide to find more data on your allies.

THE HOSTAGES

As Snake explores the Shadow Moses Island complex, he meets and liberates (or *tries* to liberate) four important people. Two of them will become valuable allies during the course of the mission. The hostage information is interspersed throughout the pages of this guide.

THE TERRORISTS

The takeover of Shadow Moses Island was spearheaded by a group of former FOX-HOUND operatives, an elite squad combining fearsome firepower with deadly expertise in psych-ops and other skills. Their squad leader is Solid Snake's twin, Liquid Snake. This guide holds the secrets to the former members of FOX-HOUND.

THE GENOME SOLDIERS

The Alaskan base is also guarded by a small army of next-generation special forces—genetically strengthened units also called "genome soldiers." Oddly enough, one of Liquid Snake's demands is the remains of Big Boss, the man widely known as the "Legendary Soldier." Why such an odd request? Because he seeks Big Boss's DNA profile!

In the pre-mission briefing, Solid Snake learns that military researchers (including FOX-HOUND's Naomi Hunter) have unlocked the secrets of Big Boss's genetic code. More than 60 genes associated with his brutally effective, high-level soldiery have been identified and isolated. With this information, gene therapists could transform Liquid Snake's genome soldiers into the most fearsome fighting force the world has ever known.

Now Snake understands why this terrorist crew is calling itself "The Sons of Big Boss."

THE UNKNOWN

Solid Snake encounters some characters whose allegiance and intent are shrouded in mystery.

"DEEPTHROAT"

Occasionally, visual static appears in the Codec monitor and Solid Snake receives a message of warning from a faceless informer who calls himself "Deep Throat." Pay close attention to this mysterious contact. His intercession is always apt and timely.

BIG BOSS

Okay, he's not "unknown," technically. But he's dead. And his remains are frozen somewhere. So why do the terrorists demand his body? Now *that's* unknown.



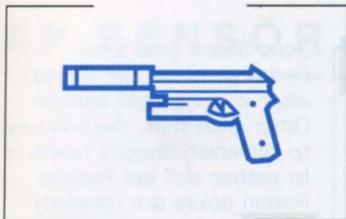
[WEAPONS]



0151937100

Even though *Metal Gear Solid: The Twin Snakes* is primarily about stealth infiltration, the game makes available a pretty impressive array of weaponry as the adventure progresses. As mentioned earlier, you can make Codec contact with military analyst Nastasha Romanenko (frequency 141.52) for info on certain new weapons that you find in the facility.

M9



This new addition to the *Metal Gear Solid* arsenal fires a tiny "knockout bullet" laced with an anesthetic that renders human and animal targets unconscious. Press and hold the A Button to auto-track the nearest enemy target within range, then release the button to

fire. Or just punch the A Button for a quick shot. You can also switch to First Person View and fire more precise shots by targeting with the laser pointer.

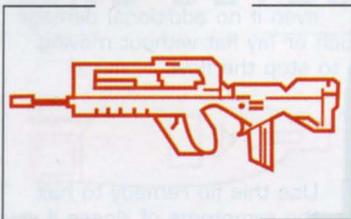
SOCOM



This semi-automatic pistol with a laser sight is your workhorse weapon for close range fighting. Press and hold the A Button to auto-track the nearest enemy target within range, then release the button to fire. Or just punch the A Button for a quick shot. You can also

switch to First Person View and fire more precise shots by targeting with the laser pointer. Use the Socom Suppressor as a silencer to muffle the gun's report and get silent kills. You can find this item in the back of the truck in the Heliport area.

FA-MAS



This standard-issue assault rifle provides higher firepower and range against enemy targets. Tap the A Button for quick bursts of fire, or hold down the A Button for fully automatic fire. You can also switch to First Person View and fire more precise shots by targeting with the laser pointer. Look for the FA-MAS in one of the rooms in the Armory.

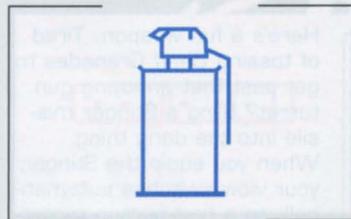
CHAFF GRENADE



This explosive device disperses a spray of metallic strips that hover in the air for a few seconds, jamming electronic devices in the area. Indispensable for neutralizing security cameras (especially gun cameras), Chaff Grenades explode five seconds after you press the

Weapon button to pull the pin. The longer you hold down the A Button, the farther Snake tosses the grenade. Boxes holding three Chaff Grenades each are stashed throughout the complex; you'll find the first one in the Heliport area.

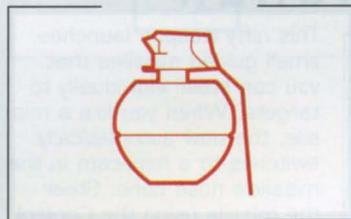
STUN GRENADE



The blinding "flash-bang" of an exploding Stun Grenade works exactly as advertised, stunning any nearby foes for a few seconds. Useful against both enemy soldiers and the wolf packs that prowl the base perimeter, a well-timed Stun Grenade toss can provide Snake with enough

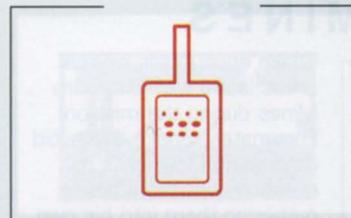
cover to escape an unpleasant situation. Boxes of three can be found in numerous locations around the base. A Stun Grenade explodes five seconds after you press the A Button to pull its pin. The longer you hold down the A Button, the farther Snake throws the grenade.

HAND GRENADE



Good old-fashioned fragmentation grenades are still the best means of eliminating a crowd of foes from afar. Like other grenades, a hand grenade explodes five seconds after you press the A Button to pull its pin. The longer you hold down the A Button, the farther Snake heaves the grenade.

C-4 EXPLOSIVE



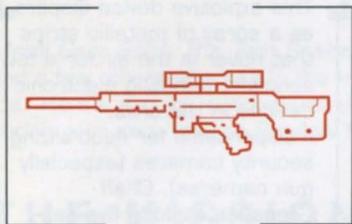
What could be more fun than blowing a jagged hole in a wall? Nothing, really. Place this powerful plastic explosive on a weak wall section by approaching the wall and pressing the A Button. Then get a good half-screen or so away before you press the B Button to detonate the charge.



0151937100



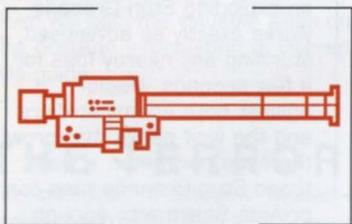
PSG-1



This classic high-powered sniper rifle fires accurately over great distance, sighting targets using a scope. Get the target in your crosshairs and press the A Button to fire. You'll need this weapon when dueling with Sniper Wolf. It comes in handy in at least one other fight as well.

Note that the PSG-1 also comes in the "T" model, which works in the same way with the same accuracy but fires tranquilizer bullets instead.

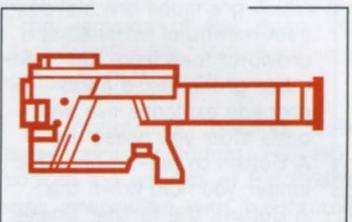
STINGER MISSILE LAUNCHER



Here's a fun weapon. Tired of tossing Chaff Grenades to get past that annoying gun turret? Sling a Stinger missile into the dang thing. When you equip the Stinger, your view switches automatically to a first-person targeting display. The display puts a box around objects you can

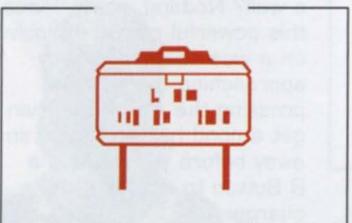
target. If the Stinger's tracking system "locks on" to the target, the box around the target turns red. When this lock-on occurs, launch the missile and watch it track right to the target. Use the Stinger to battle the big boys, including the Hind D helicopter gunship and Metal Gear Rex itself.

NIKITA LAUNCHER



This nifty weapon launches small guided missiles that you can steer individually to targets. When you fire a missile, the view automatically switches to a mini-cam in the missile's nose cone. Steer the missile using the Control Stick. This weapon provides the only way to get past the electrified floor in the Nuke Building's research level.

CLAYMORE MINES



Snake encounters several areas laced with Claymore Mines during the mission. Fortunately, Snake can avoid detonating Claymores by crawling over them and gathering them into his own inventory. Now you can use them for your own purposes! Claymore Mines come in

particularly handy against Vulcan Raven in the cold warehouse duel. Note that when you plant a Claymore, its motion sensor is set facing away from you. (You can see this cone on your radar screen if you have a Mine Detector equipped.) against Vulcan Raven.

[ITEMS



0151937100

Solid Snake finds or receives a number of objects as he moves through the Shadow Moses Island facility. Most are helpful, but some are downright indispensable. Here's a quick list of all items that can be gathered into your inventory during the game.

[HEALTH



0151937100

RATIONS



Solid Snake gets a full recharge of his Life Gauge after winning boss battles. Other than that, the only way to replenish Snake's health is to gather and eat Rations. Ration boxes are relatively rare and you can carry only a few at a time in inventory. So if your Ration quota is filled and you discover a new Rations box, note its location for later.

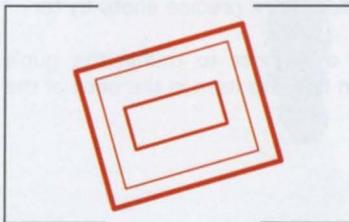


9 0 0 1 7 5 0 3 4
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

0 8 4 1 5

Keep your Rations equipped—that is, visible in your left Equip Window—whenever you are engaged in combat or otherwise in danger of being attacked. Snake automatically consumes equipped Rations when his Life Gauge drops to zero.

BANDAGE



The manual describes it as an "adhesive hemostatic pad." We like "bandage" better, but take your pick. When your Life Gauge is nearly empty, the color bar turns orange, indicating severe bleeding. This blood loss will continue until Snake dies, even if no additional damage

is inflicted, unless you either crouch or lay flat without moving, or else equip and use a Bandage to stop the flow.

MEDICINE



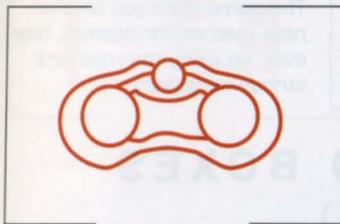
Use this flu remedy to halt the symptoms of illness if you pick up the bug infecting base personnel. This is important because the most obvious flu symptom is repetitive sneezing, a condition that makes stealth infiltration quite difficult.

[EQUIPMENT]



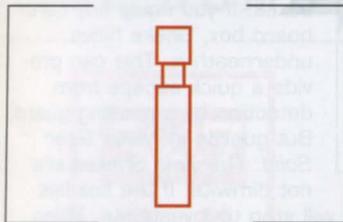
0151937100

SCOPE



Equip this slick set of high-tech binoculars to scout ahead, get the lay of the land, and spot potentially dangerous situations. Press the B Button to zoom in and the X Button to zoom out.

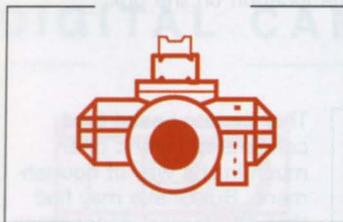
AP SENSOR



Look for this device in the water near the Cargo Dock at the very beginning of the game. It only works if your Gamecube controller has rumble (vibration) capability. When equipped, the AP Sensor detects nearby life-forms and rumbles when enemies approach. [All other

types of rumble events are turned OFF when the sensor is activated.] This helpful early warning system is particularly useful if your radar is deactivated.

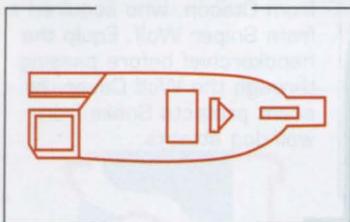
THERMAL GOGGLES



Whip on your Thermal Goggles every time you enter a new corridor or room (if no guards are about, of course) and do a quick scan of the area. This device's ability to detect heat differences lets you spot trapdoors, infrared sensor beams, and, in a few cases,

stealthy enemies. The goggles also let you see the exact locations of Claymore Mines, although you can't determine their sensor range as with the Mine Detector.

MINE DETECTOR



This device transmits the location of deadly Claymore Mines to your radar display. It also indicates the exact cone of each mine's sensor range. Claymore Mines detonate when anyone moves within this cone, so you can plant your own Claymore minefield and lure enemies

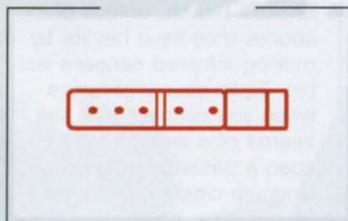
into it while using the Mine Detector enhanced radar to pick your way carefully through the detonation triggers. Mines and their sensor ranges are indicated in yellow on your display.

GAS MASK



Intruder detection alarms will trigger a lockdown in certain areas of the Alaskan facility, with poison gas suddenly filling the secured room. If Snake dons his gas mask, it filters out some of the noxious fumes. Note, however, that this is a *gas* mask, not an *oxygen* mask. Snake's O2 Gauge will continue to drop after a gas mask is equipped. The mask only slows the rate of toxic inhalation.

SOCOM SUPPRESSOR



As soon as you find this silencer, attach it to your Socom. Just equip the Suppressor and then equip the Socom. Snake automatically attaches the silencer, which stays attached the rest of the game.

BODY ARMOR



Equip this protective vest whenever a firefight breaks out. Its special fibers and Kevlar lining cuts in half the amount of damage Snake suffers. Keep your Body Armor equipped during combat to reduce injury, but don't lose track of your health status. Equip and consume Rations when the Life Gauge drops low, then switch right back to the bulletproof vest.

[OTHER STUFF]



0151937100

PAN ID SECURITY CARDS



A Personal Area Network (PAN) ID security card provides access to all doors with a matching security level or lower. For example, a Level 4 PAN card opens all Level 4 doors, but it also opens all doors programmed as Levels 3, 2, and 1, too. Unlike in the original *Metal Gear Solid*, you

don't have to equip a PAN security card to activate it. The card works automatically as long as it is in Snake's inventory.

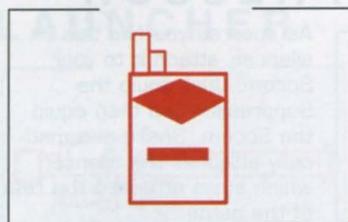


PENTAZEMIN



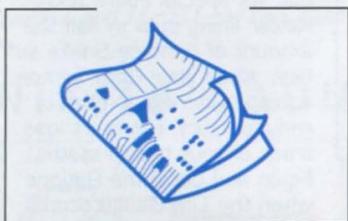
The drug of choice for snipers everywhere, this little pill steadies your pulse and nerves for more accurate targeting when using the PGS-1 or PGS-1-T sniper rifles. Without Pentazemin you will find it very difficult (though not entirely impossible) to draw a good bead on distant targets. The effects of each pill last only a minute or so.

CIGARETTES



Cancer sticks are bad for Snake's health, unless of course they save his life by making infrared sensors visible. Equip your cigarettes when you suspect that the beams of a sensor alarm span a passage or room. Unequip cigarettes as soon as possible, however. Snake's Life Gauge will drop slowly as long as he smokes.

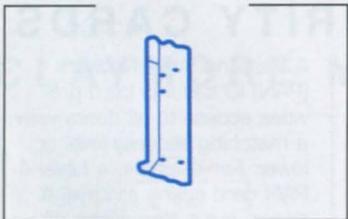
BOOK



Use this object to distract guards. Here's how the game describes this object in inventory: "Publication with adult-oriented material. Full of girly photos and interesting columns." If Snake places this on the floor along a patrol route, the patrolling guard will squat and flip

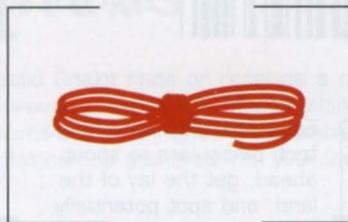
pages for a while, giving you time to sneak past him. (The "girly photos" feature the characters Ellia and Alex from another classic Silicon Knights title, *Eternal Darkness*.)

MAGAZINE



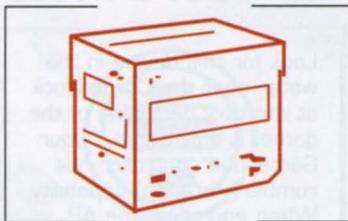
Empty, discarded ammo clips make excellent diversionary objects. From a good hiding place, toss an ammo magazine down a corridor or across a room, opposite the direction you want to go. When area guards flock to investigate the noise, you can slip away along the patrol routes they just abandoned.

ROPE



This item has a one-time use. Snake finds it in one of the Communication Towers and can use it to rappel to safety. The game gives you an alternate method for descent, however, so using the rope isn't strictly necessary.

CARDBOARD BOXES (1, 2, AND 3)



During the game you can find three different cardboard boxes. If you equip any cardboard box, Snake hides underneath it. This can provide a quick escape from detection by a passing guard. But guards in *Metal Gear Solid: The Twin Snakes* are not dimwits. If the box lies

right in his patrol route, a guard will stop to investigate, lifting the box right off of Snake.

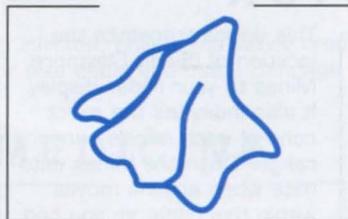
Boxes also provide an alternate means of transportation to certain destinations. Each of the three cardboard boxes is marked with a different location—Heliport, Nuke Building, and Snowfield. A delivery truck is parked at each of these locations. If Snake climbs into the back of a truck and then equips a box, the vehicle automatically delivers Snake to the location on the box.

KETCHUP



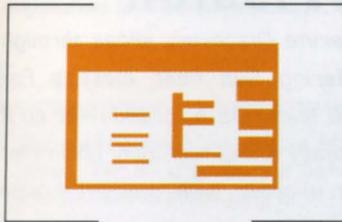
This tomato-based food condiment doesn't offer much in the way of nourishment. But Snake may find that its physical appearance proves useful at a critical point in the game.

HANDKERCHIEF



Snake receives this item from Otacon, who acquired it from Sniper Wolf. Equip the handkerchief before passing through the Wolf Caves. Its scent protects Snake from wolf-dog attacks.

PAL CARD KEY



Said to be one of a set of three such card keys, this all-important item can be inserted into input terminals that control the status of the nuclear warhead now in the hands of the terrorists. Snake receives this card from Kenneth Baker, president of ArmsTech, who claims it can override the nuke's launch codes. Rumor has it there's a trick to using it.

TIME BOMB



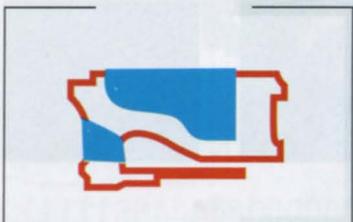
At certain points in the game, Snake may end up with an unpleasant surprise in his inventory—a Time Bomb that will explode and kill Snake when its timer ticks down to zero. If Master Miller contacts you via Codec and suggests you screen your inventory, follow his advice immediately. If you find a Time Bomb, equip it and press the A Button to toss it. The bomb will explode after five seconds, so keep your distance.

DIGITAL CAMERA



This item lets you take crisp digital photos and store them as files on your Gamecube memory card. It also gives you access to a full set of the game's hidden easter eggs—the infamous and spooky "ghost photo"

images of the Silicon Knights development team. When you snap a photo of certain special locations or items with your camera and then view them later (using the Album Viewer available as one of the options when you select SPECIAL from the Main Menu), you see a ghostly image superimposed on each one.

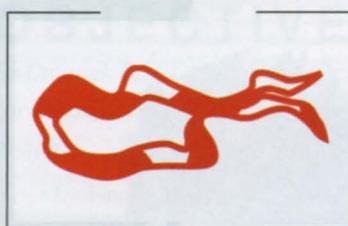


STEALTH UNIT

Otacon's stealth camouflage unit makes Snake invisible to the average enemy grunt and security camera. Of course, such a highly useful device does not come cheaply. In fact, you can acquire this

device only if you complete the game, following the story branch in which Snake escapes with Otacon. Otacon gives his stealth unit to Snake, who can use it in subsequent replays of the game. (Note that the stealth unit doesn't work against the keenly sensitive FOX-HOUND renegades you face in boss battles, or in other staged battle sequences such as the long run up the Communications Tower.)

BANDANA



If you complete the game following the optimal story branch in which Snake escapes with Meryl, she hands over a bandana that you can use during subsequent replays. This bandana has the infinity symbol sewn in. When equipped, the magic bandana supplies Snake with an unlimited amount of ammo for all weapons.



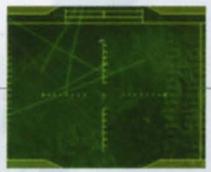
Campbell contacts Snake via Codec and explains how to use the communicator. A few seconds later, Campbell calls back with a suggestion on how to proceed.



Our walkthrough directions are very detailed in the first few areas. We do this for the benefit of players who are new to the tactical stealth genre.

However, as the game proceeds, we assume that skills and familiarity with the game will increase, and thus our guidance focuses more on the strategy and less on the specific controller commands.

0 2 1 0 6 8



And so the operation begins...

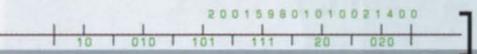
INITIAL MISSION OBJECTIVES

Ex-Colonel Roy Campbell, your primary contact, establishes three objectives for your Shadow Moses Island infiltration mission:

- 1: Find and rescue hostage Donald Anderson, chief of DARPA (Defense Advanced Research Projects Agency).
- 2: Find and rescue hostage Kenneth Baker, president of ArmsTech.



- 3: Determine whether the terrorists indeed have a nuclear strike capability.



This walkthrough is based on the game's Normal difficulty setting.

0 2 1 0 6 8

AREA 01:
CARGO DOCK



0151937100

15

0 1 4 7 8 7 3 7 0 5 0 1 1

SHOWDOWN WITH REVOLVER OCELOT

[AREA 01:] 

0151937100

Cargo Dock

Here's a look at the Cargo Dock area. Note the location of items and guard patrol routes.



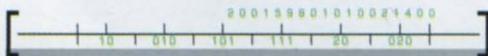
OBJECTIVES

- Cross the cargo dock—undetected, if possible.
- Find and use the freight elevator to reach the surface.

ITEMS AVAILABLE


■■■■ Rations
■■

■■■■ AP Sensor
■■



The freight elevator doesn't drop back down to the Cargo Dock until about two minutes into the level. When the elevator arrives, you see a short cut scene of the event.

0 2 1 0 6 8

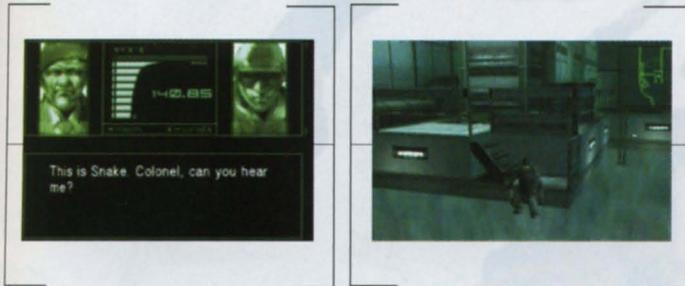


MISSION DETAILS

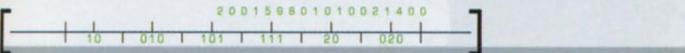
Two guards circle the crates on the dock—see the map at the beginning of this section to see their patrol routes. After about two minutes, a third fellow rides the freight elevator down and joins them, pacing back and forth across the front of the elevator door.

WATER ITEMS

You can find three Ration boxes and a valuable device in the Cargo Dock area. Two of these items are underwater near the dock.



After your first Codec conversation with Campbell, head back down the steps into the chilly water to nab the Rations box.



When Snake goes underwater, notice the O2 (Oxygen) Gauge that now appears beneath the Life Gauge. Snake's O2 level slowly drops as long as he remains underwater. When O2 reaches zero, your Life Gauge begins to drop.

To quickly replenish the O2 Gauge, emerge from the water for a few seconds to take a breath. You can also tap the Y Button rapidly to slow down the rate of O2 drop.

0 2 1 0 6 8

Walk down the dock stairs into the water below. Once underwater, move to the left of the stairs and find the **RATIONS** box behind the floating barrels. Walk underwater past the stairs to the right. On the far side of the dock, nab the **AP SENSOR** on the bottom step of some wide underwater stairs. Your O2 level is low by now, so walk up these steps to catch a breath. Walk back underwater and return left to the first set of stairs. Climb them and press the Y Button to hop back up onto the dock. Move behind the first water tank, to the spot where you started the level.



Walk underwater to find the AP Sensor on the wide steps across the dock.

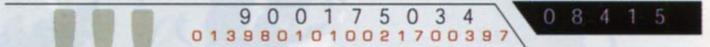
The second Rations box sits by the far water tank. You can see it here (circled) when you emerge near the AP Sensor.

SCOPE OUT THE SITUATION

Optional steps: Let's practice using your Scope. Look right, hold in the L Button and use the Control Stick to scroll to your Scope in the Equip Window. Then release it to equip the Scope and thus activate Scope View. Press the B Button to zoom in. See the Rations spinning behind the far water tank across the dock? You'll head for that in a minute. Press the X Button to zoom back out. Press lightly on the L Button to unequip the Scope and switch back to Normal View.

SECOND WATER TANK

Now try a little stealth infiltration. Snake has to do some sneaking to reach the far water tank and nab the second Rations box.



If the guards spot Snake and sound the alert, one way to escape is to get back into the water. Run straight to the dock railing, press Y Button to crawl over and hang on the outside; then quickly punch the X Button to drop into the water.

This is much faster than trying to crawl back underneath the leftmost water tower to reach the dock stairs.

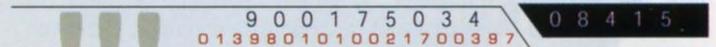
Once Snake is back in the water, walk away from the dock and head left to get out of range. The guards shoot and toss grenades into the water as long as you stay close to the dock.

Press the X Button to crouch, and then crawl underneath the water tank right in front of you. The camera automatically shifts to Intrusion View. When your Codec rings, press the Start/Pause Button and then the A Button. Listen to Campbell and Naomi Hunter offer advice on Intrusion View. Wait until the guard walks down the aisle toward you, pauses, and then swivels 180 degrees to walk away. As soon as he turns away, crawl out from under the water tank and veer right. Crawl along the dock railing to your right, through the water puddle, and past the center aisle. Check your radar for the other circling guard.



Crawl over the water puddle and move along the dock railing to the rightmost water tank. Then grab the Rations (circled).

Remember that you can flatten up against walls and use your Corner View. Use the C-Stick to pan the view.



Keep your newly-found Rations equipped in your Equip Window. That way, Snake automatically uses them if he's attacked and his Life Gauge gets low. Always equip your Rations before moving through unfamiliar areas.

AREA 01:
CARGO DOCK

0151937100

0 1 4 7 8 7 3 7 0 5 0 1 1

17



METAL GEAR
SOLID

SOLID SNAKE

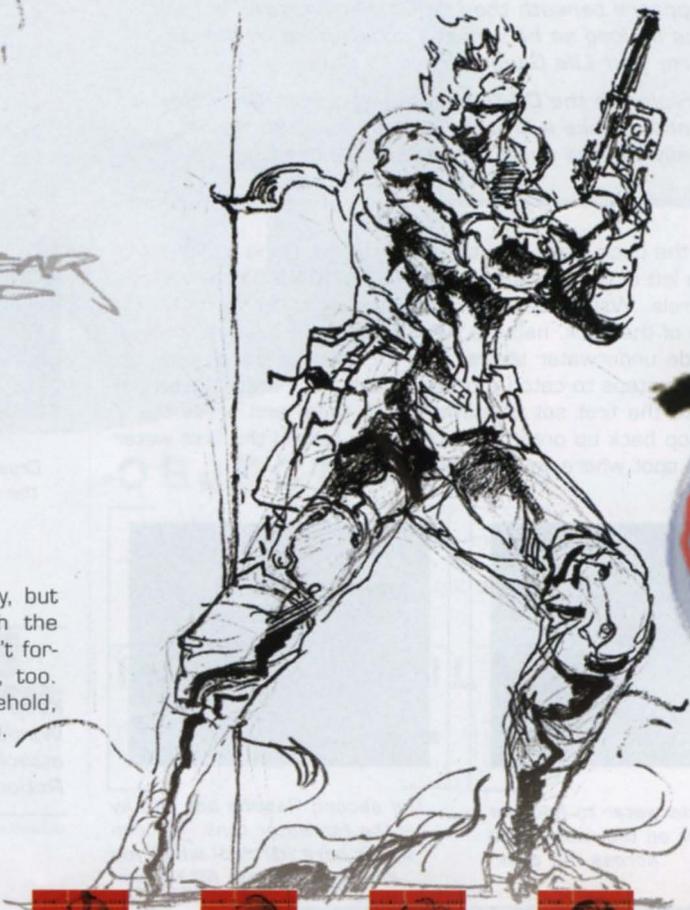
Sex: Male

Age: 30's

Nationality: American

Height: 182cm

Yes, Snake's infiltration skills are nonpareil, even legendary, but he's not invisible. You must guide him *carefully* through the Nuclear Disposal Plant to avoid detection by enemies. Don't forget that Snake can fight with lethal fury when necessary, too. He's quite good with his fists and, if he gets you in a chokehold, he can snap your neck with just a few taps of the A Button.





1 6 5 0 2 4 7 4 5
980101003 00387



**AREA 01:
CARGO DOCK**



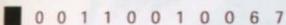
0151937100

19

Move toward the other water tank and nab the second **RATIONS** box behind it. Crawl underneath the water tank and watch ahead for the second circling guard.



Stay out of sight! Don't feel safe just because guards can't reach you under a water tank. If they spot you they'll squat and open fire, and toss grenades under the tank, too.



FORKLIFT

Wait until the second guard walks toward you from the far end of the aisle. Halfway down the aisle, he turns to your left and disappears through the crates. Quickly! The moment he turns, crawl forward and hit X Button to stand. Hustle down the aisle to the puddle. Don't splash! Drop to crawl through the water, or flatten against the east wall and slide sideways past it.

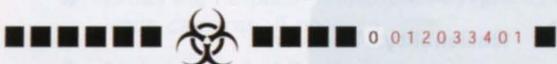
After you reach the forklift in the northeast corner of the area, check your radar for the third guard, who paces back and forth along the northern end of the room. Make sure his cone of vision doesn't include the forklift before you flatten against the wall and slide behind the machine. Now you can nab the third **RATIONS** box behind the forklift. Be careful! Guard patrols approach the forklift from two different directions, south and west. Watch your radar or shift to First Person View to monitor enemy patrol routes, and slide around the forklift to keep out of sight.

ELEVATOR

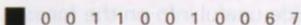
Now it's time to exit the area. Remember that the elevator is ready and waiting only if you saw the cut scene of its arrival. When the third guard moves west away from you, check your radar to make sure the second guard isn't moving into visual range from the south. Slip out from behind the forklift and hustle along the back wall (avoiding the water puddle) and into the freight elevator.



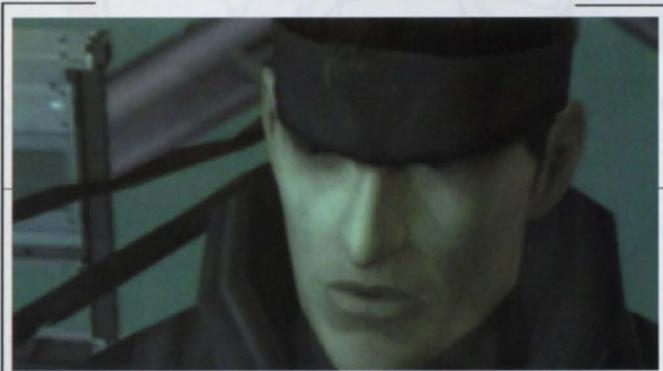
Flatten against the wall and slide behind the forklift in the northeast corner of the room. When the coast is clear, make a run to the elevator (circled).



If you get inside the Cargo Dock's freight elevator without being detected, the lift automatically rises. However, if a guard catches sight of you and sounds the alert, the elevator won't move! You'll have to fight or, better, run back to the water and start over.



Snake rides up the long elevator shaft to the surface, where he finds a heliport. A deadly Russian Hind D gunship sits on the landing pad, ready for takeoff. The pilot: Liquid Snake! As the helicopter roars away to intercept the two diversionary F-16s from Galena, searchlights begin sweeping across the landing pad.



102401329500100214860187

0147873705011



! NAOMI !!

01650240745
3159801010021400387



NAOMI HUNTER

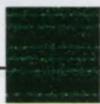
Sex: Female

Age: 20's

Nationality: American

Codec Frequency: 140.85

Head of FOX-HOUND's medical research staff, Naomi Hunter is the unit's genetics expert responsible for the gene therapy that produces the highly advanced Genome Soldiers like Snake. Her personal story becomes a key component of the *Metal Gear Solid: The Twin Snakes* plot. Naomi can provide useful info on the former FOX-HOUND operatives you meet in the boss battles.



[AREA 02:] Heliport



0151937100



OBJECTIVES

- Cross the heliport—undetected by guards and surveillance cameras, if possible.
- Find the M9 and Socom pistols.
- Find and use one of two air vents (upper and lower) to exit the area.

ITEMS AVAILABLE

	■■■■ Rations	■■		■■■■ M9 Tranquillizer Pistol	■■
	■■■■ Socom Pistol	■■		■■■■ Chaff Grenades	■■
	■■■■ Stun Grenades	■■			



[AREA 02: HELIPORT]



0151937100



MISISON DETAILS

A quick scan of the immediate area reveals a pickup item in the middle of the Heliport landing pad. However, an alarm will sound if you step into the searchlights.

SURVEY THE SITUATION

Move up the steps to the heliport pad, but stop before you reach the top. Don't step into the searchlights! Equip your Scope and examine the area on the opposite side of the pad.

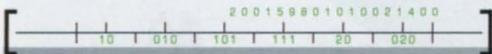
You see a number of things. (You can verify their locations on the map at the beginning of this section.) A half-track truck sits in the middle of the area. To the left, in the back corner of the Heliport, one guard dozes. This sleepy fellow stands directly in front of the lower escape vent. You can't use this vent until you lure the guard away. Note also that the guard and vent are directly beneath a security camera high on the wall.



Note the location of the truck just beyond the heliport. This vehicle holds an important item.



The dozing guard stands directly beneath a security camera (circled).



If you trigger an alert at the Heliport, the dozing guard—the one in front of the lower escape vent—hops into action to aggressively seek intruders. Afterwards, he remains alert and walks a patrol route around the truck.

0 2 1 0 6 8

Another guard patrols in a complicated pattern on the right side of the area. (Check the guard patrol routes on the map.) Eventually, he heads up the snowy slope to the right of the truck.

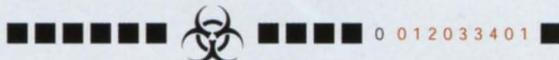
In the back right corner, a stairway leads up to where a third guard patrols the upper walkway. The upper escape vent is in an alcove on the upper walkway.

PAD AND TRUCK

Timing is important. Wait until the lower guard heads up the snowy slope to the right, moving away from the truck. Then quickly unequip the Scope. Watch the movement pattern of the two searchlights on the heliport. Just as the lights move farthest apart, sprint between them, heading directly up the middle of the pad and right through the box of **CHAFF GRENADES**. Don't stop! Continue sprinting until you reach the opposite side of the pad.

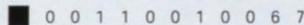


When the searchlights are farthest apart, run across the pad, grabbing the box of Chaff Grenades as you go.

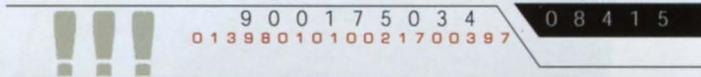


If a searchlight, a guard, or a camera detects Snake and triggers an alert, a good place to hide is in the back of the half-track truck, crouched behind the crates stacked in its bed.

Of course, if Snake hops into the truck in full sight (i.e., within the visual cone) of a guard, the guard will follow him to the back of the truck and start tossing in grenades!



If you timed it right, the guard patrolling the right side of the heliport should be moving away from the truck area, checking the crates along the snowy bank, well out of visual range. You should be able to gather all three of the following items before that guard returns to the truck area.



A MORE AGGRESSIVE TACTIC

Sneak up behind the guard as he patrols the crates on the snowy bank. When you get close, hold down the A Button to get him in a chokehold, then keep tapping it to break his neck. Drag the body south to the gate overlooking the cliff in the southeast corner of the area. Snake automatically tosses the corpse through the gate and over the cliff!



Hop inside the truck to find the Socom pistol, then crawl underneath to find the M9.



Head up the snowy bank to the right of the truck and find the **RATIONS** box tucked behind the second crate. Note that you leave footprints in the snow. These shouldn't be a problem now; they'll disappear before the guard returns.

Run to the back of the truck and press the Y Button to hop inside. Find the **SOCOM** pistol behind the crates in the truck bed. Hop out of the truck and crawl underneath to find the **M9** tranquillizer pistol. Crawl back out and hustle to the ramp on the left side of the landing pad. Enter the room opposite the ramp.

STOREROOM

When you enter the room, a short cut scene plays in which Snake notes the surveillance camera up in the corner.

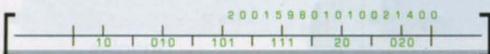


Crawl under the storeroom camera to reach the locker, and then open it to find the Stun Grenade box.

Crawl across the room, hugging the north wall (the one under the camera) as much as possible. When you reach the lockers on the far end of the room, wait until the camera swivels away, then stand and press the Action button (default is the Y Button) as you walk into the left locker door to open it. Step into the locker to grab the box of **STUN GRENADES**.

Wait until the camera swivels away again, then step out of the locker and crawl back across the room. Again, stick close to the camera-side wall to stay under its visual range. Exit the storeroom.

Now it's time to get out of the Heliport. The game offers you two different exit paths, so we'll walk you through both options.



Overall, the upper vent route is probably easier because it deposits you in a less compromising spot in the next room, the Tank Hangar.

0 2 1 0 6 8

THE LOWER VENT ROUTE

The dozing guard blocks your access to the lower vent. To get past the guard, Snake must lure him away from the vent. Don't forget that a fixed surveillance camera watches from the wall above the vent, too.



Lure the dozing guard from his post, lead him around the truck, and then crawl into the lower vent.

Wait until the patrolling guard on the right side is moving along the snowy bank, away from the truck area. Move to the back of the truck. Step just around the left taillight so you're visible to the dozing guard. Wait until he awakes and notices you. He says, "Huh? Who's there?" and his cone of vision turns yellow on your radar display.

Be quick! Duck back out of sight behind the truck. You don't want him to trigger a general alert. (If that happens, backup guards pour into the Heliport and you have a very tough fight on your hands.) Wait to make sure the guard approaches the truck. As he rounds the back of the truck, run around the opposite side and head due north into the alcove to avoid detection by the camera. Run left along the back wall to the vent, quickly hit the X Button to drop down, and crawl into the low opening. Escape!

THE UPPER VENT ROUTE

Or you can take the high road. The route to the upper vent is a bit more complicated. But you don't have to lure any guards and thus expose Snake to detection.

Cross behind the truck and go up the snowy bank on the right side of the area. Keep an eye on your radar for the patrolling guard! Go around the second crate to avoid detection by the security camera. When the camera swivels away from you, start up the stairs.



Climb the snowy bank to the crates on the right side to avoid camera detection. Then climb the stairs, pausing to wait for the upper level guard to move away.

AREA 02:
HELIPORT



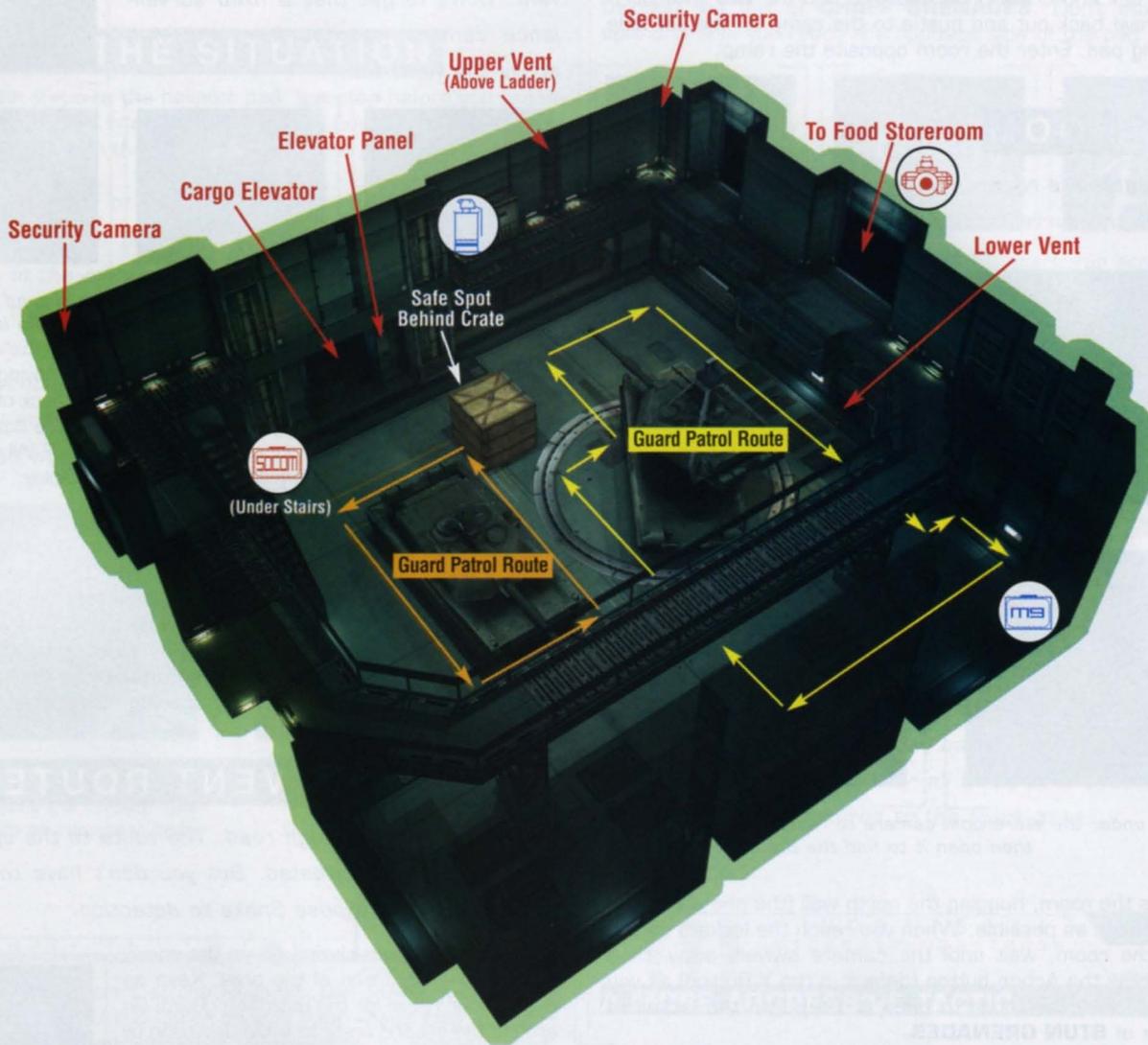
0151937100

25

0 1 4 7 8 7 3 7 0 5 0 1 1

[AREA 03] Tank Hangar

0151937100



OBJECTIVES

- Find a useful item in the open upper-level storeroom.
- Find and use the cargo elevator to exit the hangar.

ITEMS AVAILABLE

	■■■■	Socom Ammo	■■		■■■■	Chaff Grenades	■■
	■■■■	M9 Ammo	■■		■■■■	Thermal Goggles	■■





マスターミラー



Signatures

MASTER MILLER

Sex: Male

Age: 50's

Nationality: American

Codec Frequency: 141.80

Once FOX-HOUND's survivalist training specialist, Master Miller has retired to Alaska like Snake. But also like Snake, he emerges from "hibernation" one more time for this critical mission. Listen to the Master's cogent survival advice, and be quick to dispose of any Time Bombs he might detect in your inventory. (The enemy may plant these booby traps in your equipment at various points in the game.)



Monitor the camera sweep on radar, or just watch the camera itself. (You can see the camera if Snake crawls partway up the second half of the stairway. Don't go too far through!) Wait until the second guard walks past the stairs again. (If you make your move while he's facing the stairway, he spots you.) When the lens swivels away from you to the right, run up the stairs and stand directly beneath the camera, in its blind spot.



Crawl up the stairs until you see the security camera (circled) in the corner. Wait until it turns away and then run directly underneath it.



Crawl around the upper catwalk to the open storeroom door on the east side. Watch out for the second camera (circled) up in the corner!

Check your radar. Wait until the second guard isn't facing the stairs AND the camera swivels to face right again—both conditions must be met. Then hustle south along the catwalk until you're out of the camera's sight range. Hit the X Button and start crawling! The guards below will spot you if you're upright and within their cone of vision. Crawl to the open doorway on the east side of the room and stop. See the security camera up high in the back corner?

Check your radar again. Wait until the first guard turns away from your position on the catwalk AND the camera swivels to face left—again, both conditions must be met, or you'll get spotted. Then hustle to the camera's blind spot (directly underneath it).



9 0 0 1 7 5 0 3 4 0 8 4 1 5
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

You might want to toss a Chaff Grenade to get past the second security camera. Wait until the guard below is past and moving away from you, then toss the grenade. When it explodes, hustle past the camera.

Here you can crawl along the wall to stay out of the camera's cone of sight. Crawl to the end of the catwalk to nab the box of **CHAFF GRENADES**. Go back to the open storeroom door, repeating your precautions with the camera above and guard below. Skip the next section and go to **Food Storeroom**.

FROM THE UPPER VENT

Follow the vent. The route is linear, no branches. When Snake reaches a grate beneath him, it triggers a cut scene conversation between two guards below.

Snake eavesdrops on a pair of jumpy guards who speak of moving the DARPA Chief to the first-floor basement level. They also speak of opening vent covers to spray for rats—excellent timing! The guards discuss a "stealth intruder" who has killed three guards. (Another intruder? Who?) Finally, the men mention a female prisoner.



From the ductwork, Snake eavesdrops on two guards.



The view from the upper vent opening reveals a box of Chaff Grenades at the end of the catwalk. Descend the ladder and grab them.

