

# METAL GEAR™

## S O L I D

UNAUTHORIZED



This fully independent edition is a product of Prima Publishing and is not affiliated with, licensed, authorized, or sponsored by Konami. Metal Gear™ Solid is a trademark of Konami.

James M. Ratkos  
Elizabeth M. Hollinger

# Metal Gear™ Solid

## PRIMA'S UNAUTHORIZED GAME SECRETS

James M. Ratkos  
Elizabeth M. Hollinger

Prima Publishing  
Rocklin, California  
(916) 632-4400

HYPERLINK <http://www.primagames.com>  
[www.primagames.com](http://www.primagames.com)

## Contents

Stealth Technique and Tools of the Trade	1
Walkthrough	10
Infiltration	10
Hostage 1: Donald Anderson	21
Hostage 2: Kenneth Baker	24
Contacting the Terrorist Meryl Silverburgh	29
Tank Battle	31
The Nuclear Storage Facility	34
Nuclear Storage Facility 2B	38
Psycho Mantis	43
The Wolves and a Sniper Attack	48
The Imprisonment and Torture of Solid Snake	54
Ascending Communications Tower A	57
Battle on the Rooftop	62
Sniper Wolf	65
Enemy Compound C	67
On the Trail of Metal Gear Rex	74
Metal Gear Rex and the PAL Card Mystery	75
Metal Gear Rex Battle	82
The Escape!	86
Appendix	95
VR Training	95

## Foreword

From the moment it was announced, gamer excitement surrounding *Metal Gear Solid* seemed to increase exponentially. The completed game is one of only a handful of games that actually lives up to player expectations. In *Metal Gear Solid*, Hideo Kojima and his team have brought to the PlayStation a complex tale of intrigue, espionage, and deception that seamlessly marries vivid cinematic visuals with compelling player interaction.

The authors wish to thank everyone on Hideo Kojima's team, as well as those at Konami Computer Entertainment Japan and Konami of America, Inc., for releasing a game for the mature audience. They've proved kids aren't the only ones playing the game systems.

We'd also like to thank the people at Prima Publishing, especially Amy Raynor, for enduring this extremely tight schedule; Sara Wilson, for providing cohesion and keeping everything (and everyone) moving in the same direction; Don Tica, for enduring those sleepless nights completing every last task we dumped on him to make this deadline, and, finally, Richard Dal Porto, who weathered a nasty cold to help out.



## Stealth Techniques and Tools of the Trade

NEXT GENERATION SPECIAL FORCES, LED BY FORMER MEMBERS OF THE FOXHOUND TEAM, HAVE ATTACKED AND OCCUPIED A NUCLEAR WEAPONS DUMP ON SHADOW MOSES ISLAND IN THE FOX ISLANDS, ALASKA. THEY DEMAND THE CORPSE OF THE BIG BOSS. IF THEY DON'T RECEIVE IT WITHIN 24 HOURS, THEY SAY THEY WILL DETONATE A NUCLEAR WEAPON.

YOU HAVE TWO MISSIONS. FIRST, INFILTRATE THE DUMP AND RESCUE THE TWO HOSTAGES, DONALD ANDERSON, DARPA BUREAU CHIEF, AND KENNETH BAKER, PRESIDENT OF THE ARMS TECH COMPANY. SECOND, INVESTIGATE THE TERRORISTS' NUCLEAR CAPABILITY. IF THEY CAN DETONATE SUCH A DEVICE, YOU MUST PREVENT IT.

Welcome to *Metal Gear Solid*. As Solid Snake, the last active member of the FOXHOUND Special Forces team, you must rescue two hostages and prevent the launching of a nuclear bomb.

To complete your mission, you must infiltrate the terrorist base and compete against the very men and women who once were your teammates, including your archrival, and leader of the terrorists, Liquid Snake.

This guide will get you through the game and give you the skills you'll need to fulfill your mission.



## Lesson One: The Art of Stealth

### Tip

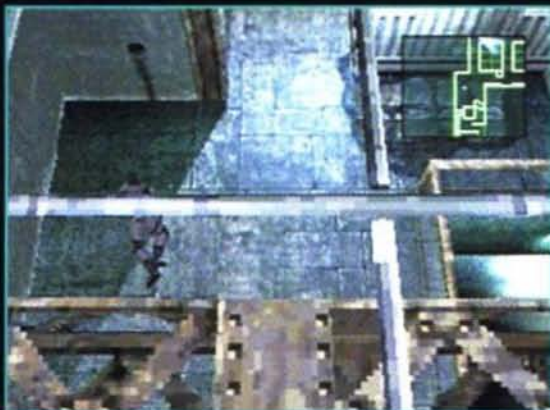
We heartily encourage you to play through the VR Training modes to get a good feel for the game. The first two modes are good for learning how to negotiate areas quickly and stealthily. The third will give you practice using the Socom pistol, your primary weapon.

Snake will find weapons scattered throughout the base, but you'll find you rely heavily on stealth techniques to maneuver through most areas.

Proceeding cautiously and carefully—and, above all, *quietly!*—past the many watchful guards and cameras is key to your success.

Using weapons exclusively is detrimental to your score and health. So sheath your weapons whenever possible and rely on your senses!

Another way to maintain your cover is to exploit shadows. Crouching in darkened corners can allow Snake to go unnoticed by a passing guard. To crouch, press ●.



In this position, you can crawl around by pressing the D-pad/left analog stick. Crawling enables Snake to navigate through air ducts, beneath water tanks, and even under visual range of the sweeping surveillance cameras. Pressing ● returns Snake to an upright position.

Pressing ▲ allows you to switch the camera from overhead perspective to first person. Use the D-pad/left stick to look up, down, and around from your current position. Use this control wisely and often to get a handle on your surroundings. It might even help you spot a box of Rations or useful tools.

In situations where wall-hugging just won't do the trick, you can use this perspective in conjunction with the L1/R1 buttons to move slightly right or left to peek around corners.

### Tip

Lying on the ground in certain areas is often more strategic than a mere crouch. Not only will it make you less easily seen, but you are less likely to be hit by flying objects.

## MOVEMENT

Using either the D-pad or the left analog stick, you can move Snake with 360 degrees of freedom. How far you press the stick or hold the D-pad determines the speed at which Snake moves. Moving the stick slightly or tapping the D-pad causes Snake to walk slowly and quietly. Pressing the stick farther or holding down on the D-pad for a short time causes him to run. Vary your speed based on the situation, keeping in mind that guards are particularly sensitive to unusual noises such as pounding footsteps splashing through puddles!

Use the left stick/D-pad to allow Snake to hug walls, as well. This is particularly effective for seeing what lies around corners without exposing yourself to immediate danger. Just move Snake close to a wall

and "push" him into it. Snake will turn and press his back to the wall for as long as you continue pressing him against it.

To make him slide along a wall, press diagonally in the direction you wish to move (relative to his heading). When you reach a corner, the camera will pan and allow you to view what lies ahead.

### Note

*Metal Gear Solid* makes full use of the Dual Shock pad's vibration and analog stick capabilities. These features will enhance your enjoyment of the game. Use them!

## DETECTION AND COMBAT

The enemies you confront as you infiltrate the compound are intelligent and sharp: They'll notice little things like footprints in the snow, splashing sounds as you run through puddles, and even the warm cloud of your breath in the cold air. Take care where and how you walk and how you position yourself to prevent exposure.



For the most part, you can remain undetected merely by staying out of the guards' line of sight. They're very short-sighted in the game's Easy/Japanese version, so you should find it easy to learn to evade. Watching a guard's patrol route and knowing where and when it's safe to move is a key element to your success in this game.

Try to lure guards away from areas you need to access. Press up against a wall, crate, and the like, and press **●** to make Snake tap on the surface he's leaning on. The resulting noise will cause any guard nearby to come and investigate.

Sometimes all the precautions in the world won't keep you out of harm's way. If you should alert the guards to your presence, there are a few maneuvers you can perform to protect yourself. First and foremost, try to evade the guards. If they can't find you, they'll give up eventually (once the Escape Meter reaches zero) and return to their patrolling patterns. Failing that, Snake can revert to a weapon or hand-to-hand combat. Pressing **×** causes Snake to flip the enemy in front of him and throw him to the floor. This stuns your foe and gives Snake time and opportunity to flee to safety. Holding **■** longer will cause Snake either to drag the enemy's body around as a shield or, when you repeatedly pulse **■**, to choke and break his neck.

Press **●** to make Snake punch the enemy unit in front of him. Pressing **●** three times in a row causes Snake to perform a punch-punch-kick attack that should knock the breath out of any soldier. Some battles require Snake to rely solely on his fists, so get comfortable with this tactic.

When fists don't work, **■** allows Snake to fire any readied weapon or item. You'll find a variety of weapons and explosives throughout the Shadow Moses Island base. Each fulfills a different need. Guns such as the Socom and FA-MAS that Snake uses in the first part of the game are great for close-range combat. Heavier pieces such as the Nikita Launcher or Stinger are better against larger pieces of equipment.

### Tip

Reloading your gun in the midst of battle can take longer than you might anticipate, leaving you vulnerable to enemy attack. To speed things up, press R1 twice just before you run out of ammo. "Quick Reload" leaves the enemy less time to get the advantage of you.

## THE BOTTOM LINE

*Metal Gear Solid* is all about stealth, not about killing. To get the highest rankings, you must complete your mission quickly with the fewest kills, times spotted, Continues used, and Rations eaten. The first time you play through the game (yes, this game is designed to be played multiple times!), take your time and get to know which strategies work and which don't.

Save often, watch the cutscenes, and don't get worked up about your score. Instead, try to figure how to get through each area smoothly and, above all, *stealthily*. Learn which guards you must kill and which you don't have to. It may surprise you that most soldiers, other than those who participate in scheduled battles, need *not* be killed for you to complete your mission unscathed. So let that be your first challenge.

Then try playing through the game with the Radar off!



## Lesson Two: High-Tech Tricks of the Trade

Even in the game's first few levels, Snake encounters a variety of devices and weapons that can give him the advantage in tight situations. Procuring them is vital, because Snake starts the game with few necessities. In fact, other than the communicator implanted in his spine, at the beginning you can use only an electronic Scope and a pack of Cigarettes!

As you make your way through the game, you'll acquire items including Rations, Thermal Goggles, Stun and Chaff grenades, a pistol, and even Cardboard Boxes.

To access these implements, use left and right shoulder buttons.



To choose equipment, press L2 and cursor through the list. Equipment such as the Scope and Thermal Goggles are active as soon as you choose them. To activate other items, such as Rations, press ● while holding down L1 or L2. If you're ever in doubt, instructions are provided onscreen. To unequip an item in an emergency, press L1 to stash it quickly. Press R2 to choose weapons and activate them using ■. You can even switch to hand-to-hand combat or put down heavier weapons obstructing your movement, such as the PSG-1 or Stinger, by pressing R1.

The following section lists all game items and explains how to use them.

### EQUIPMENT

#### COMLINK

This tiny device implanted in Snake's neck is his only connection to HQ. For the most part, your support staff will contact you. In an emergency, you can press the Select button and confirm objectives with your boss. Enemy units can't hear the ringing communicator, so don't use this as an excuse to ignore a call: The communiqués are filled with helpful tips and instructions!

#### RADAR

Snake's high-tech Radar allows him to verify the position of enemy units (and their range of vision) and surveillance equipment. Use this to determine the positions and routes of enemy soldiers before barging into a difficult situation. Your Radar also helps you evade cameras and other surveillance equipment. However, if you're spotted your Radar is jammed until the Escape Meter elapses.



#### CIGARETTES

These carcinogenic items are the one thing Snake refuses to travel without. Although they'll do damage to your Health Bar, Cigarette smoke illuminates laser beam tripwires in the area.



#### RATIONS

Eating one of these replenishes Snake's Health Bar and come in handy after run-ins with armed guards. In battle, keep them equipped and Snake will eat one automatically when he needs to. This isn't recommended for later in the game, however; the damage inflicted on Snake is greater then and can overwhelm him before he has the opportunity to auto-use a Ration.



 SCOPE


This high-powered Scope will give you a better perspective on distant locations. Use the Scope to pinpoint distant enemies and potential entry and escape routes. To use its telephoto capabilities, press ● to zoom in on the action and × to zoom out.