Continue down the vent until you reach the opening. Campbell calls on the Codec and tells you to press the Action Button to drop down. Press the Action button (default is the Y Button) to drop down onto the catwalk in the Tank Hangar. Press the X Button immediately to crouch.

Careful! There's a security camera up on the wall to the right, and sharp-eyed guards down below. Crawl around the crate and nab the box of **CHAFF GRENADES**. Crawl back to the ladder and continue along the wall until you're underneath the camera. Stop here and wait until the guard below moves past and away from your position on his patrol route.

When the camera swivels left, make a quick run toward the open storeroom door. Drop to a crawl as soon as you're clear of the camera's cone of vision. Crawl into the Food Storeroom.

FOOD STOREROOM

Another security camera keeps watch over this room—and for good reason. Not only is it stocked with food items, but also a valuable pair of Thermal Goggles, stashed in the back corner. Let's go get 'em.

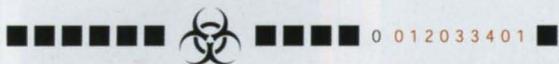


Find the Thermal Goggles in the back corner of the food storeroom.

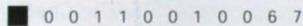
Wait until the camera swivels to the right, and then run underneath it. Spot the box in the lower right corner of the room. When the camera swivels left, run to grab the box (which holds the **THERMAL GOGGLES** and immediately sprint back under the camera. Don't try to hide in the corner! You'll get caught. When the camera swivels right, run to the doorway and drop to a crawl. Crawl out of the room onto the catwalk.

TO THE CARGO ELEVATOR

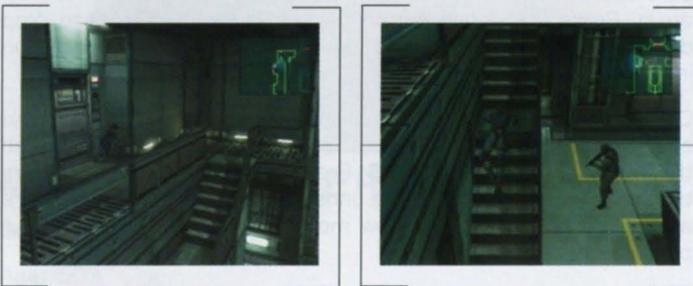
Time to exit the Tank Hangar. Campbell mentioned a cargo elevator—it's down on the lower level of the hangar. Let's go!



Crawling works best on the catwalk. If the guards below see or hear you, they run upstairs to investigate. If that happens, duck back into the Food Storeroom and crawl under the shelf behind the crates until the situation returns to Normal mode.



Crawl until you're just shy of the Level 1 security door on the west side of the catwalk. If you go past that, the security camera will spot you. When the camera swivels right, crawl into the doorway alcove and stay out of the camera's view.

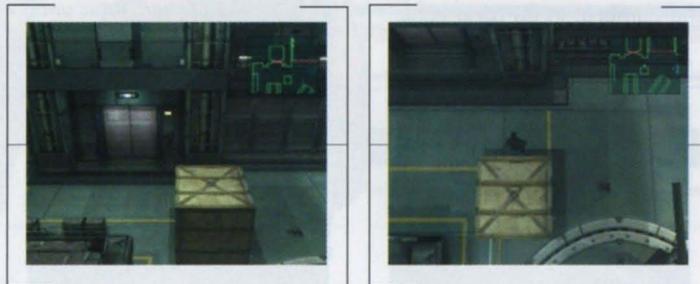


Get into the doorway alcove. When the camera turns away and the guard is on the far side of the tank, run halfway down the stairs and drop down.

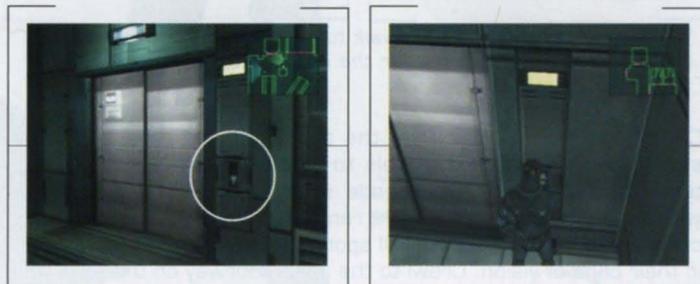
Watch for the second guard on his counterclockwise route around the tank. (Monitor your radar.) When he passes below, wait until the camera swivels right again, then run underneath it. When the camera swivels right again, run halfway down the stairs to the landing, stop, and immediately drop to a crawl position. After the guard passes again, hurry from the stairs to the safe spot on the north side of the big wooden crate between the tanks.

If you took the upper vent route, take some time now to grab the **SOCOM BULLETS** behind the stairway and the **M9 AMMO** in the southeast corner of the hangar floor. Use your radar to stay out of visual range of the patrolling guards. If you took the lower vent route, you've already gathered these items (if you're following this walkthrough, that is).

While standing on the north side of the crate, turn to face the cargo elevator door. Find the elevator panel to the right of the door. Monitor your radar. As soon as both guards are out of range, run to the elevator panel and press the Y Button to call the elevator. It takes a few seconds for the lift to arrive, so run back to the safe spot by the crate.



Use the north side of the big crate as your safe spot for moving to and from the elevator.



Spot the elevator control panel (circled), then use it when the coast is clear.

When the elevator doors open, check your radar again to make sure the coast is clear. Then hustle into the elevator. Hurry! Immediately turn to face the control panel on the inside, just to the right of the door. The camera automatically switches to First Person View with a close-up view of the panel.

The elevator control panel has floor buttons for the three levels in this building: 1, B1, and B2. (The latter two are basement levels.) Remember what the guards said when you eavesdropped on them from the vent? The DARPA Chief is on the first basement level.

Use the Control Stick to select the B1 floor button. Quickly! Guards may spot you soon. Press the A Button to activate the elevator, sending it to the Holding Cells area on level B1.



Use the Control Stick to highlight the B1 floor button, and then press the A Button to activate the elevator.



[AREA 04:]  0151937100
Holding Cells



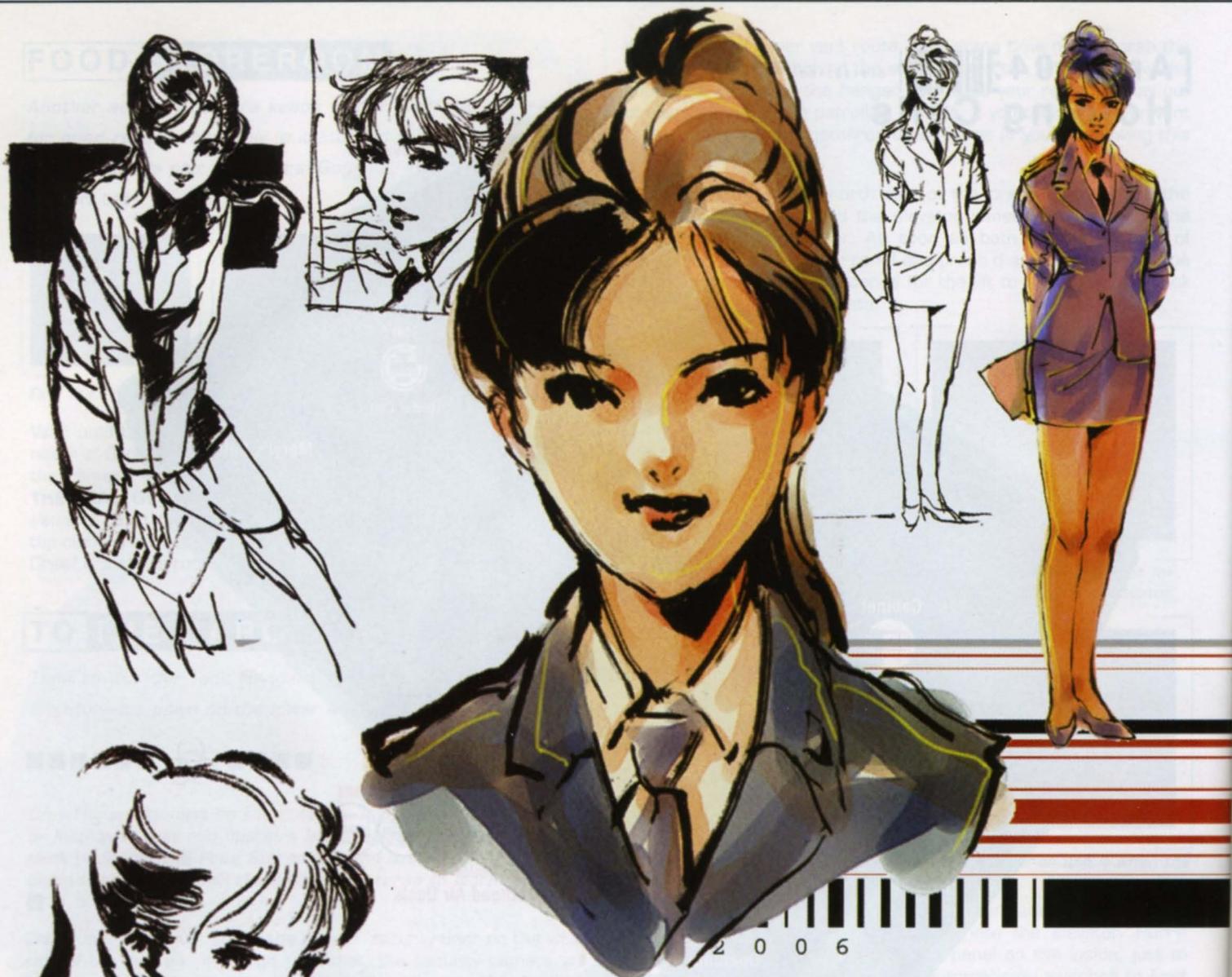
OBJECTIVES

- Find and attempt to rescue Donald Anderson, the DARPA Chief.
- Acquire a Level 1 PAN ID card to open doors.
- Escape the area.

ITEMS AVAILABLE

	■■■■	Rations	■■		■■■■	M9 Ammo	■■
	■■■■	Socom Ammo	■■		■■■■	Level 1 PAN Security Card	■■
	■■■■	Book	■■				





MEI LING

Sex: Female

Age: Late teens

Nationality: Chinese

Codec Frequency: 140.96

Creator of the Codec device Snake uses in this mission, Mei Ling is the FOX-HOUND's communications expert. Like Snake's other HQ contacts, she offers good advice when called. But her primary role in the game is to provide you with a Save Game function. Just contact Mei and follow directions to save your game at your most recent Continue location. (Of course, you need a GameCube memory card to do this.)



MISSION DETAILS

Snake arrives at the detention cell level where DARPA Chief Donald Anderson is being held. Just to the right is a Level 6 security door. You can't open it yet because you don't have a Level 6 PAN ID card. Come to think of it, you don't have any level of ID card.



Welcome to jail. Donald Anderson is around here somewhere.

DUCT WALKING

Just down the hall is a Level 1 security door. Behind it are the holding cells. Mei Ling points out that your radar now indicates the presence of the DARPA Chief. (Indeed, he's the green dot on your display.) But without card access, Snake needs to find an alternate path in.

EAVESDROPPING

The air duct system opens in several grates overlooking various rooms, including both holding cells. Crawl around the corner and take the first left. Continue to the grate to trigger a cut scene.

9 0 0 1 7 5 0 3 4 0 8 4 1 5
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7



Use the radar to guide Snake (the central white dot) to the wall directly opposite the flashing green dot that indicates Donald Anderson. Back Snake against the wall at that spot (just left of the fire extinguisher) and watch the camera rise and reveal Anderson sitting on his cot in the cell.

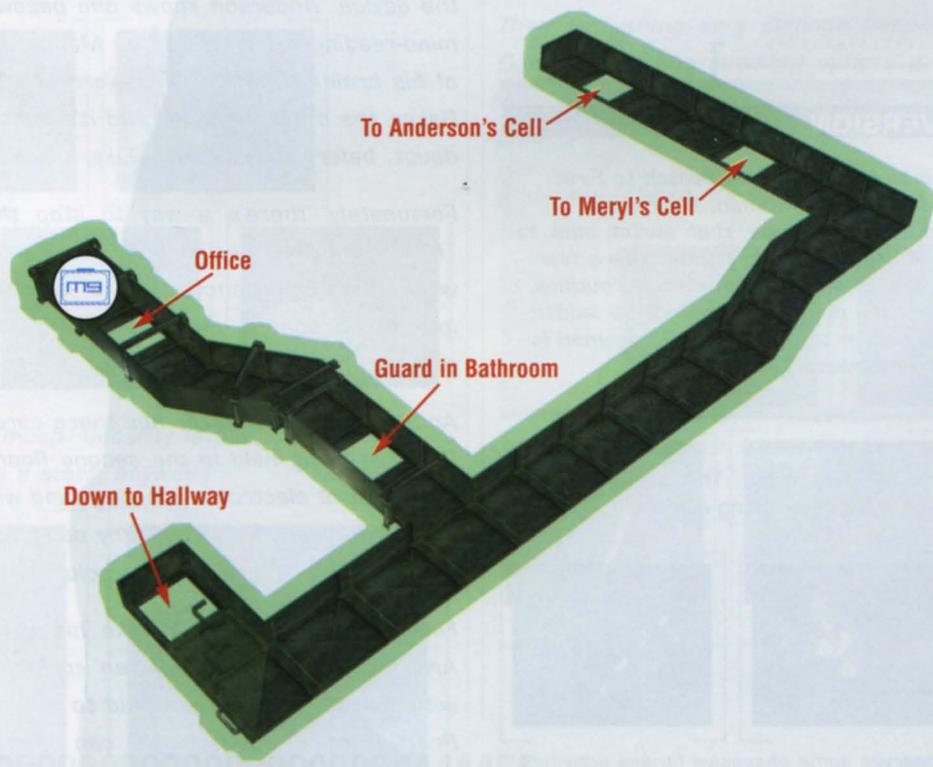


Don't miss the Rations box in the low duct.

Proceed around corner to ladder. Before you climb it, look down. See the duct opening near the floor? Crawl into the duct and follow it to the box of **RATIONS**. Beyond the Rations, the duct leads to a dead-end grate that looks into an office. Exit the duct and approach the ladder. Press your Action Button (default is the Y Button) to climb the ladder into the duct above.



Climb the ladder to enter the air duct system.



AREA 04:
HOLDING CELLS



0 1 5 1 9 3 7 1 0 0

0 1 4 7 8 7 3 7 0 5 0 1 1



Snake looks down at a latrine where a cold-stricken guard relieves himself. He complains about Alaska and makes mention of a female prisoner: "Boy oh boy. That woman is built, all right." We'll get a bird's eye view of that, soon enough.



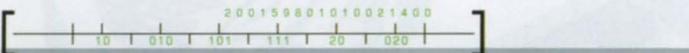
Snake listens to the sick guard whine about Alaska and remark on a well-built woman.

After the scene ends, continue down the duct over another grate. Press the Z Button for First Person View and examine the office below. Grab the **M9 AMMO** at the dead end, then turn around and retrace your route back to the intersection



The next grate overlooks an office, and some M9 ammo sits nearby.

Turn left and follow the duct to the grate overlooking the woman's cell. This triggers another brief cut scene in which Snake watches the woman crunching sit-up after sit-up.



A FUN LITTLE DIVERSION

After the scene, remain above the grate. Switch to First Person View and look down at the woman. Now she's stretching. Switch back to normal view, then switch back to First Person View and look down again. Repeat this a few more times to see a range of impressive exercise routines. For fun, crawl back down the duct and descend the ladder. Then climb back up and return to the grate. The woman is now working out in her underwear.

0 2 1 0 6 8

Continue down the duct to the next grate. This grate overlooks Donald Anderson's cell, and it triggers a long cut scene.



Snake observes some obsessive fitness activities.

MEET DONALD ANDERSON

Snake drops in and convinces Anderson that he's the good guy—"the pawn they sent in here to save your worthless butt." Anderson spills the beans about the Metal Gear Rex project, a huge joint project between DARPA and ArmsTech. And so it appears that, indeed, the terrorists do have a nuclear capability—one frightening to behold.

As the conversation continues, the gal next door listens in.



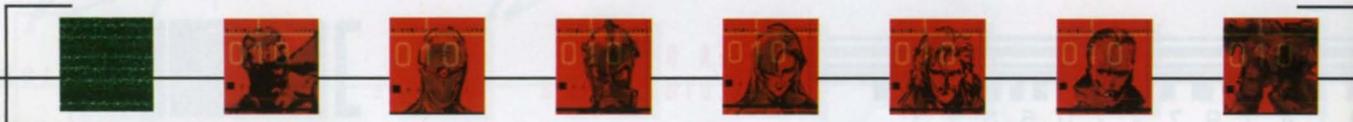
A brief intrusion by the guard nearly catches Snake, but his remarkable, genetic-enhanced abilities save him from detection. Anderson goes on to describe the failsafe methods used to prevent a rogue nuke launch. As the next-door woman continues to eavesdrop, the DARPA chief explains the PAL (Permission Action Link) safety control system.

First, one needs to input two separate passwords to launch the device. Anderson knows one password, and admits the mind-reading terrorist Psycho Mantis managed to pry it out of his brain. The other password is known only to Kenneth Baker, the other hostage. And it's only a matter of time, no doubt, before they extract Baker's password, too.

Fortunately, there's a way to stop the launch sequence. Three card keys designed by ArmsTech system developers work as an emergency override. By inserting the card keys into three special reader slots in Metal Gear Rex, you engage a safety lock.

Anderson believes Baker has these card keys. And he thinks Baker is being held in the second floor basement—an area with a lot of electronic jamming, and with several entrances cemented over. He says, "Why don't you look for the areas where the walls are different color?"

Finally, Anderson gives Snake his Level 1 PAN (Personal Area Network) ID card. When equipped, it works together with the body's electrical field to automatically open doors. Pretty slick, eh? Now Snake can open any Level 1 security door in the facility.





DONALD ANDERSON

As director of DARPA (Defense Advanced Research Projects Agency), Donald Anderson is an extremely important figure in the nation's military hierarchy. For some reason, he was visiting the Shadow Moses Island plant when the uprising occurred, and the terrorists took him hostage. Rescuing this man is one of your highest priorities early in the game.



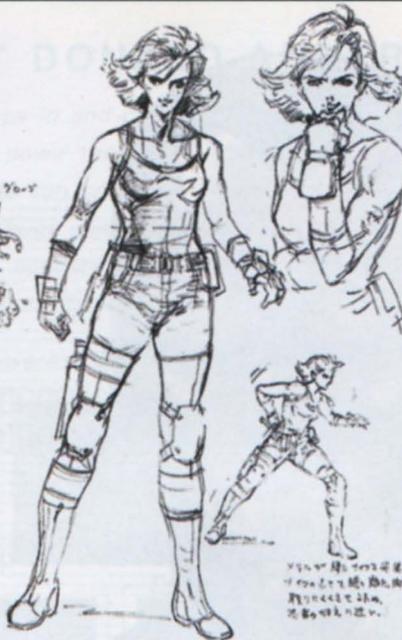
(Okay, maybe it's not much. Security levels go clear up to 7 in this facility. But it's a start, anyway.)



Then something very strange happens. Without warning, Donald Anderson suddenly suffers a series of violent convulsions. Snake can do nothing. The woman next door pounds on her door and yells for help.

Anderson falls to the floor, dead.





70-7
 70-7
 70-7
 70-7



01329500100214860187
 7873705011

MERYL SILVERBURGH

Sex: Female

Age: Late teens

Nationality: American

Height: 175cm

Codec Frequency: 140.15

Roy Campbell's niece is a tough, highly trained soldier but quite green (and quite sensitive about that fact). Assigned to Shadow Moses Island shortly before the insurrection, Meryl was captured by the terrorists and incarcerated in the facility's holding cells. After her escape, Meryl aids Solid Snake, providing him with important background information and security card clearance in the early going and some welcome companionship over the long haul.



MEET MERYL

Now control returns to you. Snake can't really do much, however. Note the sounds of a struggle outside the door, and watch the odd movements on your radar display. What's going on out there?

If you have room in inventory, crawl underneath the cot and grab the **RATIONS** box. (If you're following this walkthrough, however, your Rations quota is probably full.) After a moment, the cell door slides open. Step through the doorway to trigger another cut scene.



Sneak finds the guard on the floor, naked and incapacitated. He also finds an assault rifle in his back. The woman, now dressed in the guard's uniform, holds Snake at gunpoint. We can't see much of her face. But Snake sees something in her eyes—the "eyes of a rookie," he tells her.

Defensive but trembling, Meryl continues to threaten Snake, accusing him of killing the chief. In return, Snake gets the drop on her. The standoff is tense (and a bit amusing), but the situation suddenly explodes into wild combat when a trio of enemy guards bursts into the room.

FIGHT THE GUARDS

Here's your first real battle. This is a relatively easy fight, and you have backup in Meryl. The enemy comes in five waves, with three guards in each wave. The key is to keep firing, and be sure to scoop up dropped items (Ammo and Rations) between waves.



9 0 0 1 7 5 0 3 4
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

0 8 4 1 5

FIGHTING TIPS

Remember to keep your Rations equipped during a fight. If you do, Snake automatically consumes them when his Life Gauge drops to critical levels.

Monitor your gun's remaining ammo. When ammo runs low, execute a quick tactical reload by punching the R Button twice. Snake reloads swiftly with a full clip.



Shoot fast, scoop up loose items, and pick off guards one at a time. Meryl takes out the second wave by herself.

Meryl is frozen, so the first wave is your responsibility. Take them out one by one. Don't spread your shots around. It's more efficient to focus your fire on one enemy until he drops. Meryl takes out the second wave all by herself—and in grand style, we must say. This happens in a quick cut scene, so just watch and admire. After this, you're back in control.

The third and fourth waves are similar. Fire rapidly, and keep grabbing dropped items, especially **SOCOM AMMO**. Meryl helps you now (though not much). After the fourth wave goes down, hustle to either side of the doorway. The fifth enemy wave leads by tossing in fragmentation grenades! The farther away from the explosions you are, the less damage you take, obviously. Once the fifth wave subsides, the battle's over, and the final cut scene of this level begins.



Duck to either side of the doorway after you eliminate the fourth wave. The fifth and final bunch comes in tossing grenades.

Sneak and Meryl survey the carnage. Then, suddenly, she takes off running. When Snake tries to follow her to the elevator, a strange hallucination grips him.



Soldiering may be a noble calling, but nobody said it would be pretty.

AREA 04:
HOLDING CELLS



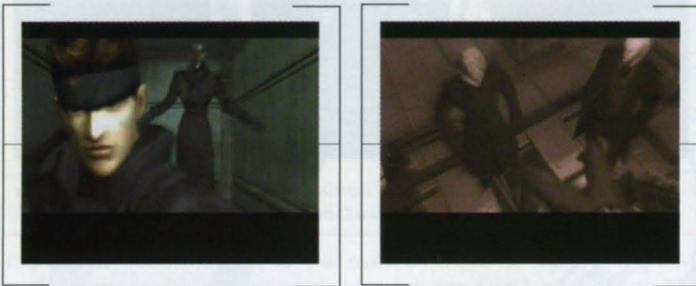
0 1 5 1 9 3 7 1 0 0



0 1 4 7 8 7 3 7 0 5 0 1 1

First, he sees Psycho Mantis hovering above Meryl, laughing and calling her a "good girl." Then he submerges into a vision of the terrorists gathered around a body. Liquid Snake, the leader, is angry about the death, and says, "Now we'll never get the detonation code." A gunslinger-like fellow, Revolver Ocelot, apologizes for his torturous zeal. The victim appears to be none other than Donald Anderson!

Then Psycho Mantis turns to Liquid Snake and says, "Boss, I have a good idea." End of vision. What's up with that?



Snake's odd visions are unsettling, to say the least...



...and then Meryl sends him scurrying for cover!

Snake tries to prevent Meryl's exit, but she fires a sustained, circling burst from her assault rifle to chase him into a doorway. Then she backs into the elevator, destination unknown. Psycho Mantis continues to haunt Snake's vision. Wow.

It's time to do a little looting, don't you think?

Now that you have the Level 1 Card, go through the Level 1 door into the holding cell area. Get the **RATIONS** box from under the cot in Anderson's cell (if you haven't already). Step into the office area and enter the latrine to find a **BOOK** (described in inventory as a "publication with adult-oriented material") and a box of **M9 AMMO**.



In the office, open the cabinet down in the lower left corner of the room (approach and press the Y Button) to find the box of **SOCOM AMMO**. Exit the holding cell area and return to the elevator. Use the elevator panel to call the elevator. Enter and face the inside panel, then highlight "B2" and press the A Button to ride down.



Gather the stuff in the office and latrine, and then return to the elevator.



And now down to B2, the basement's second floor, to search for Kenneth Baker.

[AREA 05] 0151937100 Armory North

OBJECTIVES

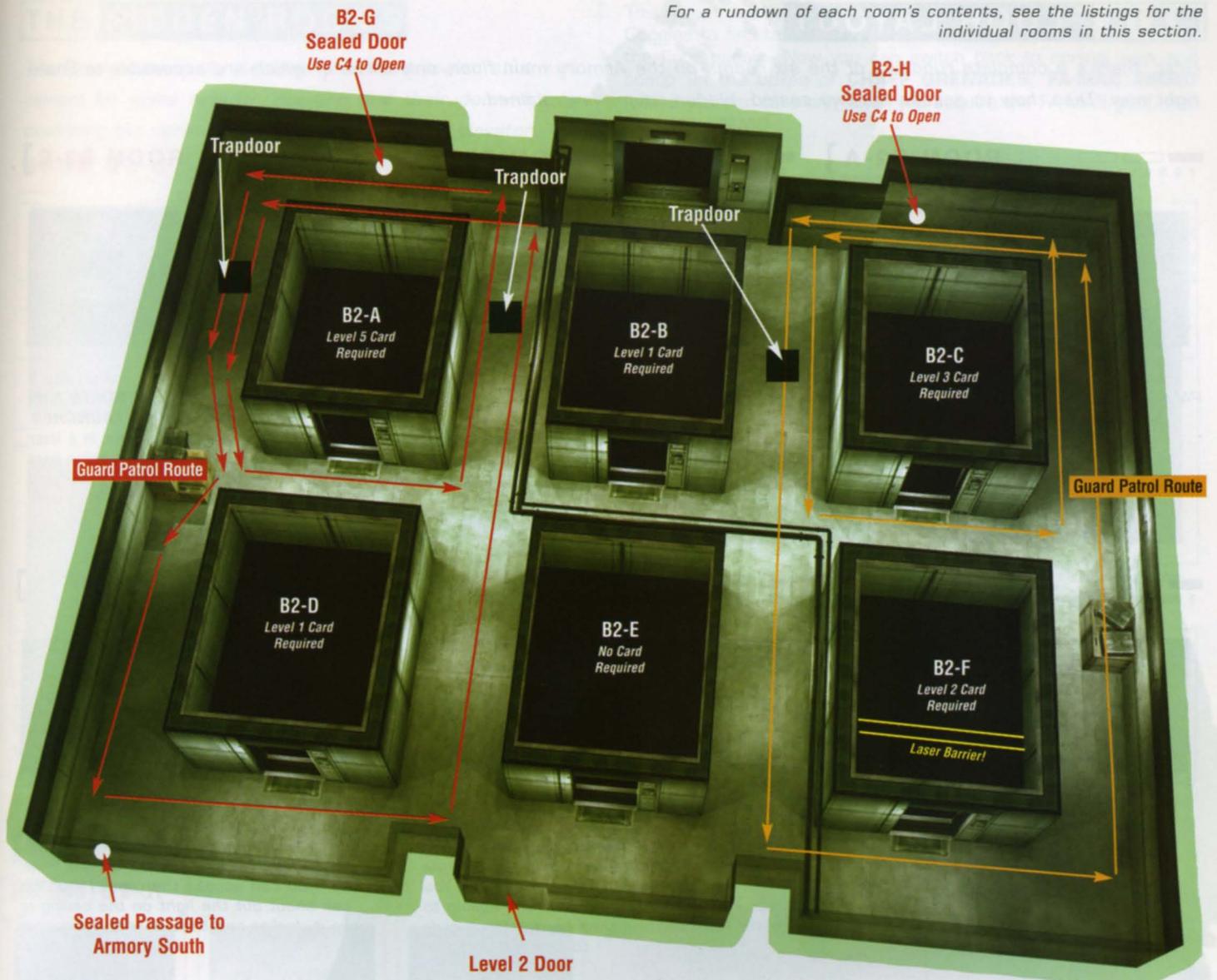
- Explore the area to gather supplies and ammo.
- Find and open the two sealed, hidden rooms.
- Find and open the sealed passage to the secret hallway.

ITEMS AVAILABLE

	■■■■ Socom Ammo	■■		■■■■ M9 Ammo	■■
	■■■■ Grenades	■■		■■■■ Chaff Grenades	■■
	■■■■ Stun Grenades	■■		■■■■ C4 Explosive	■■



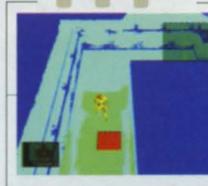
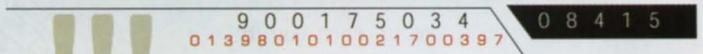
For a rundown of each room's contents, see the listings for the individual rooms in this section.



MISSION DETAILS

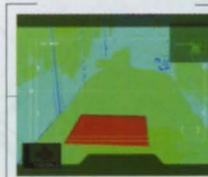
Eight storage rooms form a grid on the main floor of the Armory. This area provides a breather—no guards!—and lets you stock up on supplies. A few traps do exist, however, so be wary. Equip your Thermal Goggles when traversing the armory corridors; use them for a quick scan of every new room you enter, too.

When you find a trapdoor: run over one of its corners. This knocks out its floor panels, revealing the hole without sending you downward to your doom. After all trapdoors are tripped open, you can remove the Thermal Goggles and see the holes in normal view.



Your Thermal Goggles visualize heat source distribution—that is, they let you “see” temperature differences. Thus you can spot things normally hidden, such as laser barriers, trap doors, and Claymore Mines.

Goggles also provide good night vision because they illuminate warm, living bodies moving in the cold darkness of Alaska.



Two views of the same Armory corridor—one with Thermal Goggles, one without—illustrate the value of goggle-view. That red square, invisible in normal view, is a lethal trap door.



**AREA 05:
ARMORY NORTH**

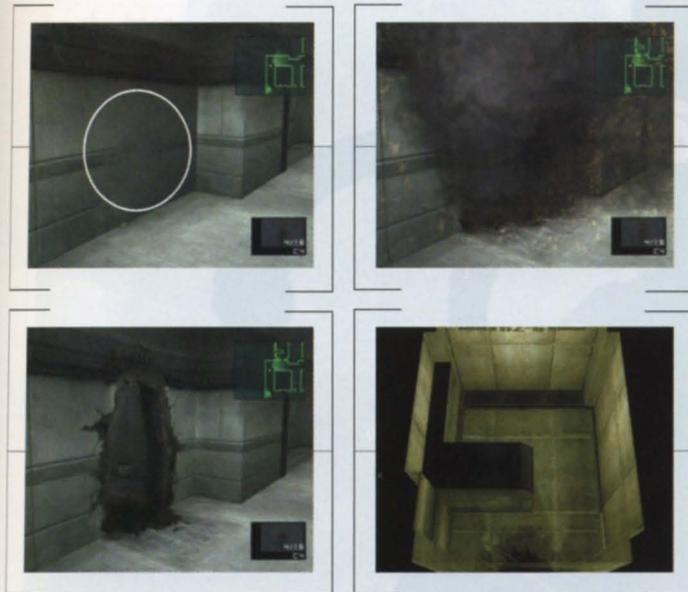


0151937100
39

THE HIDDEN ROOMS

Two storerooms in the Armory have been sealed shut with cement for some reason. You can find their doorways by examining the north wall on either side of the elevator.

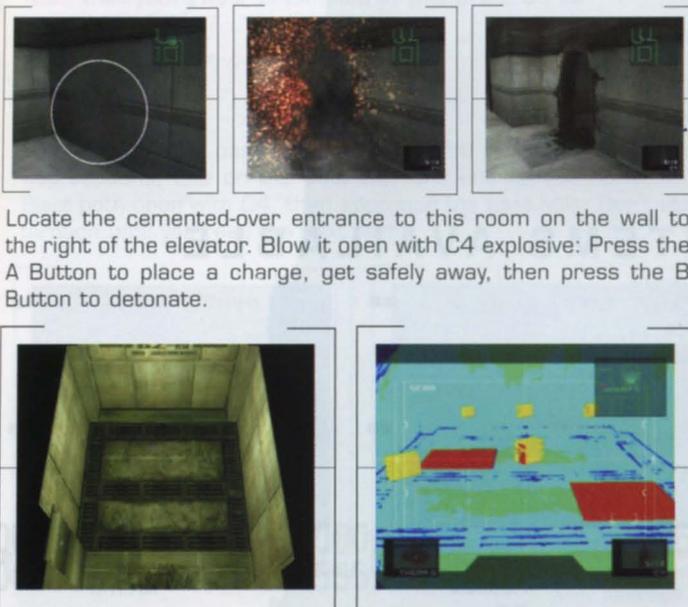
ROOM B2-G



Find the cemented-over entrance to this room on the wall to the left of the elevator. Then blow it open with C4 explosive: Approach the cement area and press the A Button to place a charge, get safely away, and then press the B Button to detonate.

The room itself holds a jackpot of ammunition—boxes of **SOCOM AMMO**, **FA-MAS AMMO** (need the rifle first), **M9 AMMO**, **STUN GRENADES**, and **C4**.

ROOM B2-H



Locate the cemented-over entrance to this room on the wall to the right of the elevator. Blow it open with C4 explosive: Press the A Button to place a charge, get safely away, then press the B Button to detonate.

This room features a pair of trapdoors. Equip your Thermal Goggles to find the traps and then walk quickly over them to trip the floor panels. Now you can switch back to normal view and scoop up the boxes of **CHAFF GRENADES**, **FA-MAS AMMO** (which you can take only after you acquire the FA-MAS gun), and **SOCOM AMMO**.

THE HIDDEN PASSAGE

After you loot your fill of armaments, head down to the southwest corner of the Armory and find another unpainted area recently covered over with cement. Blast it open with a C4 charge. Go through the hole to enter the Armory South area.



Blast open this wall section in the southwest corner of the Armory to reach the Armory South area.



AREA 05:
ARMORY NORTH

0151937100

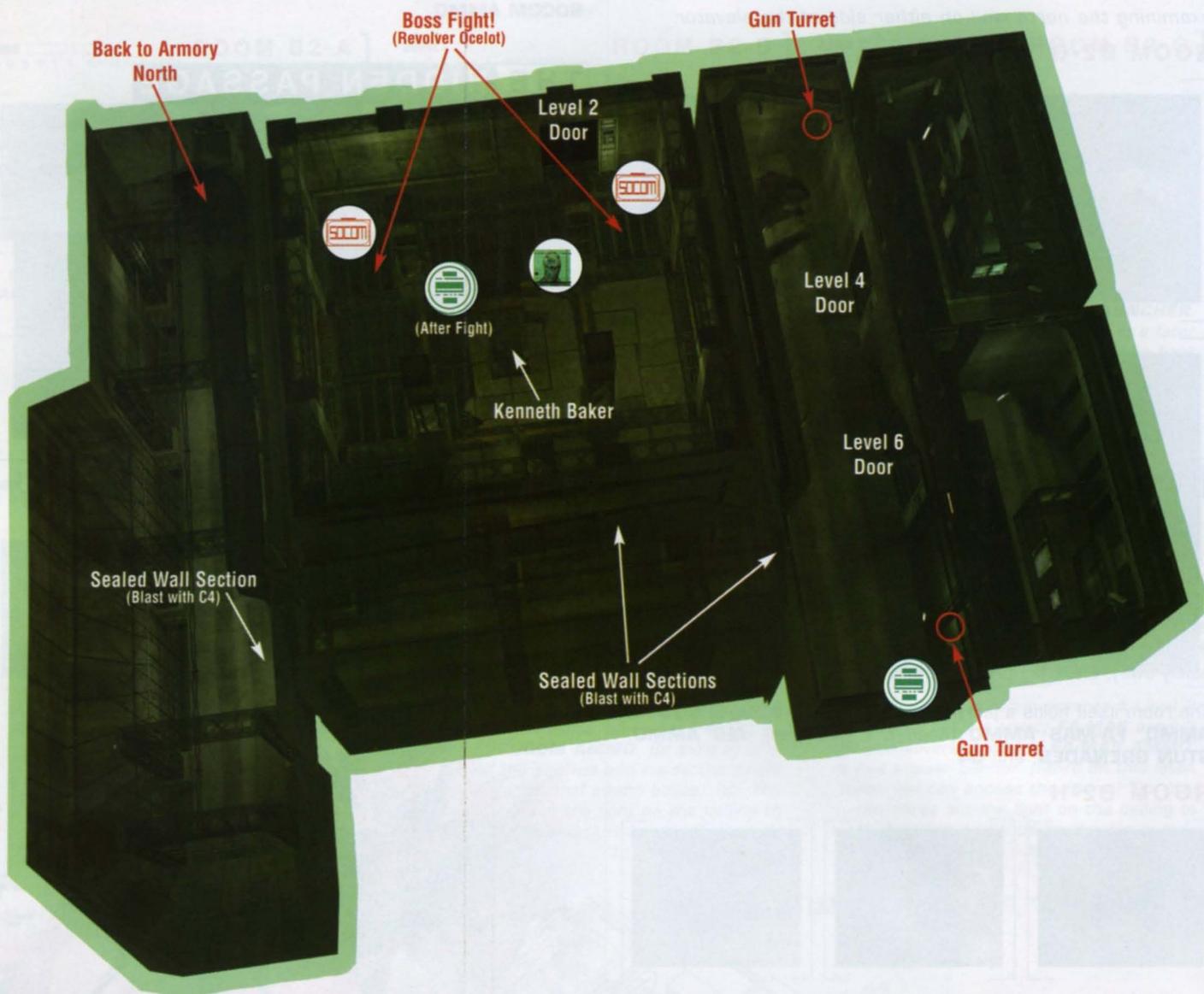
42

0 1 4 7 8 7 3 7 0 5 0 1 1

[AREA 06:]  **Armory South**

0151937100

THE HIDDEN ROOMS

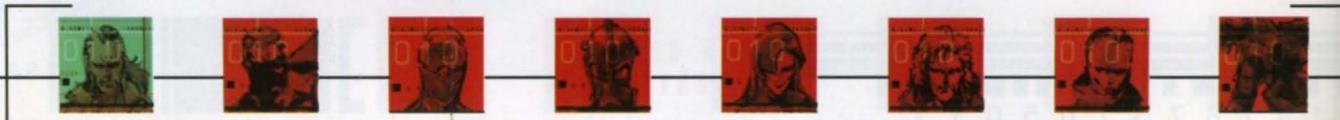


OBJECTIVES

- Explore the area to gather supplies and ammo.
- Find and open two sealed, hidden corridors.
- Find and open the sealed passage to the location of hostage Kenneth Baker.
- Defeat Revolver Ocelot.
- Obtain a Level 2 PAN security card and use it in the Armory.

ITEMS AVAILABLE

	■■■■ Rations	■■		■■■■ M9 Ammo	■■
	■■■■ SocOM Ammo	■■		■■■■ Level 2 PAN Security Card	■■
	■■■■ FA-MAS Assault Rifle	■■		■■■■ FA-MAS Ammo	■■
	■■■■ Cardboard Box	■■			



MISSION DETAILS

This sealed-off part of the Armory features your first major boss battle. Some of the security doors here can't be opened yet—essentially, the area is just a passage to the boss at first, with one side trip for a single item. If you survive the boss fight, you gain a Level 2 security card providing access to other areas.



9 0 0 1 7 5 0 3 4 0 8 4 1 5
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

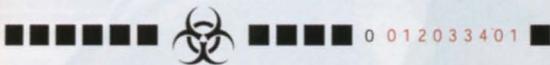
This is C4 territory, man. Find the cement-covered holes and blast them open!



Move from the entry hole down the corridor and blast open the cement-covered section.

FIRST CORRIDOR

From the hole you just blasted, follow the corridor to the end and find the cement-covered section on the east wall. Use C4 to blast a hole—again, equip the C4 and press the A Button to place it, then press the B Button to detonate.



Note that your radar is jammed in this area. So be especially vigilant!

0 0 1 1 0 0 1 0 0 6 7

Go east along the passage to the end. You find two more sealed wall sections, one on the east wall and one on the north wall. Blast both open with C4, then approach the east hole. Don't step through until you read the next step.

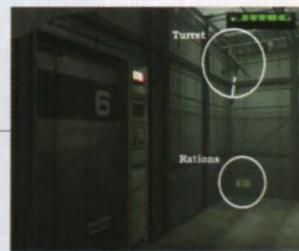


Blast these two wall sections (outlined) at the end of the first passage.

SECOND CORRIDOR: GUN TURRETS!

Careful! A new type of danger—a pair of swiveling, automated gun turrets—menaces the next corridor. These auto-guns open fire if they spot you. The first turret overlooks the hole you just blasted, so take the following steps.

Move east through the hole and immediately take a few steps north up the next corridor to get out of the first turret's visual range. Don't go too far though! A second gun turret is just up the hall in the upper right corner.



The sealed passage features a pair of gun turrets and high-level security doors, plus that nice box of Rations in the corner.

Take a moment to look around. Note the two security doors on the far wall. One is a Level 4, the other a Level 6. You won't be accessing these anytime soon. Note also the **RATIONS** box underneath the first camera. If you have room in inventory for Rations, wait until the first turret swivels away, then run underneath it to nab the box. Exit back through the hole. Get ready for a gunfight. Proceed through the north hole.

BOSS REVOLVER OCELOT

You enter a room with five struts. Kenneth Baker, president of ArmsTech, stands bound to a center strut. The central area is rigged up C4 explosives attached to a web of tripwires. Revolver Ocelot waits for you. He looks good, doesn't he? All that gun-twirling is pretty cool. Too bad he's a twisted fiend.



Baker is trussed to the strut and strung with C4, while Revolver Ocelot struts his stuff, ready for a gunfight.

CONTINUED

AREA 08:
ARMORY SOUTH

0151937100

43

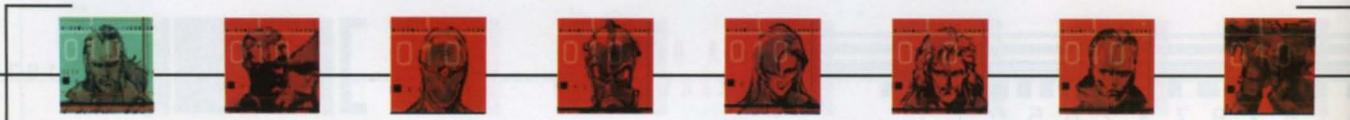
0 1 4 7 8 7 3 7 0 5 0 1 1

METAL GEAR



REVOLVER OCELOT

As his name suggests, Revolver Ocelot is a master of close-range gunplay, particularly with his vintage Colt six-shooter. Ocelot's delight in sadistic torture makes him an excellent interrogator as well. First Person View works best in your duel with Ocelot. Trade shots with him using your Socom, and keep moving!



9 0 0 1 7 5 0 3 4 0 8 4 1 5
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

Revolver Ocelot's gun is a six-shooter. After he fires six bullets, he must reload. You can use this pause to reload yourself if you're low on ammo, or to adjust to a slightly better firing angle.

Your First Person View and your Socom's laser pointer give you a distinct advantage in this fight, if you take advantage of them. Once the gunfight starts, be sure your Rations and Socom are both equipped. Hurry left (west) to the corner, then move north just past the strut. (See the screenshot on this page for the spot.)



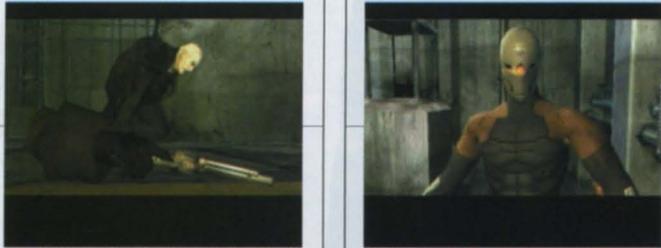
Run to the spot shown here and switch to First Person View. Then put the laser pointer on the spot (circled) just left of the far strut. Every time Ocelot pops out, nail him!

9 0 0 1 7 5 0 3 4 0 8 4 1 5
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

Shoot the pipes on the walls! This forces Ocelot to pause a moment at the steam jets from the bullet holes.

Switch to First Person View, hold down the A Button to raise the Socom pistol, and swivel right until you target the strut in the opposite corner. Aim the laser pointer slightly to the left of the far strut. Revolver Ocelot starts shooting at you from that spot. Leave your aim on that spot and return fire. Ocelot retreats behind his strut to reload, but he always reappears in the same place. Keep shooting!

You'll take some damage because you're immobile in First Person View and Ocelot is a good shot. But if you have at least two Rations in inventory (and you should have four or five at this point), you can outlast your foe in this battle of attrition.



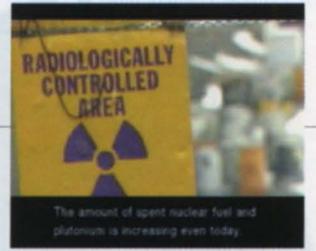
Something invisible slices off Ocelot's gun hand! Then the perpetrator appears—some sort of space-age ninja warrior!

Watch Revolver Ocelot's health gauge drop. When it hits zero, another cut scene begins. As Ocelot prepares to fire again, an invisible entity slices off his shooting hand. Now that's gotta hurt. A ninja-like warrior armed with a katana blade and a stealth unit suddenly appears. Ocelot issues a few lame threats and disappears. After engaging Snake in an amazingly cool cinematic fight, the ninja disappears, too.

END BOSS FIGHT

KENNETH BAKER

Now listen carefully to Snake's long conversation with Kenneth Baker. Baker admits he gave out his password under torture, so it seems the terrorists have both codes now, giving them the ability to launch a nuke at any time.



Snake learns more about the perils of nuclear proliferation in the modern world and the Metal Gear Rex project. Baker reveals its black project status, and he suggests you seek Hal Emmerich, the team leader of the project. "Emmerich knows how to destroy Metal Gear," says Baker. He's probably being held somewhere in the Nuclear Warheads Storage Building. But Baker says Psycho Mantis couldn't read his mind because of surgical implants in his brain. He claims Donald Anderson had these implants too. So, how did Psycho Mantis read the DARPA Chief's mind? It's a mystery.