 PAN ID CARD

These Personal Area Network ID Cards come in a variety of security clearances and allow you to open restricted doors. Don't expect them to show up in boxes, though. You'll receive them from people you meet on the way. To use one, equip it and stand before a door at that security level or lower. The door will open automatically.

 Note

Whenever you receive the next highest ID Card, it replaces your old one automatically.

 PAL CARD


This Card is used to "deactivate" the nuclear-armed Metal Gear Rex. It is temperature sensitive and will change to reflect atmospheric conditions.

 THERM.G THERMAL GOGGLES

These glasses pick up infrared light, enabling you to better detect concealed trapdoors or laser beam "tripwires." In jammed areas where a mine detector won't work, these Goggles also shed light on the locations of Claymore Mines.

 C.BOX A  C.BOX B  C.BOX C CARDBOARD BOX A/B/C

One of the game's unique pieces of equipment, the simple Cardboard Box makes an especially devious disguise. Used intelligently, this Box, with Snake beneath, blends in with the others stacked around the base. Moving Boxes and Boxes that appear in unusual places will alert the guards, however. Use this item creatively, but not stupidly!

 MINE.D MINE DETECTOR

This works in conjunction with your Radar to pinpoint mine locations. For Claymores, this detector shows not only where it is, but also its sensor range.

As with your Radar, this item won't work in jammed areas.

 SOCOM SUPPRESSOR


This is a silencer for your Socom pistol. If you find it when you already have your Socom equipped, Snake will attach it automatically. If not, equip both items and they'll join immediately. The suppressor allows you to fire shots from your Socom without alerting any nearby guards.

 GASMASK GAS MASK

This mask helps filter poison gas from the air you breathe. It won't keep you from running out of air and taking damage, but it does dramatically slow the air loss!

 N.V.G NIGHT VISION GOGGLES

These Goggles illuminate dark areas. Use them in the Wolf Caves or darkened staircases to amplify your vision.

 DIAZEPAM

A.k.a. Valium, snipers everywhere use this drug to calm their nerves and steady their aim. One capsule lasts for about a minute and works to calm the distracting beat of your heart. Aiming is much easier once you've taken one.

 Note

In addition to the camouflage they provide, Cardboard Boxes, used in conjunction with supply trucks in each base, can be used to get around the base. Hop into the back of a truck and hide under the Cardboard Box corresponding to your desired destination (Cardboard Box/A = Heliport, Cardboard Box/B = Nuclear Storage Facility, and so on). After a moment a guard will look at the Box and drive you to your stop.





## BODY ARMOR

This form-fitting vest helps protect you from bullet damage. In fact, it cuts their effect in half. Use it when you know you'll be under unrelenting fire!



## ROPE

It's a Rope! Use it when you need to scale walls or something.



## DISC

The dying Kenneth Baker gives you this. You must return it to your boss in Washington. Under no circumstances should you give its information to the enemy!



## KETCHUP

It's thick. It's red. It's in an easily opened container. Use this when you need something that resembles oozing blood.



## HANDKERCHIEF

Belonging to Sniper Wolf, Otacon gives this to you while you're in jail. Because it bears Sniper Wolf's scent, you can use it to get past the wolf pack unscathed.



## MEDICINE

You'll find this flu remedy (for the illness running rampant on the base) behind a Level 6 sealed door. If you start sneezing, this will heal you.



## TIME BOMB

These appear in your inventory after you escape from prison or are trolling the drainage moat around the Metal Gear Rex. The numbers ticking down on the icon indicate (in seconds) the time you have left before it detonates. Throw this away before it blows you up!



## CAMERA

This item allows you to take pictures, like all cameras. You can opt to save pictures (each uses two Memory

Blocks); when you view them under the Album option, you can adjust image color and exorcise any "spirits" that may have cropped up.



## STEALTH

You receive this item from Otacon when you finish the game with him in tow. Equipping this item renders you invisible, making your presence unknown to most of the guards you'll meet outside of battle.



## BANDANA

Meryl gives this to you when you end the game with her in tow. Equipping this item gives you unlimited ammo.

## WEAPONS



## STUN GRENADES

This explosive does exactly as its name implies. The brilliant flash stuns any enemy unit in range, providing Snake with a guaranteed avenue of escape.



## CHAFF GRENADES

This "weapon" explodes into a swirling mist of fine metal particles that stay suspended in the air long enough for Snake to pass the security camera's watchful eye.



## SOCOM

This is the first firearm Snake finds in the mission. When he equips it with a laser sight, Snake can lock on and even track his target. To break away without firing a shot, press R2. The Socom Suppressor muffles the gun's report so it won't alert nearby guards.



## C-4 EXPLOSIVE

Use these bundles of plastique (found in the armory below Enemy Compound A) to blow holes in walls where the bricks are loose already and to warm frozen doors. Set it using **■**; when you're out of range (approximately half a screen away), detonate with **●**.





## GRENADES

This well-known explosive is great for taking out groups of soldiers from afar. Press **■** to pull the pin and throw.



## FA-MAS

This is a standard machine gun. You'll find it in a room in the armory. Press and hold **■** to send out a continuous spray of bullets. While not recommended for everyday use, this weapon comes in handy in tight areas and ambushes.



## CLAYMORE MINES

Found in the snowy ravine between the first two compounds, these nearly invisible explosives can land you flat on your back if you're not careful. Use a Mine Detector or Thermal Goggles to determine their location and crawl over them to add them to your inventory.

These detonate when a human steps into range of their directional movement detectors, so be very careful when you lay them. The direction you face when you plant a mine is the direction its Radar will point.



## NIKITA LAUNCHER

This weapon fires Radar-controlled missiles. Launch one and direct it through rooms and around corners to its target using standard third-person perspective (or even first). During this time, Snake is vulnerable to attack, so pick your launching spots carefully.



## PSG-1

The sniper's rifle of choice. You can only use this while lying down. Equipping it automatically moves you to first-person/targeting perspective. Aim carefully, using Diazepam to steady your nerves if necessary, and press **■** to fire. To unequip quickly, press R1.



## STINGER

Like the PSG-1, this weapon also switches you to first person/targeting perspective when you equip it. Of course, the Stinger is a much harder weapon. Use it in battles against industrial-strength enemies or machinery.



## Lesson Three: Know Your Friends and Foes

During the course of the game, you'll encounter many people, both friend and foe. It's important to keep them all distinct in your mind as you play. Press Select, then press down to show everyone you have contacted.