As for the emergency override card keys: Baker gave them to "that woman," Meryl. She has a Codec, and Baker points out that her contact frequency is "on the back of the package." You can find it on the back of your Metal Gear Solid: The Twin Snakes package. Or you can read this sentence and learn that her Codec frequency is 140.15.



Then Baker hands over two items—a Level 2 PAN card and an optical disk with all of the test data from what he calls “this exercise.” He describes the mysterious stealth-ninja as “FOX-HOUND’s dark little secret...an experimental genome soldier” and suggests you ask Dr. Naomi Hunter more about him. A moment later Baker suffers the same kind of attack that afflicted Donald Anderson—a violent, wracking seizure that ends in death. His final, shuddering words are: “So they...they actually went and did it!”

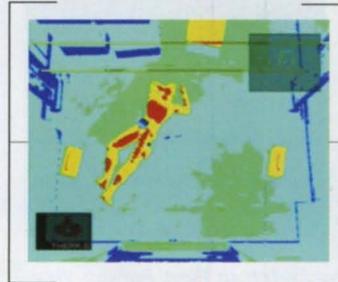
What the heck?

Snake tries to get an explanation from his support team, but both Campbell and Naomi Hunter have no answers—at least none they’re willing to share yet. Campbell orders you to get in contact with Meryl.

BACK TO ARMORY NORTH

Head north through the Level 2 security door. It leads back into the main area of the Armory. But now two guards are patrolling its corridors! (Check the map at the beginning of this section to see their patrol routes.) With your Level 2 card you can open the security door to Room B2-F (the southeast room of the Armory North area). Enter but don’t step across the room yet!

Equip your Thermal Goggles. See the lasers? Crawl underneath them. Grab the **FA-MAS** assault rifle and **FA-MAS AMMO**. Pick up the **CARDBOARD BOX** too. From the safety of Room B2-F, bring up your Codec screen and tune to Meryl’s frequency (140.15).



Add the FA-MAS from the southeast room of the Armory. But watch out for the laser trap! Crawl underneath the beams to reach the goods.

KENNETH BAKER

President of massive ArmsTech Inc., one of the largest arms dealers in the military-industrial complex, Kenneth Baker is another hostage held by Liquid Snake and his henchmen somewhere in the nuclear disposal plant. Snake eventually learns that Baker holds the key to deactivating the nuclear launch codes of the monstrous walking battle tank known as Metal Gear Rex.



32950010021486018
873705011



Snake and Meryl finally reveal their identities to one another. Meryl explains that this facility is owned and operated by a dummy corporation of ArmsTech—a civilian base for the development of Metal Gear. Meryl confirms that Dr. Emmerich's lab is in the 2nd-floor basement of the Nuclear Warhead Storage Building to the north.



Meryl and Snake finally "meet" and make plans. (Her Codec frequency is 140.15.)

Meryl adds that in order to go north, Snake must get through a big Level 5 cargo door back up on the first floor of this building—in the Tank Hangar. She has a Level 5 card to open it for you. Once the door is open, Meryl will contact you.

It's time for some backtracking.

BACK TO THE TANK HANGAR

When the area outside the door is clear, step out of the room and move north up the rightmost aisle. Keep an eye on your radar and avoid the guard circling this half of the Armory. If you want, duck through the hole you blasted into the northeast room, B2-H. Watch out for the two trapdoors! Snatch up the **FA-MAS AMMO** you find here, and then exit if no guard is nearby.



Avoid the two patrolling guards and return to the Armory's elevator door. Ride up to the top floor—that is, Floor 1, the Tank Hangar.

Return to the elevator on the north end of the Armory. Press the call button and keep an eye on your radar while you wait for the lift to arrive. When the elevator arrives, enter and turn to face the floor buttons. Select "1" to ride back up to the Tank Hangar.

VULCAN RAVEN MAKES AN APPEARANCE

[AREA 07:]  0151937100

Tank Hangar Revisited

OBJECTIVES

- Explore the three newly-accessible rooms and gather items.
- Exit to the north via the cargo door (after Meryl opens it for you).

ITEMS AVAILABLE

	■■■■ Mine Detector	■■		■■■■ Socom Suppressor	■■
	■■■■ Chaff Grenades	■■		■■■■ Stun Grenades	■■
	■■■■ Rations	■■		■■■■ M9 Ammo	■■
	■■■■ Socom Ammo	■■			

MISSION DETAILS

One of the tanks has left the hangar. One guard patrols around the remaining tank, and a second patrols part of the catwalk above.

Meryl soon calls with the news that she unlocked the cargo door for you. (You'll see a brief cut scene of the door opening after her transmission.) She's back into her disguise, the guard uniform. She also explains that the cargo door is like an airlock, equipped with infrared sensors. She'll meet you at the Nuclear Warhead Storage Building.



Here's the call you're waiting for—Meryl opens the hangar door. Note her warning about the infrared sensors.

Watch the guard's pattern. He dozes off with his back to you for a while, then jolts awake and turns around to scan the room. As soon as the guard faces away from you to doze again, stand and press the Y Button to climb the crate and nab the **CHAFF GRENADES**. Time your next move with another doze. When the guard turns away again, rush over to grab the **SOCOM SUPPRESSOR** and quickly duck back behind cover. Exit the room when the guard is dozing again.

9 0 0 1 7 5 0 3 4 0 8 4 1 5
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7



Grab the *Socom Suppressor* when the guard turns his back to you and dozes.

You can find *M9 Ammo* in the south-east corner and *Socom Ammo* in the northwest corner of the hangar's central area, behind the stairs.

UP THE STAIRS

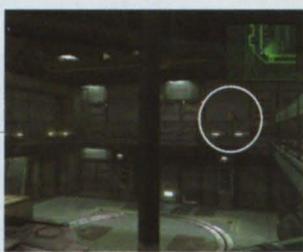
Two more rooms are accessible now that you have the PAN ID cards in your inventory. But both are upstairs, off the catwalk. So your next goal is to climb the stairway on the west side of the hangar. Cross the hangar, hugging the north wall to keep from being spotted by the guard up on the catwalk. Monitor your radar to make sure the guard pacing around the tank doesn't see you, either. If the catwalk guard *does* spot you, however, don't panic. Just head for the big wooden crate and use it as cover, moving around it if necessary to hide from both guards. (It's pretty easy to keep yourself hidden.)

Note that the tank guard has a much more complicated patrol route now. In fact, he actually stops and looks up the stairway! So you can't just crawl up the stairs and wait for him to pass.



The guard (circled) patrolling around the tank now stops to look up the stairs when he passes them.

When the tank guard moves away from the stairs, hustle halfway up the stairway, drop to a crawl, and creep a little further up the stairs. As soon as the camera at the top swivels away to the right, run up to the next doorway, a Level 1 room. Enter and grab the box of **CHAFF GRENADES**. Exit the Level 1 room and crawl about halfway around the catwalk. Switch to First Person View and watch the guard pace on the far end of the catwalk.



Watch the catwalk guard, timing your approach as he paces away to the left.

Arm yourself with the *Socom*, and then equip the *Socom Suppressor*. (This permanently affixes the silencer to the gun.) When the catwalk-guard turns and heads back toward the corner, creep around behind him. Here you can nail the catwalk-guard from behind with two or three silenced *Socom* shots. Or if you're trying for a no-kill game, zap him with a few *M9* tranquilizer bullets. Or better yet, just wait until he marches around the corner to the left, and then slip behind him into the Level 2 room without being seen.



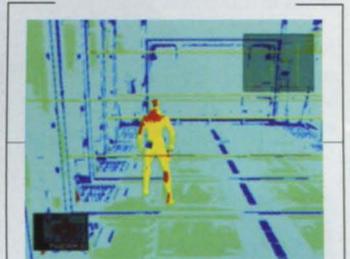
Here's the layout of the Level 2 room off the catwalk.



Don't miss this *Mine Detector*! It can come in very handy in the next area.

Grab the **MINE DETECTOR** in the corner, the **RATIONS** box under the desk, and the box of **STUN GRENADES** in the middle of the three lockers. If the catwalk-guard is still alive, wait until he passes and turns the corner, then exit and move down the catwalk. Drop to crawl once you reach the first curve. (If you get spotted, however, run around the catwalk, duck into the Level 1 room, and hide behind crates.) Now time your run back past the camera, down the stairs, and over to the open cargo door.

Remember what Meryl told you. Infrared beams crisscross the cargo door exit corridor. (She'll call via Codec and remind you.) If you touch one, the passage seals shut and fills with poison gas. Let's try to avoid that unpleasant little circumstance.



The grooves in the cargo exit floor indicate the location of infrared beams shooting horizontally across the corridor. Equip your goggles to see the beams, and then move past them one by one.

Equip your *Thermal Goggles*. Aha! There they are—infrared beams. The beams remain horizontal as they move up and down on tracks aligned with the grooves in the floor. Step carefully over the floor grooves one at a time, waiting for each groove's infrared beam to rise all the way up before you step past it. Take your time. There's no rush. Neither of the guards can see you in here. When you reach the end of the corridor, the exit door automatically opens and Snake steps out into the next area, the Canyon.



9 0 0 1 7 5 0 3 4
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

0 8 4 1 5

Alternate tactic: In the cargo exit corridor, spot the small glowing boxes by the floor along the left wall—one box at the base of each laser slot. Each box is the power source for the laser beam in that slot. Switch to First Person View and shoot out the boxes one by one to deactivate the lasers.



When you get past the beams, the far door opens automatically to the canyon beyond. And look what lies in wait for you. Fun!

[AREA 08:]

0151937100

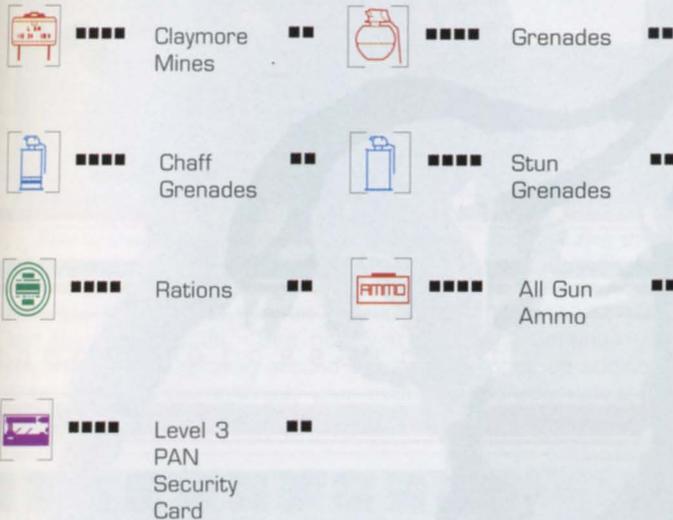
The Canyon



OBJECTIVES

- Sweep the canyon of Claymore Mines.
- Use mines and grenades to defeat Vulcan Raven's tank and obtain a Level 3 PAN security card.
- Cross the canyon to the Nuclear Storage Facility.

ITEMS AVAILABLE



MISSION DETAILS

The snowy canyon is deceptively peaceful as Snake steps forward from the heavy security doors. The fact is that your presence is expected, and traps of all sizes lie just ahead.



Snake gets a tip from Deep Throat about a minefield and a tank. Use your Mine Detector to find Claymores on radar, and then crawl over the mines to collect them.

CLEAR THE CLAYMORES

Take a few steps forward into the snow. Snake gets a Codec message from a mysterious voice who identifies himself as "Deep Throat." The caller warns of Claymore Mines, and tells Snake to use his Mine Detector. Deep Throat also warns Snake of a tank in the canyon ahead, waiting in ambush. When Snake asks who Deep Throat is, he answers, "One of your fans."

Equip either your Mine Detector or your Thermal Goggles. Either device works. Claymore Mines are fitted with proximity triggers. If anyone steps within the mine's sensor range, the device senses the motion and detonates. The Mine Detector reveals all mines on your radar, displaying each mine's sensor range as a yellow, cone-shaped area emanating from the mine.

You can move *underneath* a Claymore Mine's activation field, however. Just hit the X Button to drop to the ground, then crawl over the mine. Not only does Snake avoid triggering the explosive this way, but he also collects the Claymore and stashes it in inventory. Mines will prove useful against the tank.

The Thermal Goggles reveal the heat signature of the mines in the main view-screen. But you don't get any indication of the mines on radar. Again, if you crawl, you don't have to worry about triggering detonations. Crawl over and collect the **CLAYMORE MINES** and other items in the area. Proceed ahead into the snowfield.

BOSS VULCAN RAVEN'S TANK

Sure enough, a massive M1 tank rolls down the canyon. And the tank commander is another one of Liquid Snake's FOX-HOUND renegades, a powerful Inuit shaman named Vulcan Raven. He fires an opening salvo and drops into the vehicle to drive. Up top, a genome soldier takes over the machinegun.



Vulcan Raven is spoiling for a fight. Give it to him.

This can be a very difficult fight if you don't use the proper anti-tank tactics. Here's what to do: Sprint immediately to the right side of the canyon, where the rock wall shields you from the tank's bombardment. Equip your Rations and your Claymore Mines. Wait until right after the tank fires a shot, then sprint toward the tank.

First and foremost, *get in close and stay close to the tank!* When Snake stays close, the tank cannot fire its cannon. Don't try to run away across the canyon. You can't hurt the tank from afar, and Vulcan Raven is very accurate with the tank's big gun—you take splash damage from nearby hits, and direct hits knock you silly.



Stay close to the tank to neutralize its big cannon. Plant Claymores in its path to shatter its tread and immobilize it. Hide in the trench when necessary.

When you get in close, the machine-gunner atop the tank takes over, spraying you with 50 caliber bullets. These hurt, but not as much as Vulcan Raven's cannonades. Plus the gunner is far less accurate. So if you keep moving, you can dodge a lot of hits.

Use the Claymores to immobilize the tank! Equip the mines, run up to the tank, and pop the A Button to place them. Your job is quite a bit easier if you can disable the M1's treads, causing it to stop in its tracks. The tank's guns can still fire, but the vehicle is now a sitting duck for your grenade attacks. Speaking of which...

CONTINUED

AREA 08:
THE CANYON



0151937100

51



VULCAN RAVEN

This Inuit giant is a powerful shaman with the strength of a Kodiak bear. His communion with ravens and other natural phenomenon gives him great depth and makes him a formidable enemy. Vulcan Raven is powerful enough to sling a massive machinegun as if it were a pistol! A good way to wear him down is to lure him over a trail of Claymore Mines.



Toss grenades! This is the only way to win. With your Hand Grenades equipped, get in as close as you can and hold down the A Button to pull the pin. Then rotate Snake directly toward the tank's turret, where the gunner sits, and release the A Button. Snake's tosses are very accurate, and you can plunk grenades right into the gunner's lap, literally.

Use the trench for cover! Note the partially covered trench running across the canyon. When the battle gets hairy, just hop into one of its openings and press the X Button to drop down. The tank can't hit Snake in here. Crawl down the trench to find boxes of supplies stashed in here, too.



Toss Grenades up at the tank gunner's nest. You can zing them right into his lap!

After you KO the first gunner, a second gunner hops into place and taunts you a bit: "See how you like this!" Continue your grenade attacks, running around the area to scoop up additional Grenade boxes to replenish your supply. Once you defeat the second gunner, you've won the battle.



Here's a great moment...

Watch the cinematic to see Snake finish off the tank, pluck a **LEVEL 3 PAN SECURITY CARD** from the fallen gunner, and move on to the Nuclear Weapons Storage Building. Vulcan Raven survives, but with a healthy dose of respect for his warrior foe.



After the victory, the tank's last gunner emerges from his hellhole to provide Snake with a thoughtful gift[me] a Level 3 card.

END BOSS FIGHT

DUEL WITH THE CYBORG NINJA

[AREA 09:] 0151937100

Nuke Building (Floor 1F)

OBJECTIVES

- Cross the nuclear weapons garage to the elevator on the upper walkway.
- Ride the elevator down to level B1.

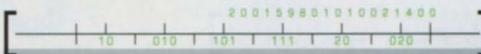
ITEMS AVAILABLE

	■■■■	Chaff Grenades	■■		■■■■	FA-MAS Ammo	■■
	■■■■	Rations	■■		■■■■	Socomb Ammo	■■
	■■■■	Grenades	■■		■■■■	M9 Ammo	■■

MISSION DETAILS

This area requires basic stealth. From a starting position just outside the heavy blast door, Snake must sneak undetected to the elevator entrance on the room's upper walkway. Weapons are disabled here, and for good reason...this garage is stacked with dismantled nuclear warheads!

Two sets of stairs lead up to the catwalk, so you have a choice of two routes, which are cleverly named: **The Left Route** and **The Right Route**.



If caught, your chances of escape are not good. An intruder alert not only attracts guards, but also completely seals the room, which then floods with poison gas. Good luck!

SNAKE LEARNS THAT NAOMI HUNTER PROGRAMMED HIS NANOMACHINES SO THAT HE CANNOT USE WEAPONS IN THIS ROOM. RELY ON STEALTH AND/OR BARE HANDS TO GET THE JOB DONE.



0 2 1 0 6 8

AREA 09:
NUKE BUILDING (FLOOR 1F)

0151937100

53

0 1 4 7 8 7 3 7 0 5 0 1 1



We're told the right route (with its two security cameras) is designed to be slightly harder than the left one. But frankly, we had better first-time luck going right than left when putting together our walkthrough, so we make no definitive recommendation.

0 2 1 0 6 8

ENTRY CORRIDOR

From your start position, veer left up the short ramp and follow the catwalk to its end. Grab the **RATIONS**. You probably need some replenishing after that tank battle. You can look through the window in First Person View and study the layout and patrol patterns in the garage:

Two sets of stairs ascend to the upper walkway. Three guards patrol the room, two down on the floor and one up on the catwalk. One floor guard circles the truck near the right-hand stairs; his patrol includes occasional peeks into the truck bed and/or up the stairs. The other floor guard marches in a wide route around the room, cutting a neat rectangle around stacks of warheads and a pair of large missiles near the left-hand stairs.





NASTASHA ROMANENKO

Sex: Female

Age: 30's

Nationality: Ukraine

Codec Frequency: 141.52

Check with Nastasha from time to time to pick up advice on weapons. A freelance military analyst familiar with both conventional arms and nuclear technology, Ms. Romanenko can give Snake the skinny on almost anything in the game that shoots or explodes.

AREA 09:
NUKE BUILDING (FLOOR 1F)

0151937100

SS

0 1 4 7 8 7 3 7 0 5 0 1 1

Now focus on the upstairs camera. After it swivels away to the left, run under it. As it swivels back to the right, hustle to the stacked crates on the walkway and duck behind them. Whew! Safe!



Once you make it up the stairs and past the camera, hide behind the crates until the upstairs guard reaches you and then turns away. Follow him closely to the elevator!

Now wait until the upstairs guard approaches the crates. He comes close to seeing you, but stops just in time, then turns around and heads back. Follow closely but carefully. At the elevator panel, call the elevator twice. (This speeds its arrival.) Then hustle inside and face the floor button panel. Select floor B1.

THE LEFT ROUTE

In theory, this is the easier route—no cameras to contend with, and only two of the guards come into play. But it calls for a long run across open space, so don't get lazy.

From your position under the blast door, wait until the guard passes right in front of you and turns toward the truck across the room. Crawl out and head left, sticking close to the wall. When you reach the lower left corner of the room, you can loot the two lockers. One holds a box of **GRENADES**, the other a box of **M9 AMMO**. Then step inside the one of the lockers.



The left route takes you around the missile warheads past two guards up to the elevator, seen here just below the radar screen.



Loot the lockers in the corner, then step inside the right-hand one (where the Grenades were stashed) and watch for the guard to pass again before you step out and head for the stairs.



9 0 0 1 7 5 0 3 4 0 8 4 1 5
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

If you like to thoroughly scour each room you visit, note that a box of **CHAFF GRENADES** sits in the upper left corner of the room.

Wait inside the locker, looking out the slats, until you see the circling guard pass and walk away from you. Step out of the locker, turn to face the stairs, and quickly switch to First Person View. Locate the upstairs guard. If he's moving away (left to right), hustle up the stairs and go straight to the elevator panel. Hurry! Call the elevator twice, then step inside and face the floor button panel. Select B1 and ride down.



Step out of the locker and switch to First Person View for a quick check of path upstairs to the elevator.



When you finally reach the elevator, select the B1 floor button and ride down.

AREA 09:
NUKE BUILDING (FLOOR 1F)



0151937100

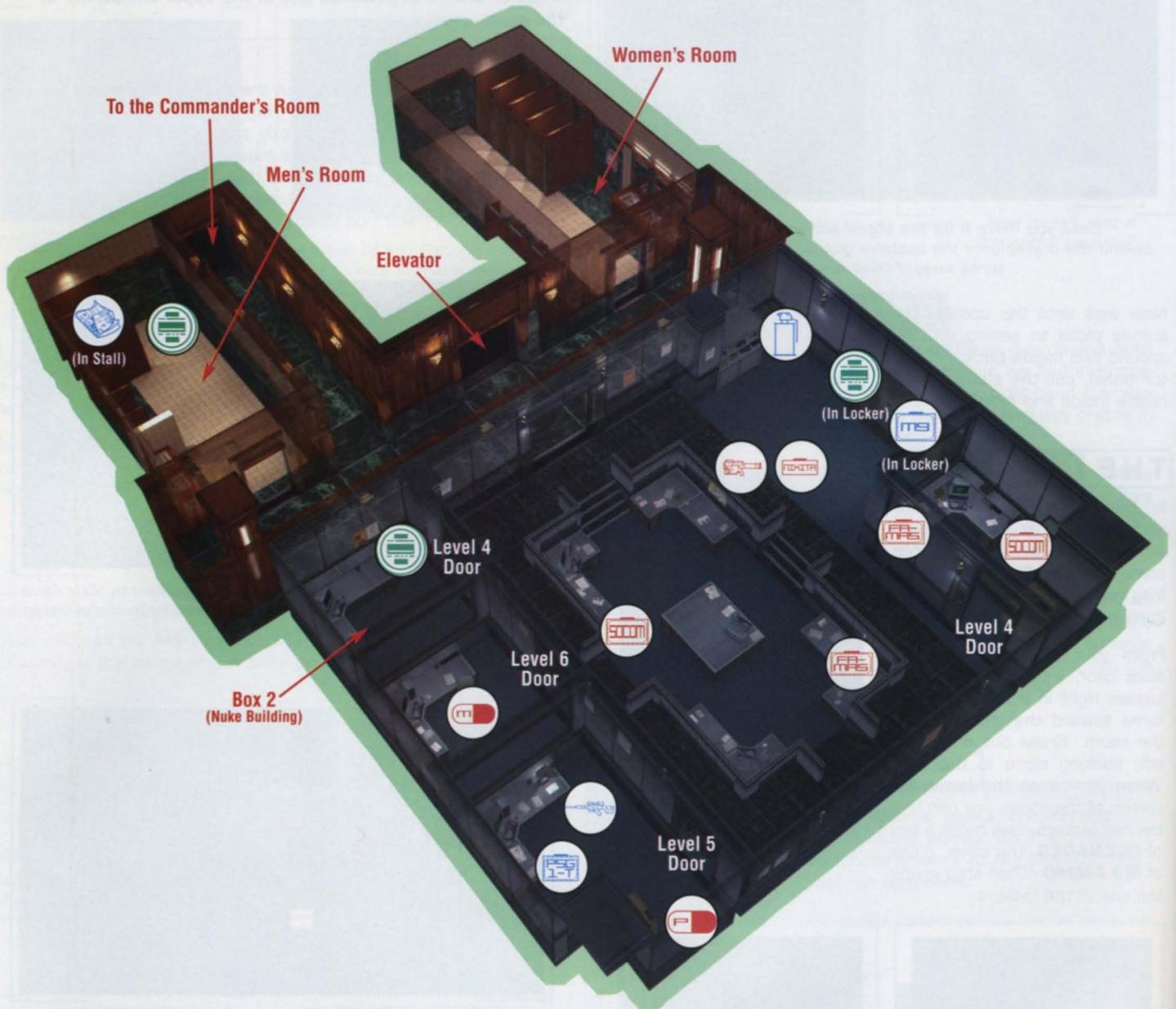
57

0 1 4 7 8 7 3 7 0 5 0 1 1

[AREA 10:]

0151937100

Nuke Building (Floor B1)



OBJECTIVES

- Acquire the Nikita Launcher and missiles.
- Stockpile other ammo and rations.
- Avoid detection.
- Optional: Eliminate guards in the restroom.

ITEMS AVAILABLE

	■■■■	Nikita Launcher	■■		■■■■	Nikita Ammo	■■
	■■■■	Stun Grenades	■■		■■■■	Rations	■■
	■■■■	FA-MAS Ammo	■■		■■■■	Socom Ammo	■■



MISSION DETAILS

This underground office area features a several locked rooms that require higher-level security cards than Snake currently possesses. But you can find a few good items here—in particular, a slick weapon that helps you negotiate the B2 level later. You can also find a pair of pesky guards with major bladder problems. Read on.



Two guards patrol this level, but they're rarely in the main office area at the same time.



To hide inside a stall, just open the door and step inside. Snake closes the door behind him.

Okay, you've cut your problems in half now. But the second guard will arrive for his bathroom break (pun intended) in a few seconds. If he sees his partner's dead body, he'll call an alert. Reinforcements will rush to the area; after their caution mode ends, a replacement guard will take the dead guard's place.

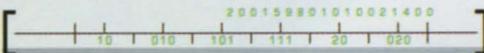
Open the door to one of the stalls—that is, approach the door and press the Y Button. (If it's the nearest stall, step inside and grab the **BOOK**.) Stand over the guard's body and hold down the A Button to pick it up. Keep holding down the A Button to grasp the body, then move your Control Stick to drag the dead guard into the open stall. Snake automatically puts down the body inside the stall and closes the stall door.

Now open the other stall door and step inside. Snake automatically closes the door behind him. Wait until you hear the second guard arrive in the restroom. Give him a few seconds to reach the urinal and get started. Press the Y Button to open the stall door and exit the stall. Then walk behind the second guard at his urinal and break his neck, too.

Give each dead guard a shakedown by pressing the A Button to pick up the body, then releasing the button to drop it. Repeat this until an item drops out, most likely some **RATIONS**. You can find another box of **RATIONS** in the back corner of the bathroom. Now you can explore the office area at your leisure, without fear of discovery.

OFFICE SUPPLIES

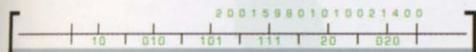
Enter the office area and go into the alcove in the northeast corner of the room. Jackpot! Grab the **NIKITA LAUNCHER** and **NIKITA AMMO**. Open the lockers behind this Nikita stuff and score a **RATIONS** and some **M9 AMMO**. Then grab the box of **STUN GRENADES** in the corner. Nice haul! And that's not all. Down in the sunken central area you'll also find some **SOCOM AMMO** and **FA-MAS AMMO**.



If you choose not to kill the guards in the bathroom, you have to avoid them in the office area. This is fairly easy to do, since one guard is usually in the bathroom, leaving the office to his partner.

In general, note that the guards patrol the perimeter of the office and never enter the sunken center area. Snake can hide beneath the desk in the dead center of the room. From there, he can monitor guard movements easily.

0 2 1 0 6 8



As always, you can choose to proceed with pure stealth tactics, if you want. Avoiding detection earns you more points in the end.

0 2 1 0 6 8

BATHROOM BREAKS

The two guards on this level patrol in very random patterns around the outside of the central office area. However, one element of both routes is very predictable. The two men take turns using the Men's Room with amazing regularity and frequency—once one returns, the other leaves. You can take advantage of this urgency.

As you arrive on the level, one of the guards is pacing the office and the other is heeding nature's call at a urinal in the men's bathroom just west of the elevator. Exit the elevator and go immediately into the bathroom.

The guard stands at the urinal. His activity keeps him from noticing Snake. Walk up behind him and hold down the A Button to put the guard in a chokehold. Quickly press and release the A Button to apply extra pressure to the guard's neck until it snaps.



9 0 0 1 7 5 0 3 4 0 8 4 1 5
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

Sneak up behind the first guard at the urinal and break his neck. Then put the body in one of the stalls to hide the nasty deed from his partner



Sneak up behind the first guard at the urinal and break his neck. Then put the body in one of the stalls to hide the nasty deed from his partner



This corner of the office is loaded with goodies, including the lovely Nikita missile launcher.

The offices around the perimeter of the room are locked with security levels higher than the Level 3 card Snake carries now. And in any case, we know that Dr. Hal Emmerich is most likely down in the second basement level. So exit the offices and head back to the elevator. Approach the elevator panel and use it to call the elevator. When the elevator arrives, step inside and select floor B2. Down you go!

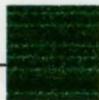
[AREA 11]

0151937100

Nuke Building (Floor B2)



No, there's nothing wrong with this picture. The area is filled with a yellowish poison gas.



OBJECTIVES

- Knock out power to the entry corridor's electrified floor.
- Knock out gun turrets in the area.
- Gather items in the gas-filled offices.
- Find the passage to Dr. Emmerich's lab.

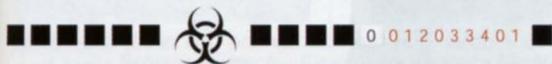
ITEMS AVAILABLE

	■■■■ Gas Mask	■■		■■■■ Book	■■
	■■■■ Rations	■■		■■■■ C4 Explosive	■■
	■■■■ Nikita Ammo	■■		■■■■ FA-MAS Ammo	■■
	■■■■ Grenades	■■		■■■■ Chaff Grenades	■■

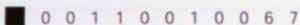
MISSION DETAILS

This is a fun level. Floor B2 is the research area that, according to reports, includes Dr. Hal Emmerich's lab. But a security lockdown has sealed this area and flooded it with toxic yellow gas to prevent Emmerich's escape.

And that's not all—the metallic floor panels of the access corridor are now electrified. Stepping onto one of these panels provides a real jolt of energy—and we mean that in a bad way. (And by bad we mean not good.)



Don't step onto the electrified metal floor in the access corridor until you knock out its power source! The jolt won't kill Snake if his Life Gauge is full, but it will knock his socks off for a second, dealing some serious health damage.



ASSESS THE SITUATION

Exit the elevator and look at your radar. See the green dot just to the east? Now walk Snake into the east wall. The camera view reveals Dr. Emmerich pacing back and forth in his laboratory. Now walk west past the elevator and switch to First Person View. The sign on the window warns of High Voltage danger. A power box hums on the other side of the glass.



You can see the power box through the glass in the entry hall.

Go through the Level 3 door just across the entry hall from the elevator. You enter a small room that functions as an airlock; a second Level 3 door is just ahead. If you look through its glass, you see a long corridor tinged with a yellowish color. Step through the second door to trigger a cut scene.

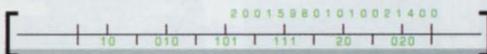


Snow gets helpful situational and tactical advice from Deep Throat. A cinematic flythrough shows you the route.

As Snake enters the gas-filled hallway, a cinematic sequence provides a helpful flythrough of the level. Watch the route from Snake's position down the corridor and around a corner to the right, then through the office area to the high-voltage power box you saw through the window in the entry hall.

Then Snake gets another Codec call from Deep Throat. The mysterious contact warns you about the gas and the electrified floor. Then he suggests a way to knock out power to the floor—destroy the high-voltage switch using a remote-controlled missile.

Say, don't you just happen to have a shiny new Nikita Launcher?



Here's an amusing side note. If Snake steps onto the electrified floor with a Cardboard Box equipped, the box bursts into flames and disappears from your inventory!



When Deep Throat's Codec call ends, note that you have an O2 Gauge now—and it's dropping like a rock. Snake is holding his breath in the gas-filled corridor. Step back through the door into the small airlock room. When the door closes behind Snake, air filters immediately clean the airlock air, and Snake breathes again, quickly replenishing his O2 Gauge.



Your Nikita launches remote-controlled missiles that you can guide around the corner to targets.

Whenever Snake's O2 Gauge gets low, just repeat this procedure. Now equip your Nikita launcher.

KNOCK OUT THE GUN TURRETS

Your ultimate goal, as Deep Throat says, is to knock out the high-voltage switch. This cuts off electricity to the floor so you can walk over it and proceed through the area. However, here's a warning.



Don't launch a Nikita missile unless your O2 Gauge is at least one-third full. Otherwise Snake may run out of air and suffer Life Gauge damage while you're busy guiding the missile to its target.



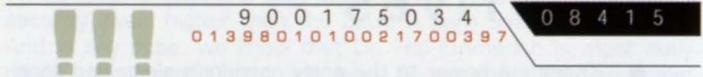
Knock out the gun turrets that line the route to the power box.

The route to the power source is lined with gun turrets, five in all, programmed to shoot anything that moves including a Nikita missile. It is very difficult (though not impossible) to maneuver a missile past all five guns with enough fuel left to reach the power box.

The best course of action is to use your first few missiles to knock out the gun turrets. They're closer than the power box and thus easier to reach.

Plus, when the floor is clear and you can ransack offices later, it's nice to do so without gun turrets shooting at you.

Step into the gas-filled corridor and fire a missile down the hall. You automatically switch to Missile View, a first-person view from the nose cone of the missile. Steer the missile using your Control Stick.

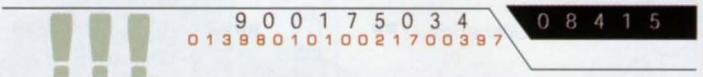


Remember that you can consult with your team via Codec to get weapon advice. For example: Equip the Nikita launcher and call Nastasha. She explains that Nikita missiles are remote-controlled miniature reconnaissance missiles with CCD cameras in their nose cones.

Nastasha cautions that the missiles have a limited amount of fuel, so watch the gauge carefully. And if you call Campbell via Codec, he advises that the less you maneuver a remote-controlled missile, the faster it will fly. So minimize in-flight adjustments to get the maximum flight distance.

Note that your screen display adds another gauge under Snake's O2 Gauge. This one measures the amount of propellant the guided missile has remaining. When the gauge drops to zero, the missile explodes. Again, each missile has barely enough fuel to reach the ultimate target, the power box.

Steer the missile down the corridor and around the corner to the right. Note how the missile accelerates in pulses, and slows down whenever you make course adjustments. Note also how you can swivel the view around using the yellow C-Stick.



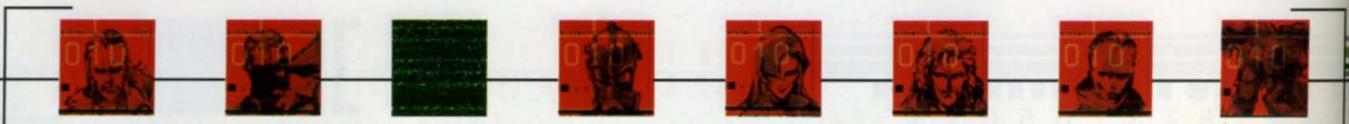
The gun turrets are difficult to see in Missile View through the clouds of poison gas. Check the map at the beginning of this section to pinpoint the exact location of each turret.



Here's a missile's-eye view of the route to the first gun turret in the southwest corner of the office area.

As your missile flies into the office area, find the gun turret directly ahead, up in the corner of the room. It's high on the wall, several feet above your flight level. You can't raise or lower the missile's flight path, so you can't fly directly into the gun turret—it's too high. Just steer the missile into the spot directly below the gun turret. This destroys the turret.

Nice work! But four other gun turrets menace this area, too—three on the east wall, and one on the west wall. (To see their exact locations, check the map at the beginning of this section.) Step back into the airlock to replenish Snake's O2 Gauge, then return to the corridor (don't step on the electrified floor panel!) and fire another missile. Guide it to another gun turret. Continue this 3-step procedure—fire missile, steer to turret, step out to breathe—until all five turrets in the office area have been destroyed.



DESTROY THE POWER BOX

You should be gaining skill at guiding the missiles without making too many steering adjustments. Again, the fewer in-flight steering adjustments you make, the faster and thus farther the missile flies. When the office area is cleared of gun turrets, you're ready for the big trip.



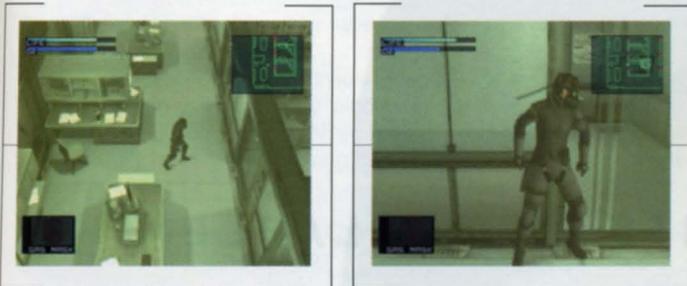
Steer to the open doorway (circled) in the office area, then take a sharp right and seek the power box.

Fire another Nikita missile. Guide it around the two right turns into the office area. Fly in a straight line along the east wall until you can see the open doorway on the north wall. With as few adjustments as possible, steer straight through that doorway. Make a sharp right turn and fly into the next room. Make a left turn and fly right into the power box. Boom!

In a short cinematic, the box explodes and the floor shorts out. Now you can walk down the corridor. Of course, the poison gas is still present. You can't make it go away, but you can find an item that helps.

GAS MASK AND OTHER ITEMS

Run down the electricity-free corridor to the third door on the right. Enter the Level 3 door. Careful! Another gun turret swivels up in the corner. You can slam a Nikita missile into it from close range, or just time your moves to stay out of its sight. Grab the **BOOK** and, more importantly, the **GAS MASK** in the corner. Equip the Gas Mask. It slows (but doesn't stop) the rate your O2 Gauge decreases in the poison gas areas.



Browse through offices with security Level 3 or below. Don't miss the Gas Mask in one office.



9 0 0 1 7 5 0 3 4 0 8 4 1 5
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

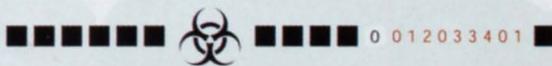
Remember that you can slow the rate of O2 decrease by rapidly tapping the Y Button. This works whether you wear the Gas Mask or not.

Exit and go north up the corridor. The middle door is Level 4, so it doesn't open yet. But the next door, a Level 1, slides open. Run inside and grab the **RATIONS**, then exit and go catch a breath in the airlock.

Let's make the long run next. From the airlock, sprint all the way to the power box room. Scoop up the **CHAFF GRENADES** and **RATIONS** there. You'll find more items in the two middle offices in the office area, both with Level 3 doors. One holds two boxes of **GRENADES** and some **C4**, the other a couple of **NIKITA AMMO** boxes.

Now you can exit the area. Run down to the south wall and then head due east toward the Level 3 door at the end of the corridor. Careful! Another gun turret hangs in the corner above the door. Wait for it to swivel away, or just slam it with a Nikita missile. Exit the southeast Level 3 door into another airlock that filters the air clean. Whew!

Note that your radar is jammed here. Continue through the next door—and if you're playing with the Blood option toggled to ON, be prepared for a really grisly cut scene.



VIOLENCE ALERT: The ninja-soldier fight scene is quite graphic and bloody! Consider that fact if you have young children watching.

0 0 1 1 0 0 1 0 0 6 7

TO THE LAB

As Snake enters the next passage, he hears the sounds of a desperate battle just beyond the exit door. An invisible foe decimates an entire squad of genome soldiers with brutal efficiency. When his stealth unit dissipates, we see that the brutal attacker is the ninja who Snake met earlier.



The ninja shows no mercy—both he and his blade seem indestructible. Snake advances in time to see the creature (or whatever he is) short-circuit the Level 4 security door at the corridor's end and then pass through it. That's Dr. Emmerich's lab!

Pick up the dropped box of **FA-MAS AMMO**. Approach the Level 4 door. It opens automatically...and this triggers another cut scene.

AREA 11:
NUKE BUILDING (FLOOR B2)

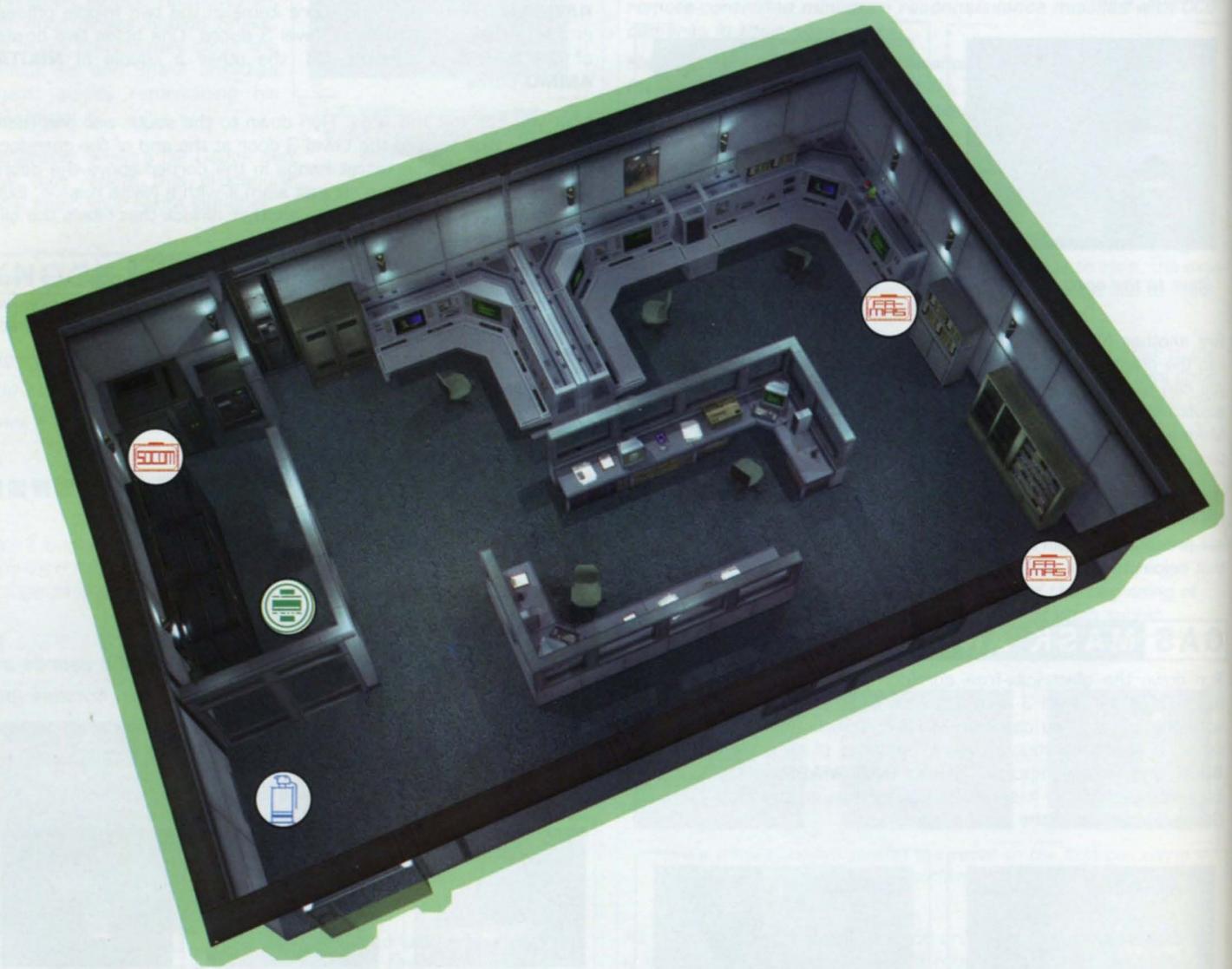


0151937100



0 1 4 7 8 7 3 7 0 5 0 1 1

[AREA 12:]  0151937100
Laboratory



OBJECTIVES

- Save Dr. Hal Emmerich.
- Defeat the cybernetic Ninja.

ITEMS AVAILABLE

- | | | | | | | | |
|---|------|---------------------------|----|---|------|-------------|----|
|  | ■■■■ | Chaff Grenades | ■■ |  | ■■■■ | FA-MAS Ammo | ■■ |
|  | ■■■■ | Socom Ammo | ■■ |  | ■■■■ | Rations | ■■ |
|  | ■■■■ | Level 4 PAN Security Card | ■■ | | | | |



MISSION DETAILS

BOSS CYBORG NINJA

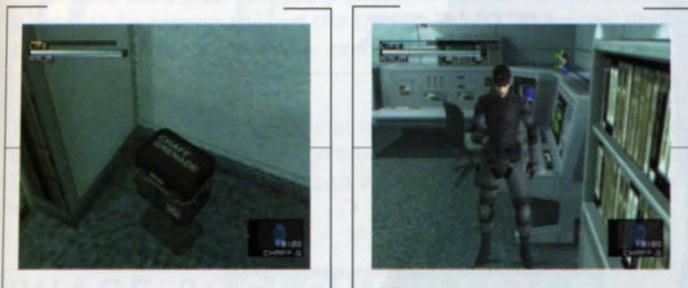
It's time for another boss battle! And hey, this one features good old-fashioned fisticuffs. As Snake enters the lab, he sees the Ninja menacing poor, wimpy Dr. Emmerich. Oddly enough, the Ninja seems pleased to see Snake. When Snake asks who he is, the Ninja replies: "Neither friend nor enemy."



Well gosh, that's comforting. But it's clear the guy wants a fight—a fight to the death, in fact. It's time to dance.

HOW TO SET UP

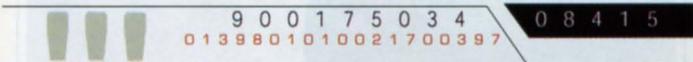
Equipping the right items is crucial to winning this fight. The Ninja's attacks proceed in three distinct phases, and all three are tough to counter. But this foe's cybernetic nature lets Snake use one secret tactic that almost guarantees a first time victory. What is it? Two words: *Chaff Grenades*.



Chaff Grenades immobilize the cybernetic Ninja for several seconds.

Chaff Grenades scatter hundreds of metallic strips (called "chaff") that temporarily jam nearby electronic devices. This method is effective here, because the Ninja is wired, big time. A chaff explosion actually "jams" him, leaving him completely disabled for a few precious seconds.

To fight: Equip yourself with Chaff Grenades on the weapon side and Rations on the item side.



Your B Button punch attacks inflict more damage if you punch while you have a weapon equipped. So keep the Chaff Grenades equipped during the entire fight.

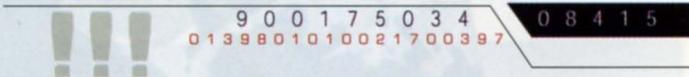
CONTINUED

A NOTE ON THE CHAFF EFFECT

A Chaff Grenade "jams" the Ninja no matter where he is in the laboratory. But you have only a short window of opportunity to hit him once he's disabled. Don't toss a Chaff Grenade unless you have the Ninja in sight. It's a shame to waste a chaff explosion, because it guarantees a free hit while the jamming effect is still active.

Sometimes the Ninja disappears from your view after you toss the grenade. If so, run around looking for him—quick! He's somewhere in the room. You have a few seconds until the grenade explodes, and you want to be within striking distance when the chaff flies.

0 2 1 0 6 8



Look for the Mario and Yoshi figurines atop one of the computers in the lab. If you shoot Mario, Snake gains extra health. You can shoot Yoshi too, but nothing happens.

PHASE 1: FISTICUFFS

At first, the Ninja wields his Japanese katana sword. The bullet-slicing sequence in the pre-fight cinematic should give you the hint that your guns do no good here. If Snake tries to shoot, the Ninja merely parries the bullets with his lightning blade. Instead, you want to punch him, or better yet, apply rapid taps to the B Button to land your punch-punch-kick combo.



Avoid the Ninja's spinning attack! If it hits, Snake suffers major damage. When you see the spin move coming, don't try to punch back! Just dodge to the side and look to strike when the Ninja finishes the move.

0 0 1 1 0 0 1 0 0 6 7

After you land the second hit on the Ninja, he expresses pleasure at the concept: "Hand to hand. It is the basis of all combat. Only a fool trusts his life to a weapon." Then he puts away his sword. From here on, the combat is hands only.

Try fighting the Ninja straight up for awhile—that is, fist to fist. It's quite possible to out-move and out-punch him, if you're really good. Time your punches just before or just after he strikes. You can land only one hit at a time, unless you launch a combo punch, which often lets you land three blows in quick succession (two punches and a sweeping kick).

But if you're taking too much punishment, take the easy way out: Toss a Chaff Grenade. Keep moving until it explodes (five seconds after you press the A Button the first time to pull the pin), then rush in and land your combo punch on the paralyzed Ninja. Quick! You have only a few seconds before he recovers.

CONTINUED

AREA 12: LABORATORY



0 1 5 1 9 3 7 1 0 0

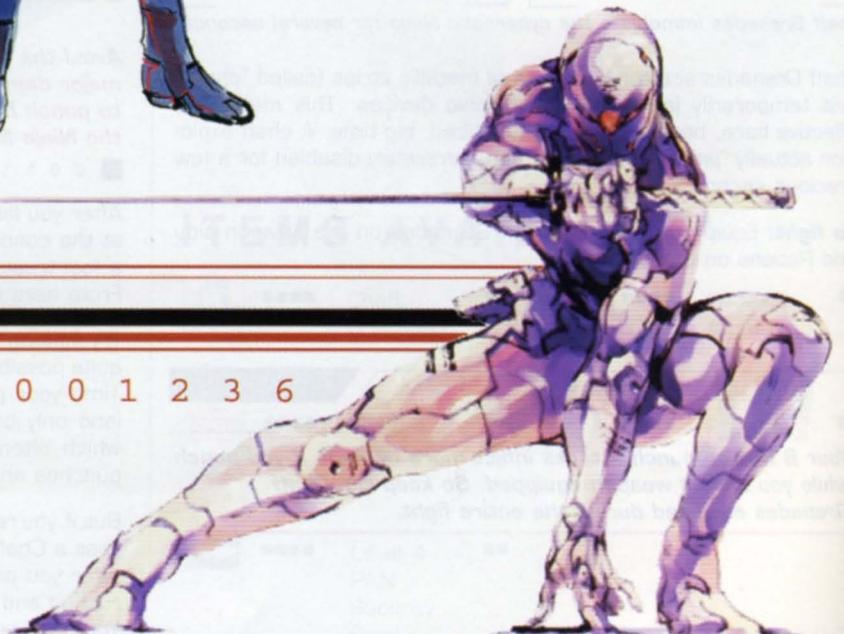
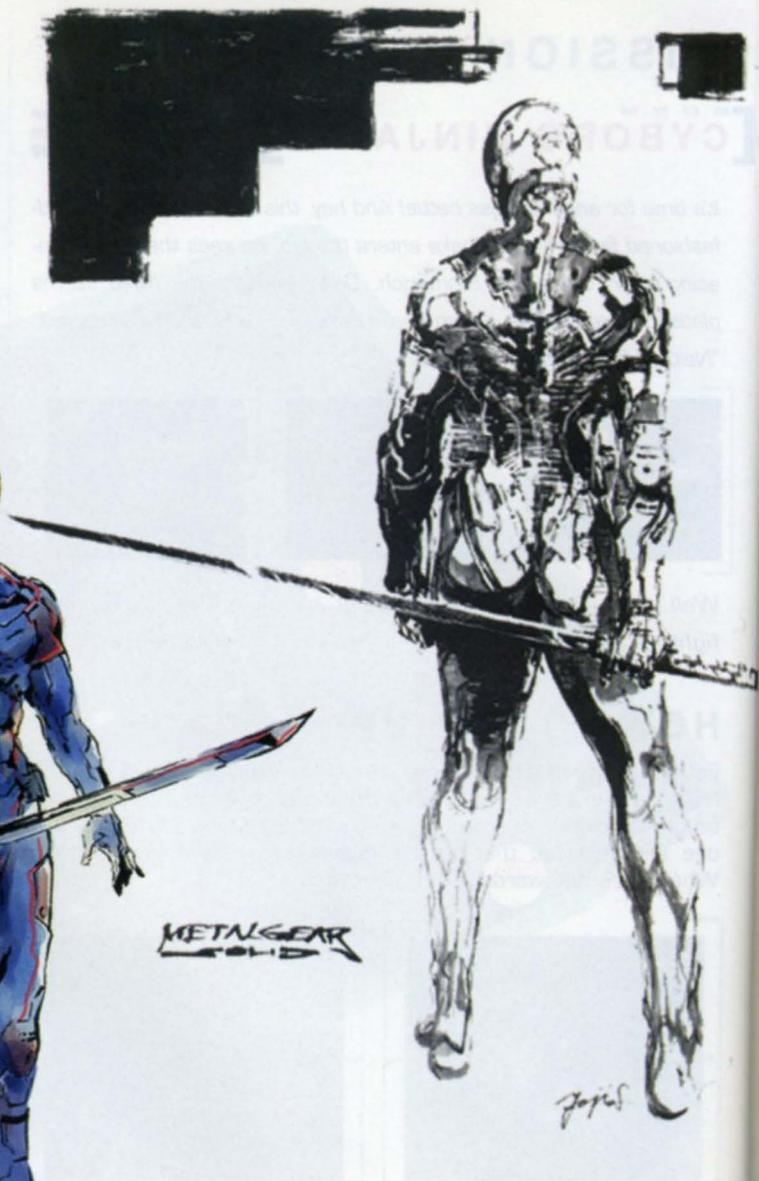
65

0 1 4 7 8 7 3 7 0 5 0 1 1



CYBORG NINJA

Who is this masked man with the lightning-quick Japanese katana blade that deflects bullets? Using his Stealth unit camouflage to flicker in and out of visibility, the "Cyborg Ninja" seems to lurk on the very edges of sanity. His blade work is swift and brutal, but his purposes remain unclear. Is he friend or foe? The easy answer is: Neither. Note that his cybernetic consciousness is vulnerable to "jamming" by the toss of a Chaff Grenade.



9 7 0 0 1 2 3 6



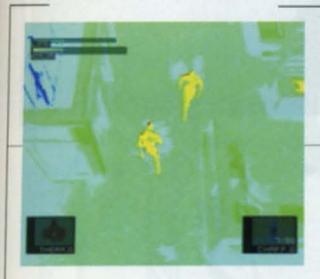


9 0 0 1 7 5 0 3 4 0 8 4 1 5
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

Don't miss the extra box of **CHAFF GRENADES** tucked down in the southwest corner of the lab. There's also a nice **RATIONS** box in the glassed computer enclosure on the west end of the room.

PHASE 2: STEALTH CAMOUFLAGE

When the Ninja's health gauge drops to about 50 percent, he activates his stealth camouflage unit and leaves it on. Now he's essentially invisible. But, being a living (or semi-living) entity, he emits heat. So equip your Thermal Goggles and hunt him down.



9 0 0 1 7 5 0 3 4 0 8 4 1 5
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

To land the third blow (the kick) of your three-hit combo strike, it helps to be moving toward the target. Push the Control Stick towards the Ninja as Snake is executing his blows.

The Ninja's attacks are somewhat less effective during this phase, so you can get in good licks without using your Chaff Grenades. That's a good thing—you want to have a few Chaff Grenades left for the final phase.

PHASE 3: CLONE BATTLE

When the Ninja's health gauge drops to about 25 percent, he switches tactics one last time. Now he sends a phantom copy of himself sauntering slowly toward you. When you engage the clone, the real Ninja materializes on another side of you and attacks. Watch carefully! He needs a second or so to fully materialize before he can strike, so push the Control Stick immediately in his direction and punch.



CONTINUED

Here's the good place to use any Chaff Grenades you have remaining. When the chaff explodes, the jamming freezes the real Ninja before he can warp to another position. Hit him quickly! When you finally knock his health gauge down to zero, you trigger a long cut scene.

THE FINALE

Watch as Snake and Ninja exchange a few final blows. Snake finally recognizes the fellow as Gray Fox, code name for another former FOX-HOUND operative who perished (or so he thought) by Snake's hand in Zanzibar during the events of *The Mercenary War*—the same war that brought the final demise of Big Boss and prompted the retirement of Solid Snake.



Gray Fox... Colonel, that Ninja is Gray Fox. No doubt about it.

But then the Ninja appears to short-circuit in some way. With a howl, he finally disappears. When Snake demands answers via Codec from Naomi Hunter, she explains that the body of Gray Fox was used in gene-therapy experiments. They "revived" Fox and fitted him with a prototype exoskeleton that eventually produced the cybernetic ninja-warrior. Now he seems intent on a fight to the death with Snake.

END BOSS FIGHT

AREA 12:
LABORATORY



0 1 5 1 9 3 7 1 0 0

67

0 1 4 7 8 7 3 7 0 5 0 1 1



James



"OTACON" (HAL EMMERICH)

Sex: Male

Age: 30's

Nationality: American

Height: 177cm

Codec Frequency: 141.12

Hal Emmerich is an ArmsTech employee who takes his nickname—"Otacon"—from the famous Japanese animation festival, the Otaku Convention. He may be a bit wimpy, but his knowledge of the Metal Gear Rex control systems and his hacking expertise both come in handy. Otacon's Stealth camouflage unit lets him wander the base unseen by enemy guards.



PSYCHO MANTIS REVEALED

[AREA 13:]

0151937100

The Commander Room



OBJECTIVES

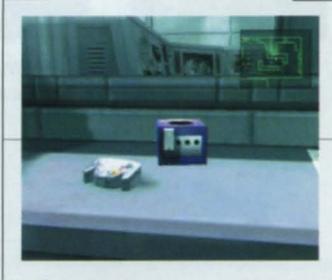
- Gather items from Level 4 rooms in floors B2 and B1.
- Meet up with Meryl.
- Find the Commander's office.
- Defeat Psycho Mantis.

ITEMS AVAILABLE

	■■■■ Night Vision Goggles (N.V.G.)	■■		■■■■ Stun Grenades	■■
	■■■■ Chaff Grenades	■■		■■■■ Book	■■
	■■■■ Cardboard Box 2 (Nuke Building)	■■		■■■■ Nikita Ammo	■■
	■■■■ M9 Ammo	■■		■■■■ FA-MAS Ammo	■■
	■■■■ Socom Ammo	■■		■■■■ Rations	■■
	■■■■ Level 5 PAN Security Card	■■			

MISSION DETAILS

Your next primary objective is meeting up with Meryl to get the PAL detonation-code emergency override key. She's somewhere up on the B1 level of this building. But on the way back up, you can pop into several Level 4 rooms along the way that were previously inaccessible. Before you leave Otacon's lab, be sure to pick up any stray items you may have missed.



Hey! Check out the favorite videogame console of high-level nuclear scientists.

BACK THROUGH B2

After you pick the lab clean, retrace your route back down the bloody, corpse-filled hallway to the hazy, gas-filled research offices. Whip on your Gas Mask, run straight ahead into the open office area, and turn right. Enter the last office on the right, a Level 4 door, and grab the **NIGHT VISION GOGGLES** (listed as **N.V.G.** in your inventory).



Grab the Night Vision Goggles and Stun Grenades now available in the Level 4 rooms on B2, then ride back up to B1.

Now sprint around the corner and up the corridor that was previously electrified. Duck into the Level 4 middle office if you have enough O2 left and grab both boxes of **STUN GRENADES**. (You might need to duck into the airlock to replenish your O2 Gauge first.) Then head north to the elevator and ride up to B1.

B1 AT BREAKNECK SPEED

Two new guards patrol the main office area, taking turns with bathroom "breaks" (ha!) as before. A new, third guard has joined them, patrolling the center area of the office. The easiest approach is to simply repeat the tactics used on the first visit to this area.

When the elevator arrives, go immediately into the Men's Room and sneak up behind the guard using the urinal. Get him in a chokehold and break his neck. Open one stall and put the body inside right away. Then hide in the other urinal until the second guard arrives. Repeat the chokehold attack.



Reprise your "bathroom break" activities in the Mens Room to eliminate the two male guards. It's a snap!

Grab the items in the bathroom—**RATIONS**, another **BOOK**, and whatever you can get from a shakedown of your guard victims. Then enter the office.



If you want to try a less violent route, use your Books (listed with your Weapons, interestingly enough) to distract the guards. Place them in the bathroom to keep guards busy several seconds while you loot the two Level 4 offices and meet up with Meryl. (By the way, the book cover features Ellia, star of *Eternal Darkness*.)

Or snap the first guard's neck in the bathroom, hide him in a stall, and leave a Book on the floor to keep the second guard occupied when he takes his break.

0 2 1 0 6 8

FINDING MERYL

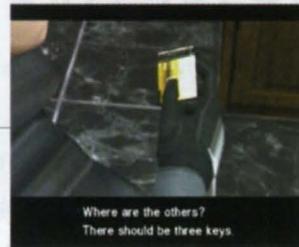
The third guard is actually Meryl. Don't let her see you yet, though. First, explore the two Level 4 side offices. The one in the northwest corner holds a **RATIONS** box and a **CARDBOARD BOX** labeled "Nuke Building" (called "Cardboard Box 2" in your inventory). The one in the southeast corner holds **SOCOM AMMO** and **FA-MAS AMMO**.

Now walk toward the third guard, Meryl, until she sees you. (She may already be gone.) When she does, an exclamation point appears over her head. Then she runs out into the hall and veers right into the Womens Room. Follow her! If you get there within five seconds of when she does, you interrupt her changing activities...and Snake's conversation with her is more pleasing to the eye.



Meryl may be a soldier, but...

In the restroom, Meryl and Snake banter a bit, and we learn about Meryl's motivation to become a soldier. Then she hands over two important items—a PAL card key and a Level 5 PAN security card. But where are the other two PAL card keys? Meryl says that glaciers block the overland route to the underground maintenance base where *Metal Gear Rex* is stored. The only way north is through the Commander Room, a security Level 5 door.



Before you leave the powder room, Meryl hands over both the PAL card and a Level 5 security card.

TO THE COMMANDER ROOM



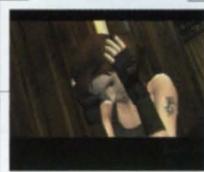
For fun, switch to First Person View and stare at Meryl for a while. Keep staring to see her reaction.

The Commander Room is behind that Level 5 door at the end of the corridor next to the elevator.

Walk north up the hallway next to the elevator. Meryl follows automatically.

When Snake steps through the Level 5 door, Meryl suddenly develops a splitting headache and falls to the floor. After uttering a warning to Snake, she recovers and proceeds to the Commander's Room door and says in a strange monotone: "C'mon, Mr. FOX-HOUND. The commander is waiting."

Uh oh. Something is not right here.

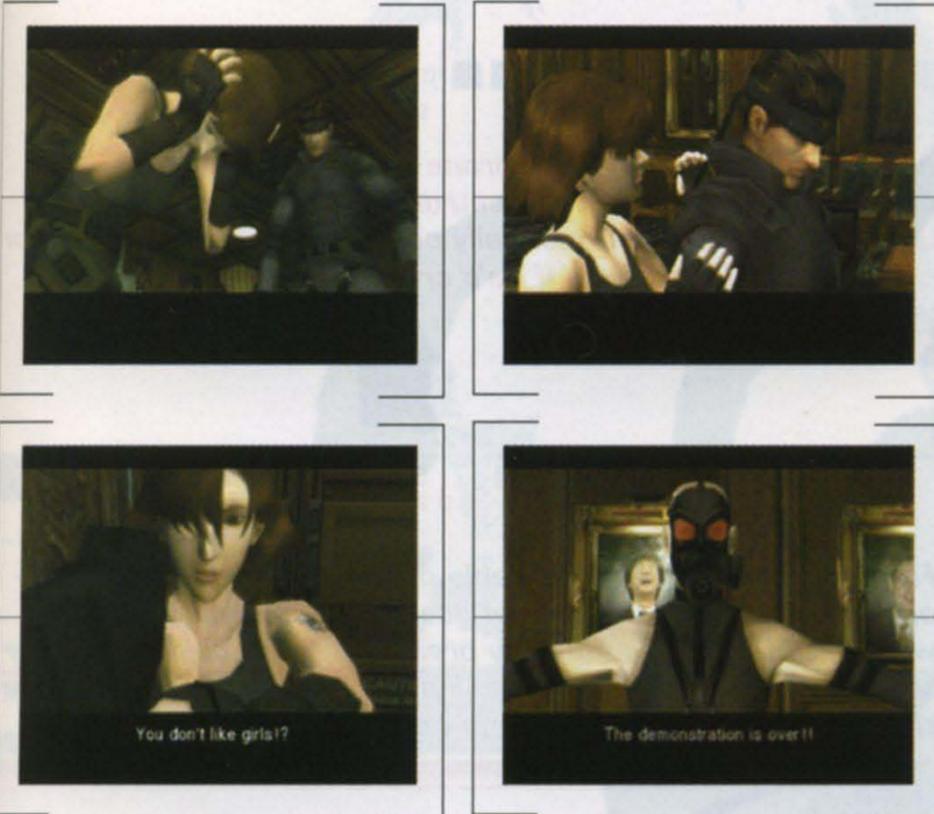


Something's wrong with Meryl. When she recovers from her "headache," she calls you "Mr. FOX-HOUND." Hmm.



PSYCHO MANTIS!

When you enter the Commander's room, the door slams shut and locked behind you. Once again, Meryl seems to struggle with something in her head. Soon we see the cause. Psycho Mantis has seized control of Meryl. She raises her gun and prepares to attack Snake!



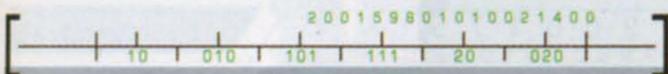
As her attack begins, Campbell suddenly calls you on the Codec and, in a stunning revelation, explains that "Meryl's not herself." He implores you not to use your weapon on her. Then Naomi explains what you've already figured out: Psycho Mantis is controlling Meryl.

So you have two objectives in this fight:

- Defeat Psycho Mantis.
- Keep Meryl alive.

STUN MERYL!

First things first! Meryl opens fire on Snake with her beloved Desert Eagle 50-caliber Action Express. Again, she's under Psycho's influence, so you don't want to hurt her. Toss a Stun Grenade to knock her out for a while. Then get ready to fight Psycho Mantis.



The three laughing portraits on the wall behind the desk are, from left to right, Ryuhei Kitamura, Hideo Kojima, and Denis Dyack.

0 2 1 0 6 8



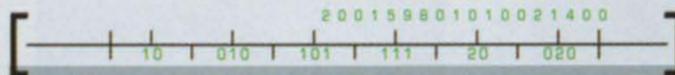
Who are these nefarious laughing businessmen?



Knock out the possessed Meryl by tossing a Stun Grenade. This causes her no damage.

SWITCH YOUR CONTROLLER PORT!

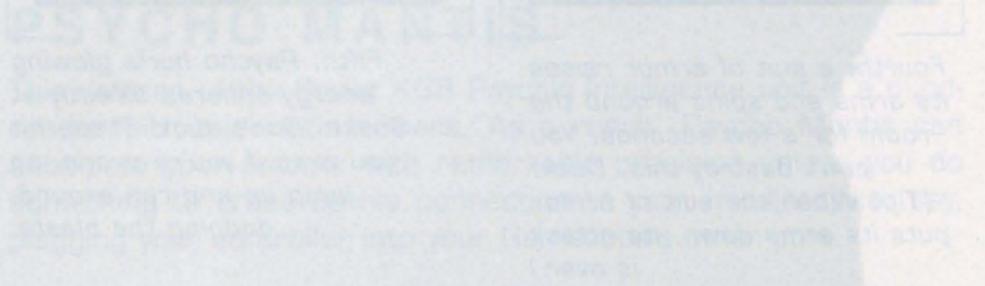
This battle calls for a special, secret tactic. Fact: Psycho Mantis can "read your mind" (i.e., react with computer hyper-speed to your attacks and movements) as long as your controller is plugged into Ports 1 or 2. Your punches seem to go right through him. So plug your controller jack into Port 3. Ha! Take that, you fiend.



Psycho Mantis will read your plugged-in memory cards for any saved games from the classic Nintendo titles *Eternal Darkness*, *The Legend of Zelda: The Wind Waker*, *Super Mario Sunshine*, and *Super Smash Brothers*.

0 2 1 0 6 8

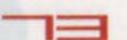
It is very difficult to win this fight without switching ports. Later in the fight, when your punches swing right through Psycho Mantis into thin air again because he's anticipating your attacks, switch the controller to Port 4.



AREA 13:
THE COMMANDER ROOM



0151937100



0 1 4 7 8 7 3 7 0 5 0 1 1

BOSS PSYCHO MANTIS

Now on to combat. Psycho Mantis uses a series of different attacks that really keep you on your toes. You must change your tactics to counter each type of attack.

Four of Psycho's five direct attacks are telekinetic. Using his psychic powers, he moves objects across the room. These floating objects can knock Snake down and damage him if he gets in their way. The only way to avoid telekinetic attacks is to duck under them. To do so, hit the X Button to crouch and then push the Control Stick to drop to the floor.

Here's a quick description of each attack, listed in the order that Psycho Mantis employs them. But first, keep in mind that you can actually destroy most of the objects that Psycho tosses at you:



First, Psycho Mantis spins a set of chairs around himself. These knock down and damage Snake if he gets too close. (You cannot destroy these.) Duck!



Second, Psycho flings twirling wall paintings and books straight across the room and back. You can shoot and destroy all of these, making the fight easier.



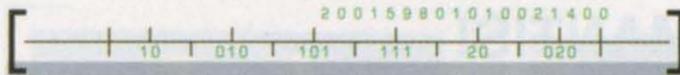
Third, Psycho sends two small vases zooming back and forth for a few seconds. These, too, you can shatter with a gunshot. Duck!



Fourth, a suit of armor raises its arms and spins around the room for a few seconds. You can't destroy this. Duck! (Tip: When the suit of armor puts its arms down, its attack is over.)

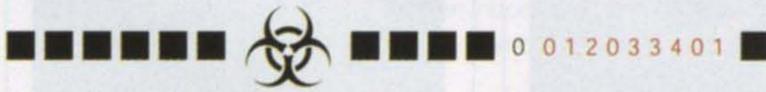


Fifth, Psycho hurls glowing energy spheres directly at Snake. Don't duck! These hit you even if you're prone, so jump up and run around, dodging the blasts.



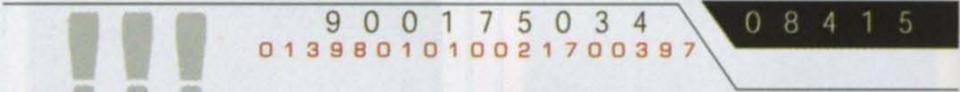
This walkthrough is based on playing the game in Normal mode. Hard level adds a wave of flying goat skulls to Psycho's telekinetic attacks; Extreme level adds the skulls and a wave of flying statues. Easy and Very Easy levels remove the vase attack.

0 2 1 0 6 8



Avoid flying objects by lying prone on the ground—that is, crouch and then move the Control Stick to get into crawling position. Psycho's telekinetically controlled objects float so low that they hit Snake even if he's crouching.

0 0 1 1 0 0 1 0 0 6 7



Flying objects become breakable only after the "HIDEO" black-out—that is, when the screen goes black and you see the word HIDEO. You can destroy breakable flying objects whether they're in the air or in repose. For example, you can shoot the three portraits while they hang on the wall.

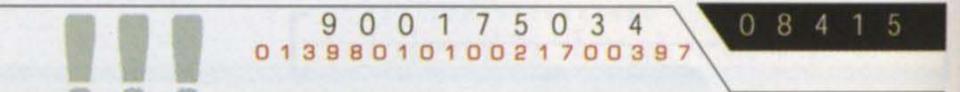
WHEN AND HOW TO COUNTERATTACK

Your best opportunity to damage Psycho Mantis comes in the short pauses between his attacks. Your guns are useless at first. As against the Ninja, use your fists and try to get in your punch-punch-kick combo whenever possible. Keep your Stun Grenades equipped to add extra punch to your punch attack.

Psycho warps from corner to corner when he's tossing energy blasts, but he moves to the room's center to orchestrate his telekinetic attacks. Stay on the ground in the center of the room while you duck under his telekinetic attacks. Then, as the flying objects return to their original spots, leap up and run to find Psycho. Get in a good punch or two before he warps away and begins his next attack.

Note that it is possible to hit Psycho during his attacks. It's a dangerous tactic, however. Chances are good he'll telekinetically slam an object into you.

Continue this pattern—duck under objects, then jump up and punch out Psycho—during all telekinetic attacks. But again, this won't work when he launches his energy blast attack. You must be on your feet and ready to dodge his toss!



Always get on your feet between Psycho's attack waves. That way you're ready to dodge if he decides to sling a quick energy blast at you. If you stay on the ground, you're a sitting duck! Psycho never misses when he tosses an energy blast.

CONTINUED



METAL GEAR



PSYCHO MANTIS

This veteran of the Soviet KGB Psychic Intelligence unit is a mind-reader with telekinetic powers. As a result, Psycho Mantis can anticipate your attacks with remarkable precision unless you do something to cross up his connection to your mind—like, say, plugging your controller into your Gamecube's other port.

**AREA 13:
THE COMMANDER ROOM**



0151937100



0 1 4 7 8 7 3 7 0 5 0 1 1

THE POSSESSION ATTACK (MERYL)

When you knock Psycho Mantis's health down to half, he revives Meryl and directs her to attack you with her pistol again. Toss a Stun Grenade to knock her back out.

This enrages Psycho, so he raises Meryl yet again, but this time orders her to shoot herself. She obediently puts her gun to her head. Quickly! As soon as control returns to you, toss another Stun Grenade. This knocks Meryl out, who now remains unconscious until the end of the fight.

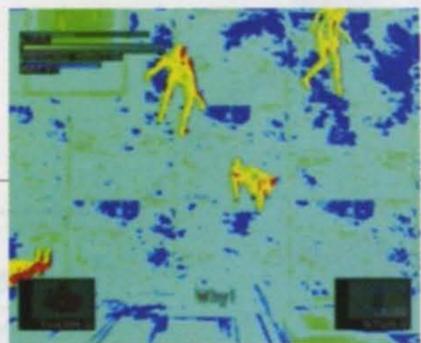


When Psycho orders Meryl to kill herself, save her with a Stun Grenade toss.



END BOSS FIGHT

THE CLOAKED ATTACK



After you foil Psycho's plot to use Meryl against you, he cloaks and warps around the room, tossing energy blasts. Use Thermal Goggles to spot him.

After Meryl goes down (and for good) the third time, Psycho Mantis foregoes his telekinetic attacks for a while and goes exclusively to energy blasts. Plus he starts cloaking himself so it's hard to get a bead on his location as he warps around the Commander's room.

To counter, whip on your Thermal Goggles. Be ready to

dodge a blast at any moment as you run around the room, looking for Psycho's glowing heat image. He's much easier to catch while he's cloaking, so you should get in a lot of good hits during this phase.

Be wary, though! By equipping your goggles, you unequip your Rations. Thus Snake won't automatically replenish health when his Life Gauge gets low. Monitor Snake's health carefully.

THE FINAL FLURRY

When Psycho's life gauge drops to one-quarter, he changes his tactics one final time, shifting back to telekinetic attacks. But now he combines them, flinging two sets of objects at a time. These are formidable, but Psycho is worn down, so he stays in one spot in the center of the room.

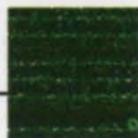
Unequip your Thermal Goggles. Hit the floor next to Psycho as stuff flies overhead, then hop up and punch him between attack waves. When he finally falls, defeated, watch the cut scene.

EXIT

Go through the passage opened by Psycho Mantis. In the hallway beyond, don't miss the goodies stashed beside the staircase—a **RATIONS** box, plus some **SOCOM AMMO** and **FA-MAS AMMO**. Then proceed through the next doorway into the Cave.



Don't miss this little stash on the way out.



CONTINUED

**TARGET:
SNIPER WOLF**

[AREA 14:]

0151937100

The Wolf Caves



ITEMS AVAILABLE

- | | | | | | | | |
|--|------|-------------|----|---|------|---------------|----|
|  | ■■■■ | PSG-1 | ■■ |  | ■■■■ | PSG-1-T | ■■ |
| | | Ammo | | | | Ammo | |
| | | (need PSG-1 | | | | (need PSG-1-T | |
| | | first) | | | | 1-T first) | |
|  | ■■■■ | Pentazemin | ■■ |  | ■■■■ | FA-MAS | ■■ |
| | | | | | | Ammo | |
|  | ■■■■ | Socom | ■■ |  | ■■■■ | Rations | ■■ |
| | | Ammo | | | | | |

**AREA 14:
THE WOLF CAVES**



0151937100



0 1 4 7 8 7 3 7 0 5 0 1 1

OBJECTIVES TRACK MERYL

- Find valuable items in anterior cave areas.
- Get past the hostile wolf pack and rejoin Meryl.
- Find the underground passage to the Communications Towers.

MISSION DETAILS

As both wind and wolves howl nearby, Meryl rushes ahead, taking point through a series of caverns. These lead toward an underground passage to the Communications Towers, the one Mantis told you about. The howling pack is hostile to men, but you don't want to slaughter animals if it's unnecessary.



Meryl takes point again as you plunge into the cave area, home of the wild wolf-dogs.



EAST CAVERN

Your radar is jammed in these caves, but you can consult the map at the beginning of this section to see the layout. From the Level 5 door, go straight ahead to the intersection and turn left. Proceed to the end of the tunnel and pick up the **RATIONS**, then take a peek through the hole in the rock. You see Meryl waiting patiently for you at the entrance to the underground passage.

Turn around and head straight south to find the **SOCOM AMMO**. Then return to the snowy area near the Level 5 door where you entered the area.



Find the Rations in the east cavern, then look through the hole to see Meryl waiting for you at your destination.



NORTH CAVERN

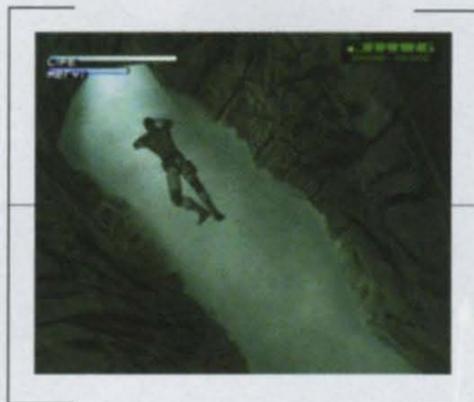
Veer up the snowy tunnel to the low rock bridge. Crawl underneath the rock, but don't go all the way through yet. Observe the large wolf sniffing around in the next cavern. Once you emerge, the beast will attack. Equip your Stun Grenades, toss one out ahead of you, then crawl out and stand up.



9 0 0 1 7 5 0 3 4
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

0 8 4 1 5

Stun Grenades immobilize the wolves, but only for a few seconds. Move on quickly after you toss one of these explosives.



Crawl under the rock bridge and observe the wolf roaming the snowfield on the other side.

Run across the snowfield as the grenade explodes. The item box to the left is **PGS-1-T AMMO**, but you don't have the PGS-1-T sniper rifle yet (it fires tranquilizer bullets), so you can't pick up the bullets. Veer to the right, splashing through a puddle of water in the cavern passage. (There's a box of **FA-MAS AMMO** in a nook to your left, but grab it only if you're really low on that ammo type.)

CENTRAL CAVERN

Toss another Stun Grenade as you round the corner to Snake's right—more wolf-dogs lurk just ahead. The narrow passage opens into another open cavern. Boxes of **PSG-1 AMMO** and **PSG-1-T AMMO** are located here, but again, you can't pick them up yet. Your objective here is to reach a pair of low crawlspaces at the bottom end of the cavern. Drop to the ground and crawl through the low passage toward the bottom of the screen.

SOUTH CAVERN



This cavern with the ceiling beams stores a cornucopia of items, including a box of Pentazemin, the calming drug of choice for snipers worldwide.



You emerge in an enclosed cavern with support beams running across the ceiling. This must be some kind of secret storehouse. Here you find **RATIONS**, **FA-MAS AMMO**, **PSG-1 AMMO**, and a box of the drug **PENTAZEMIN**, an anti-depressant that relaxes and, according to the inventory description, "stops trembling of hand when sniping."

Exit the cavern via the crawlspace. Still crawling, turn right to enter the other crawlspace.

PUPPY LOVE

You emerge in the area where Meryl waits. Interestingly enough, the wolf-dogs seem to like her—quite a bit, in fact. The animals tolerate Snake for now, but only because of Meryl's presence. They love women, and hate men. Since Snake soon must pass through these caves again without Meryl, here's an amusing (if slightly disgusting) way to protect him from future wolf-dog attacks.



The wolves love Meryl, so if you punch her, they defend her. But if you equip a box over Snake first, the pup "marks" the box...a scent that pays dividends later.



9 0 0 1 7 5 0 3 4
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

0 8 4 1 5

If you attack Meryl in any way, she whistles for the dogs to payback the offense, and they do. But if you pull a box over Snake first, you get a different result.

Equip one of your cardboard boxes, then punch the L Button to Quick Change away from it. Walk up to Meryl and punch her. Yes, you read right—punch Meryl. Immediately press the L Button to equip the cardboard box; Snake pulls the box over himself. Meryl whistles for the wolf-dogs to defend her. If Snake is under the box in time, the puppy runs up and urinates on the box.

Funny, eh? But it serves a useful purpose. Thanks to the puppy's scent, the pack no longer attacks Snake if he equips the box. So now you can pass through the caves later without fear of attack.

Proceed to the Level 5 doorway into the underground passage beyond. Grab the **RATIONS** near the door or, if your inventory is full, note them for later.

[AREA 15:] Sniper Alley

0151937100

OBJECTIVES

- Backtrack to the Armory and obtain the PSG-1 sniper rifle and its ammo.
- Defeat Sniper Wolf in a sniper's duel.
- Get to the Communications Towers.

ITEMS AVAILABLE

	■■■■	PSG-1	■■		■■■■	PSG-1 Ammo	■■
	■■■■	Pentazemin	■■		■■■■	All other Armory items	■■

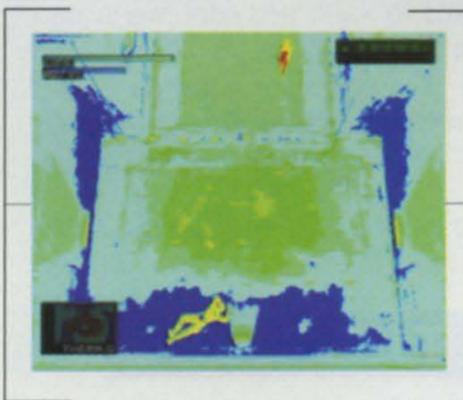
MISSION DETAILS

Snake and Meryl emerge between the high walls of a narrow, alley-like passage leading to the lofty Communications Tower just ahead in the distance. Meryl knows the area is mined, and confidently takes point again. She picks a safe path through the minefield.



Meryl spots the minefield and crosses with ease, leaving her footprints for Snake to follow.

CLAYMORE MINEFIELD



Use your Thermal Goggles to spot the Claymores, and crawl to gather them up.

You can follow the footsteps Meryl leaves behind, or perhaps better, equip your Thermal Goggles and crawl over the mines (the small bright marks) to gather them. Your safe arrival on the other side of the minefield triggers a disturbing cut scene.



BACKTRACK FOR THE PSG-1

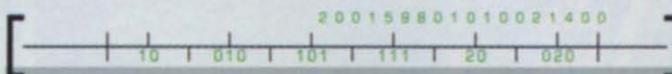
Here's a quick review of the route back to the Armory. Run back through the doors you just entered. (Stick to the wall! Hey, there's a *sniper* shooting at you.) Reverse your route through the Wolf Caves area; get under the cardboard box marked by the wolf-dog puppy in the open caverns. (The puppy's urine scent lets you ward off attacks by the adult wolves, who now see you as one of the pack. See the section on **Area 15: The Wolf Caves.**)



Use the wolf-dog puppy's urine scent on the cardboard box to get through the Wolf Caves area without incident.

Continue through the Commander Room back to the elevator in the Nuke Building B1 hallway. Ride up to floor 1, the big garage where all the nukes are stored. Here's the first guard-infested area. Check your radar to make sure the upstairs guard is around the corner to the right.

Exit the elevator and run left, heading down the stairs while watching for the guard who circles the nukes. Move along the south wall to the blast door at lower right. Crawl under the blast door, and then proceed up the ramp to exit the building into the Canyon area.



TRUCKING BOXES

The cardboard box items you find marked "Nuke Building" and "Heliport" serve a useful transportation purpose in *Metal Gear Solid: The Twin Snakes*. When Snake climbs into the back of a truck and equips one of these boxes, the truck hauls its delivery (box and Snake) to the location marked on the box.



When backtracking to retrieve the PSG-1 sniper rifle then, you can crawl into the back of the truck in the Nuke Building garage on floor 1. Equip the box marked "Heliport" (called Cardboard Box 1 in your inventory). A guard approaches and orders the delivery. Snake ends up in the Heliport, thus avoiding the treacherous Canyon area.

From there, sneak through the lower vent again into the Tank Hangar, then take the elevator down to the Armory on B2 to find the sniper rifle.

0 2 1 0 6 8

Now Snake runs and up the stairs to the guard taking back and forth in front of room B2-A. Make sure the third guard isn't approaching the ladder, as you do this. Drag this guard around the corner to the right to the next guard and then... Careful, enter room B2-A—just keep inside the door and... ready to go!



Sniper Wolf targets Meryl and opens fire...



...and Snake is helpless until he can match the attacker's range with a sniper rifle of his own.

A Codec call from Campbell directs you to your next destination. You can't tangle with Sniper Wolf from this distance without a weapon to match her range. With your Level 5 card, you can get into the last unopened room in the Armory. Time for some backtracking.

AREA 15:
SNIPER ALLEY



0 1 5 1 9 3 7 1 0 0

81

0 1 4 7 8 7 3 7 0 5 0 1 1

CANYON RERUN

Don't run out into the Canyon! The area features a heavy new security presence, so proceed carefully. In fact, two gun turrets hang right above the door now. Plus two long-range cameras sweep their gaze across the area from the two scaffolding towers on either side of the canyon, near the disabled tank.

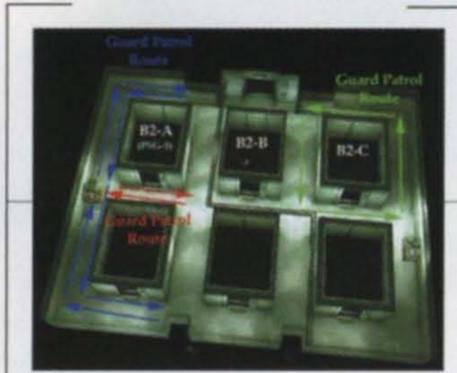


The Canyon area is now patrolled by three guards overseen by long-range security cameras (one is circled here) on both of the tall scaffolding towers near the disabled tank.

Move down the west side of the canyon, timing your move by checking your radar for the "cones of vision" of turrets, cameras, and guards. When you reach the south end of the canyon, the blast doors to the Tank Hangar automatically open.

ARMORY: ROOM B2-A

Enter the Tank Hangar and head for the safe spot behind the big wooden crate. Wait for the guard circling the tank to pass, then call the elevator, hop aboard, and ride to level B2, the Armory.



Here's a look at the new guard patrol routes in the Armory. Sneak up behind a couple guards and eliminate them to make things easier.

Now things get tough. Three guards patrol the area now, including one who paces back and forth right in front of room B2-A, where the PSG-1 sniper rifle is stored. Here's how we handled the guard problem. As soon as the elevator opens, run south down the right center aisle and start following the guard patrolling around room B2-C. Sneak up behind him and silence him in your favorite manner.



Don't forget about the open trapdoors in the Armory!



Remember to drag silenced guards out of sight.

Now sneak over and do the same to the guard pacing back and forth in front of room B2-A. Make sure the third guard isn't approaching the center aisle as you do this. Drag this guard around the corner to the right so the third guard won't see him. Carefully enter room B2-A—just step inside the door and immediately drop to a crawl.

Why? A laser barrier runs across the room near the front. (Pop on your Thermal Goggles for a quick peek at the beam locations.) If you crawl, you can move underneath the lowest beam. Nab the **PSG-1** sniper rifle and both boxes of **PSG-1 AMMO** in the room.

RETURN TO SNIPER ALLEY

Now backtrack again. Head up the elevator to the Tank Hangar, out into the Canyon and across to the Nuke Building, down its elevator to floor B1, through the Commander Room into the Wolf Caves, then step back out into the Underground Passage. Ahead, on a platform in front of the Communications Towers, the sniper sits in her lair, waiting.

BOSS [SNIPER WOLF]

The moment you step out the door, you're in her range, so be quick about your movements. Immediately spin left and grab the box of **PENTAZEMIN** in the lower left corner, then run along the side wall to the box of **PSG-1 AMMO** in the next corner. Now get ready to counterattack.



Duck into the nooks on either side of the passage between shots during your sniper duel.



9 0 0 1 7 5 0 3 4
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

0 8 4 1 5

Keep your Rations equipped throughout this entire duel. Your concentration on setting up your own shots can pull your attention away from Snake's Life Gauge, and Sniper Wolf can nail you with multiple shots quickly.

2 0 0 1 5 9 8 0 1 0 1 0 0 2 1 4 0 0

HOW TO USE A SNIPER RIFLE

Here's a quick tutorial on how to best use your PSG-1 sniper rifle. Before you wade into a duel with the highly skilled Sniper Wolf, practice your sniper techniques. Do the following:

- Equip the PSG-1 as your weapon. You automatically switch to the rifle's scope view.
- Move the Control Stick to aim. Snake's "nerves" force the scope to shudder, making it hard to keep your crosshairs on any target for long. This unsteadiness is built into the game.
- There's only one way to steady your aim. Pentazemin is a wonder drug for snipers. When you pop one of these pills, your aiming adjustments are much smoother and it is much easier to keep your gun sited on a target.
- Press the B Button to zoom in and press the X Button to zoom out.
- Now punch the R Button to Quick Change—that is, to put the rifle away but keep it handy so that another quick punch of the R Button brings it back up. Practice punching the R Button to equip and unequip your PSG-1, switching in and out of sniper scope view.

0 2 1 0 6 8



METAL GEAR



3 0 0 1 6 5
8 7 0 2 0 0 1 5 9 8 0 1

0 0 3 2 0 0 2 0



SNIPER WOLF

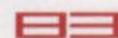
Yes, she's drop-dead beautiful; unfortunately, she's as deadly as she is striking. Sniper Wolf's accuracy with the PSG-1 sniper rifle is unmatched by anyone with the possible exception of Solid Snake. (You'd better hope so, anyway.) If Snake spends even a few scant seconds, prone or otherwise, in the open spaces below her lair, Sniper Wolf can drill him with a single kill shot. The key is to steady your nerves with Pentazemin and then quickly get Wolf on the defensive with your own PSG-1. Don't give her time to line up her shot!

0 1 4 7 8 7 3 7 0 5 0 1 1

AREA 15:
SNIPER ALLEY



0 1 5 1 9 3 7 1 0 0



HUNT THE HUNTER

Take your time getting used to PSG-1 operation. When you're finally ready to rock, step out into the open facing straight down the passage. Pop the R Button to bring up your sniper scope view, then immediately hold in the L Button to bring up your item selections. Scroll to the Pentazemin and press the A Button to pop a pill. Relaxed? Good.



Here's a closer look at the platform, so you get an idea of what you're shooting at.



Sniper Wolf often sets up near the far walls and central strut.



Release the L Button and the duel begins. Scan the railing of the raised platform at the end of the passage until you see Sniper Wolf. If you don't see her, zoom in a bit and look for puffs of her breath in the cold air. She may hide behind the center pillar, or she may be just off to the side, hidden by the wall. Chances are she'll be visible, however, and drawing a bead on your now-exposed position.



9 0 0 1 7 5 0 3 4
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

0 8 4 1 5

Sniper Wolf's hits often knock your scope view awry, sometimes dramatically. If this happens, it may take you several seconds to re-orient yourself and re-adjust your aim at her sniper platform...and Sniper Wolf will take a deadly toll during this adjustment. Better to punch the R Button to lower your rifle and then run to cover in the nearest side nook. Then jump back out and start over.

This is a race to see who targets who first. Your gun is very accurate; the bullet hits on the exact intersection of the crosshairs in your scope, so squeeze off shots (by pressing the A Button) the moment you get Sniper Wolf in the crosshairs.

Shoot when you target *any* part of her body, because *any* hit is a good hit. Don't pass up any shot that can hit her! Nailing Wolf's shin or elbow is just as good as a head shot in terms of lowering her Life Gauge. Keep popping Pentazemin pills whenever your aim gets jumpy. After a hit, quickly squeeze off two or three quick follow-up shots. Sometimes you can get in another hit or two as she's reacting to a previous hit.



Take this shot! Any hit is a good hit, even a lower leg shot.

After about 10 good hits, Sniper Wolf withdraws, leaving the Underground Passage free and clear.

MOP UP THE PASSAGE

Well, except for one gun turret in the last alcove on the right. (You'll find a **RATIONS** box directly beneath it.) Scour the passage for items, and then move down to the sniper platform area. You find several other ammo items, both on and under the platform itself.



Pick up items in the passage, but watch out for this gun turret in the last alcove on the right.