### SOLID SNAKE AND HIS SUPPORT TEAM

#### SOLID SNAKE

The hero of the series, Solid Snake is a well-known and respected ex-operative of the group FOXHOUND. Known for his work in the Outer Heaven crisis and the uprising in Zanzibar, he left FOXHOUND to begin a hermitage in Alaska. When the Nuclear Disposal Plant was taken over on Shadow Moses Island, he was called in to infiltrate the plant and aid in disarming the situation as a special favor.



#### ROY CAMPBELL

This ex-commander of FOXHOUND, like Snake, was brought back from retirement

to lead this mission. He's Snake's main contact throughout the game and will tell him where to go and when. Talk to him whenever you need your mission objectives clarified.



#### NAOMI HUNTER

Kind and gentle, Dr. Naomi is thought to be the sister of one of Snake's enemies. She

is FOXHOUND's medical expert and specializes in gene therapy.



#### MEI LING

Mei Ling is an MIT graduate and communications expert. She invented the Comlink

Snake uses in this mission to communicate with his staff. Call on Mei Ling whenever you need advice or want to save your progress.



#### NATASHA ROMANOV

Natasha is expert in all types of weaponry and enjoys smoking as much as

Snake does. Call her when you find a new weapon and she'll be glad to tell you all about it.



#### MASTER MILLER

Like Roy Campbell, Miller was a Marine and member of the Green Berets. Before he

retired to Alaska, he was master of FOXHOUND's survivalist training. As you proceed through your mission, you will find him a big help, especially when you have a Time Bomb in your inventory.

### THE TERRORISTS

#### LIQUID SNAKE

Solid Snake's doppelganger and archrival, Liquid Snake leads the terrorists who've overthrown Shadow Moses Island. Liquid is a tough enemy with an almost endless supply of lives.

#### REVOLVER OCELOT

The group's chief interrogator, Revolver Ocelot also proves himself a good shot with his six-shooter when you meet up with him at the beginning of the game.

#### VULCAN RAVEN

The raven tattoo on his forehead and the flock of ravens around him make this enemy easy to spot. His Inuit blood makes it easy for him to withstand the coldest weather. His strength allows him to use some of the game's largest weapons. After Liquid Snake, Raven is your most formidable enemy!



**PSYCHO MANTIS**

An ex-KGB agent, Psycho Mantis is known for his telekinetic prowess and ability to read minds. These powers make him a tough opponent: He knows exactly how you'll attack and when. His ability to control people and things is frightening.

**SNIPER WOLF**

An incredibly beautiful—and deadly—assassin, Sniper Wolf is master of the PSG-1 Sniper Rifle and a tough adversary when she has you in her sights. To combat her tough side, Sniper Wolf is said to be the surrogate mother to the wolves in the Wolf Caves, which explains their disliking for male intruders.

**DECOY OCTOPUS**

One of the world's foremost mimics, Decoy Octopus is master of disguise and can transform himself into almost anyone. When you see him the first time, understanding will dawn.

**HOSTAGES AND UNKNOWN FORCES****DONALD ANDERSON**

Chief of DARPA (Defense Advanced Research Projects Agency). For an unknown reason he was present during the raid on the Nuclear Disposal Plant on Shadow Moses Island and was taken hostage, along with Kenneth Baker. Rescuing him is a priority.

**KENNETH BAKER**

President of Arms Tech who was captured and taken hostage by Liquid Snake and crew when they overtook Shadow Moses Island. It's rumored he's the source of the passwords you need to stop the Metal Gear Rex.

**MERYL SILVERBURGH**

Favorite niece of Roy Campbell, Meryl learned to be warrior at a young age and went into military service as soon as she was old enough.

She was stationed on Shadow Moses Island just before the insurrection and was captured. After she escapes, she becomes Snake's right-hand woman, helping him out even from other parts of the compound. Protect her and you'll gain a great reward!

**OTACON**

The last remaining Arms Tech scientist on the base, Otacon (who takes his name from the term "Otaku Convention") is grateful when you rescue him.

With the help of his Stealth unit, he wanders unseen around the base to help you in times of need.

**CYBORG NINJA**

A man of mystery shrouded in the defense of the Stealth unit, the Ninja appears and disappears at will, showing signs of both madness and ... compassion. It's hard to tell whether he's a force for good or evil. Only time will tell.