IMPORTANT: SAVE YOUR GAME HERE!

Go ahead. Press Start/Pause plus the A Button and ask Mei Ling to save your game. If you don't have a Gamecube memory card handy, we strongly suggest you pause the game at this point and go buy one.

In a moment Snake faces a critical branching moment in the game—one in which Meryl's life hangs in the balance. It's a tough gameplay challenge, and if you fail and die, you get no Continues. That's right—in order to replay this particular challenge, you'll have to load your most recent saved game.

After you save your game, approach the Level 6 door to the left of the platform. This triggers a very long, multi-part cinematic sequence.

THE CAPTURE

Three soldiers get the drop on Snake, but some nifty footwork earns him a stalemate with them. The stalemate is broken, however, by the glowing laser pointer of Sniper Wolf's rifle on Snake's torso. Snake relents and gives up his weapon.



After Wolf sizes up her prey and exits, Snake gets a sharp elbow to the back of the head from one of the guards. Then everything goes black.

END BOSS FIGHT

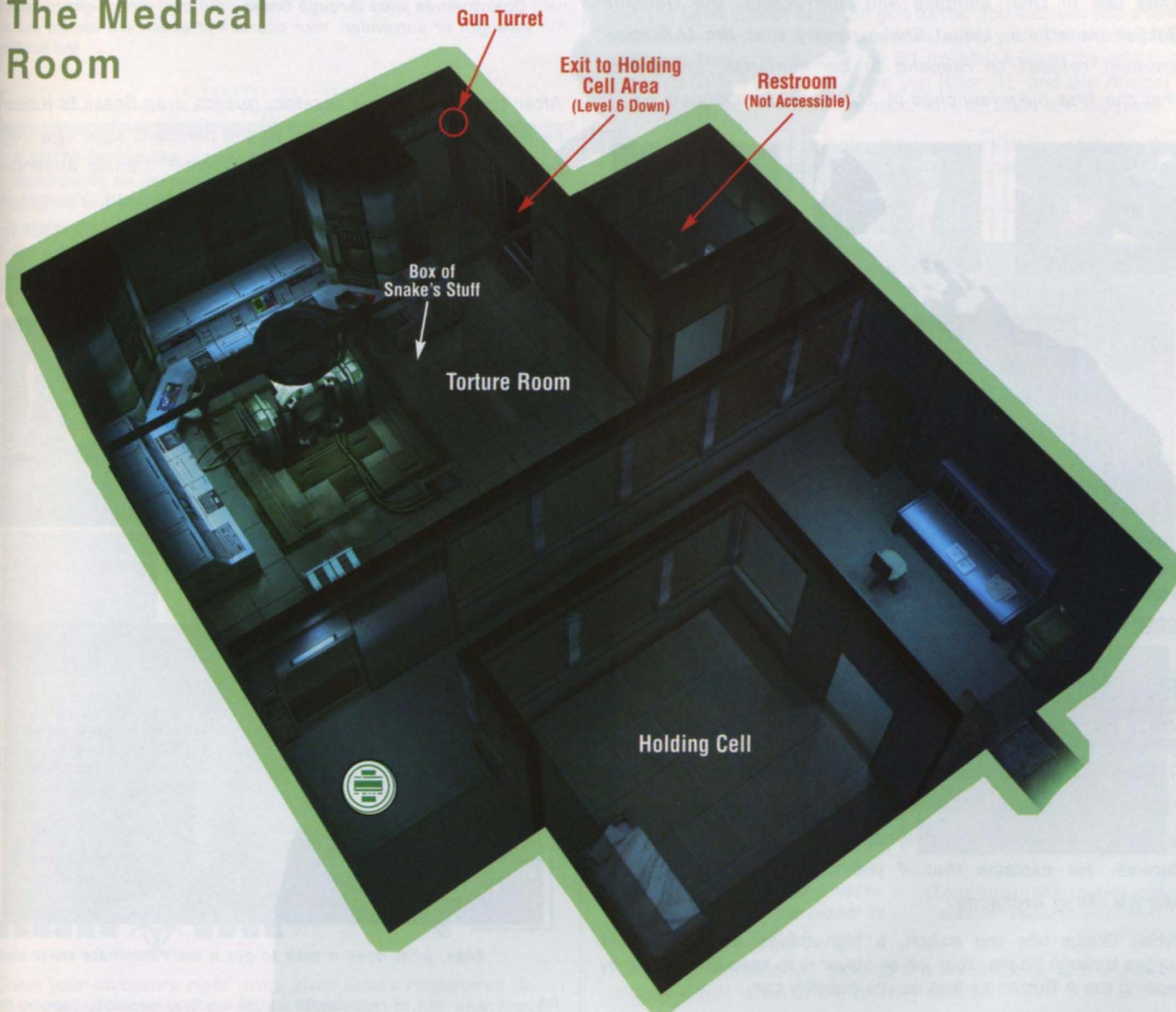


THE EMERGENCE OF LIQUID SNAKE

[AREA 16:]

0151937100

The Medical Room



OBJECTIVES

- Survive at least two of Revolver Ocelot's torture sessions.
- Escape the holding cell.
- Find the box of Snake's equipment.
- Return to the Communications Towers, stopping to replenish supplies and pick up new items along the way.

ITEMS AVAILABLE

- | | | | | | | | |
|---|------|---------------------------|----|---|------|-----------------|----|
|  | ■■■■ | Ketchup | ■■ |  | ■■■■ | Handkerchief | ■■ |
| | | | | | | (Sniper Wolf's) | |
|  | ■■■■ | Level 6 PAN Security Card | ■■ |  | ■■■■ | Camera | ■■ |
|  | ■■■■ | Time Bomb! | ■■ | | | | |

0 1 4 7 8 7 3 7 0 5 0 1 1

AREA 16:
THE MEDICAL ROOM

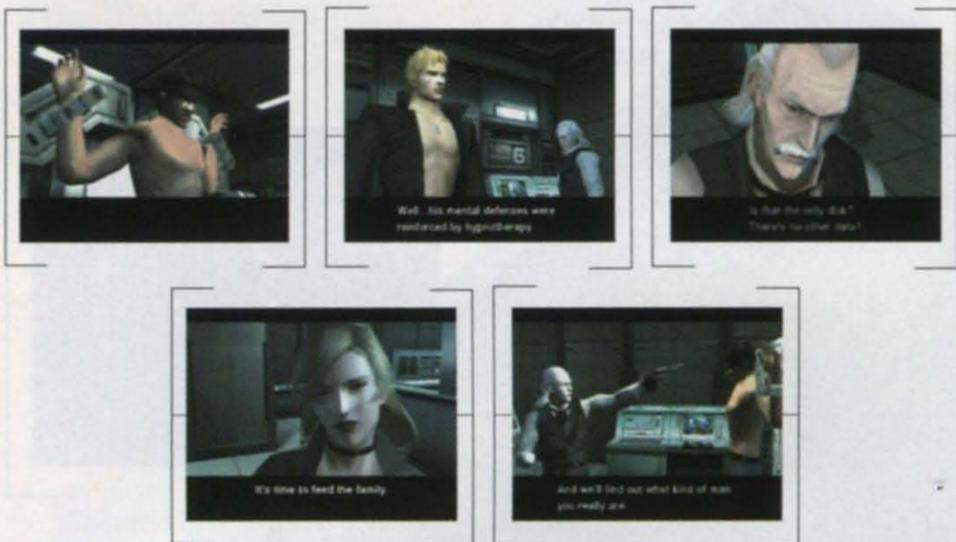


0151937100

ES

WALKTHROUGH

Solid Snake awakens to the blurry vision of bright ceiling lights and the sounds of a conversation between terrorists Sniper Wolf, Revolver Ocelot, and their leader, Liquid Snake. They talk of DNA samples and "correcting" the Genome Soldier mutations. Liquid Snake, angry that the U.S. government refuses to respond to his demands, announces that the first nuke launches in 10 hours, as planned.



Solid Snake is shackled to an electrical torture table. Sniper Wolf tells Solid Snake that Meryl is still alive. Soon Liquid Snake and Sniper Wolf exit, leaving Solid Snake to the mercy of the merciless Ocelot. He seems to relish what is about to transpire. Get your fastest button finger loose and ready.

ENDURE THE TORTURE SESSIONS (OR NOT)

Revolver Ocelot interrogates Snake, asking for "the trick behind that card key." Snake is perplexed. Then Ocelot clearly spells out what will happen next, and what you must do to survive. He explains that if you surrender, he will take Meryl's life in exchange.

When Ocelot hits the switch, a high-voltage electric current surges through Snake. Your job as player is to keep Snake alive by tapping the A Button as fast as you possibly can.



The branching moment in Metal Gear Solid: The Twin Snakes comes on the torture table. If you manage to keep Snake alive without surrender, you keep Meryl alive, too. If you give up during a torture session and press START/PAUSE plus the A Button, however, you lose Meryl in the end. For more on this, see the final sequences of the game in this walkthrough.

0 2 1 0 6 8

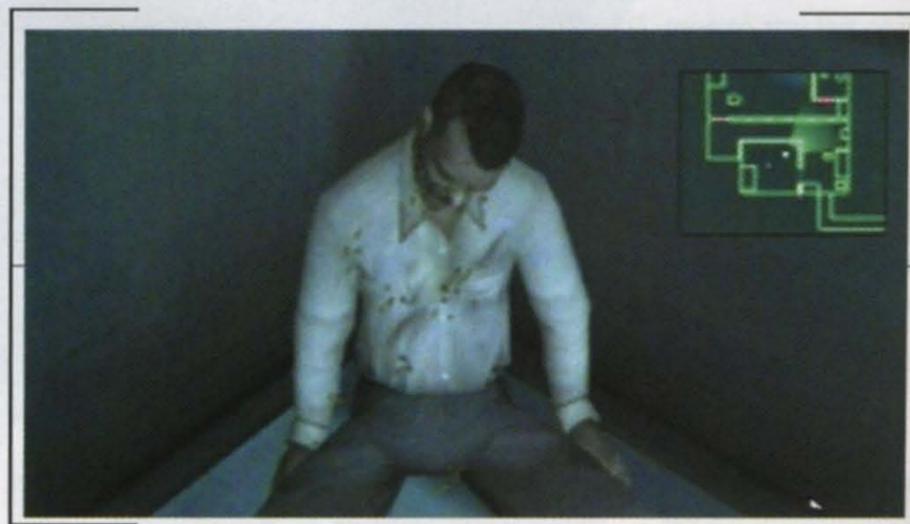


Ocelot sends juice through Snake. You can either fight to regain strength or surrender. Your courses of action are spelled out on the screen.

After the first torture session, guards drag Snake to a nearby holding cell. He awakens to the pleasant sight of a maggot feast, courtesy of the DARPA chief, Donald Anderson. The guy hasn't bathed in days! Plus he's dead. You can do nothing but wait around for the guard to escort you back for a second torture session.



After sessions, guards haul Snake back to a holding cell.



Man, what does it take to get a live roommate these days?

Repeat your act of resistance in the second session, tapping that A Button like a maniac. If Snake survives again, the guards haul him back to the cell. Now you get your first chance to escape.

ESCAPE THE HOLDING CELL

After a few moments, the guard outside Snake's holding cell suffers an illness-related bathroom emergency. After he exits, Otacon appears, literally, by deactivating his stealth unit. He hands Snake some "food"—a bottle of **KETCHUP**. When he hears the guard returning, he disappears again.



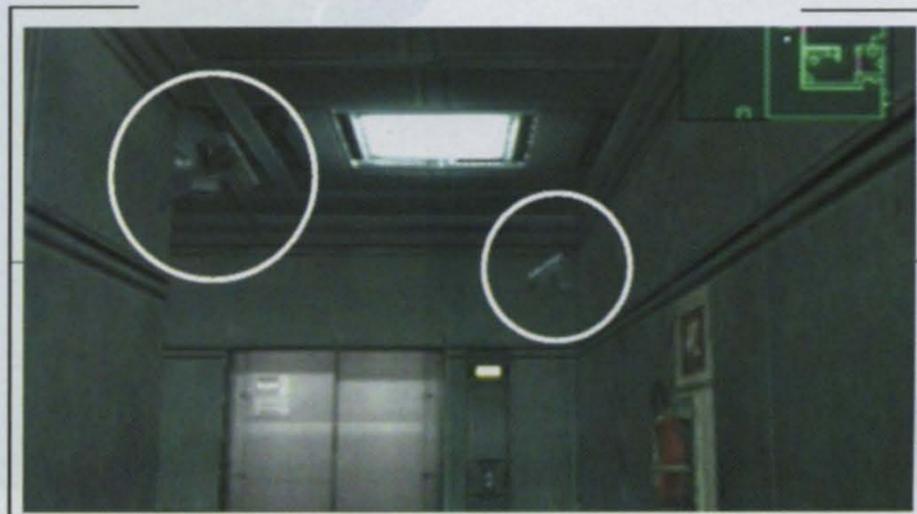
BACK TO THE TOWERS

It's a long route back to the spot where Snake got waylaid, but the way should be familiar by now, plus there are a few helpful items you can pick up on the way.

HOLDING CELL GOODIES

Exit the Level 6 door near the gun turret. You step out into a familiar hallway. You remember this area, don't you? The Holding Cells corridor! This is located on the B1 (middle) level of the first building. The Tank Hangar is above you (floor 1), and the Armory is below (floor B2). Nice to be back, isn't it? Such a lovely place.

Careful, though. Two gun turrets now oversee the corridor above the elevator. Slip past them and head into the Level 1 door leading to the office and holding cells.



Two gun turrets (circled) now overlook the elevator on the Holding Cells level, the B1 floor of the first building.

Find some **RATIONS** under the cot in left cell, two boxes of **CHAFF GRENADES** under cot in right cell, another **BOOK** and a box of **M9 AMMO** in the bathroom, and box of **SOCOM AMMO** inside the cabinet in the corner of the office. Exit the office/cell room and go to the end of the corridor to find another **RATIONS** box by crawling down the low duct. (The upper vent at the top of the ladder is now sealed by a grate.)



Look under the holding cell cots for Rations and Chaff Grenades.

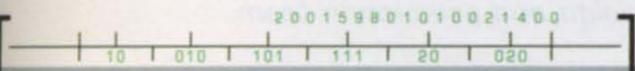
Return to the elevator, avoiding the vision cones of the gun turrets, and ride down to the Armory on B2.

ARMORY: THIRD VISIT (DIGITAL CAMERA)

It's always fun to see what's available in an armory. You made one re-supply trip when you snagged the PSG-1 sniper rifle earlier. But now, with the Level 6 security card you got from Otacon, you can get into that Level 6 room down in the Armory South corridor—the hall you accessed earlier by detonating C4 on the cemented-over passages.



Otacon hands over the ketchup and Level 6 security card, and then he's off!



If you're feeling like a real tough guy, you can ignore the opportunity to escape provided by Otacon's ketchup and just tough it out through two more torture sessions. After you survive four sessions, the Ninja (formerly FOX-HOUND operative Gray Fox) comes and helps you break out.

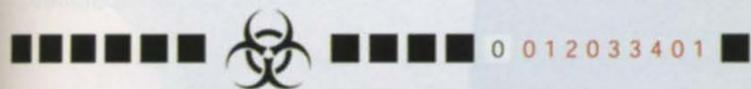
0 2 1 0 6 8

Quick! Press the X Button to lay down on the floor, and then equip the Ketchup and press the A Button to use it. Snake plays dead as the ketchup spreads like blood beneath him. When the guard sees it he panics and enters the cell. When he reaches Snake, press the X Button to stand up and immediately press the A Button to throw the guard. Try to get him in a chokehold and squeeze until he passes out. (He won't get up again, even if you don't break his neck.)



Lay down and use the ketchup to lure in the guard. Then grab him and knock him out.

Exit the cell and go into the room with the torture machine. (Don't miss the **RATIONS** near the doorway.) Watch out for the gun turret in the corner near the door across the torture room. Grab the red trunk of **SNAKE'S STUFF**. Snake automatically dresses and re-equips himself. Now you're ready to return to the Communications Towers.



Check your inventory right away after Snake reacquires it. Chances are somebody planted a Time Bomb with your stuff! If so, highlight the bomb in inventory and press A Button to toss it. It will explode shortly.

0 0 1 1 0 0 1 0 0 6 7

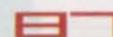


After you reacquire your trunk of stuff, check your inventory for a Time Bomb.

AREA 16: THE MEDICAL ROOM



0 1 5 1 9 3 7 1 0 0



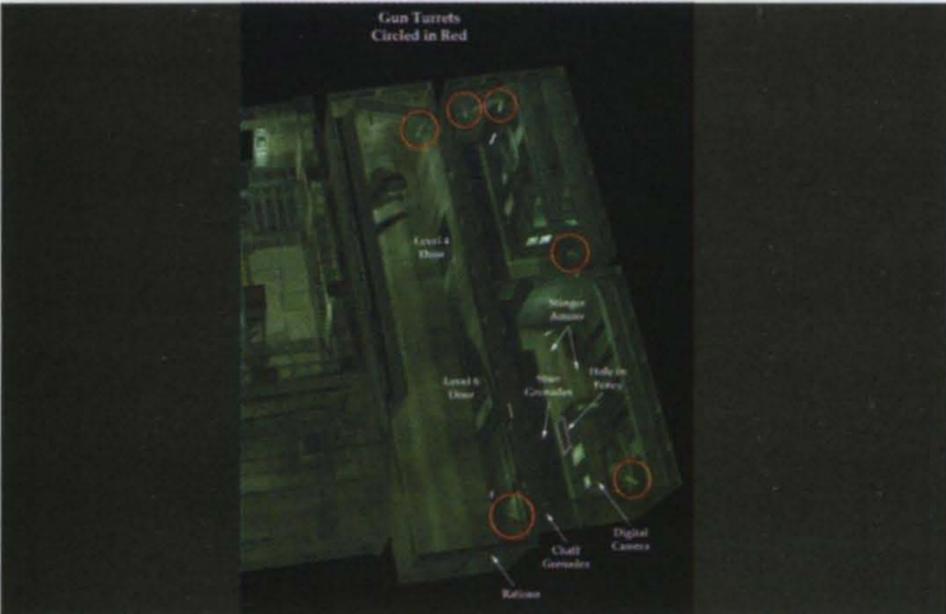
0 1 4 7 8 7 3 7 0 5 0 1 1

ARMORY NORTH

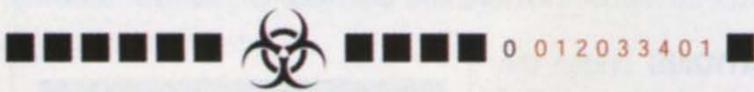
Exit the elevator and work your way down the Armory aisles, avoiding the three guards. (Their patrol routes are different now, but they're easy to avoid.) If you need refills on any ammo items, duck into the appropriate rooms and load up. Then go through the Level 2 door on the south wall to enter the Armory South area, site of your gunfight with Revolver Ocelot.

ARMORY SOUTH

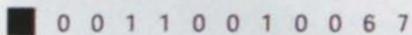
Poor Kenneth Baker still lies sprawled against the far wall. Go through the blasted hole next to him and guide Snake to the right, though another blasted hole. Careful! Remember that two gun turrets scan the corridor beyond. Avoid them and go through the Level 6 door just across the hall to enter room B2-J.



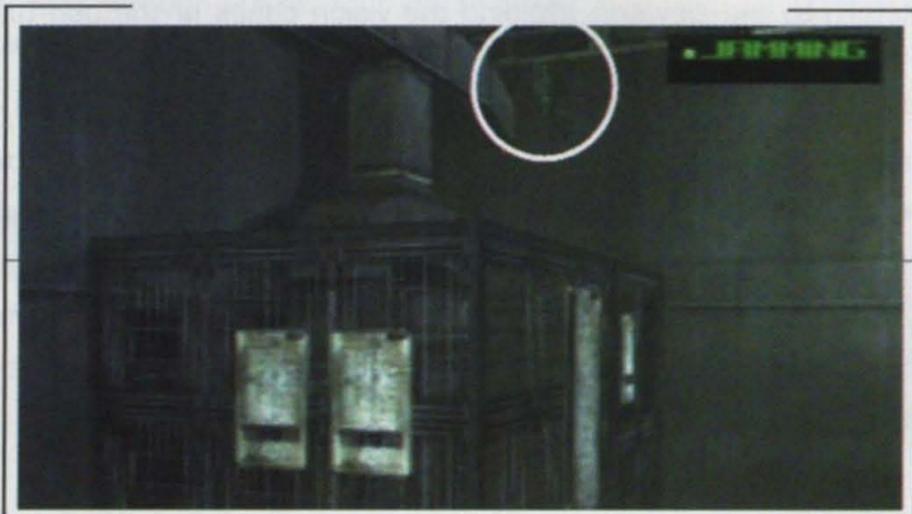
Here's an overview of the back corridor in the Armory South area. Beware all the gun turrets! We circled them all for you.



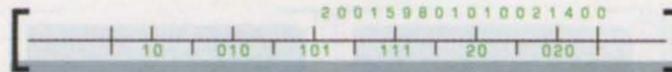
Skip room B2-I behind the Level 4 door in the South Armory area. It holds nothing of value and features three, count 'em, three gun turrets. You can take a lot of damage in here.



Nab the goods in room B2-J—**STUN GRENADES**, **CHAFF GRENADES**, and the **DIGITAL CAMERA**. (You also find a lot of **STINGER AMMO**, but you can't pick it up until after you acquire the Stinger launcher.) The Digital Camera is locked inside a cage, so you must crawl through a low opening to access it. This happens right under the watchful eye of a gun turret, so it can be a painful experience.



Crawl through the opening (outlined) torn in the cage to reach the Digital Camera inside room B2-J. Beware the gun turret (circled) up on the wall.



Easter Egg Hunt

The Digital Camera is a fun feature. You can take nice close-up photos of anything in the game, then save the shot onto a Gamecube memory card. You can view these photos via the Album feature accessed via the SPECIAL selection on the Main Menu. Certain photographed objects have "ghost images" that appear only when you save the photos and view them later. These easter egg shots feature members of the Silicon Knights design and production team.



Exit the Armory to the elevator and ride up to floor 1, the Tank Hangar. Retrace your exit route out the cargo door to the north and across the Canyon snowfield into the Nuke Building. Cross the nuke-filled garage to the elevator on the upper walkway and ride it down to floor B2, the research office and laboratory level.

NUKE BUILDING (FLOOR B2)

Run down the gas-filled corridor south then west to the Level 6 door in the office area. Enter and nab the **BODY ARMOR**. Return to the elevator and ride up to floor B1.

NUKE BUILDING (FLOOR B1)

Dodge the two guards and duck into the Level 6 office on the left side of the area to pick up the box of **MEDICINE**. This is an important item if you happened to catch the guard's cold earlier and keep sneezing. Again, if you gave in during the torture session, you have a 100 percent chance of catching the cold. Now you can equip the Medicine and press the A Button to take it and cure the cold.

Check out the Level 5 room next door (to the south). There you'll find the **PSG-1-T**, a sniper rifle that fires tranquilizer bullets. Grab the **PSG-1-T AMMO** and a box of **PENTAZEMIN** here, too. Then exit the office area.



Wear Sniper Wolf's handkerchief to keep the wolf-dogs pacified.

Go down the corridor to the Commander Room. Continue through the secret exit and head north through the Wolf Caves. Here you can equip the Handkerchief you got from Otacon. It has Sniper Wolf's scent on it, so the wolf-dogs (who she trained) leave you along.

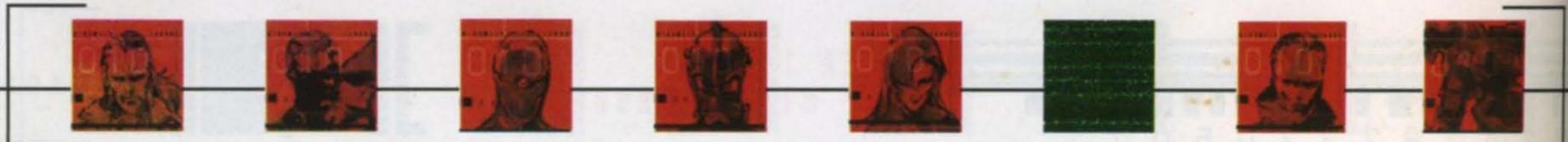
UNDERGROUND PASSAGE

Move up the Underground Passage, where Snake flashes back to the painful sniper attack on Meryl. He takes a call from his support crew and learns a bit about Naomi Hunter's past. Master Miller joins in. He seems very curious about Naomi's story. Hmmm.

When Snake passes the bloodstain left by the sniper attack on Meryl, he flashed back to the incident.



Continue on to the Communications Towers and go through the Level 6 door to enter the first tower.

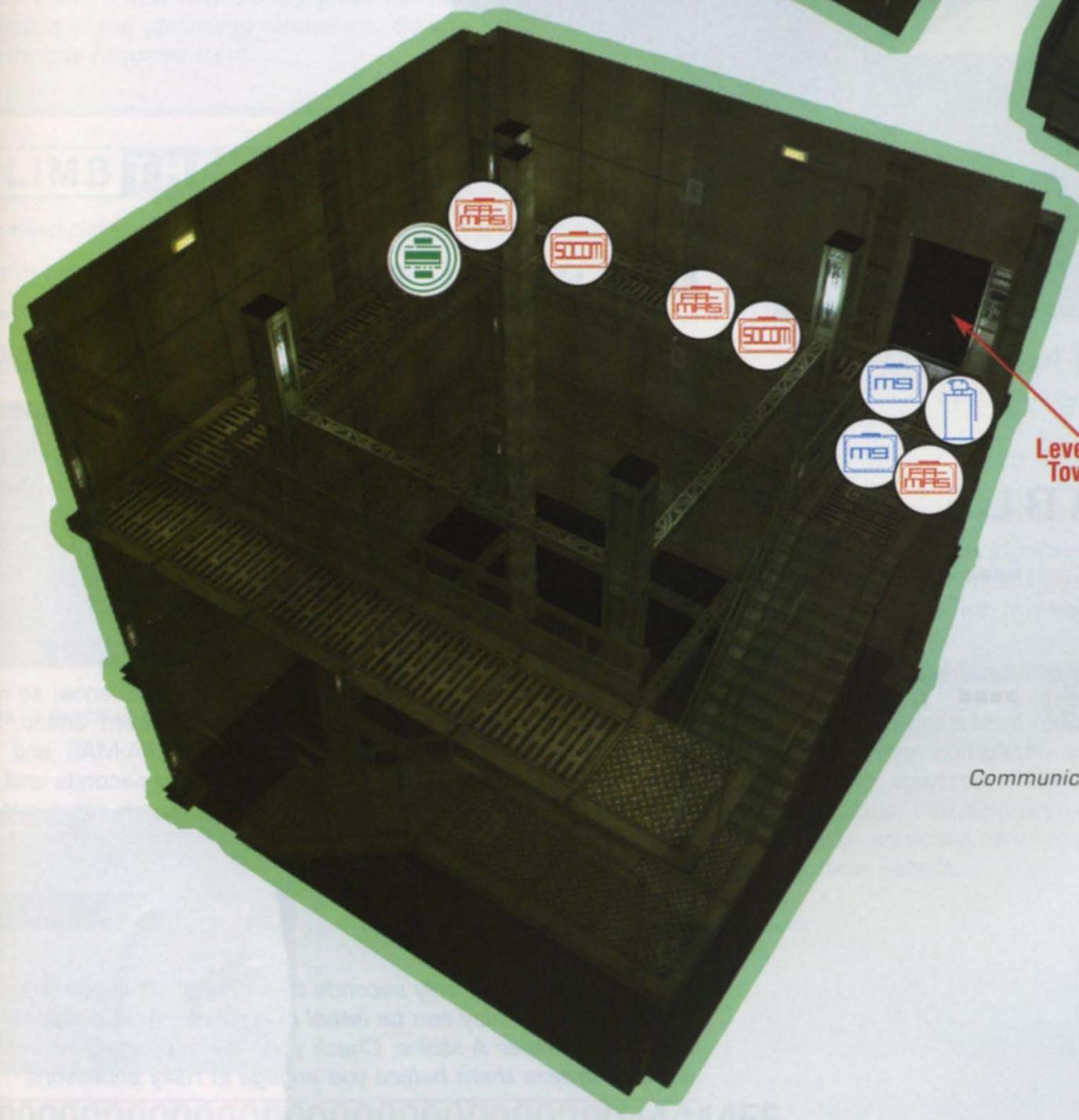
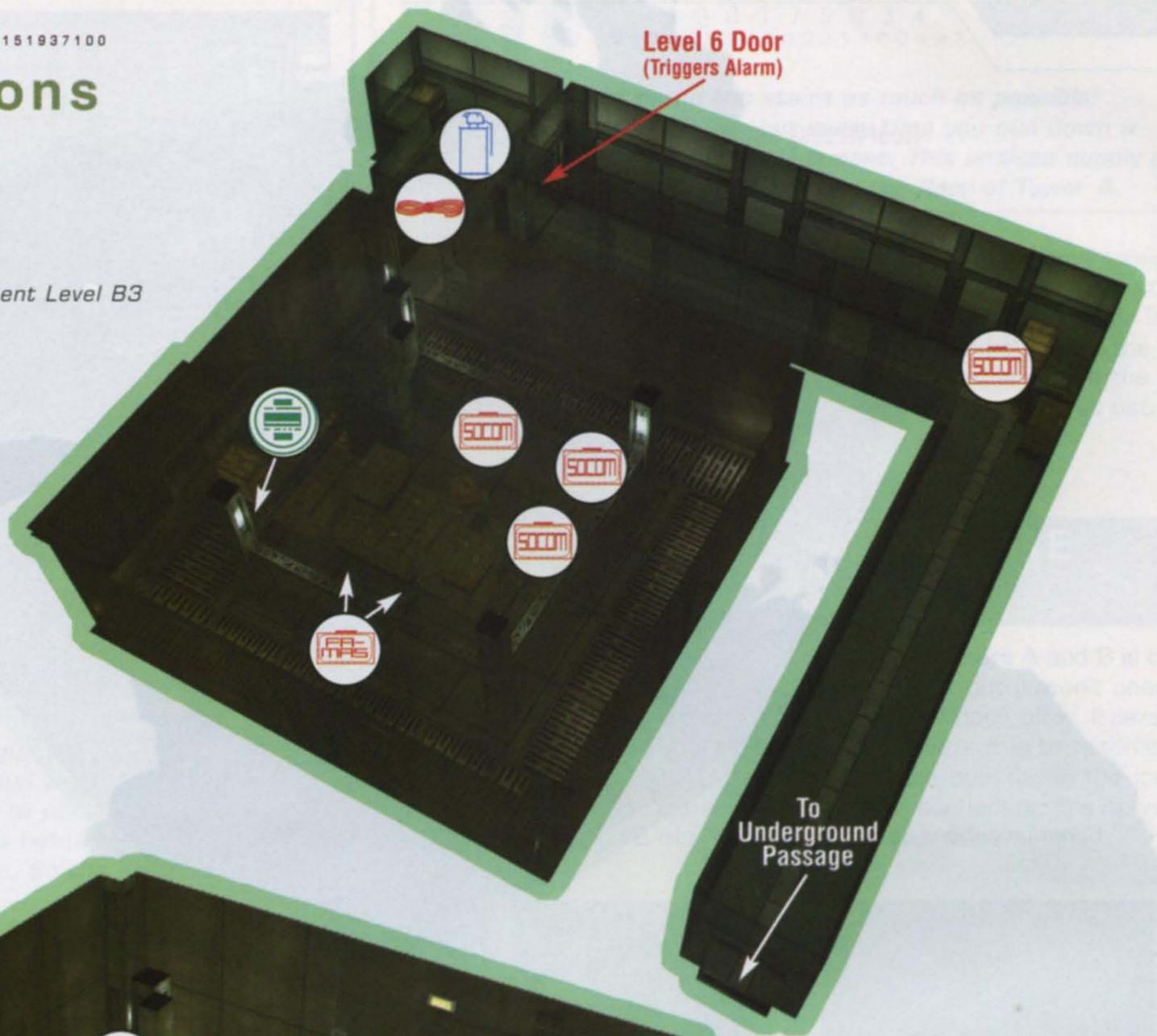


[AREA 17:]

0151937100

Communications Tower A

Communications Tower A: Basement Level B3



Communications Tower A: Floor 9 (Bridge Level)

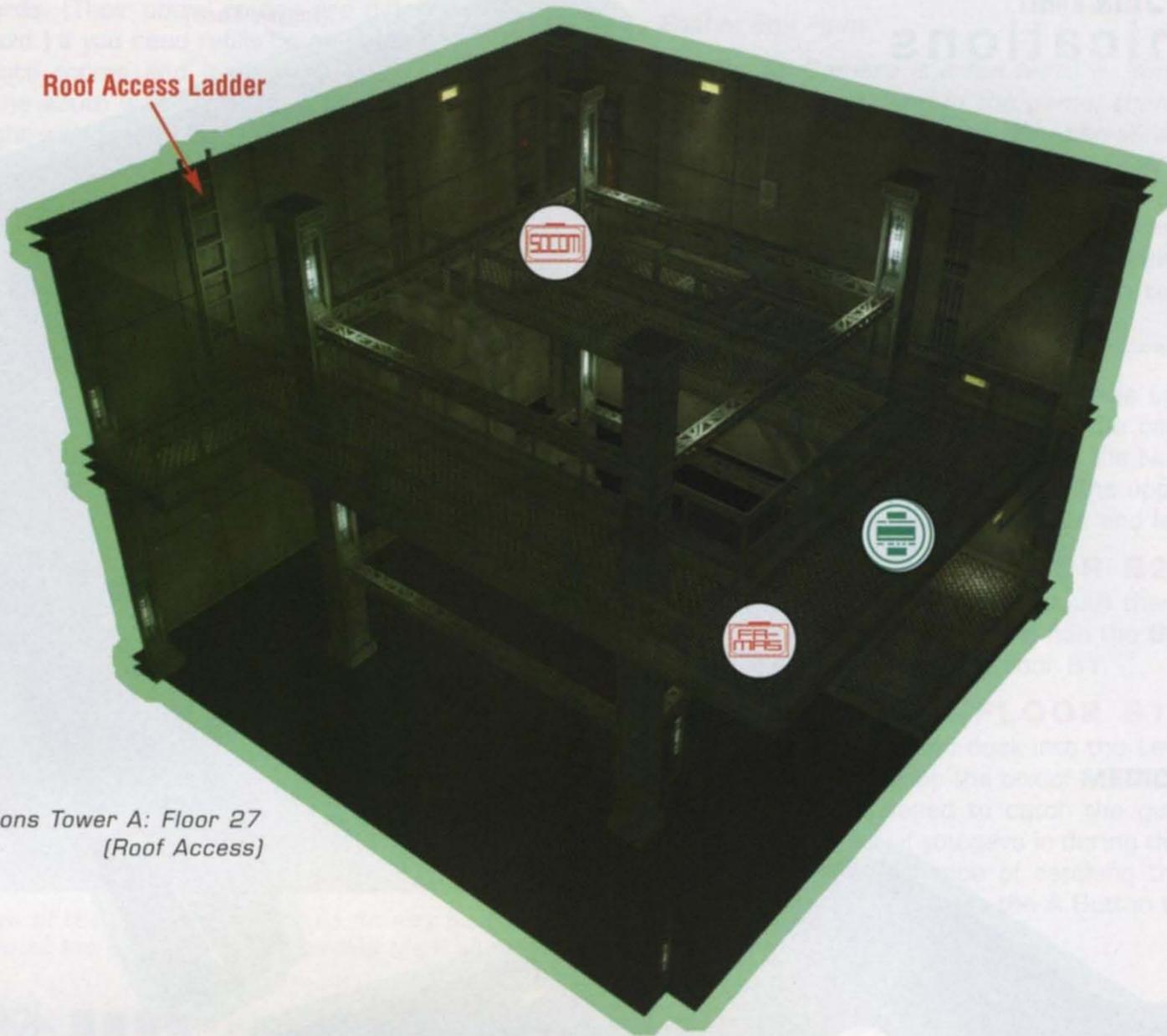
0147873705011

AREA 17: COMMUNICATIONS TOWER A



0151937100

Roof Access Ladder



Communications Tower A: Floor 27
(Roof Access)

OBJECTIVES

- Fight through guards up the Tower A staircase.
- Get from Tower A to Tower B.

ITEMS AVAILABLE

	■■■■■	Stinger Missile Launcher	■■		■■■■■	Stinger Ammo	■■
	■■■■■	All Other Ammo Types	■■		■■■■■	Rations	■■
	■■■■■	Rope	■■				

MISSION DETAILS

Snake must maneuver past two 27-story Communications Towers in order to reach the underground facility on the other side, where Metal Gear Rex is stored. To do this, you must enter the near tower, Tower A, and find a way over to Tower B. From there you can exit and find the entrance to the underground complex.

INTRUDER ALERT!

Snake does a lot of shooting in the following sequence, so make sure you're well-stocked with FA-MAS and Socom ammo. Stun Grenades are good, too. First, equip your FA-MAS and your Rations, which are probably frozen. Wait a few seconds until they unfreeze, then equip your Body Armor. Get ready for a wild and wooly running fight.



9 0 0 1 7 5 0 3 4
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

0 8 4 1 5

Frozen Rations take only seconds to unfreeze after you equip them, but that delay can be lethal in a running gun battle like the one up the Tower A stairs. Check your Rations regularly and equip/unfreeze them before you engage in risky endeavors.

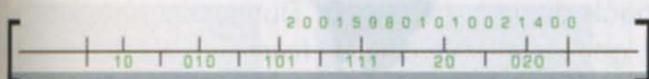




Round the corner and head through the Level 6 door to trigger a running gun battle up nearly 30 flights of stairs.

Follow the entrance corridor around the corner (nabbing boxes of **FA-MAS** and **SOCOM AMMO** at the corner) and proceed through the Level 6 door. This triggers an alarm, and two guards rush up the corridor behind you. (You can't avoid this confrontation.) Turn and gun them down.

Quickly grab the **ROPE** and **STUN GRENADES** just inside the doorway before you start running up the stairs.



Snake can use the rope for a required rooftop escape maneuver a bit later. In the original version of *Metal Gear Solid*, the rope was the only way to perform the maneuver. But Snake's new Grip ability gives him an alternate means of escape in the upcoming sequence. So the Rope is no longer a strictly required item.

0 2 1 0 6 8

CLIMB THE TOWER

Go! Keep climbing. You have a head start on another pair of guards pursuing up the stairs behind you. As they get closer, their shots start hitting you. But keep running—your Body Armor cuts the damage in half. Zigzag as you head upstairs.



Yes, it hurts to get hit. But resist the urge to turn and slug it out with your tormentors. It only drains your health.

The sooner you reach the top, the better. Your enemies spawn endlessly until you reach floor 27. Drop an occasional Stun Grenade and keep running!



9 0 0 1 7 5 0 3 4
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

0 8 4 1 5

Avoid pitched battles on the stairs as much as possible! Gunfights can be satisfying, but every time you gun down a pursuing guard, he gets a replacement. This endless supply of guards continues until you reach the top floor of Tower A.

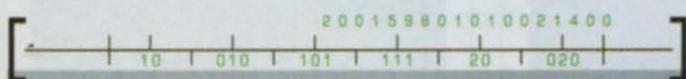
You start on floor B3, the bottommost of three basement levels. When you hit Floor 6, a guard waits and opens fire. If you run too closely past him, he knocks you silly with the butt of his rifle. Try shooting on the run—with weapon equipped, just hold down the B Button as you push the Control Stick to move, then press the A Button to shoot. This method can expend a lot of ammo, so use it only when you're sure targets are in range in front of you.

FLOOR 9: TOWER BRIDGE DOOR

The bridge walkway between Communication Towers A and B is on floor 9. Access is via a Level 6 security door, but it won't open! Otacon calls via Codec and explains that the door often freezes shut from the outside. The only way to unfreeze it is to detonate a C4 charge—but it must be planted on the outside, in the ice. Then he directs you to a second bridge connecting the tower rooftops—but it's 18 more levels up, on floor 27.



The Level 6 door to the tower bridge is frozen shut from the outside. Scoop up items on the run and keep climbing!



The "6" on the bridge walkway door might be confusing. (It confused us at first.) That number designates the door's security level, not the floor level. You are on floor 9.

0 0 2 1 0 6 8

Onward! You get a brief respite from stair climbing on Floor 9; the platform rings completely around the inside of the tower before continuing upwards. Numerous goodies line the way—various ammo types, including Stun Grenades. But guards are still buzzing like bees, so scoop up what you need *on the run* and continue your relentless ascent.

AREA 17: COMMUNICATIONS TOWER A



0 1 5 1 9 3 7 1 0 0

91

0 1 4 7 8 7 3 7 0 5 0 1 1

9 0 0 1 7 5 0 3 4 0 8 4 1 5
 0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7



Shoot fire extinguishers as you pass them on the way up the tower stairs. A hit releases a stream of chemical retardant that temporarily

blinds your pursuers. You find fire extinguishers on floors 2, 6, 11, 15, 19, and 23.

TO THE TOWERTOP

After Floor 9, Snake encounters guards above him on the stairwell every three or four flights. Run and shoot, pausing only to gulp a Ration when your Life Gauge drops into the orange. Monitor the Life Gauge regularly, because with the Body Armor equipped on the item side instead of Rations, Snake can't auto-replenish his health.

If you really get in a jam, toss a Stun Grenade to extricate yourself. Above all, keep climbing! The sooner you reach floor 27, the sooner this ordeal ends.

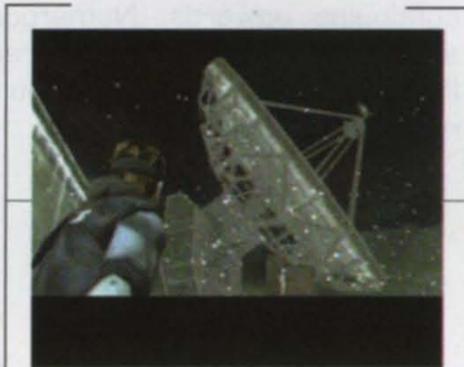
FLOOR 27

When you finally reach the top, follow the catwalk as it U-turns left, then right, veering around the support struts in the center of the walkway. When you reach the roof access ladder, yes, go ahead, turn and fight, finally. Any guards who follow you into this area will be the last you see for awhile, so eliminate them and catch your breath.



Find the roof access ladder on floor 27 and climb.

No more guards will come, so you can make a leisurely descent to gather items you missed along the way. You can go all the way back down to floor B3 if you want. There, you can find plenty of reloads for your weapons. Once you've got a full inventory, return to the roof access ladder on floor 27 and climb up.



Snake emerges on the snowy rooftop under the massive dish antenna.

ROOFTOP BRIDGE

Exit the small room at top of the ladder. You see a short cut scene of Snake surveying the rooftop. Grab the **STUN GRENADES** just around the corner from the door. Then walk toward the giant radio antenna dish on the Tower B roof.



Suddenly, missiles rain down from above. The antenna and connecting bridge are shattered, cutting off the route across to Tower B. Worse, the Hind D gunship suddenly rises to confront Solid Snake. The pilot: Liquid Snake. The only way over to Tower B is now via the bridge way back down on Floor 9. But again, the door is frozen so you can't get onto the bridge from inside the tower. Looks like the only way to the lower bridge is straight down the side of this tower.

DOWN THE TOWER WALL

If you nabbed the Rope down on floor B3 before you started your sprint up the Tower A stairs, you have two ways to descend the structure to the Floor 9 tower bridge. If you missed the Rope, you can use the first option. Both are fun.

OPTION 1: DROP AND GRAB

Walk Snake to the railing right in front of him and press Y Button. He crawls over, hangs down, and drops. After another short cutscene of a strafing pass by the Hind D gunship, control returns to you with Snake hanging from a beam on the side of the Tower. Your Grip Gauge is dropping fast, so you'd better get going.



You can climb over the railing. Snake automatically drops to the first position. After that, it's up to you.

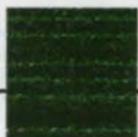


Here's the "drop and grab" route down the side of Communication Tower A to the bridge walkway on level 9.

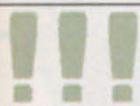
■■■■■■■■ ■■■■■■ 0 0 1 2 0 3 3 4 0 1 ■■■■■■

Watch your Grip Gauge! Whether dropping from handhold to handhold or rappelling via rope, Snake falls if the Grip Gauge drops to zero.

■■ 0 0 1 1 0 0 1 0 0 6 7



Your objective is to drop from handhold to handhold down the side of the structure to the tower bridge below. The route down is shown in the screenshot on this page. It's a fairly easy routing puzzle, but the key is your timing of the grab after you drop. Press the X Button to let go of your current hold, then punch the Y Button at the precise moment you reach the next handhold you want to grab. Just a split second too soon or too late and the grab will fail.



9 0 0 1 7 5 0 3 4 0 8 4 1 5
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

Don't let your Grip Gauge drop to zero. Every drop to a new handhold replenishes your gauge.

OPTION 2: RAPPEL

When control returns to you after the cut scene of the rooftop attack by the Hind D gunship, Snake stands at the railing. Equip the Rope. You see another thrilling cinematic of Snake attaching the rope then dodging bullets as he swings over the wall into rappelling position.



Equip the Rope at the roof railing. Snake evades the gunship attack and dives over into rappelling position.



Replenish your Grip Gauge by pausing to stand on a beam or cross-strut.

Press the A Button to kick away from the wall and, while away from the wall, pull back on the Control Stick to drop. Move the Control Stick left or right while kicking off the wall to swing in that direction. To move slowly across the wall—say, to nab the **RATIONS** box tucked in one of the wall struts—hold in the B Button as you push the Control Stick in the desired direction.

Watch that Grip Gauge. It drops steadily while you hang from the rope, but replenishes if you stop to stand on a strut. Reaching the lowest beam triggers a cut scene in which Snake makes a dramatic drop to the bridge.



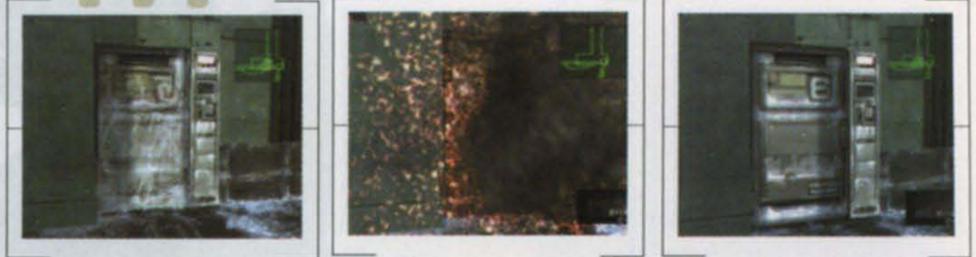
When you see this cinematic, you're down safe.