# WALKTHROUGH

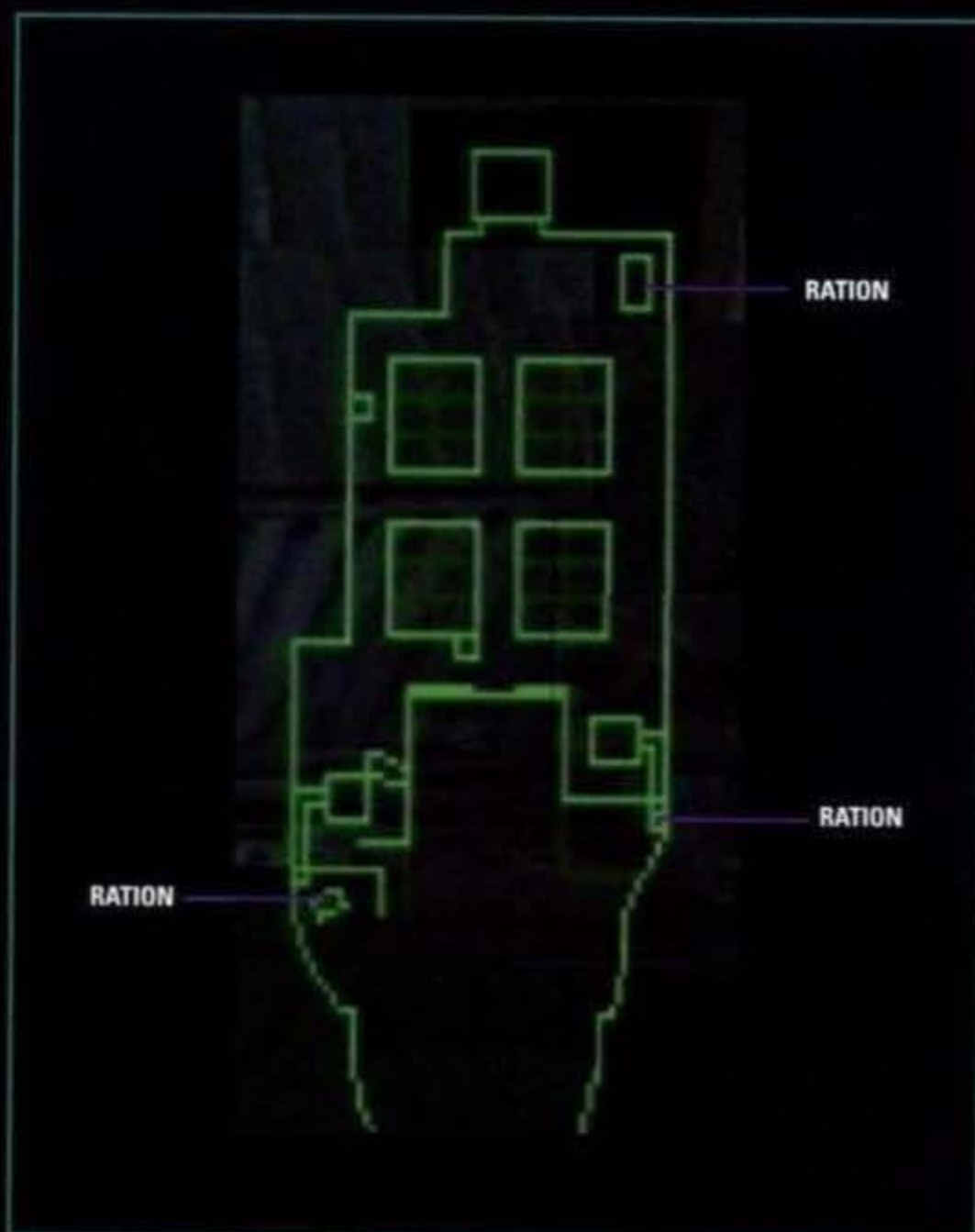
## Infiltration

### AREA 01: THE DOCKS

**OBJECTIVE:**  
GET TO THE SERVICE ELEVATOR



Snake climbs out of his SDV and finds himself in an underground staging area watched over by two sleepy guards.

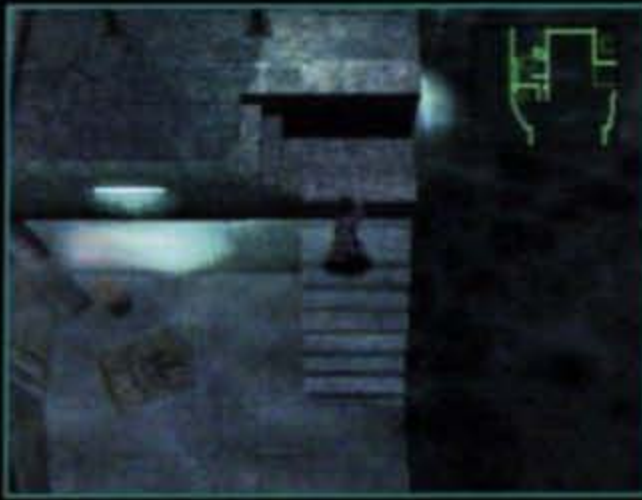


The level starts with a short Comlink briefing with Roy Campbell. He explains the level objectives (get to the elevator without being seen and/or killed) and how to use the communicator.



## LAY OF THE LAND

Three guards patrol the shipping dock. The two initial ones are joined about two minutes into the mission by a third, who brings along the all-important elevator. You can pick up three items on this level. They're all Rations, but picking them up will provide you with practice dodging guards and sneaking around.



The first box is in the water to your left. When Snake hits the bay, he sinks automatically and the camera perspective follows him underwater. As long as you keep an eye on the Oxygen meter at the top of the screen, this is a good arena for getting a feel for how Snake moves and acts. You can wander around

this underwater section of the docks without fear of detection. The worse that will happen is that Snake will drown, and that's preventable. From the right side of the docks, you'll see another box of Rations (number two), but the lack of stairs prevents you from getting them at this time.

When you're ready, head back to the starting point.

To enter the warehouse area from your starting position, you must crawl under either the pipes or the storage tank in front of you. Crawling under the pipes is the most direct route, but going under the tank provides a whole new perspective on things.



Once you enter a duct or crawl under something, the camera viewpoint automatically switches to first person perspective, allowing you to pan around 360 degrees.



Glance right to spot the second Rations box (on the other side of the landing). Use the Scope so Snake can see the surrounding area in greater detail.

Crawling forward (along with the rats) into the shadows in front of the tank puts Snake in a perfect position to monitor the guard walking a P-shaped patrol around the two stacks of crates directly to your right. Because he stops just before your corner, you can stay out of direct sight as long as you stand back. The other guard's patrol route takes him around the piles of crates on the area's far-right side. The two crates stacked at the far end of this first set of crates blocks Snake's view of the second guard, patrolling the area's right side.

## Tip

The Radar screen at the upper-right edge of the screen is your best friend throughout this ordeal. It displays where any guards in range are located at any given time and indicates their field of vision. This is crucial for determining the guards' paths so you can move about safely!



Pressing up against a wall allows Snake to hug the wall and blend into shadows. You also can slide along a wall's surface as you hug the wall by moving the D-pad/Left stick in the appropriate direction.



As you slide toward the wall's end, the camera will pan around, allowing Snake to see around the corner without exposing himself to danger. Make your move when the guard looks away or moves from the immediate area.

#### THE PATH TO THE LEFT

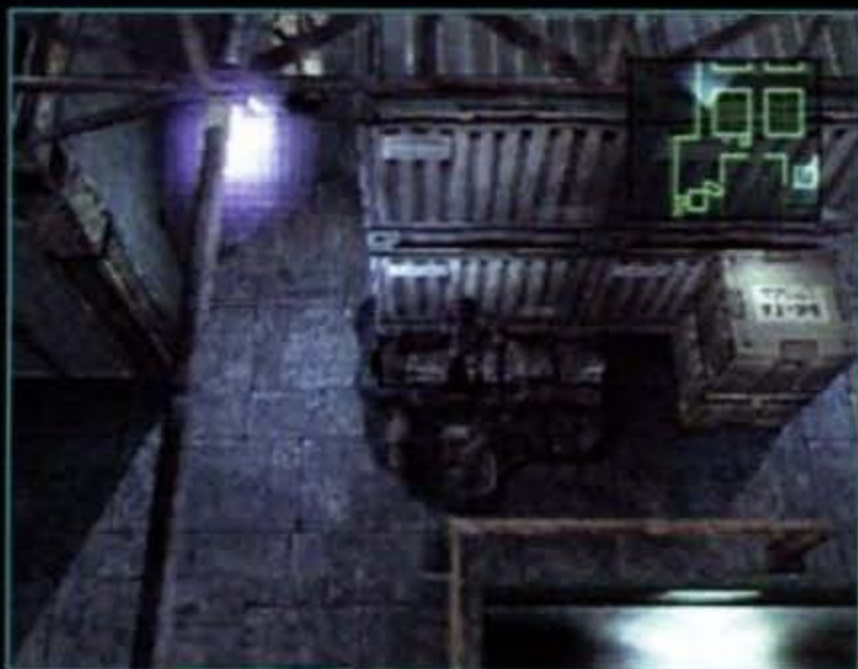


Taking the left corridor is possible, but risky. You have just enough time to make it to the end of the corridor unseen before the first guard turns the corner and returns. When the Radar indicates your path is clear, run to the forklift near the elevator and crouch behind it. When the freight elevator arrives

and dispatches the third guard, you'll want to keep this between you until the coast is clear and you can enter the lift unseen. Watch for the puddle of water in front of the elevator as you run through this area. Loud splashes will surely alert the guards.

#### THE PATH TO THE RIGHT

Taking the alternative route, make your way to the right side of the staging area and up the middle or right-hand corridors. Take care, however, because splashing through the puddles of water may alert the guards.



If their field of vision changes from blue to red on your Radar screen, they've become aware of a disturbance. You still can defuse this situation if you can remain undetected until they give up the chase.

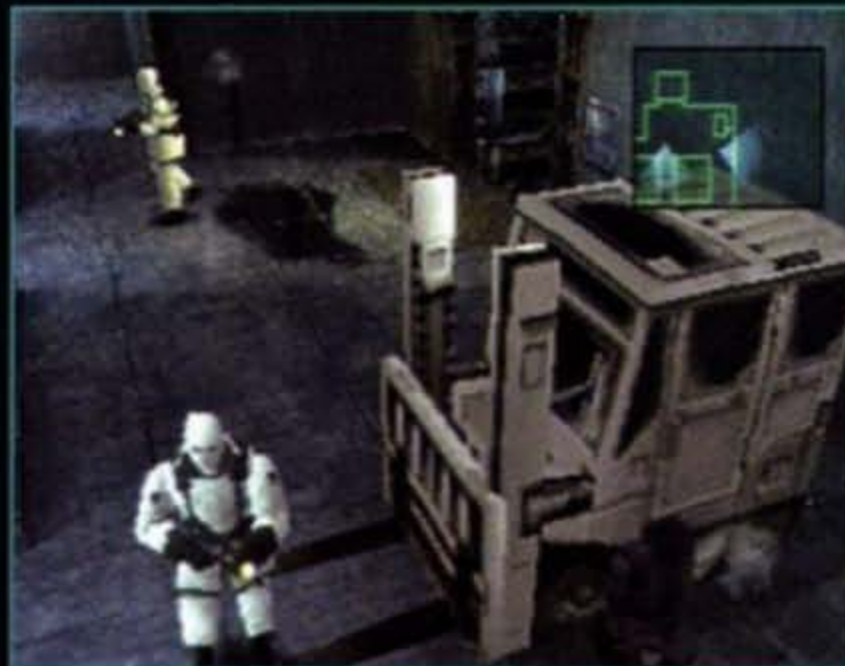


You must time your departure from the corner with the paths of both guards; otherwise, you may carefully avoid one only to walk directly into the path of the other!





Past the second guard, Snake easily slips behind the other storage tank to recover the second Ration box. Unfortunately, this triggers the second guard to change his patrol path, limiting it to the left of the storage tank and the aisle directly in front of you.



Again, keep the forklift between you and the roaming guards. Just remember, a position that shields you from view of one vantage can expose you from another.

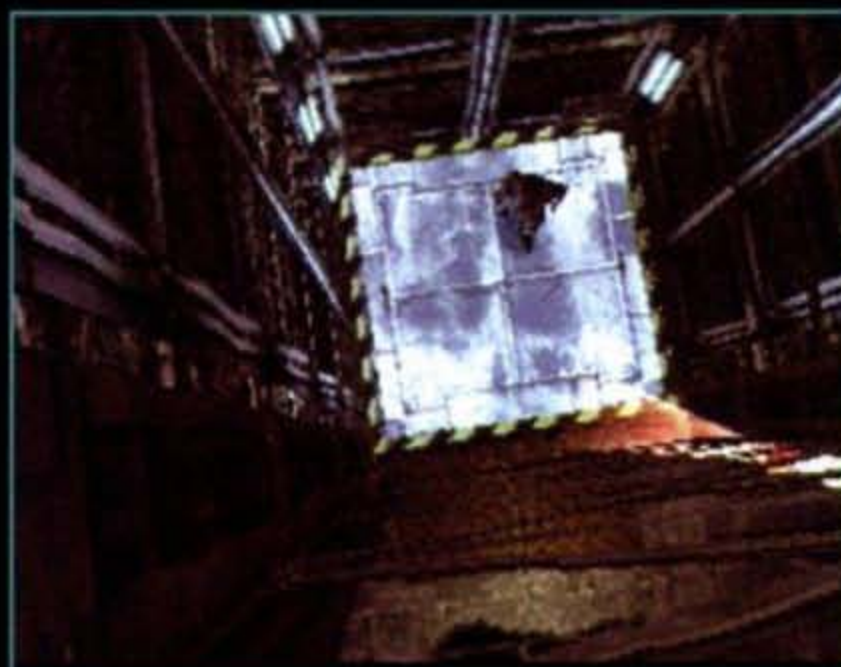
When the coast is clear, make your way into the elevator and proceed to Level 2.



With the third guard now patrolling the north end, you must time your actions to avoid being seen as you navigate up the corridor toward the abandoned forklift.