FLOOR 9: TOWER CORRIDOR

Gather the **RATIONS**, **C4**, and **M9 AMMO** near the Tower A door. Now one last obstacle blocks your path to Communication Tower B. Three tough, well-armed enemy soldiers guard the far end of the bridge. They're difficult to see from a distance. Three approaches can work:



9 0 0 1 7 5 0 3 4 0 8 4 1 5
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7



Plant C4 on the Tower A bridge door and detonate it to unfreeze the door. Then you can enter and have a free run up and down inside Tower A, gathering any items available.



Charge, snipe, or sneak to eliminate the three soldiers guarding the bridge by Tower B.

DIRECT ATTACK

Equip your Body Armor and FA-MAS assault rifle, then make a dash attack down the bridge. Hold down both the A and B Buttons as you push the Control Stick toward the guards. Their fire knocks Snake down a few times, and you take some damage, but you get to Tower B eventually. Replenish yourself with the **RATIONS** all three guards drop.

SNIPER ATTACK

Use the PSG-1 sniper rifle to pick off the three enemy guards from the base of Tower A, where you start. Remember to use Pentazemin to steady your aim. Try for head shots for a one-shot kill.

SNEAK ATTACK

If your Grip Gauge is up to Level 3, you can crawl over the railing on the right side, then slide hand-over-hand along the bridge and around behind the three guards. Jump up and spray some close-range lead or break a few necks.

ENTER TOWER B

After you defeat the guards and reach their position, the Hind D gunship suddenly rises beyond the railing and opens fire on Snake. Run down the corridor through the Level 6 door into Tower B. Pick up the **STINGER** missile launcher and a box of **STINGER AMMO**. Continue through the next door into the tower interior.



Don't miss this crucial item just inside the bridge entrance door to Tower B. You can't beat the Hind D without it.

AREA 17:
COMMUNICATIONS TOWER A



0 1 5 1 9 3 7 1 0 0

93

0 1 4 7 8 7 3 7 0 5 0 1 1

[AREA 18:]

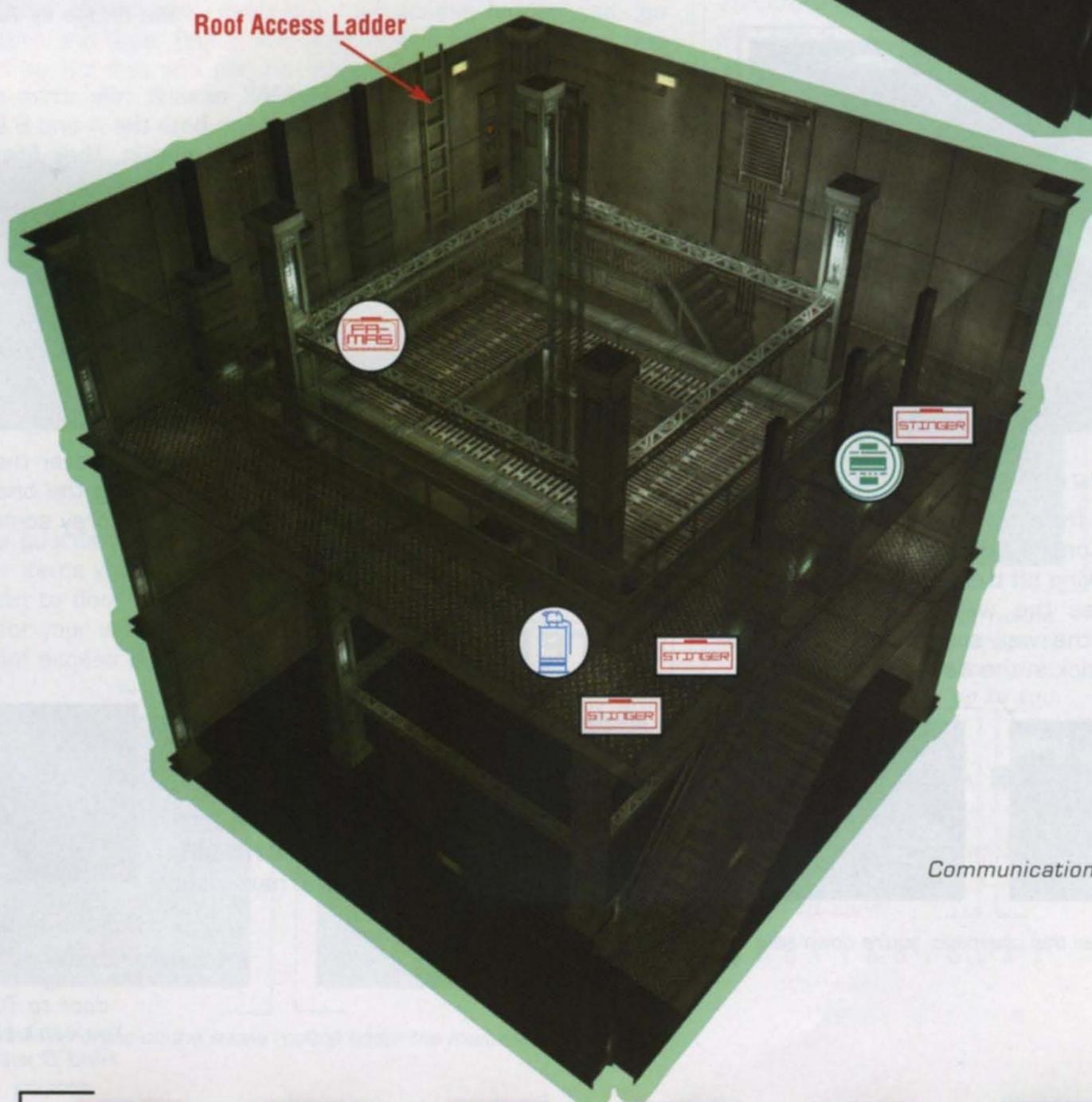


0151937100

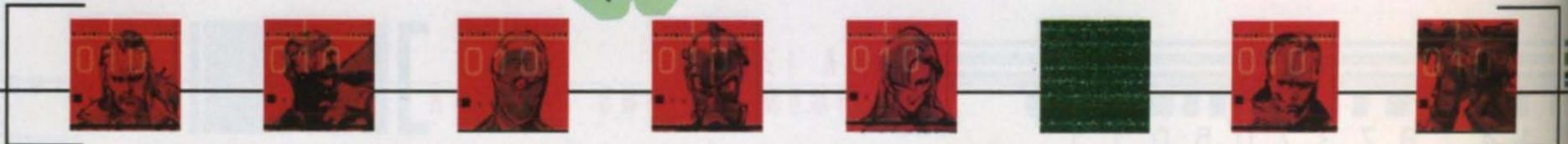
Communications Tower B



Communications Tower B: Floor 9 (Bridge Level)



Communications Tower B: Floor 27 (Roof Access)



OBJECTIVES

- Get Otacon to fix the tower elevator.
- Knock the Hind D gunship out of the sky with Stinger missiles.
- Survive the elevator ambush.

ITEMS AVAILABLE

 ■■■■ Stinger Ammo ■■  ■■■■ All Other Ammo Types ■■

 ■■■■ Rations ■■

WALKTHROUGH

The inevitable and dramatic showdown with the Liquid Snake in his Hind D gunship looms on the Tower B rooftop. But the path upstairs is blocked, and Snake must meet with Otacon before moving up.

MEET OTACON

If you go forward from the bridge door and try to head upstairs, you pass an elevator and find the stairwell blocked. If you try to call the elevator, nothing happens. Hmmm. How to get up on that roof?



The stairs are blocked and the elevator doesn't work. No place to go but down.



But the stairs have collapsed on Floor 6. Be careful not to fall!

Head downstairs. You come to another dead end; the stairs have collapsed on Floor 6. Rats! Now what? Head back upstairs to the elevator.

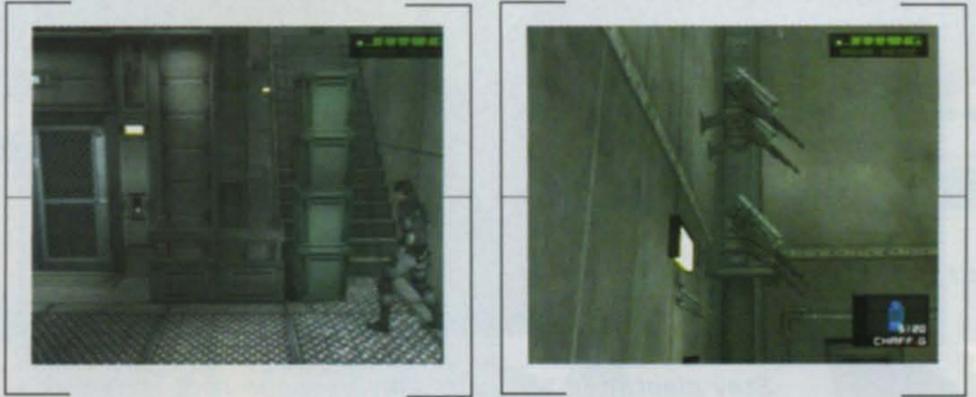
Your approach triggers a cut scene. Otacon is stacking up the boxes blocking the stairs leading up. He tells Snake he rode the elevator up. But you just tried the elevator, and it didn't work! Snake notes that the elevator isn't working again, and asks Otacon to fix it if possible.



After fielding some awkward questions from Otacon about finding love on the battlefield, Snake says he has to "go and swat a noisy fly."

STAIRWELL TURRET GUNS

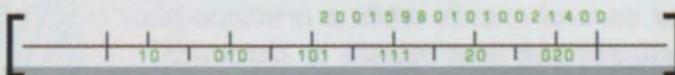
Thanks to Otacon, the way upstairs is now clear. But the Tower B staircase is more security-rigged than Tower A. In fact, increasing numbers of grim gun turrets oversee the stairs on four floors.



Otacon clears the stairwell blockage, but four sets of gun turrets make the climb difficult. This right here is why God invented Chaff Grenades.

Floor 11 has one turret, Floor 15 has two turrets, Floor 19 has three turrets, and Floor 23 has four turrets. Before you reach each of those floors, stand at the bottom of the stairway below the guns and toss a Chaff Grenade. As soon as it explodes, sprint up past the temporarily disabled guns.

Continue up the stairs to Floor 27, where the walkway rings around the tower interior. Fill up your inventory with the boxes of **STINGER AMMO** and, if you need it, **RATIONS** before you climb the access ladder to the roof.



Be sure you have a full cache of Stinger missiles and plenty of health before you step out onto the Tower B roof to battle with Liquid's Hind D gunship. Once you emerge onto the roof, you can't go back in.

0 2 1 0 6 8



BOSS

HIND D GUNSHIP

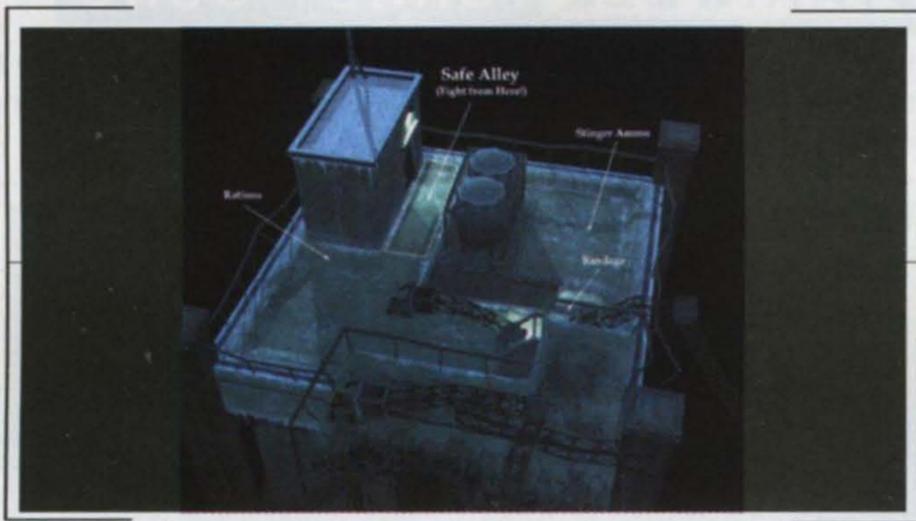


When you step out onto the roof, the Hind D rises up over the ledge. After an exchange between Snakes, the battle ensues. This duel pits Solid Snake and his Stinger missile launcher against Liquid Snake and his agile helicopter gunship.



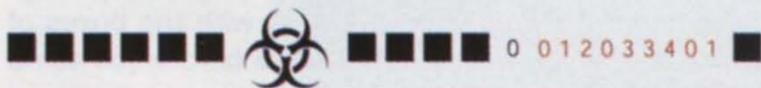
9 0 0 1 7 5 0 3 4 0 8 4 1 5
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

A box of RATIONS, a BANDAGE, and some STINGER AMMO are scattered around the rooftop.

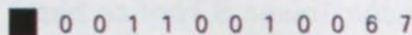


Stay planted in the safe alley between roof structures.

Quickly equip your Stinger missile launcher. The Hind D will hover behind rooftop structures or below the level of the roof ledge, and then suddenly pop out to make a strafing run. Stay between the water tower and the rooftop room where you emerged. Lurking in this "alley" cuts off a lot of your firing angles, but it keeps you much safer than running across the open rooftop. The tradeoff works in your favor.



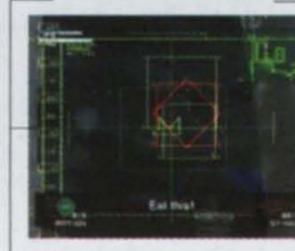
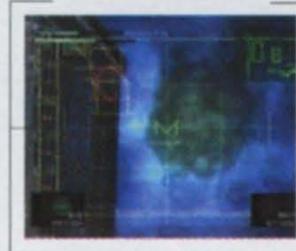
Be patient when firing your Stinger. A happy trigger finger wastes missiles. Launching a second missile while a previous shot is still flying automatically causes the first missile to detonate.



HOW TO TRACK THE ENEMY

The key to winning this battle is the intelligent use of your two electronic tracking systems:

Radar: On your radar display, keep Snake's green viewing cone swiveled in the direction of the red radar signature of the Hind D gunship. Remember that radar doesn't actually target the enemy helicopter, however. When your radar indicates that you're facing in Liquid Snake's general direction, switch your focus to the Stinger's visual tracking display.



Use your radar combined with your Stinger's tracking display to find the gunship. Launch a missile whenever you see the Hind D emerge into the open and the Stinger target box turns red to indicate a lock.

Stinger Tracking Display: Keep your Stinger equipped the whole time you're fighting. When your radar indicates the gunship is somewhere in front of you, look up and down until you spot the yellow box that indicates the actual position of the helicopter. Move your Stinger's targeting circle over that yellow box until it turns red, indicating a target lock. (You hear a beeping to indicate the lock.) Don't launch a missile until you actually see the Hind D, however. You don't want to shoot right into the water tank five feet away from you!



9 0 0 1 7 5 0 3 4 0 8 4 1 5
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

Keep your Rations equipped on the item side so Snake takes care of his own health.



After you score five hits, a short cut scene shows the Hind D fire a rocket into the rooftop. As long as you stay in your alley, you're relatively safe. Continue your targeting tactics as Liquid Snake gets craftier and less predictable in his strafing approaches.



9 0 0 1 7 5 0 3 4 0 8 4 1 5
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

Keep your Rations equipped on the item side so Snake takes care of his own health.

CONTINUED



METAL GEAR
SOLID 2



100214860187
05011

LIQUID SNAKE

Solid Snake's nefarious genetic twin is the mastermind behind the terrorist operation. Liquid Snake's combat skills are top-notch, whether he's manning a Hind helicopter gunship or fighting fist to fist. Prepare to face him down several times during the game. The man seems to have more lives than a cat!

AREA 18:
COMMUNICATIONS TOWER B

0151937100



0147873705011

Once you score the last hit, Liquid Snake howls and launches one last rocket at the rooftop. Watch another gorgeous cinematic. Solid Snake's midair kick-turn off a speeding rocket is one of the coolest maneuvers we've ever seen. His spectacular Stinger hipshot finally knocks the Hind D gunship out of the air in a spectacular fireball.



Is this the end of the twin who calls you "little brother"? We'll find out soon enough.

END BOSS FIGHT

SPOOKY ELEVATOR RIDE

After the fight, Otacon calls via Codec to say the elevator is working again. He assures Snake that the entrance to the Metal Gear underground maintenance base is just north of the snowfield just past Communication Tower B. Time to get down to ground level again.

Don't forget the turret guns on floors 23, 19, 15, and 11. Toss a Chaff Grenade down from the next level above each set of guns and then run past.



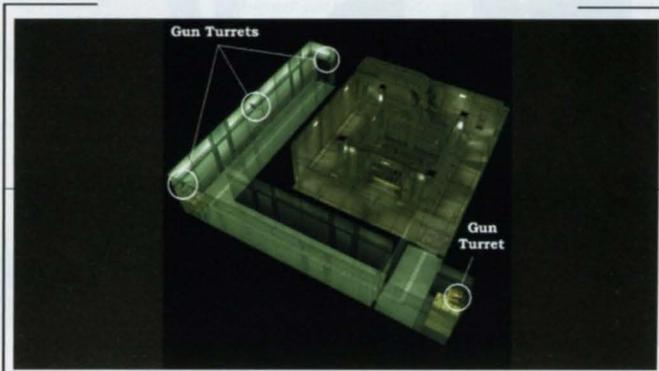
Otacon reports that the elevator is functional. But when Snake steps aboard, he finds invisible company.

Before you try the elevator, make sure you've got your full allotment of five Rations in inventory. If not, scour both towers for more. (If you haven't used C4 to unfreeze the door into Tower A across the bridge on Floor 9, you can do so now.)

Call the elevator and step aboard. Select the floor 1 button. After the door closes, you get a panicked call from Otacon. It appears you have stealthy company. Immediately equip your favorite gun and start blasting. These guys are tough, but if you have full health you should survive easily.

When the elevator arrives at the ground floor, exit and work your way around the elevator picking up items—**M9 AMMO**, a **RATIONS** box, **CHAFF GRENADES**, **FA-MAS AMMO**, and **PSG-1-T AMMO**.

TURRET ALLEY



Here's a look at the gun turret locations along the Tower B exit corridor.

Be careful as you move along the tower's exit corridor. Four turret guns watch the passage. Exit the Level 6 door from the elevator area to find a couple boxes of **PSG-1 AMMO**...plus a nasty gun turret in the lower right corner. Run through the next door into the long hallway. Three more guns lurk up ahead. Time your run past them and exit the door at the hall's end.

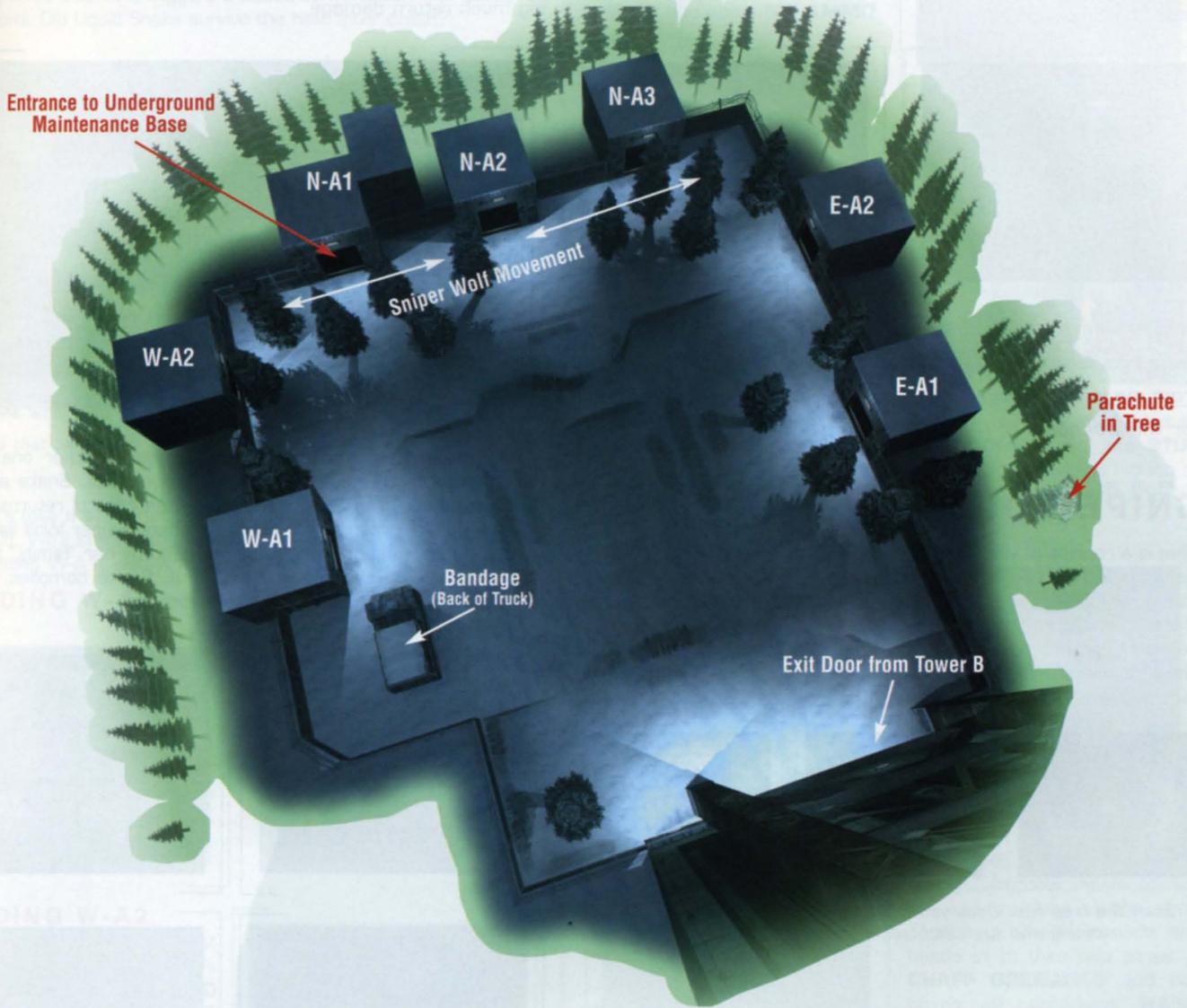
Hand-drawn sketch of a gun turret.



SOLID SNAKE'S REVENGE

[AREA 19:] The Snowfield

0151937100



OBJECTIVES

- Defeat Sniper Wolf in a sniper duel.
- Search the supply buildings for useful items.
- Find the entrance to the Metal Gear underground maintenance base.

ITEMS AVAILABLE

- | | | | | | | | |
|---|------|-------------------|----|---|------|----------------|----|
|  | ■■■■ | Pentazemin | ■■ |  | ■■■■ | All Ammo Types | ■■ |
|  | ■■■■ | All Grenade Types | ■■ |  | ■■■■ | Rations | ■■ |
|  | ■■■■ | Bandages | ■■ | | | | |

0147873705011

AREA 19:
THE SNOWFIELD



0151937100

99

MISSION DETAILS

As Snake exits the Communications Tower B, a bullet from an invisible assassin narrowly misses him. A quick call to Otacon verifies no other stealth prototypes available. It must be Sniper Wolf.



Otacon clearly has feelings for her, despite her cold-blooded taunting: "Don't get between a wolf at its prey! A message from me is a message from death." Snake promises payback for the wounding of Meryl; the grudge match is on.

BOSS [SNIPER DUEL: PT.2]

This is a reprise of your earlier battle with Sniper Wolf, and it proceeds much the same. All of the tactics discussed in the earlier duel in Sniper Alley apply here. Equip your PSG-1 and quickly scan the tree line across the snowfield from left to right. Look for the vapor of her breathing in the cold night. If you don't see Wolf in the first pass, unequip the rifle and look for the red beam of her laser pointer.



Scan the tree line. Once you get your first hit, Sniper Wolf starts running and you can track her movements better. Use that Pentazemin!



9 0 0 1 7 5 0 3 4 0 8 4 1 5
0 1 3 9 8 0 1 0 1 0 0 2 1 7 0 0 3 9 7

A good way to find Sniper Wolf's position is to unequip your rifle and look for the red beam of her laser pointer. Turn Snake to face along the line of the beam, then equip your rifle again. You should be looking right at her through your scope, or at least catch a glimpse of her movement.

While the PSG-1 is equipped and you're sighting with the scope, beware the red glow of Sniper Wolf's laser pointer. If you see a flash of red light in your scope, you know she's zeroing in on your position. You can try to hit her first, but if you haven't sighted Wolf yet, quickly unequip your rifle and start moving! Don't be a sitting duck.

Once you nail Sniper Wolf with your first hit, you gain the advantage. She will start running, looking for a cover. If she gets behind a tree, pop a Pentazemin, aim just slightly to one side of the tree, and wait. She'll lean around the tree looking to shoot, so there's a 50-50 chance that she leans right into your crosshairs. If not, just a small adjustment to the other side gives you a good shot. Keep her on the defensive like this, and you'll take her out without taking much return damage.



Wolf and Snake have their final showdown.

When you land your final hit, you trigger another one of this game's spectacular cinematic action sequences. Snake and Wolf have one final, dramatic exchange. When control returns to you, guide Snake across the snowfield to where Sniper Wolf lies fallen. Watch as the lung-shot Wolf, surrounded by her "family," tells her sad story and begs for a merciful end. Snake complies, and we learn Otacon's true feelings for the woman.



END BOSS FIGHT



EXPLORE THE STORAGE SHEDS

The Metal Gear underground maintenance base is near, but don't pass up the treasure trove of goods stored in the seven sheds arrayed around the snowfield. But first—a plot moment. Run to the right side of the snowfield and look over the fence at the parachute hanging in the tree. This triggers a Codec conversation with Campbell and Naomi. Did Liquid Snake survive the helicopter crash?



Why is that parachute hanging from a tree near the crash site of the Hind D gunship?

Now let's take a systematic look at the storage sheds around the snowfield. We'll start with the structure on the west side at lower left, building W-A1, and work clockwise around the area.

BUILDING W-A1



This Level 1 building has two gun turrets inside. It holds one box of **RATIONS** and a **BANDAGE**. Toss in a Chaff Grenade before you enter and grab the goods.

BUILDING W-A2

This Level 6 building has just one gun turret inside. It holds four boxes of **NIKITA AMMO** plus the **CARDBOARD BOX 3** labeled "Snowfield." You can grab all this stuff without wasting a Chaff Grenade.



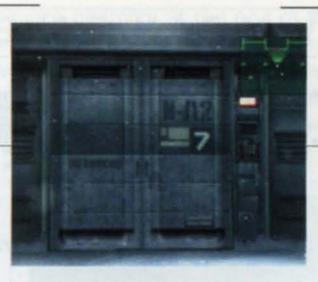
BUILDING N-A1

This Level 6 building is the entrance to the underground maintenance base, so you want to save it for last. Two gun turrets oversee a single box of **SOCOM AMMO**. In the back, however, you'll find a ramp leading down into the base.

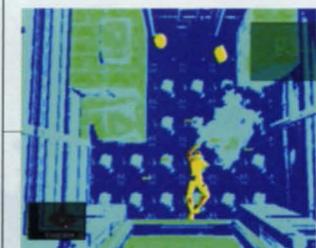


BUILDING N-A2

This Level 7 building isn't accessible yet because you don't have a Level 7 security card. But we'll tell you that has two gun turrets inside, and it holds four boxes of **STINGER AMMO** and some **M9 AMMO**.



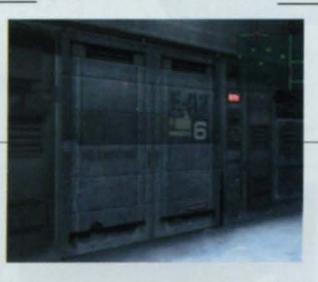
BUILDING N-A3



This Level 6 building looks innocuous when you peek inside, but it's actually a trap. It has good stuff—**RATIONS** and some **STUN GRENADES**. But it also has a patch of Claymore Mines hidden on the floor. Equip your Thermal Goggles and crawl over the five mines to gather them. Then grab the other items.

BUILDING E-A2

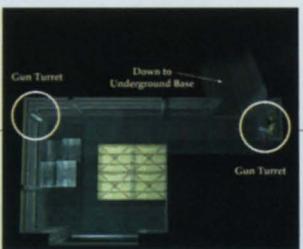
This Level 6 building is blissfully free of turrets or traps. And it holds a lot of stuff—two boxes of **PSG-1 AMMO**, two boxes of **SOCOM AMMO**, and three boxes of **FA-MAS AMMO**.



BUILDING E-A1



This Level 1 building features two gun turrets inside on the far wall, pointing at the door. Toss in a Chaff Grenade and hustle in to take two boxes of **CHAFF GRENADES** and two boxes of standard **HAND GRENADES**. Okay, now head back across the field to building N-A1. Toss in a Chaff Grenade ahead of you and hustle through the crates and down the ramp leading underground.



When you're finished looting the area, toss a Chaff Grenade into building N-A1 and head down this passage.

OBJECTIVES

- Cross the room undetected and without falling into vats of molten metal.
- Search the Steam Room for supplies.
- Find the freight elevator.

ITEMS AVAILABLE

	■■■■ All Ammo Types	■■		■■■■ Stun Grenades	■■
	■■■■ Chaff Grenades	■■		■■■■ Rations	■■
	■■■■ Bandages	■■			

MISSION DETAILS

See how everything wavers as you descend the stairs? That's heat distortion. It's hot down there, man. The smelting furnace is where molten metal gets molded into Metal Gear. Say that last sentence really fast, ten times. Then let's get on with the game.

CAT WALKING

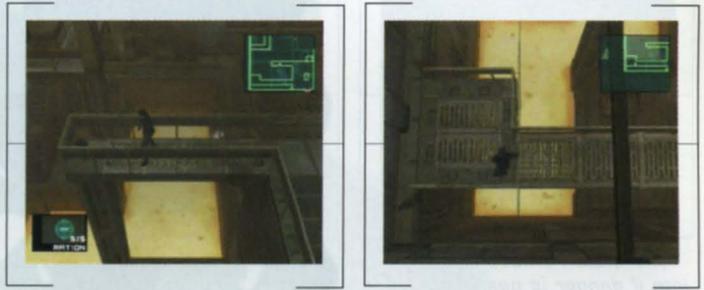
Don't just blow through the door at the bottom of the stairs. A guard patrols in a complicated pattern up and down a pair of catwalks and around a tall power box on the main platform. Using the power box as cover, you can wait until he patrols the near (south) catwalk, then sneak up the far (north) catwalk and grab the box of **STUN GRENADES**. Hurry back to the power box and follow the guard as he returns and circles it. When the guard heads off to the far catwalk, sneak up the near catwalk.

Or you can just take the expedient route and break the guy's neck, or nail him with your silenced Socom. We leave it up to you.



Descend the stairs and then avoid or take out the guard on the first platform.

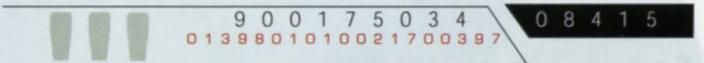
In any case, once you reach the square platform at the end of the southern catwalk, back up against the west wall and slide to nab the **SOCOM AMMO** sitting precariously on the ledge. Keep pushing your Control Stick against the wall while you're on the ledge! If you release, Snake falls into the molten metal below...and you know, that really hurts.



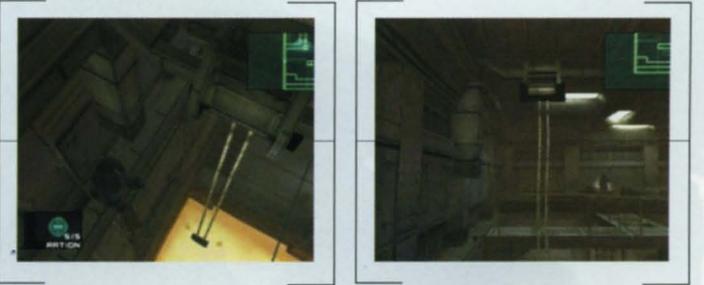
Explore the catwalks off the first platform.

LEDGE SLIDE

To cross the room, back up against the west wall and slide to the north along the ledge. Watch out for the crane! If you run into it, Snake falls. When the crane slides on its track toward Snake, hit the X Button to crouch until it passes over you. Keep pressing Snake against the wall the entire time, too. Again, if you release the Control Stick pressure, Snake falls to a grisly, fiery death.



You can disable the crane with a Nikita or Stinger missile if you want.



Slide along the ledge on the west wall to reach the upper catwalk on the far side of the room. But be sure to duck under the crane as it passes.

Watch out for the second guard who paces on the far side of the room. His route takes him up and down two sets of stairs as he patrols multiple levels. The upper part of his route comes close enough to the ledge, so he can spot you. Use First Person View to carefully watch his route. Wait until he's moving away from you, then creep along the upper catwalk from the ledge to the stairs.



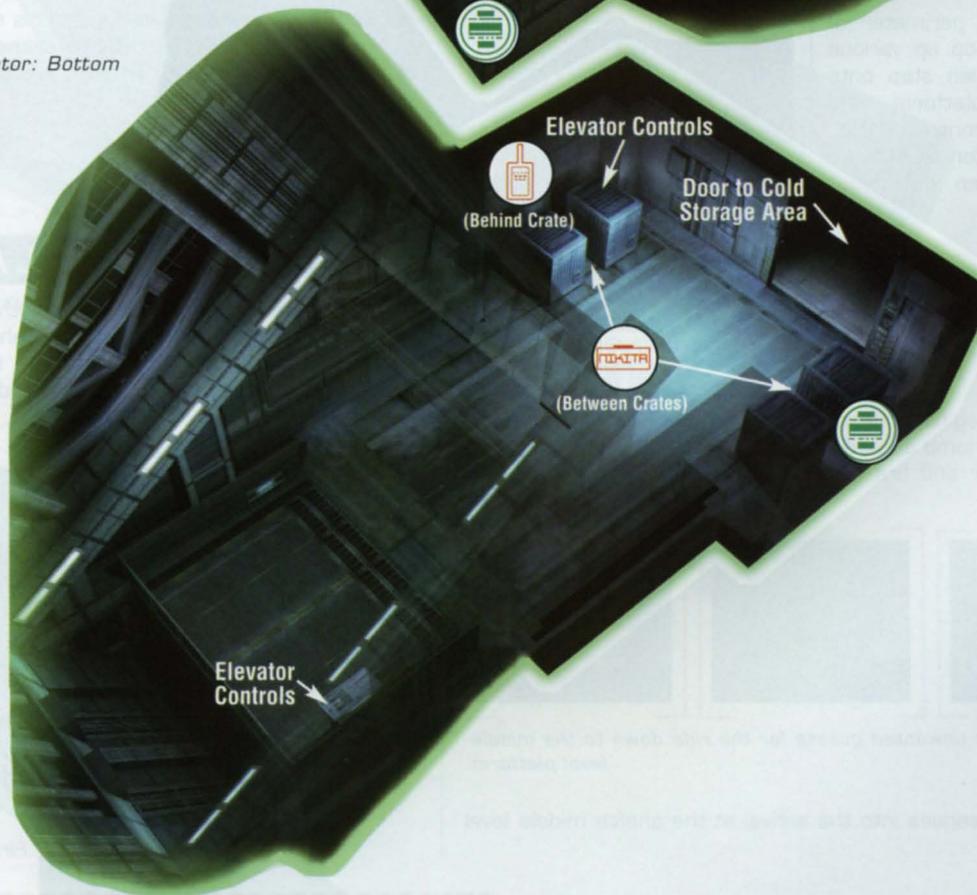
The designers added a pair of wires running over the molten vat that Snake can grip and slide hand-over-hand to evade guards.





Cargo Elevator: Middle

Cargo Elevator: Bottom



**AREA 21:
CARGO ELEVATOR**



0151937100

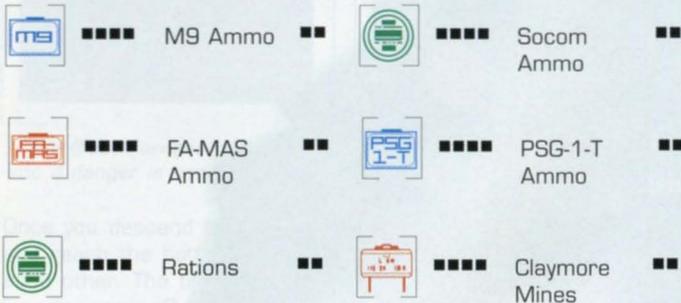
SOL

0 1 4 7 8 7 3 7 0 5 0 1 1

OBJECTIVES

- Ride the elevator down to the underground maintenance base.
- Explore the three levels of the elevator shaft.

ITEMS AVAILABLE

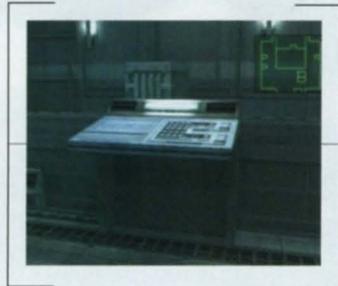


MISSION DETAILS

The Cargo Elevator area is a long and massive three-level shaft loaded with supplies. Halfway down you switch cars.

UPPER LEVEL PLATFORM

Run around the perimeter of the room to scoop up various ammo boxes. Then step onto the elevator platform and approach the control panel. Press the Y Button to activate the elevator—then get ready for action.



Use this control panel to activate the elevator.

As the elevator begins its descent down the huge shaft, four heavily armed guards jump aboard. You have nowhere to run, so equip your Body Armor and fire away with your FA-MAS until all four enemies fall.

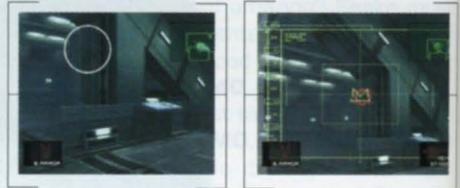


SNAKE Snake gets four unwanted guests for the ride down to the middle-level platform.

The battle's end segues into the arrival at the shaft's middle level platform.

MIDDLE LEVEL PLATFORM

Exit the car and spot the gun turret up on the wall to the right. It oversees the connecting area between the two elevators. You can try to move around carefully, avoiding its deadly surveillance, or you can just blast the dang thing with a Stinger missile.

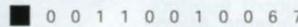


See the gun turret (circled) overlooking the middle elevator platform? Sling a Stinger missile into its nosy gaze.

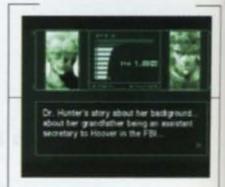
Now you can explore at your leisure. Don't miss the **FA-MAS AMMO** tucked behind the railing of the elevator you rode down in. And by all means grab the box of **CLAYMORE MINES** near the second elevator. These will come in handy in the upcoming boss fight. Then step aboard the second elevator and use the control panel to ride down the shaft.



If Snake tries to shoot at the ravens, they will flock and attack him!



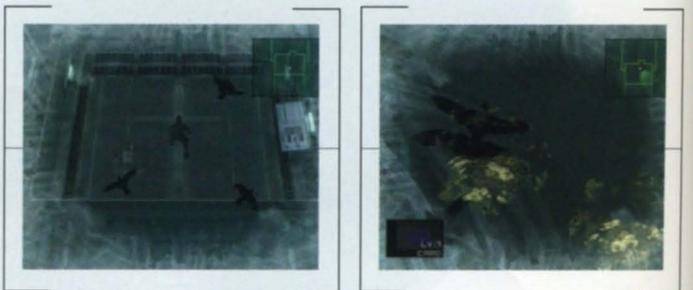
Note the ravens flying above the car during the descent—a portent of things to come? Also: As Snake rides down, he gets a Codec call from Master Miller, who reports his suspicions about Naomi Hunter. Some elements of her earlier story about her father's work in the FBI just don't check out.



Master Miller provides some interesting info on Naomi Hunter.

LOWER LEVEL PLATFORM

Snake arrives on a level so icy cold that the camera lens frosts up! Step off the elevator and check behind the crates on the platform to find **C4**, **RATIONS**, and two boxes of **NIKITA AMMO**. Then proceed through the Level 6 door ahead into the Cold Warehouse.



It's so cold down here, the camera is frosted.

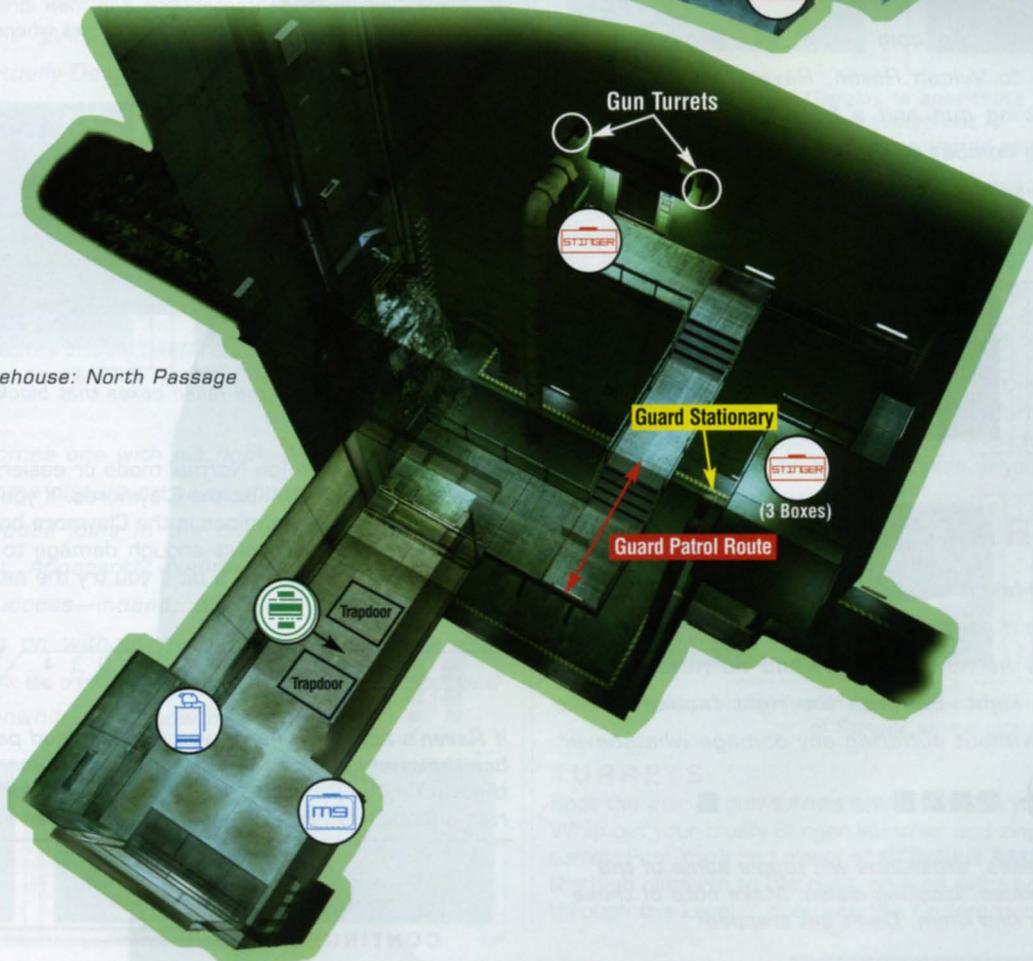
Here's an amusing easter egg. As you exit the cargo elevator, get underneath the circling ravens and look upward in First Person View. The ravens leave a few "gifts" on your viewing lens.



The Cold Warehouse



Warehouse: Main Floor



Warehouse: North Passage



OBJECTIVES

- Defeat Vulcan Raven and acquire his Level 7 security card.
- Proceed north to the Metal Gear staging area.

ITEMS AVAILABLE

 ■■■■ MS Ammo ■■	 ■■■■ Socom Ammo ■■
 ■■■■ FA-MAS Ammo ■■	 ■■■■ Nikita Ammo ■■
 ■■■■ Rations ■■	 ■■■■ Claymore Mines ■■
 ■■■■ Level 7 PAN Security Card ■■	

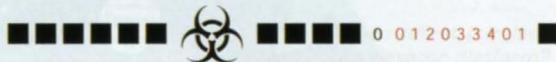
MISSION DETAILS

Snake's entrance into the cold warehouse triggers a cut scene introduction to Vulcan Raven. Raven, armed with an industrial-sized Gatling gun and a huge canister of ammo, views the upcoming combat as a glorious battle. Snake sees it for what it is—killing, pure and simple. Snake versus Raven—a classic match-up.

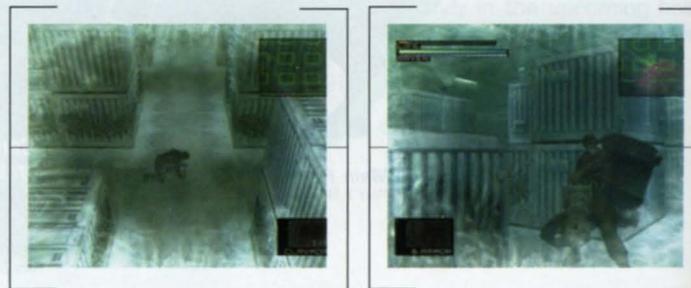
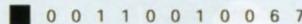


MINE THE INTERSECTIONS

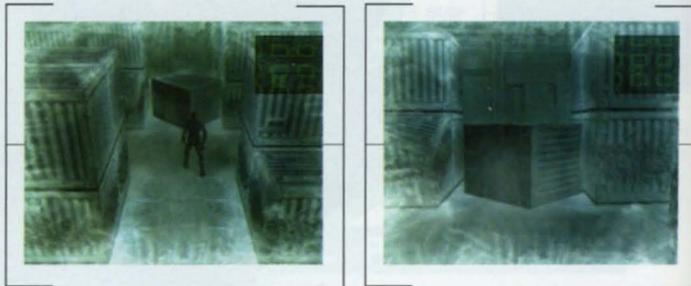
Your ace in the hole for this fight is your supply of Claymore Mines. At first, Vulcan Raven lumbers slowly up and down the warehouse aisles, lugging his huge gun and looking for Snake. Equip Claymore Mines and your Mine Detector and start mining passages. Place mines intelligently—focus on the interior intersections of the warehouse grid, and leave yourself an escape route around the outside aisle. Don't get trapped by your own mine placements!