### Note

The elevator will be there if you saw a cutscene of it coming down.





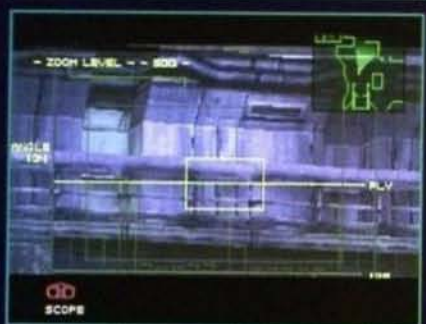
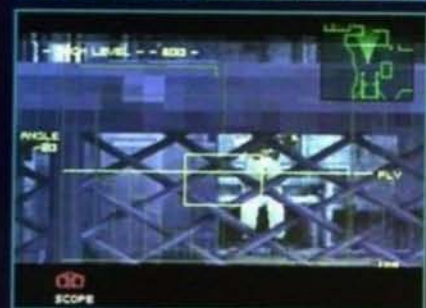
## AREA 02: THE HELIPORT

### OBJECTIVE:

INFILTRATE THE ENEMY COMPOUND USING ONE OF TWO EXPOSED AIR DUCTS.



The freight elevator from the docks lets you off behind a stack of crates at the perimeter of the heliport. After watching your nemesis, Liquid Snake, take off in a Hind to take care of inbound F-16s, Campbell, Naomi Hunter and Mei Ling brief you on the next part of your mission: To rescue your two hostages and establish the enemy's nuclear capacity, you must enter the enemy compound first. Because the doors into the Tank



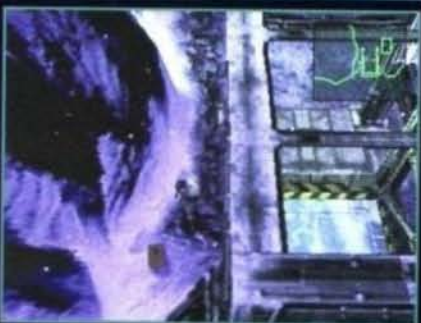
Hangar are both guarded and locked, Campbell points you toward two open ventilation ducts—one on the ground floor guarded by a sleepy guard, and another more vigilantly patrolled on the second-floor balcony. Regardless of which entrance you choose, your road will not be easy!



### PICK UP A FEW STRAY ITEMS, FIRST!



Before you enter the building, there are a few items around the heliport that are worth picking up. To the left of where you start, on the other side of the elevator shaft, waits a lone Ration. If you have space in your inventory (you can hold only two Rations at this time), pick it up just in case.







Then run to the heliport's southwest corner. The searchlights crisscrossing the helipad make it difficult to cross safely. One false move and they'll scream out your location to the three guards nearby. Instead, cross over to the western ramp (on Snake's left), synchronizing your movements with the lights. You'll have just enough time to reach safety if you're quick and don't deviate from the path. A box of Chaff Grenades lies at the center of the helipad; they'll come in handy, if you're brave enough to race for them. Watch the searchlight patterns to determine when to run. The searchlights sweep in and out at two distances.



When the lights reach this position, they're at the end of their narrowest run outward: It's too dangerous to run for the box ahead.



Wait until the lights sweep into the middle and start your run for the box as they move out again.

If you time things right, you'll have just enough time to reach the box in the middle and return to your starting point on the west ramp.



With Chaff Grenades in hand, head to the room across from the west Heliport ramp. When Snake enters, he'll notice the overhead Surveillance Camera. Your Radar displays the camera's line of sight: You can't just walk to the box in the lower-left corner. Your best

bet is either to discharge a Chaff Grenade or crawl beneath the camera's line of sight. If you crawl along the crates and then cut over to the box when the camera's not looking, you can add three Stun Grenades to your inventory.





Your next destination is the back of the truck parked in the middle of the field. Watch out for the guard patrolling the right side of the area. His route takes him near the truck. If your presence has been noted, the guard on the left, too, will be awake and will patrol this area carefully. Stay alert, use your Radar, and conceal yourself in the shadows around the Heliport pad. The Socom Pistol hidden in the back of the truck makes this a worthwhile venture.



## TO KILL OR NOT TO KILL?

Now that you're armed, it seems like a perfect time to get in some target practice, right? Wrong. Your objective is to infiltrate the facility *without* being seen. You must avoid both being seen and killing; they'll count against you in the final rankings. They also put Snake's life unnecessarily at risk. And as long as your Radar is jammed red with the "Warning" sign, you'll face wave after wave of guards, far more than the number normally assigned to that area. If you come to a dead end, they'll overwhelm you and put you to death. You can use one of the unlimited numbers of Continues granted to you, but they too count against your score.

## THE UPPER VENT



The route to the upper vent may not be the shortest, but it's the best. Not only is the duct the least risky to reach, but it leads to a more tactically advantageous area inside. The staircase you must take to the balcony lies to the right of the truck, guarded by a surveillance camera.



### Tip

You're better off approaching the staircase from the left than running up the snowy corridor by the heliport pad. Not only does a guard routinely patrol this area, but the snowy ground makes it hard not to leave a trail of your passage. If you do go this way, don't be surprised if the guard starts tracking your footsteps!



From the cover of the truck, head to the last crates on the right-hand side after the guard starts his patrol down that corridor. When the camera lens turns away,



start up the stairs. Pause a third to halfway up the second flight to make sure your ascent doesn't coincide with the patrol of the guard upstairs. There, you remain unseen by both guard or camera and can judge when it's safe to continue.



Using your Radar as a guide, proceed to the middle dent in the wall, where there's a duct (you'll receive a call on your Comlink when you're in front of it). Use the other niches to conceal yourself from the guard. Pressed against the wall, or even crouching, you'll remain



undetected as he continues his beat. When it's safe, crawl into the duct and on into the Tank Hangar.

## THE LOWER VENT



A stubborn, sleepy guard watches over the lower vent in the heliport area's northwest corner. Unless you've roused him from his sleep earlier, you'll have a hard time making him leave his post for any long period of time. Luring him away is only one problem you'll face here. The other is the stationary camera lodged over the vent. You can use a Chaff Grenade to jam its sight, but that will only alert the other guards.