Keep your Mine Detector equipped and keep an eye on your radar as you dash around the room to avoid Vulcan Raven. You don't want to trigger your own mines!

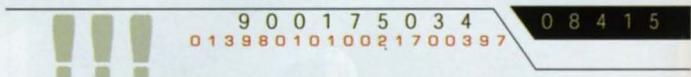


Plant Claymores in intersections and then lure Raven over them. But don't forget where you placed them!



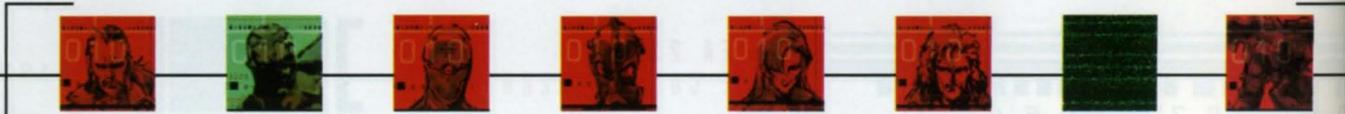
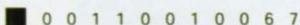
Don't get trapped by the fallen boxes that block two of the aisles.

It is entirely possible (on Normal mode or easier, anyway) to knock out Vulcan Raven with just the Claymores. If you start with the full rack of 16 and add the mines in the Claymore box on the west side of the room, you can inflict enough damage to win. But you can speed up the proceedings a bit if you try the next tactic as well.

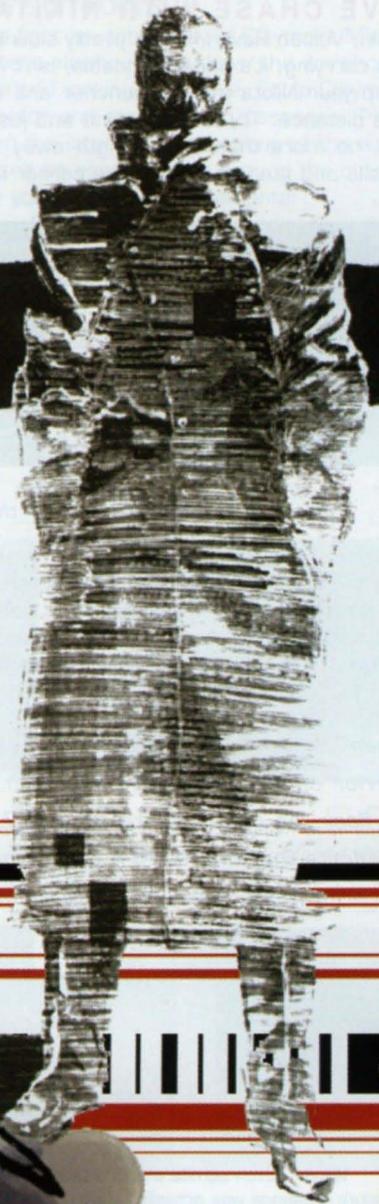


If Raven's approach herds you into a mined passage, remember that you can drop and crawl over Claymores to scoop them up without detonating them. Jump back up quickly and run, though, before Raven turns the corner and spots you!

CONTINUED



METAL GEAR
SOLID



0 0 1 2 3 6

0 2

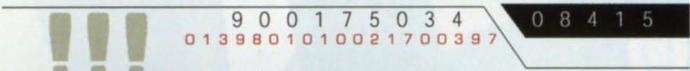
DECOY OCTOPUS

This enigmatic, world-class master of disguise can mimic almost anybody's voice and exterior "skin." Take special care when talking to people in the nuclear facility. You never know who might be lurking behind those eyes!



MISSION DETAILS

Snake steps into the staging area, a huge hangar-like room with three levels of catwalks connected by stairways. In the center hunkers the big monster: Metal Gear Rex. You can find plenty of ammo items tucked into corners and hidden on balconies.



The Cable Guy
 Note that a length of cable runs along each side wall (east and west) not far beneath the upper catwalk. This cable

is "hang-able," meaning Snake can crawl over the upper catwalk railing, press the X Button to drop, and then hit the Y Button to grab the cable and hang from it.

From certain spots along the cable, Snake can safely drop to the ground level of the base. Later, you'll find this gives you a quick way down and provides a nice way to elude guards, if you're trying to play a no-kill game.

FIRST LEVEL: GROUND FLOOR

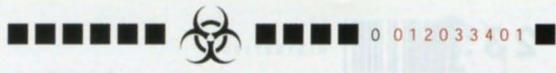
No guards patrol the floor level. Odd, isn't it? From the entry corridor, go forward to the wall, turn right, and follow the walkway. (You can detour down the stairs to find some ammo on a low platform next to the green, brackish water.) When you reach the stairs leading up to the catwalk on the second level, Snake gets a Codec call.



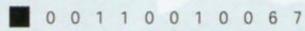
Your first goal is to get up these stairs to the catwalks on the second level.



Watch out for the guard patrolling the right side of the room. His route takes him up and down these stairs connecting the catwalks on the second and third levels.



Stay out of the water-filled trench unless necessary! Every second of exposure to the green, brackish water erodes Snake's health.



Otacon reports that the terrorists are ready to use Metal Gear Rex, and the PAL codes are entered. The only recourse now is the override system, but Snake has only one of the three PAL override keys. Otacon is busy hacking Baker's computer files, trying to find answers. Snake comments on the eerie quiet: No guards, no mechanics.



Otacon gives you regular updates on his hacking progress.

SECOND LEVEL: CATWALK

Climb the stairs up to the second level, but pause at the top and look around. Two guards patrol the upper levels, one on either side of the room. But the guard on the room's left side can't see you yet, so focus your attention here on the other guard. The right-side guard's patrol runs up and down between the second and third levels.

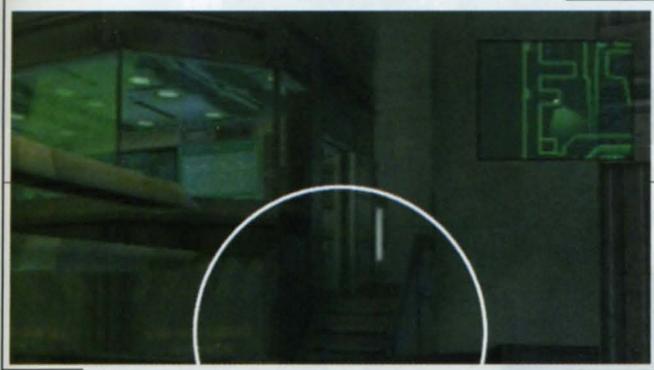
Use your First Person View to look for the guard on the right side of the room. If his patrol is bringing him back down to the second level, retreat down the stairs and wait until he heads back up to the third level.

Or, if you don't care about kills, lie in wait near the top of the first staircase and then nail the guard with your silent Socom as he approaches. It makes things a heck of a lot easier. Proceed up the second staircase to the third level catwalk.



THIRD LEVEL: CATWALK

This triggers another call from Otacon, who announces progress in his hacking endeavor. Shortly, he calls back to say he's learned that the new nuke is designed to be fired by railgun. It doesn't use fuel, so it's not technically a "missile," and thus it gets around international arms agreements. Plus it's a stealth weapon, undetectable by radar: "An invisible nuclear warhead, totally impossible to intercept."



The second guard's patrol runs past the front of the Control Room. Your goal is to reach the access stairs (circled) leading up to the Control Room.

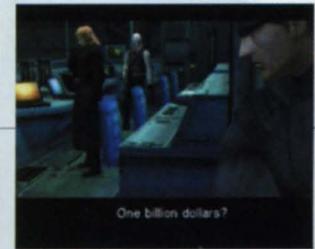
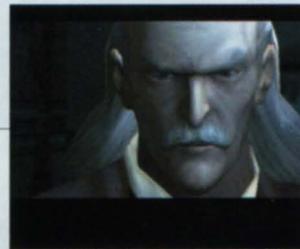
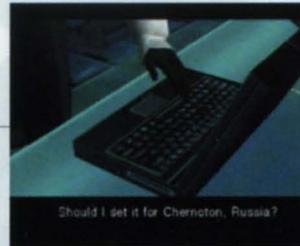
Crawl along the catwalk to the northwest corner. Then stand carefully and do some First Person Viewing. Spot the Control Room—the booth with the big windows on the wall facing Metal Gear. (If you use your Scope and zoom on the windows, you can see Liquid Snake and Revolver Ocelot at the consoles.) Your goal is to reach the short staircase on the Control Room's west side—those stairs lead up into the Control Room.

The second guard's patrol route runs along the front of the Control Room and down a peninsula extending toward Metal Gear Rex. Your choice: Ambush the guard and eliminate him (which makes things easier later), or wait until he walks past the Control Room and slip up the access stairs. Take your pick.

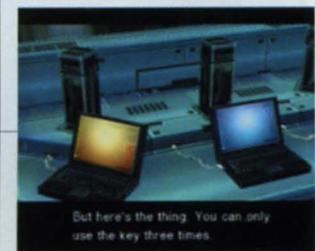
CONTROL ROOM CUT SCENE

Snake's climb up the Control Room stairs triggers a long cinematic sequence in which Liquid Snake and Revolver Ocelot discuss the situation. We see that they're aware of Solid Snake's presence just outside the door, but they chat on...and soon it's obvious that the conversation is staged for some reason. Liquid speaks of targeting options—Lopnor, China, is his choice—and Ocelot mentions Meryl, who is still alive.

They also talk of something called Fox-Die, a secret weapon of some sort, one that requires a vaccine. It's clear that world domination is on Liquid's mind. He even utters the words: "Outer Heaven." The dream of Big Boss.



Then Otacon calls in. Finally, he's found the secret of the PAL cards. There aren't three cards, only one—one card made of a "shape-memory alloy" that alters its shape when exposed to extreme temperatures. So Snake has what he needs right now to enter the PAL override code. Otacon explains that if you input the card keys when the warhead is active, you deactivate it.



Otacon explains the override process. Insert the key in the three input terminals in the Control Room—first, at room temperature, then cold, then hot.

Suddenly, Ocelot spots Solid Snake, pulls his revolver, and shoots. The bullet misses Snake, but it sends the PAL card flying over the railing...and down into the toxic green water below! Liquid locks down the Control Room. Your next task: Find the lost PAL card!

MISSION

BIG BOSS

The former leader of the terrorists. He seems to be commanding his previous underlings from his frozen grave.



9 7 0 0 1

2 3 6



9 7 0 0 1 2 3 6



FIND THE PAL CARD

This task isn't difficult if you've already eliminated the guards. If they're still about, however, dodge them as you hustle back down the ground level. A quick (but risky) route down: Run left from the Control Room around the corner and along the catwalk on the west wall. Stop just short of the northwest corner, turn right, and climb over the catwalk railing.



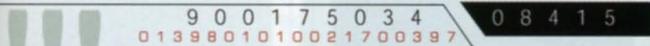
Drop from catwalk to cable in the northwest corner, then down to the ground floor.

Now comes the risky part—drop and catch the cable just below the catwalk. Move hand-over-hand as far to Snake's right as possible, then drop onto the ground floor platform below. You land at the top of a staircase leading down to the green water.



Run through the green water until you find the PAL key.

Look up in First Person View to see where the Control Room stairs are. The PAL card dropped from that point, in the southwest corner of this staging area, so that's probably a good place to start looking for it. Go down the stairs and start wading through the green muck. Work your way systematically up the channel. Snake will pick up items on the way, including some **RATIONS** to heal from the toxic damage, as well as various types of ammo. Eventually you find the **PAL KEY** and then it's time to return to the Control Room.



If you find a rat with your shiny card key, shoot the rat!



Toss a Chaff Grenade before you enter the Control Room to disable the cameras and avoid a poison gas lockdown.



THE CARD KEY SEQUENCE

Go directly up to the Control Room. The door is open, and the room is deserted! But a pair of cranky cameras oversees the situation, so don't just waltz in. Toss a Chaff Grenade first, or else the door locks down, and poison gas fills the room.

ROOM TEMPERATURE CARD

Run to the closest input terminal, a laptop with the same logo currently on the card key—the room temperature designation. Press the Y Button when you reach the terminal to trigger a cutscene of Snake inputting the card.

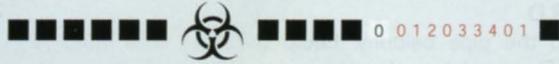


After the cutscene, don't forget about the security camera over the door. Toss another Chaff Grenade to jam the camera, and then exit the Control Room. Next step: Freeze the card!

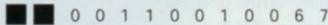
FROZEN CARD: THE SHORTCUT BALCONY

The obvious place to freeze the PAL card key is the frigid Warehouse where you fought Vulcan Raven. And that's where everybody who doesn't have this strategy guide will go. But guess what? There's a much closer place (in this very room, in fact) that does the job, too.

Proceed along the third-level catwalk. Go past both sets of stairs and continue all the way around the room to the southeast corner. Stand just north of the big support strut and climb over the railing. Just below you is a balcony with a railing. Drop and catch the balcony railing, then climb over onto the balcony.



If you miss the balcony grab, you can try to catch the cable below that. If you miss the cable too, Snake hits the ground with lethal force.



Drop from the upper-level catwalk railing down to the lone balcony in the southwest corner. There you find a pair of pipes that can produce the extreme temperatures you need to transform your "shape-memory" card key.

Examine the balcony's two exposed pipes in First Person View. One is labeled "Steam" and the other says "Liquid Nitrogen." What could be more perfect? Equip your PAL card key, then equip the Socom. In First Person View, shoot the Liquid Nitrogen pipe. Icy cold spits from the bullet hole and your card instantly transforms into its blue cold form.



Shoot the Liquid Nitrogen pipe with your PAL card equipped to get one cold card key.

Now crawl over the railing and drop to the cable just below the balcony. From there, drop to the ground. Then head back up to the Control Room. Important: Don't forget to let a Chaff Grenade precede your entrance! Hurry to the second laptop, the one with the blue screen, and press the Y Button to input the card. After the acceptance, toss another Chaff Grenade and exit.



Cold key accepted. Now let's warm the key.

HOT CARD

Head back to the pipe balcony. Equip the card and shoot the steam pipe. The card transforms again. Return to the Control Room. On the way, listen to Master Miller's Codec call with info on Naomi Hunter and the Fox-Die virus. Campbell reports that she's been sending coded messages to the Alaska base. Doesn't look good for Naomi. But then she calls, and drops the bombshell about her relationship to Frank Jaeger, AKA Gray Fox, AKA the Ninja. And the plot web thickens.

200159801010021400

For your edification, here's Naomi Hunter's description of the FoxDie virus and how it works:

The virus targets specific people. First it infects the macrophages in the victim's body. FoxDie contains "smart" enzymes, created through protein engineering. They're programmed to respond to specific genetic patterns in the cells, becoming active and using the macrophages to begin TNF epsilon—a type of cytokine, a peptide which causes cells to die.

The TNF epsilon is carried along the bloodstream to the heart, where they attach to the TNF receptors in the heart cells. The heart cells suffer a shock and undergo an extreme apoptosis. Then the victim dies.

There. Got it?

0 2 1 0 6 8



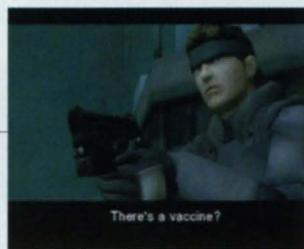
Shoot the balcony's steam pipe and input the hot card in the third terminal to complete the activation procedure.

When you reach the Control Room, toss that Chaff Grenade and then repeat the input procedure on the third terminal. Success!

Dr...not. Looks like Snake's been played. Because it turns out that instead of deactivating the nuke, he's been tricked into *activating* it! The terrorists didn't have the detonation codes after all. Liquid Snake was just waiting for his brother to provide them.



Ready for launch...



There's a vaccine?

SNAKE IS CONFUSED BY THE TURN OF EVENTS, BUT THEN "MASTER MILLER" MAKES EVERYTHING PAINFULLY CLEAR.

LOCKDOWN!

Liquid Snake initiates a poison-gas lockdown. No problem. First, equip your Gas Mask. Then give Otacon a Codec call (his frequency, 141.12, is listed in memory) and have him open the security lock. Then run out of the Control Room. Your escape triggers a cut scene in which Liquid Snake proclaims his brother's role as a pawn in a bigger game. And Solid Snake also gets a synopsis of family history. Then Liquid hops aboard Metal Gear Rex—and the battle begins.



You're just like Naomi.



LIQUID SNAKE PILOTS METAL GEAR REX

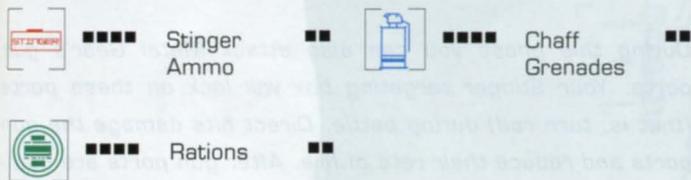
[AREA 24:]  0151937100
Metal Gear Rex!



OBJECTIVES

- Defeat Metal Gear Rex.
- Defeat Liquid Snake.

ITEMS AVAILABLE



MISSION DETAILS

Yes, it's boss time. Sure, Rex is big and bad, but Snake has a Stinger and an attitude to match. First, let's take a look at Metal Gear Rex and its attack modes. Then we'll break down the phases of the final confrontation between Solid Snake and Liquid Snake.

In general, the best overall tactic is to rush under the belly of the beast between your Stinger missile salvos. Like the various security cameras and gun turrets in the game, the blind spot in Metal Gear's radar tracking system lies directly beneath it. Rex can still stomp Snake, but his blind stomp is very inaccurate.

[AREA 24:
METAL GEAR REX]



0151937100

117

0 1 4 7 8 7 3 7 0 5 0 1 1

METAL GEAR REX

Metal Gear Rex has four basic attacks, depending on your distance from the beast—one long-range, one mid-range, and two close-range. Here's how to counter each one.

GUIDED MISSILES

This is Metal Gear's long-range attack, and the most difficult to dodge once it is launched. Whenever Snake is out of range of the other three attacks but still within Metal Gear's red cone of vision, Liquid Snake launches a salvo of three tracking missiles. The best missile evasion tactic is to run directly at Metal Gear Rex. Running away or running laterally rarely gets you out of the blast radius of all three missiles, which are locked onto your movement.

MACHINE GUN

This is Metal Gear's mid-range attack. When Snake is out from underfoot yet still within a couple Rex footsteps, Liquid Snake fires a burst of machinegun fire. To evade the burst, run directly at or away from Metal Gear. Running laterally is less successful, since Rex can swivel its fire side to side quickly.

LASER

When Snake is within a very close radius of Metal Gear Rex, Liquid Snake unleashes a bright, powerful laser beam that strafes from side to side. The best evasive maneuver is to run straight under the big mech. Do not run laterally, or the strafing beam will catch and fry you.

STOMP

This is Metal Gear's most devastating but, fortunately, least accurate attack. When Snake is underneath Rex, it blindly hammers its massive feet in an attempt to flush you out or crush you with a lucky stomp. Keep moving and try to stay centered under Rex, running to stay under its belly.

HOW THE BATTLE PROCEEDS

As Otacon points out if you contact him during the fight, Rex's armor is impregnable given your weapon choices. But one weak spot is the sensor pod that coordinates its high-tech attacks. This pod is embedded in the massive, canister-shaped radome over Metal Gear's left "shoulder" (which puts it on the right side as you face the Rex).

PHASE 1: DESTROY THE RADOME

Your primary target during the opening phase is Rex's radome. The Stinger's targeting box turns red, indicating a target lock, whenever you aim at the radome. If you can destroy the radome, Rex can't use its electronics. Then the pilot, Liquid Snake, will have to open the cockpit and switch to manual control.

During this phase you can also attack Metal Gear's gun ports. Your Stinger targeting box will lock on these ports (that is, turn red) during battle. Direct hits damage the gun ports and reduce their rate of fire. After gun ports are damaged, the Stinger no longer locks them as targets.

CONTINUED

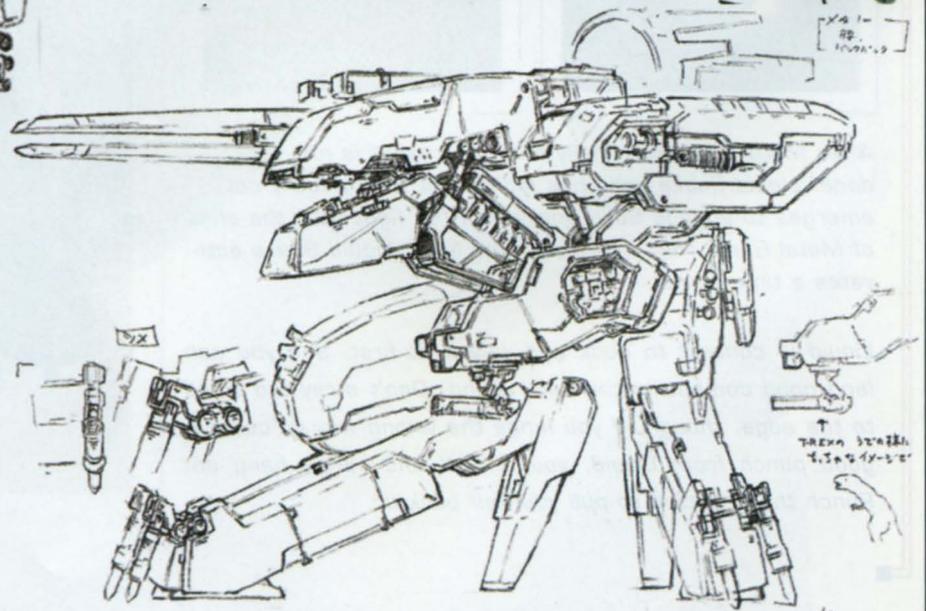
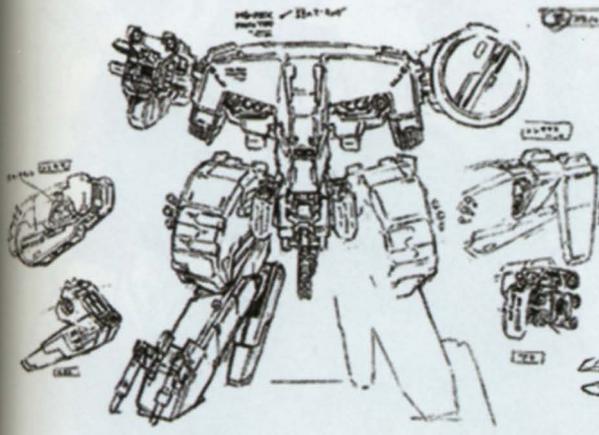
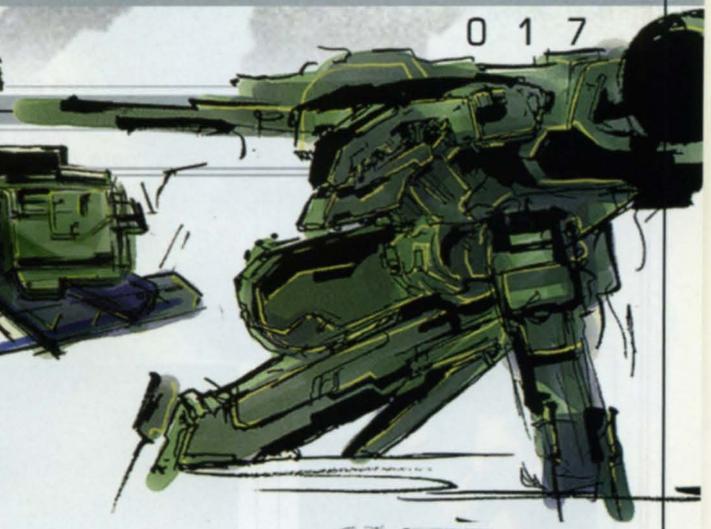


gaps

1002 87

05

017



gaps

AREA 24:
METAL GEAR REX

0151937100

119

0147873705011

Monitor your progress by checking Metal Gear's life gauge. When the gauge drops to zero, it triggers a dazzling cinematic sequence in which the Ninja warrior, Gray Fox, makes a dramatic appearance. The Ninja finishes the job of knocking out the radome, but pays the price.

PHASE 2: DESTROY THE COCKPIT



Without his electronics, Liquid Snake has to guide the big mech-monster using manual controls. Of course, Liquid has uncanny, genetically-enhanced powers, so he's no slouch during this phase. Your goal here is to sling your Stinger missiles at the cockpit or "head" of Metal Gear Rex, where Liquid Snake sits.

As in Phase 1, you can attack Metal Gear's gun ports during this phase. You can also attack its lasers. Your Stinger targeting system will lock-on to these targets during battle. Direct hits damage the lasers, reducing their strafe duration. After gun ports or lasers are damaged, the Stinger no longer locks on them as targets.

PHASE 3: HAND TO HAND VS. LIQUID SNAKE



After Metal Gear Rex finally falls, your work is not yet done. Liquid Snake, who has more lives than a lucky cat, emerges to engage Solid Snake in a fist fight atop the shell of Metal Gear. This one has a time limit. Liquid Snake activates a time bomb!

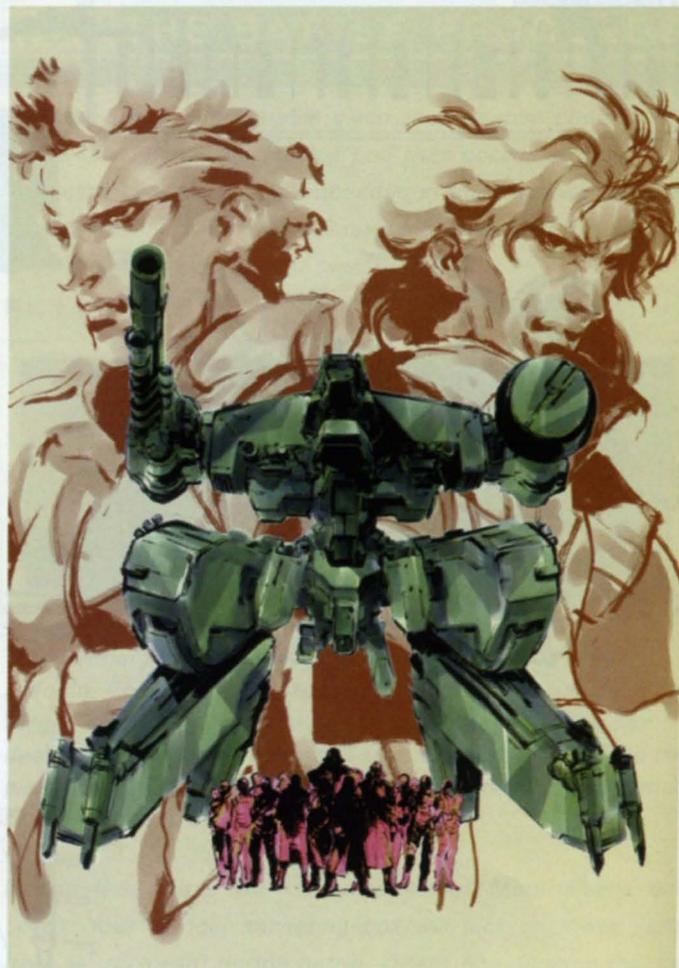
Liquid is content to duck and weave at first, and you can land good combos in the early going. Don't stray too close to the edge, though. If you lunge the wrong way or catch a good punch from Liquid, you fall off and barely hang on. Punch the Y Button to pull yourself back up.



When Liquid Snake's life gauge drops to about one-fourth, he really revs up his attacks. His combo is wicked, but perhaps his most dangerous attack is his punishing bull rush. When you see him hunch his shoulders for a dash at you, move quickly to the side, then swivel to counterattack after he rushes past.

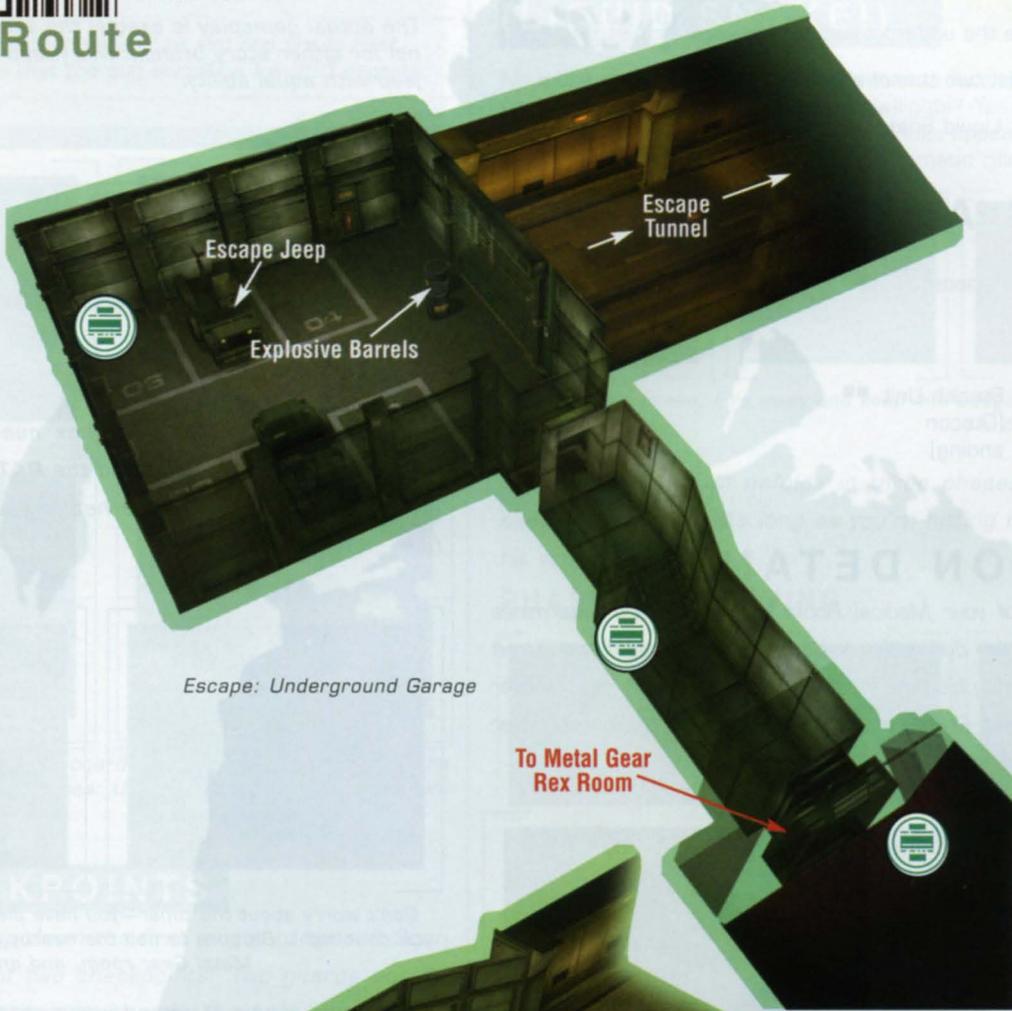
When you finally land your last blow, you trigger a cut scene that differs according to the choice you made during the torture session back in the Medical Room.

END BOSS FIGHT

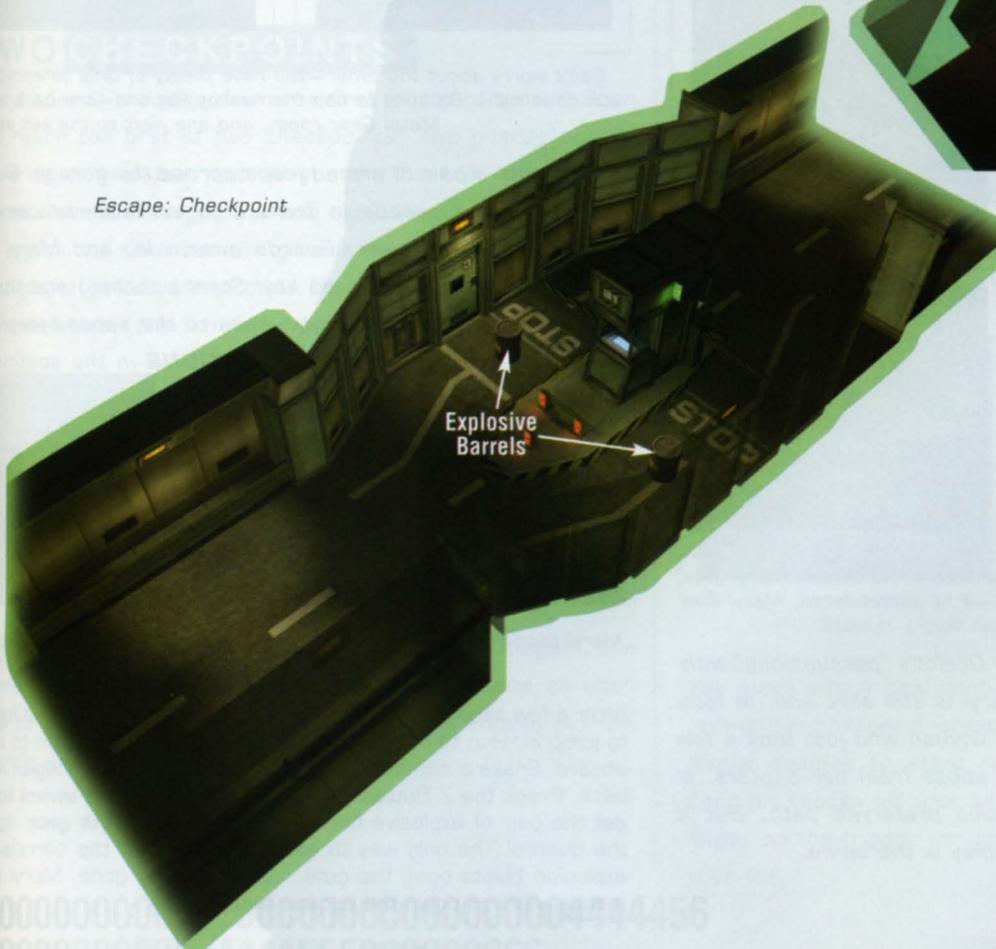


[AREA 25:] 
Escape Route

0151937100



Escape: Checkpoint



AREA 25:
ESCAPE ROUTE



0151937100

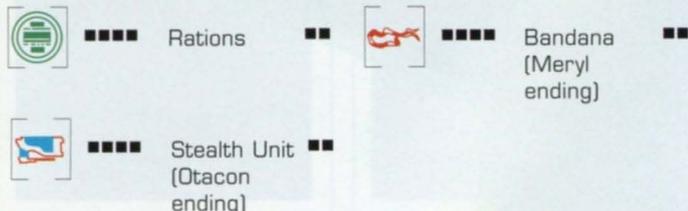
121

0147873705011

OBJECTIVES

- Escape the underground garage in an armed jeep.
- Get past two tunnel checkpoints.
- Defeat Liquid Snake yet again.

ITEMS AVAILABLE



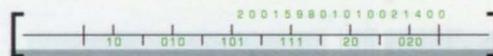
MISSION DETAILS

The outcome of your Medical Room torture session determines Snake's companion during this final sequence. If Snake gave in and surrendered during his time in Ocelot's torture device, you discover that Meryl is dead. Otacon appears, and he becomes Snake's driver along the escape route.



If Snake survived his torture session with honor intact, Meryl lives. If he surrendered, Meryl dies.

But if Snake managed to survive Ocelot's "persuasions" without surrender, you find that Meryl is still alive and, in fact, in remarkably good shape for a woman who just took a few sniper rounds and some brutal abuse from her captors. In our walkthrough, we'll follow this preferred path. But if Otacon is your driver, the gameplay is the same.



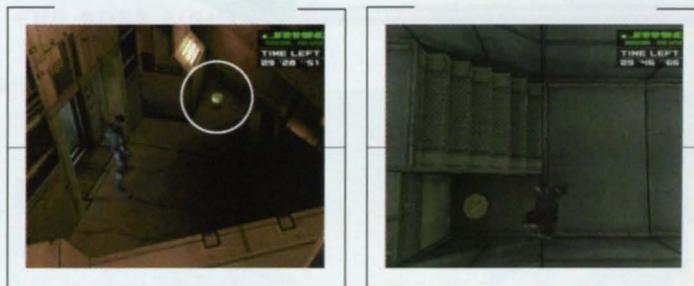
The actual gameplay is exactly the same in the escape tunnel for either story branch. Meryl and Otacon can drive the jeep with equal ability.

0 2 1 0 6 8

UNDERGROUND GARAGE

This final sequence is on a 10-minute timer, but if you make informed decisions, the time limit isn't a factor in your escape. Meryl tells you to hurry and runs up ahead into the garage.

First, turn around and run back into the Metal Gear Rex room to grab the **RATIONS** box near the doorway. Then return to the corridor and find the **RATIONS** box next to the exit stairs. You need all the health you can muster for this final sprint to safety.



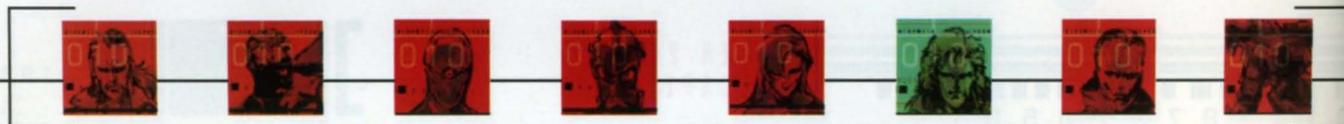
Don't worry about the timer—you have plenty of time to escape if you do it right. Be sure to nab the nearby Rations—one back in the Metal Gear room, and one next to the exit stairs.

Meryl spots a pair of armed jeeps across the garage. But in her haste, she rushes in front of a surveillance camera, which sounds the alert. Guards swarm in, and Meryl discovers the first jeep has no key! Start punching and throwing down guards while Meryl rushes to the second jeep and tries to start it up. Run for the **RATIONS** in the southwest corner of the garage during this free-for-all.



Meryl triggers the camera alert, so use your fists on the guards to give her a time to start the sluggish vehicle.

After a few seconds, you hear the vehicle start. Meryl yells for you to jump in. Run to the jeep's side and press the Y Button to climb aboard. Snake automatically mans the mounted machinegun in the back. Press the Z Button for First Person View and swivel to target the pair of explosive barrels near the metal exit gate. Ignore the guards! The only way to escape is to shoot the barrels; the explosion blasts open the gate. With the gate gone, Meryl automatically drives down the escape tunnel.



!!!
The jeep's machinegun is much easier to aim and fire in First Person View. Also note that the gun swivels a full 360 degrees.



Once the jeep starts, jump aboard to man the gun. Then blast the explosive barrels near the gate to start your tunnel run.

TWO CHECKPOINTS

Meryl speeds the jeep down the first length of tunnel. Soon you reach the first of two checkpoints. Two guards posted there open fire, but just as you did back at the garage, ignore them and target the two explosive barrels. The barrel explosions take out the guards and blast open the two checkpoint gates. Meryl guns the jeep through the checkpoint and down the tunnel beyond.



Blast both explosive barrels at each checkpoint to eliminate the guards and destroy the gates.

Three soldiers guard the second checkpoint. But again, the secret is to target the two explosive barrels, one on each side of the checkpoint. Blasting the barrels knocks out the guards and gates. And off you go again!

ESCAPE TUNNEL (LIQUID SNAKE!)

No more checkpoints ahead. But swivel to face the rear as Meryl speeds up the tunnel. See those headlights? Yes, you have a pursuer. The seemingly invincible Liquid Snake appears on your tail in the other jeep, firing away with his automatic rifle.



Liquid gives chase. Fire away and keep him dodging to reduce the damage you take.

This final showdown unfolds in three phases. Your goal is simple: Shoot him! As long as you're hitting Liquid, he can't hit you.

PHASE 1: SWERVING



First, Liquid swerves side to side behind you.

First, Liquid swerves side to side behind you across the two lanes. Follow him with your gun, holding down button the A Button for continuous fire. (You won't run out of ammo.) If you keep him swerving side to side, he'll be too busy to fire back. After you hit him enough times, you trigger the next phase.

PHASE 2: RAMMING



Second, Liquid repeatedly rams your jeep from behind.

You move into a new section where one side of the tunnel ceiling has collapsed, creating a one-lane road. Here, Liquid Snake decides to start ramming your jeep from behind. Each hit knocks off your aim, so be ready. Again, keep your finger on the trigger for continuous fire as you try to target your foe.



PHASE 3: PASSING



Third, Liquid guns his jeep up the opposite side of the road, appearing between the row of pillars separating the two lanes.

Soon the tunnel opens up into two lanes again. For a few seconds Liquid repeats his first phase, swerving behind you. But then he suddenly speeds up and guns his jeep past you in the right lane. A median lined with vertical support pillars separates the two lanes. But just keep firing away, ignoring the pillars that occasionally block your shot. If you can survive this stretch and nail Liquid a few times, the interactive part of the game is complete. Now sit back and watch the show.

FINALE



After a final collision, both jeeps tumble out of the tunnel opening onto a plateau. Solid Snake and Meryl manage to survive, and extricate themselves from their vehicle. The amazing Liquid Snake emerges too—armed and ready. But a final confrontation is averted by the sudden onset of the Fox-Die virus. Whew!

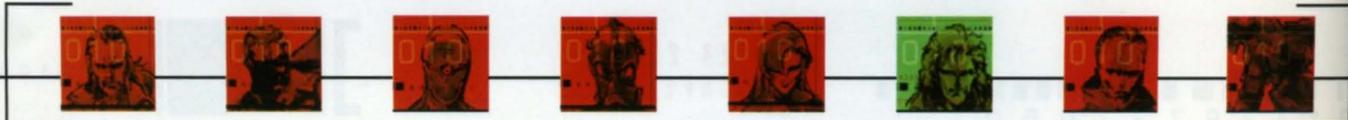


Snake reports the victory to Colonel Campbell, who has managed to call off the nuclear strike on the facility. He is deeply grateful that Meryl is still alive. Snake and Meryl descend a rocky path from the plateau to find a hidden snowmobile.



Congratulations! As they board the vehicle, Meryl hands over a bandanna. If you load the special saved game offered at the end of the finale, you can start a new game at the Cargo Dock with this item in your inventory. When equipped, the bandanna gives Snake unlimited ammo for his weapons.

If you surrendered during the Medical Room torture session, you end up with Otacon as your snowmobile companion, and you receive his stealth unit instead.





Ghost Photo List

A bit more than halfway through the game on your first play-through, Snake can acquire a nifty Digital Camera. You can use this device to take photos and then save the shots onto your GameCube memory card. Later, you can view, name, and even color-adjust your photos in the Photo Album available in the Special menu.

But that's not all. One of the cool secrets in *Metal Gear Solid: The Twin Snakes* is that some photos contain more than what you originally see in your camera viewfinder. Snapping a shot of certain locations will trigger the appearance of "ghosts" in the photo when you view it in the Photo Album. These spooks happen to be employees of Silicon Knights, the design studio responsible for building the game.

Below, courtesy of Konami and Silicon Knights, we present a list of the locations where you can snap "ghost photos." We also include the names of the ghostly apparitions who appear when you view the photos. Have fun!

GHOST PHOTO LIST



#	NAME	AREA	SPECIFIC LOCATION
<input type="checkbox"/> 1	Kevin Leung	Cargo Dock	Forklift
<input type="checkbox"/> 2	Doug Tooley	Heliport Hangar	Main Door to Tank
<input type="checkbox"/> 3	Mike Janes & Paul Rogozinski	Heliport	Center of Helipad
<input type="checkbox"/> 4	Rich Barnes	Heliport	Heliport Side Room
<input type="checkbox"/> 5	Pam Pagayonan	Holding Cells	Decoy Octopus Corpse
<input type="checkbox"/> 6	Peter Handrinos	Holding Cells	Looking Out of Meryl's Cell
<input type="checkbox"/> 7	Bryan Abad	Armory North	Hidden Room behind NE Blast Wall
<input type="checkbox"/> 8	Kevin Gordon	Tank Hangar	Airlock
<input type="checkbox"/> 9	James O'Reilly	Canyon	Large Rock, Right of Minefield
<input type="checkbox"/> 10	Andrew Paton	Nuke Building	Looking into Nuke Room from Catwalk
<input type="checkbox"/> 11	Don Toledo	Nuke Building	In Front of Lockers
<input type="checkbox"/> 12	Dave Miner	Nuke Building B1	Men's Room Mirror
<input type="checkbox"/> 13	Scott Williamson	Nuke Building B1	Guarding Commander's Room Door
<input type="checkbox"/> 14	Gerry Eng	Nuke Building B2	Electric Floor
<input type="checkbox"/> 15	Ted Traver	Laboratory Hallway	Corner of Hallway with Corpses

#	NAME	AREA	SPECIFIC LOCATION
<input type="checkbox"/> 16	Brad Furminger	Laboratory	Zone of the Enders Picture Frame
<input type="checkbox"/> 17	Will Barry	Laboratory	Glass Wall that Ninja Gets Knocked Through
<input type="checkbox"/> 18	Denis Dyack	Commander's Room	Holographic Model
<input type="checkbox"/> 19	Frank Chen	Commander's Room	Mirror
<input type="checkbox"/> 20	Jeff Feth	Caves	End of Caves, Where Meryl Waits
<input type="checkbox"/> 21	Randy McAllister	Caves	Looking out from First Crawlspace
<input type="checkbox"/> 22	Rob Elsworthy	Caves	Large Puddle
<input type="checkbox"/> 23	Karyn Derby	Underground Passage	Meryl's Blood
<input type="checkbox"/> 24	Scott Derby	Underground Platform	Sniper Wolf's Passage
<input type="checkbox"/> 25	Dan Amadio	Medical Room	DARPA Chief Corpse
<input type="checkbox"/> 26	Sean Dwyer	Medical Room	Torture Machine
<input type="checkbox"/> 27	Jung Yoon	Comm Tower A Roof	Near Destroyed Dish Antenna
<input type="checkbox"/> 28	Daniel Ebanks & Carman Dix	Connecting Walkway	Walkway
<input type="checkbox"/> 29	Clove Roy	Communication Tower B	Top of Broken Stairs
<input type="checkbox"/> 30	John Dobbie	Comm Tower B Roof	Near Destroyed Girders
<input type="checkbox"/> 31	Carey Murray	Snowfield	Sniper Wolf Corpse
<input type="checkbox"/> 32	Paul Caporicci	Blast Furnace	Narrow Walkway on Top Level
<input type="checkbox"/> 33	Steve Henifin	Blast Furnace	Molten Metal in North Section
<input type="checkbox"/> 34	Mike Seto & Dawn Blair	Cargo Elevator	Cargo Elevator
<input type="checkbox"/> 35	Blair Wilson	Warehouse	Vulcan Raven's Final Resting Place
<input type="checkbox"/> 36	Pat Ingoldsby	Warehouse	Between Containers 5 and 6
<input type="checkbox"/> 37	Sanford Kong	Waterfall	Sewage Waterfall
<input type="checkbox"/> 38	Dan Tozer	Underground Base A	Cockpit of Metal Gear Rex
<input type="checkbox"/> 39	Peter Anderson	Underground Base B	Control Room World Map
<input type="checkbox"/> 40	Brian Lee	Metal Gear Rex Hangar	Fighting Metal Gear (Center of Room)



[APPENDIX 2:]



0151937100

Dog Tag List

Many enemy soldiers and four bosses (Liquid Snake, Vulcan Raven, Sniper Wolf, and Psycho Mantis) wear dog tags that you can collect and view later using the Dog Tag Viewer available in the Special menu. Below, Konami graciously provides a list of all of the names you can find on dog tags in the game.

Most of the dog tag names belong to members of the *Metal Gear Solid: The Twin Snakes* development team, but several names belong to winners of a Konami Computer Entertainment Japan contest. If you want a real challenge, try to acquire every single one.

Here's a quick review: To acquire an enemy soldier's dog tags, sneak up behind him while equipped with a gun and hold down the A Button to raise your weapon and thus "hold up" the guard.

While the soldier's hands are up, aim the laser pointer at his head or waist to "search" him. If the soldier wears dog tags, he will drop them during this search. Dog tags can be taken only once from each soldier per game.

Note that many soldiers in the game carry different sets of dog tags depending on the difficulty level you're playing. For example, when you play the game at the VE level, one of the Heliport guards carries dog tags that read "Ryan M McCarthy." If you replay the game at the Hard level, that same soldier wears tags that now read "Mark Ernest Torio."

DOG TAG LIST



0151937100

Location	Difficulty
<input type="checkbox"/> Heliport	VE
<input type="checkbox"/> Heliport	Easy
<input type="checkbox"/> Heliport	Normal
<input type="checkbox"/> Heliport	Hard
<input type="checkbox"/> Heliport	VH/Extreme
<input type="checkbox"/> Heliport	VE
<input type="checkbox"/> Heliport	Easy
<input type="checkbox"/> Heliport	Normal
<input type="checkbox"/> Heliport	Hard
<input type="checkbox"/> Heliport	VH/Extreme
<input type="checkbox"/> Heliport	VE
<input type="checkbox"/> Heliport	Easy
<input type="checkbox"/> Heliport	Normal
<input type="checkbox"/> Heliport	Hard
<input type="checkbox"/> Heliport	VH/Extreme
<input type="checkbox"/> Heliport	VH/Extreme
<input type="checkbox"/> TankHangarV1	VE
<input type="checkbox"/> TankHangarV1	Easy
<input type="checkbox"/> TankHangarV1	Normal
<input type="checkbox"/> TankHangarV1	Hard
<input type="checkbox"/> TankHangarV1	VH/Extreme
<input type="checkbox"/> TankHangarV1	VE
<input type="checkbox"/> TankHangarV1	Easy
<input type="checkbox"/> TankHangarV1	Normal
<input type="checkbox"/> TankHangarV1	Hard
<input type="checkbox"/> TankHangarV1	VH/Extreme

Location	Difficulty
<input type="checkbox"/> TankHangarV1	VE
<input type="checkbox"/> TankHangarV1	Easy
<input type="checkbox"/> TankHangarV1	Normal
<input type="checkbox"/> TankHangarV1	Hard
<input type="checkbox"/> TankHangarV1	VH/Extreme
<input type="checkbox"/> ArmoryNorth	VE
<input type="checkbox"/> ArmoryNorth	Easy
<input type="checkbox"/> ArmoryNorth	Normal
<input type="checkbox"/> ArmoryNorth	Hard
<input type="checkbox"/> ArmoryNorth	VH/Extreme
<input type="checkbox"/> ArmoryNorth	VE
<input type="checkbox"/> ArmoryNorth	Easy
<input type="checkbox"/> ArmoryNorth	Normal
<input type="checkbox"/> ArmoryNorth	Hard
<input type="checkbox"/> ArmoryNorth	VH/Extreme
<input type="checkbox"/> ArmoryNorth	Easy
<input type="checkbox"/> ArmoryNorth	Normal
<input type="checkbox"/> ArmoryNorth	Hard
<input type="checkbox"/> ArmoryNorth	VH/Extreme
<input type="checkbox"/> ArmoryNorth	VH/Extreme
<input type="checkbox"/> Canyon	VE
<input type="checkbox"/> Canyon	Easy
<input type="checkbox"/> Canyon	Normal
<input type="checkbox"/> Canyon	Hard
<input type="checkbox"/> Canyon	VH/Extreme



Location	Difficulty
<input type="checkbox"/> Canyon	VE
<input type="checkbox"/> Canyon	Easy
<input type="checkbox"/> Canyon	Normal
<input type="checkbox"/> Canyon	Hard
<input type="checkbox"/> Canyon	VH/Extreme
<input type="checkbox"/> Canyon	VE
<input type="checkbox"/> Canyon	Easy
<input type="checkbox"/> Canyon	Normal
<input type="checkbox"/> Canyon	Hard
<input type="checkbox"/> Canyon	VH/Extreme
<input type="checkbox"/> Canyon	Hard
<input type="checkbox"/> Canyon	VH/Extreme
<input type="checkbox"/> NukeBuildingB1	VE
<input type="checkbox"/> NukeBuildingB1	Easy
<input type="checkbox"/> NukeBuildingB1	Normal
<input type="checkbox"/> NukeBuildingB1	Hard
<input type="checkbox"/> NukeBuildingB1	VH/Extreme
<input type="checkbox"/> NukeBuildingB1	VE
<input type="checkbox"/> NukeBuildingB1	Easy
<input type="checkbox"/> NukeBuildingB1	Normal
<input type="checkbox"/> NukeBuildingB1	Hard
<input type="checkbox"/> NukeBuildingB1	VH/Extreme
<input type="checkbox"/> BlastFurnace	VE
<input type="checkbox"/> BlastFurnace	Easy
<input type="checkbox"/> BlastFurnace	Normal
<input type="checkbox"/> BlastFurnace	Hard
<input type="checkbox"/> BlastFurnace	VH/Extreme
<input type="checkbox"/> BlastFurnace	VE
<input type="checkbox"/> BlastFurnace	Easy
<input type="checkbox"/> BlastFurnace	Normal
<input type="checkbox"/> BlastFurnace	Hard
<input type="checkbox"/> BlastFurnace	VH/Extreme
<input type="checkbox"/> BlastFurnace	Hard
<input type="checkbox"/> BlastFurnace	VH/Extreme
<input type="checkbox"/> BlastFurnace	Hard
<input type="checkbox"/> BlastFurnace	VH/Extreme
<input type="checkbox"/> Warehouse	VE
<input type="checkbox"/> Warehouse	Easy
<input type="checkbox"/> Warehouse	Normal
<input type="checkbox"/> Warehouse	Hard
<input type="checkbox"/> Warehouse	VH/Extreme

Location	Difficulty
<input type="checkbox"/> Warehouse	VE
<input type="checkbox"/> Warehouse	Easy
<input type="checkbox"/> Warehouse	Normal
<input type="checkbox"/> Warehouse	Hard
<input type="checkbox"/> Warehouse	VH/Extreme
<input type="checkbox"/> Warehouse	Normal
<input type="checkbox"/> Warehouse	Hard
<input type="checkbox"/> Warehouse	VH/Extreme
<input type="checkbox"/> Warehouse	VH/Extreme
<input type="checkbox"/> Warehouse	VH/Extreme
<input type="checkbox"/> Waterfall	VE
<input type="checkbox"/> Waterfall	Easy
<input type="checkbox"/> Waterfall	Normal
<input type="checkbox"/> Waterfall	Hard
<input type="checkbox"/> Waterfall	VH/Extreme
<input type="checkbox"/> Waterfall	VE
<input type="checkbox"/> Waterfall	Easy
<input type="checkbox"/> Waterfall	Normal
<input type="checkbox"/> Waterfall	Hard
<input type="checkbox"/> Waterfall	VH/Extreme
<input type="checkbox"/> Underground Base	VE
<input type="checkbox"/> Underground Base	Easy
<input type="checkbox"/> Underground Base	Normal
<input type="checkbox"/> Underground Base	Hard
<input type="checkbox"/> Underground Base	VH/Extreme
<input type="checkbox"/> Underground Base	VE
<input type="checkbox"/> Underground Base	Easy
<input type="checkbox"/> Underground Base	Normal
<input type="checkbox"/> Underground Base	Hard
<input type="checkbox"/> Underground Base	VH/Extreme
<input type="checkbox"/> Underground Base	Hard
<input type="checkbox"/> Underground Base	VH/Extreme
<input type="checkbox"/> Underground Base	VH/Extreme
<input type="checkbox"/> Holding Cells	All Diff. Levels
<input type="checkbox"/> NukeBuildingB1	All Diff. Levels
<input type="checkbox"/> Commander's Room	All Diff. Levels
<input type="checkbox"/> Snowfield	All Diff. Levels
<input type="checkbox"/> Warehouse	All Diff. Levels
<input type="checkbox"/> Escape Route	All Diff. Levels



**APPENDIX 2:
DOG TAG LIST**



0151937100

127

0 1 4 7 8 7 3 7 0 5 0 1 1

ART GALLERY





ART GALLERY ■ SNAKE



0151937100

129

1 4 7 8 7 7 0 5 0 1 1

METAL GEAR SOLID

メタルギアソリッド

Handwritten signature

イメーシズケチゴ



エフエーは
海兵隊? zok
でいいか?

MEILING

MEILING



MERYL



SOLD
SNAKE

GIカント



スニークスツの
メリルも出した。
↓ →
冬季ミッション
第3話?
「シ」を感じ。



METALGEAR
SOLID



0 1 4 7 8 7 3 7 0 5 0 1 1

ART GALLERY ■ MEI LING



0151937100

TEL





770

ART GALLERY ■ SNAKE & MERYL



0151937100

EST

0 1 4 7 8 7 3 7 0 5 0 1 1

トスナイパーウレフ
全体内にスマートな体つき、

片目、髪に
かくれ目、

サラサラヘア
動くときなびく、
エリは毛、

胸にホック有り、

コッキングハンドル、

PSG-1

士場合にまはは、トライポッド
を使用します

FH部隊マーク

両ヒジ

胸のポケットには、
精神安定剤を常備、

マガジン
ポーチ

パンツはピチピチとH、ほ

生地が
ぬい目、

この四角は
ホックは
省略、

ヒザ部分は少し厚手の生地
(1100d的役割)
色も他より少し濃い、

左右外側に
ポケット有り、

インナー

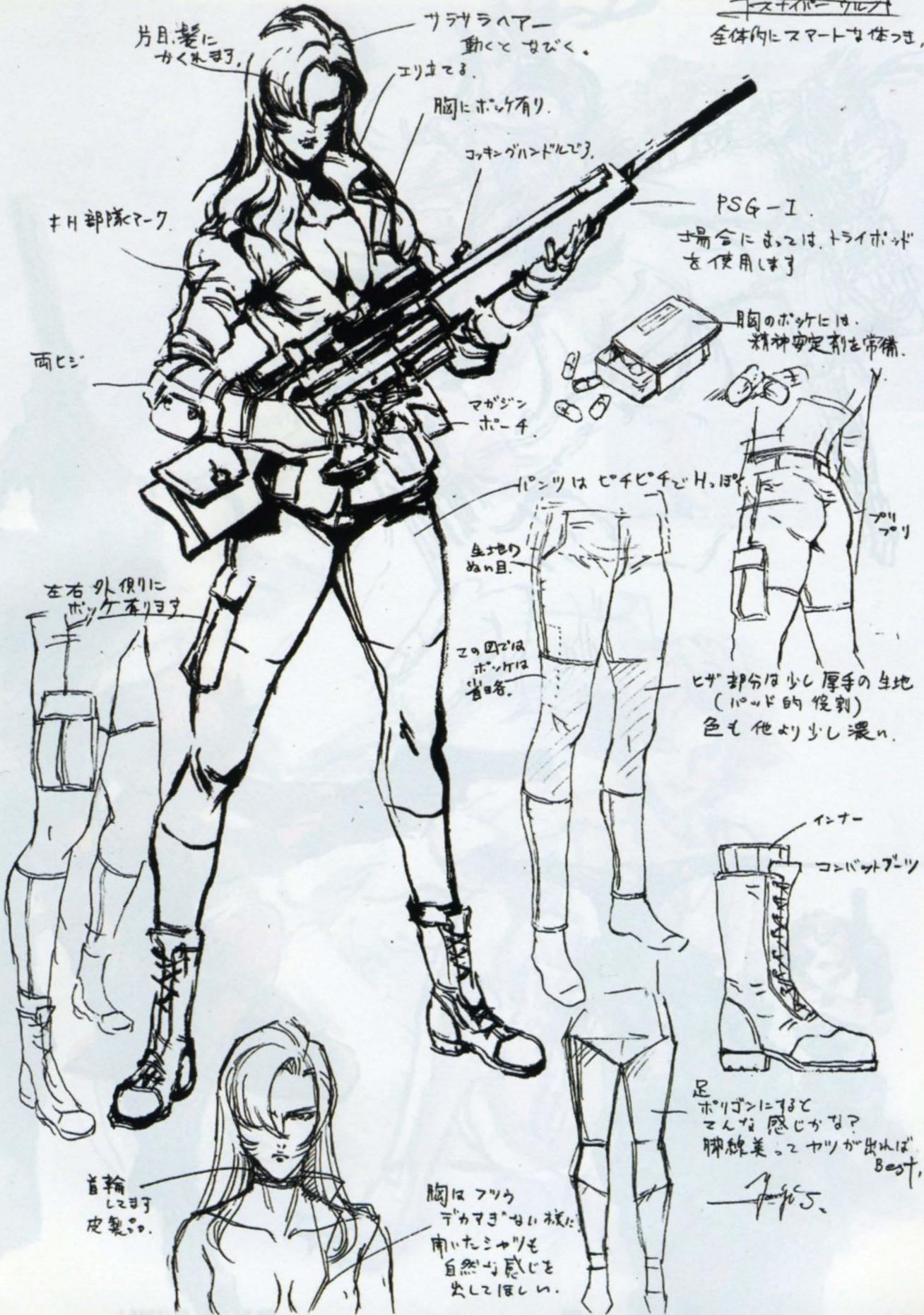
コombatブーツ

足
ポリゴンにすると
こんな感じかな？
脚線美、このブーツが出れば
Best、

首輪
しごり
皮製、

胸はフック
デカマヨ、甘い様、
肩いたシャツも
自然な感じを
出してほしい、

7/15



【色オライスト】



肩・ブザーン

ヒジ・チーク

肘・チーク・グレン

グローブ・グレン

レザ・チークグレン

ブーツ・グレン

肩、肘、足首の末端部分に
グリーン系
ヒジ、ヒザ、膝、関節部分に
チークグレン系
を配してやる。



胸のあたり
胸は「H」
とまじり
カクコイ感じ
出しは良いが
可なりゴツゴツ
チークグレンを
着せてほしいわ。
家いしわ。



PSOI 18cm
色は2000

・スライバーになつて
「シルバー」は
Wolf Dogの1-9

Wolf Dog

その他 別紙参照



シルバーの
銀狼

7 7 7 7



「REAL GEAR
SOLID」
見張り兵
76.6.10



左肩と背中にFH部隊マーク
右肩と胸に11.隊NO 09-999



FA-MAS



シールド

シールド
ホログラム

色は
茶色よりの緑。

腰には、
USP、
ホルスター
(武装兵士と同じ物)



USP (写真資料有り)



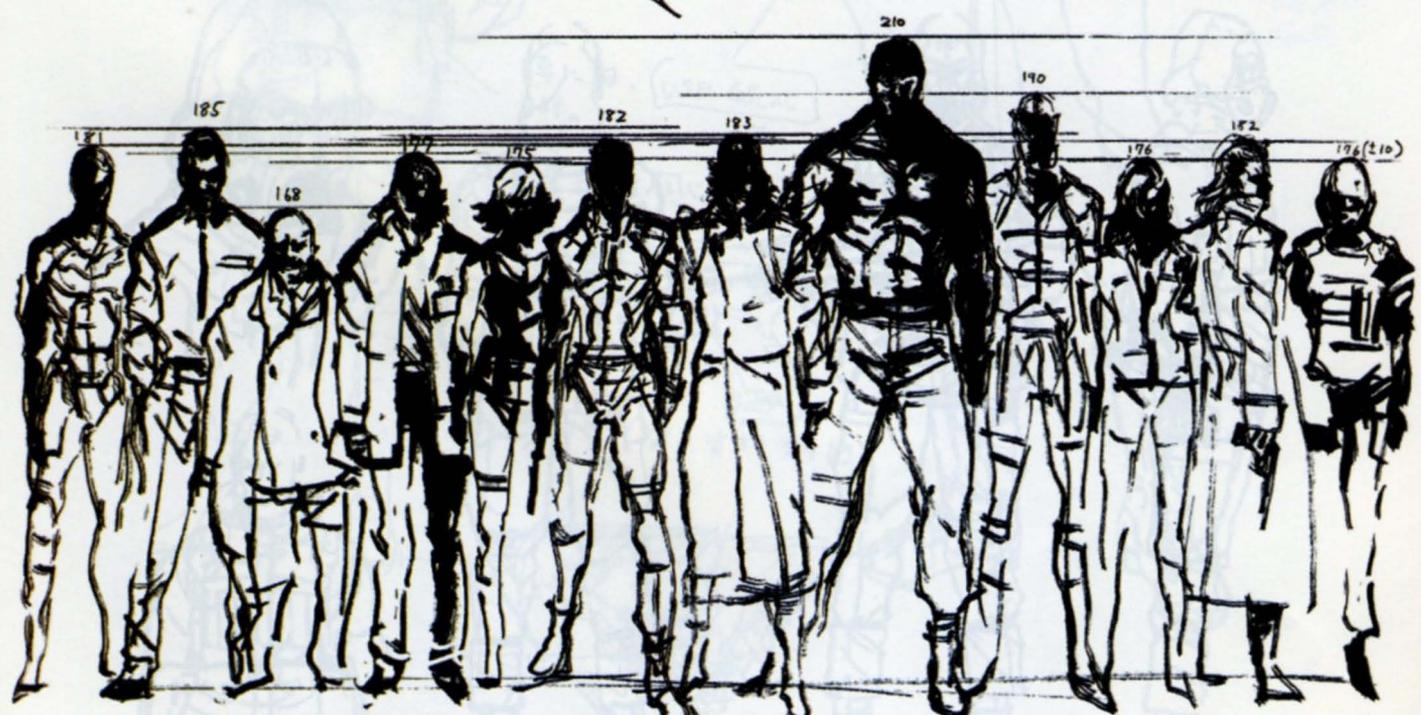
フォックスハウンドの
新しいマーク

背中に左肩へ入る。... ヌリには昔のマークで、

ソリッドスネーク
モデル用参考用

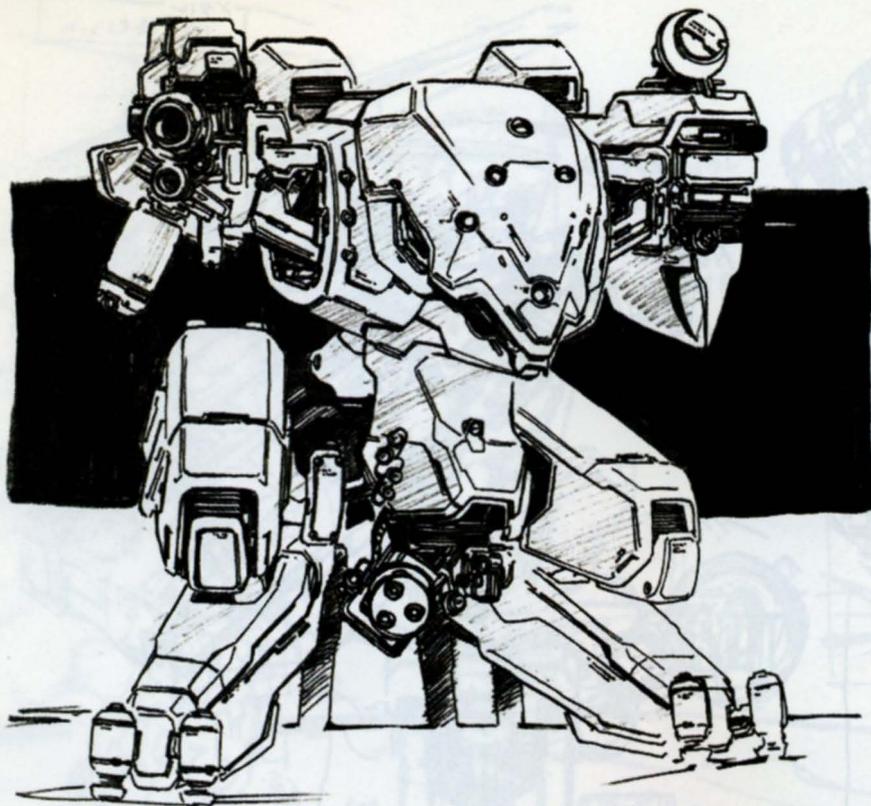


ボディ・テクニク用
身像設定
1996年

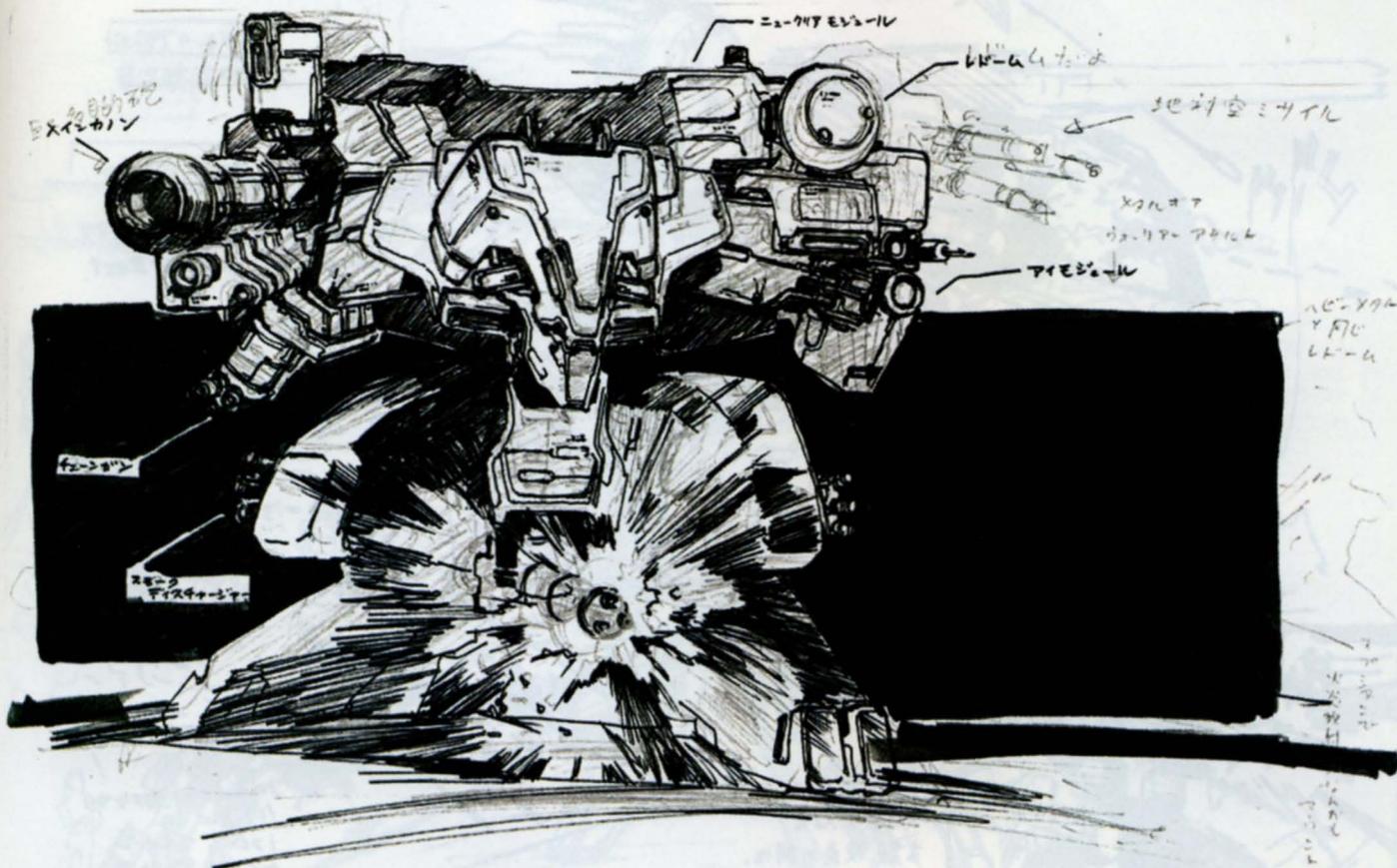


NINJA DARPA AT OTACON MERYL SILVERBURG SOLID SNAKE LIQUID SNAKE VULCAN PSYCHO SNIPER REVOLVER SOLDIER

Ami



(左右の足の視点を対称的に)



目撃者の証
目撃者

ニ-947E32-14

44-6410

地对空ミサイル

X212#7
42-47-7016

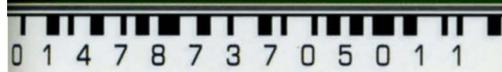
アイズ-14

AC-Y9A
YFLC
44-64

42-501

42-501
アイズ-14

アイズ-14
42-501
アイズ-14
アイズ-14



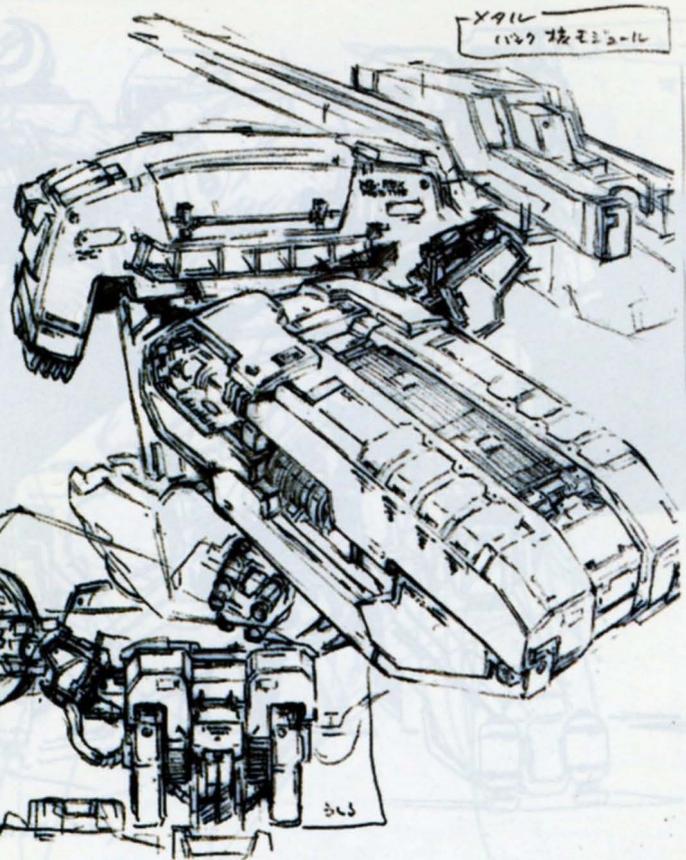
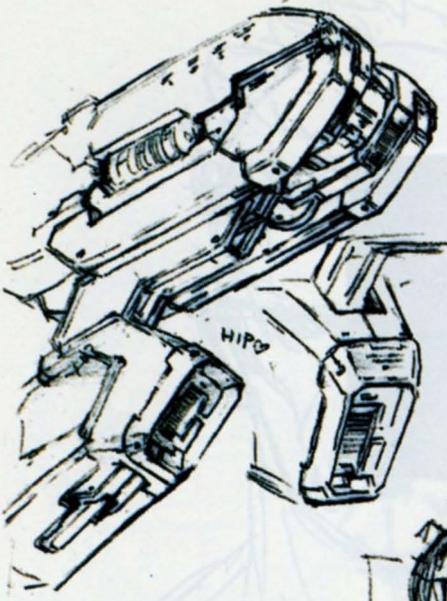
ART GALLERY ■ MISC.



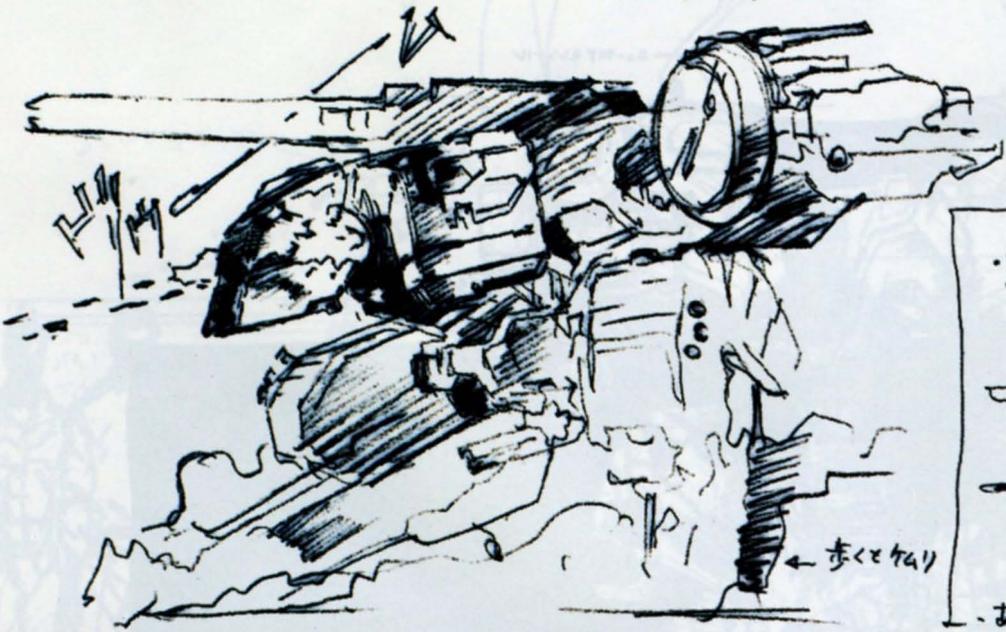
0151937100

139

X91L
1177 振子型



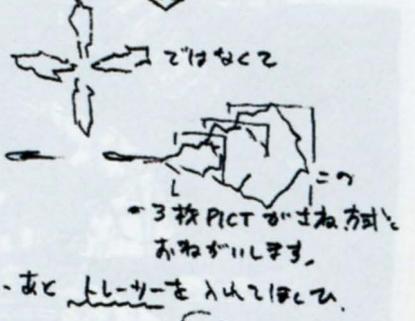
4115



X91Lの7752
X91L中距離攻撃

個定式30mmバレル

・エフェクトは「アサギ」より
「Socom」の方がBest.



バズルアサギに
光の照り直し、
ネリ目に「入」に設定

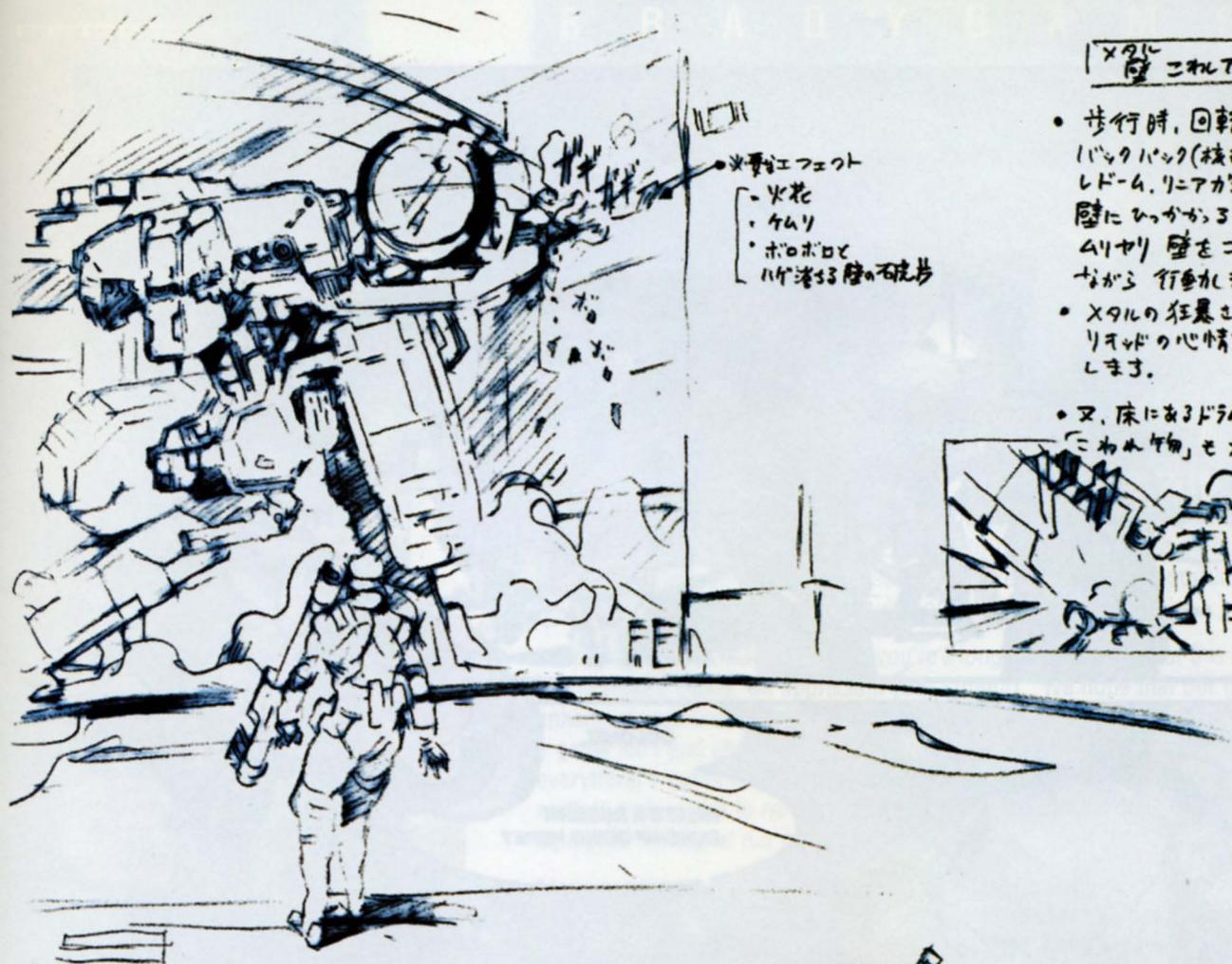
弾の
・火線が「入」
主観視点の時に
「入」に設定
出ると「入」

△主観映像「入」



30mmの距離は「入」
1177に「入」
1777に「入」
「入」を「入」
(777の「入」は「入」)

(銃撃、バズルアサギ、バズルアサギ)



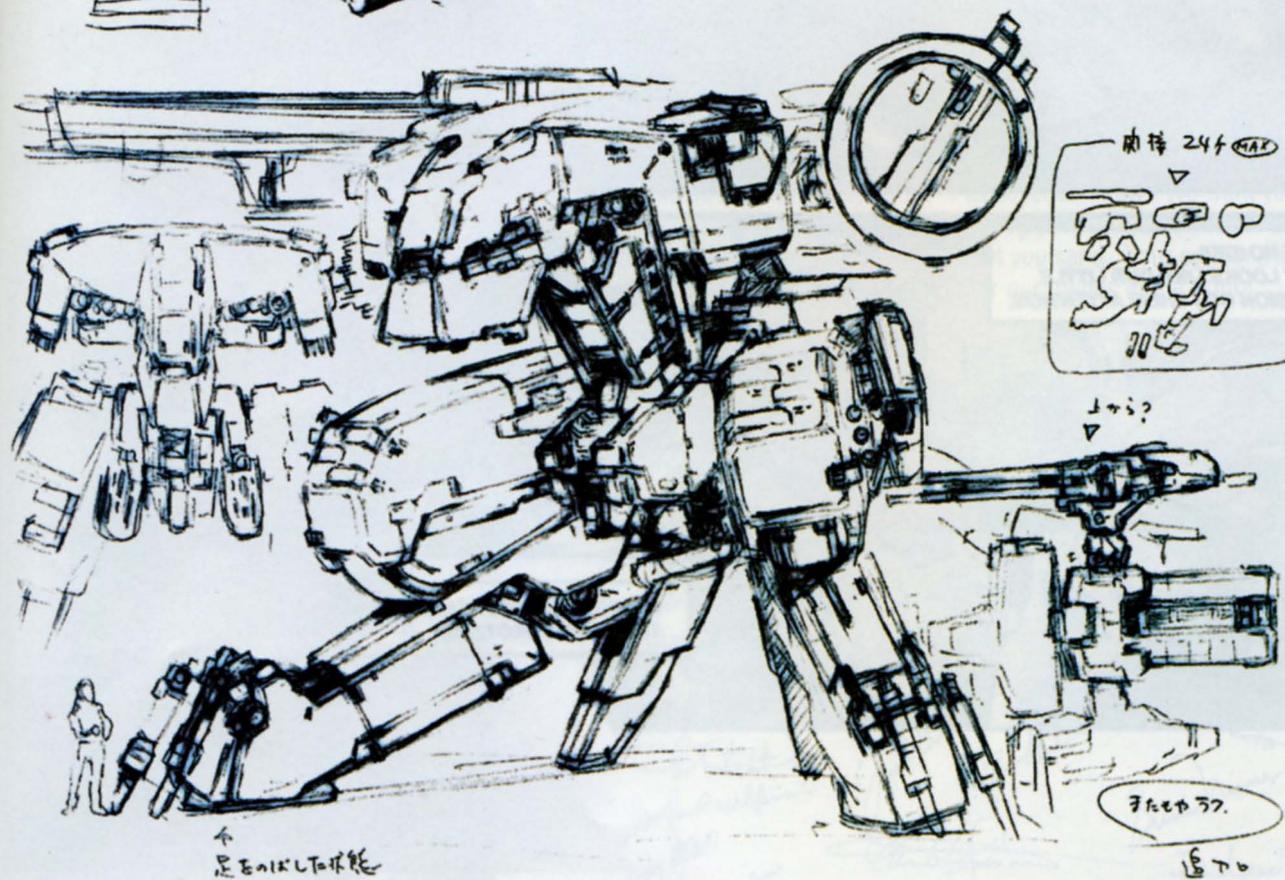
※音エフェクト

- 火花
- ケムリ
- ポロポロと
- ハゲ落ちる壁の破片

×2に 壁をこわす

- 歩行時、回転時に、バクバク(核ミニール)レドム、リアカシ等が、壁にひかかると、ムリヤリ壁をこわしながら行進します。
- Xタルの狂暴とリキッドの心情を表現しました。

• 又、床にあるドラム管等の「こわめ物」をデザイン



↑45?

712537

1570

↑足石を動かす機能





A HIND D?



COLONEL,

WHAT'S A RUSSIAN
GUNSHIP DOING HERE?

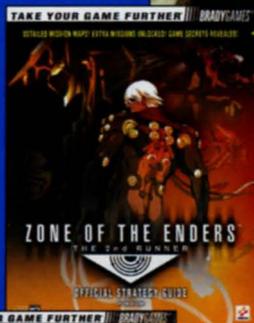
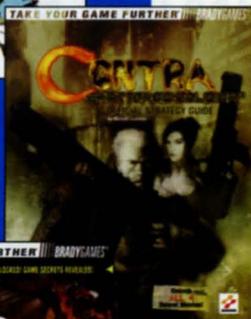
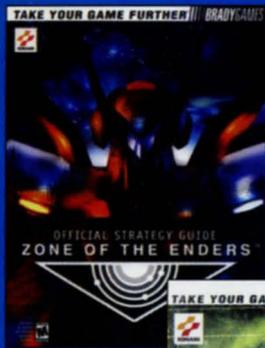


I HAVE NO IDEA...
BUT IT LOOKS LIKE OUR LITTLE
DIVERSION GOT THEIR ATTENTION.

NOW'S YOUR BEST CHANCE
TO SLIP IN UNNOTICED!

B R A D Y G A M E S

T E N T H A N N I V E R S A R Y



BradyGAMES published its first strategy guide in November of 1993, and every year since then, we've made great efforts to give you the best guides possible. Now celebrating our 10th anniversary, we'd like to take this opportunity to say a few things and extend a special invitation to you—our readers.

First of all, THANK YOU! Whether you're a long-time customer, or this is your first BradyGAMES guide, we appreciate your support. We hope that our guides have enhanced your overall experience when playing games. These days, completing a game isn't just about how quickly you finish. It's about uncovering absolutely everything a game has to offer: side quests, mini-games, secret characters, and multiple endings just to name a few. That's what the **TAKE YOUR GAME FURTHER**® banner at the top of our guides is all about.

Many games deserve more than just a standard strategy guide, and we recognize that. Our guides are produced with the highest quality standards and are tailored specifically for the games they cover. With the introduction of our Signature Series and Limited Edition guides, we raised the bar even higher.

Now for the "invitation" part. Although we constantly challenge ourselves to improve our guides, we'd like your help too. You're formally invited to tell us what you think about our guides. Like something we do? Let us know. Think something we've done is totally lame? Please let us know. We want your feedback no matter if it's good, bad, or just plain ugly. You can write or e-mail us at the addresses below, and we will read what you send. Your opinions are important to us, and may influence the direction for our guides in the future.

Write to:
BradyGAMES
800 E. 96th Street, 3rd Floor
Indianapolis, IN 46240

Send e-mail to:
feedback@bradygames.com

For now, we hope you enjoy this guide. Thanks again for choosing BradyGAMES.

Beck Swenson
Ken Owens
David B. Bentley
Timothy Fitzpatrick
Douglas R. Walpin
Don Apple
H. P. Davis
Chris Luckenbill
David W. [unclear]
Chris [unclear]
Janet Esterson
Eric [unclear]
Tony H. [unclear]
Keneth Q. Schmidt
Ann Marie Deetz
John Nims
Phil Losala
Ch. [unclear]
Mike [unclear]
Al [unclear]

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID™
THE TWIN SNAKES™
OFFICIAL STRATEGY GUIDE

LEGAL

©2004 Pearson Education

BradyGAMES® is a registered trademark of Pearson Education, Inc.

All rights reserved, including the right of reproduction in whole or in part in any form.

BradyGames® Publishing

An Imprint of Pearson Education
800 E. 96th St., 3rd Floor
Indianapolis, IN 46240

[c]2002 Konami Digital Entertainment, Inc.

METAL GEAR®, METAL GEAR SOLID®, and TWIN SNAKES™ are either registered trademarks or trademarks of Konami Computer Entertainment Japan, Inc. © 1987 2004 Konami Computer Entertainment Japan. KONAMI® is a registered trademark of KONAMI CORPORATION.

All Rights Reserved.

Please be advised that the ESRB rating icons, "E", "RP", "EC", "T", "M", and "AO" are copyrighted works and certification marks owned by the Entertainment Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied to any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at (212) 759-0700 or 1-800-771-3772. Please note that ESRB ratings only apply to the content of the game itself and do NOT apply to the content of the books.

ISBN: 0-7440-0331-8

Library of Congress Catalog No.: 2004100935

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 04-1 shows that the first printing of the book occurred in 2004.

07 06 05 04

4 3 2

Manufactured in the United States of America.

Limits of Liability and Disclaimer of Warranty: THE AUTHOR AND PUBLISHER MAKE NO WARRANTY OF ANY KIND, EXPRESSED OR IMPLIED, WITH REGARD TO THESE PROGRAMS OR THE DOCUMENTATION CONTAINED IN THIS BOOK. THE AUTHOR AND PUBLISHER SPECIFICALLY DISCLAIM ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THE AUTHOR AND PUBLISHER SHALL NOT BE LIABLE IN ANY EVENT FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH, OR ARISING OUT OF, THE FURNISHING, PERFORMANCE, OR USE OF THESE PROGRAMS.

ACKNOWLEDGEMENTS

Playing through *Metal Gear Solid: The Twin Snakes* is akin to meeting your best childhood friend with whom you've lost contact with over the years. Things have changed, but deep down it's what's inside that counts. The game is more graceful and beautiful than ever before and is so good that there are times when you feel as if you're playing it for the first time. There are even those lucky fans that are experiencing this story and game for the first time.

BradyGames would like to thank those at Konami who worked with us on this project and gave us the opportunity to enjoy Solid Snake's legendary journey again. Without their assistance, it would have been very difficult to match the look and feel of the guide to that of the game. Thank you and congratulations on producing what is sure to be another classic.

0 1 4 7 8 7 3 7 0 5 0

BRADYGAMES STAFF

PUBLISHER

David Waybright

EDITOR-IN-CHIEF

H. Leigh Davis

MARKETING MANAGER

Janet Eshenour

CREATIVE DIRECTOR

Robin Lasek

LICENSING MANAGER

Mike Degler

ASSISTANT MARKETING MANAGER

Susie Nieman

CREDITS

SENIOR PROJECT EDITOR

Christian Sumner

SCREENSHOT EDITOR

Michael Owen

BOOK DESIGNERS

Carol Stamile

Tim Amrhein

PRODUCTION DESIGNER

Bob Klunder





RELIVE THE LEGEND IN AN **ALL NEW** LIGHT



UNBELIEVABLE ART GALLERY

Conceptual paintings and sketches of Characters, Areas and even Metal Gear itself!



SECRETS!

- Complete Dog Tag List for All Levels!
- Ghost Photo Listing!
- Gameplay Secrets from the Developers!



INCREDIBLE STRATEGY

Crush the enemies with style! Each boss and mission is covered in exhaustive fashion.

BRADY GAMES
TAKE YOUR GAME FURTHER

www.bradygames.com

KONAMI

www.konami.com/usa

**SILICON
Knights**

www.siliconknights.com

\$14.99 U.S./\$21.99 CAN

FOR SALE IN THE USA AND CANADA ONLY

ISBN 0-7440-0331-8



METAL GEAR®, METAL GEAR SOLID®, and TWIN SNAKES™ are either registered trademarks or trademarks of Konami Computer Entertainment Japan, Inc. © 1987 2004 Konami Computer Entertainment Japan. KONAMI® is a registered trademark of KONAMI CORPORATION. All Rights Reserved.