You can crawl beneath its line of sight if you're careful. From around the corner, start your crawl, and then hug the wall until you enter the duct. This is tricky and may not be worth it—especially since this vent deposits you in another precarious position inside.



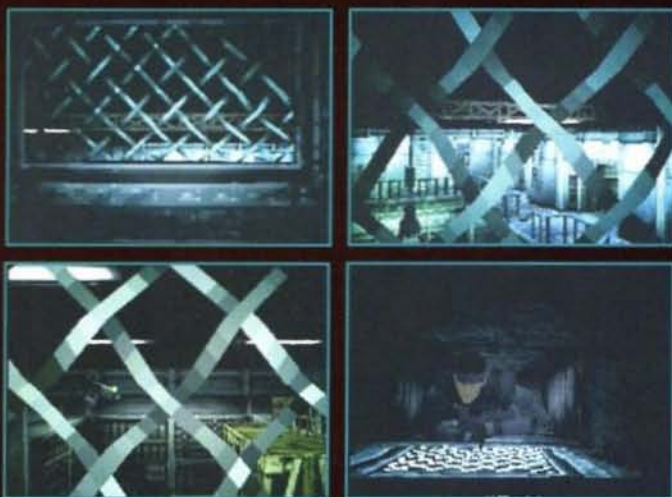
## AREA 03: THE TANK HANGAR

### OBJECTIVE:

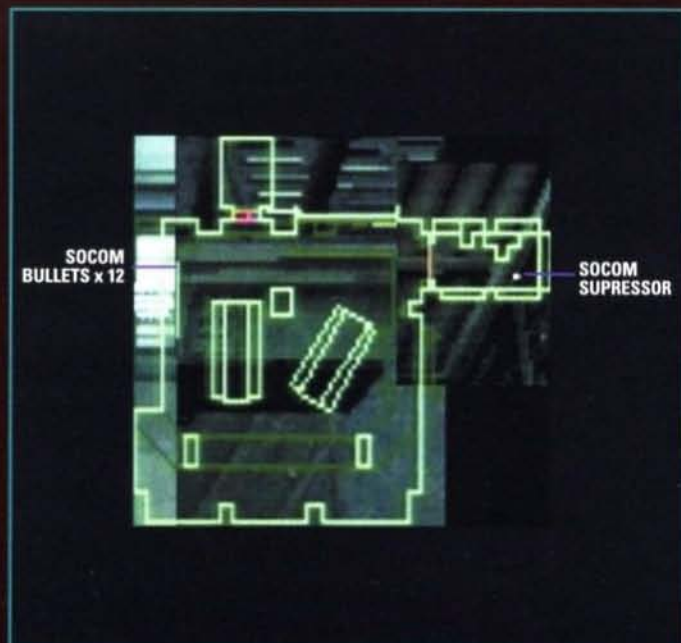
ENTER THE HANGAR AND GET TO THE ELEVATOR.

The ventilation ducts, both upper and lower, wrap around the perimeter of the Tank Garage and have grates through which you can peek in. The lower duct, which we'll deal with later, drops you off on the ground floor next to a tank—right in the middle of the action! The upper level duct leads to a ladder on the second-floor catwalk, giving you a great vantage point to plan your next strategy.

### THE UPPER VENT AND THE SECOND-FLOOR CATWALK



The upper ventilation shaft is straightforward with lots of grates looking out on the garage or into rooms to help you mark your progress. To peer through a grate on the side of the vent, press **▲**. This causes Snake to pull his face to the grate so that, using the D-pad, you can view the area more clearly. When you come to grates in the floor of the vent, position Snake over them and then press **▲** to change to first-person perspective. Sometimes just moving over the grate will trigger a cutscene.



The end of your path is marked by a hole in the vent itself and the Ration box beyond. To climb down from the shaft, listen to Campbell's advice and press **●** while you're over the opening. This causes Snake to descend the ladder onto the catwalk.

### Tip

If the area's guards or the cameras detect you, the vents are the one place troops won't follow. Exit the vent again and you'll find everything on the level has reset, as though you were never there.



Now that you're in, Campbell fills you in on the next part of your mission—accessing the elevator on the ground floor. To get there you first must get past a number of surveillance cameras. The Chaff Grenades behind the boxes at the end of the catwalk will help.



The first surveillance camera is in the corner to Snake's left; the other is across the way, in the far northwest corner, over the descending staircase. You

can use your Chaff Grenades here without raising the guards' suspicions as you run down the path and into the open room to the left. Don't get complacent, though! A camera watches the Thermal Goggles in the box there and the effects of the Chaff Grenades don't last forever.



If you've gone through the VR training, you'll be familiar with evading the camera's vigilant eye. Use your Radar to determine the camera's swiveling line of

sight; then, when the camera looks the other way, move so you're directly under the camera unit. This blind spot makes a perfect halfway point. When the camera swings back to where you stood before, you can dash away safely.



This principle also works in the open room with the Thermal Goggles. When the camera's eye points toward the box, run into the corner under the camera. Then, once the coast is clear, dash and grab the goggles

before returning safely beneath the camera unit. Make sure to get the goggles now, before the room is sealed under Level 4 security.

## ITEM PLACEMENT

Placement of ammo, Rations, and explosives remains constant throughout most of the game, but locations for weapons and other one-of-a-kind items are fluid. Acquiring such items depends largely on your item-finding skills.

If you fail to find an item where it first appears, it moves to the next one-of-a-kind item box. For example, if you failed to acquire the Socom Pistol in the truck in the Heliport area, you'll get a second chance to pick it up in this room, and the Thermal Goggles will move to another one-of-a-kind item box for later in the game. Once the item/weapon is picked up, the boxes either disappear forever or are replaced with ammo and the like.



The catwalk gives you a good opportunity to view the following situation: On the ground floor, a soldier guards each of two tanks.

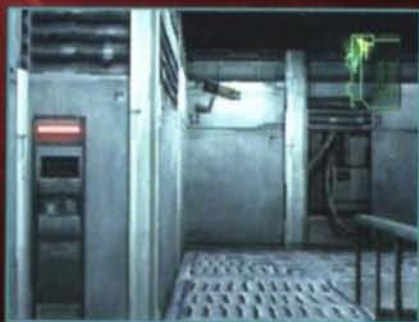


The guard on the left walks a counterclockwise patrol around his tank with stops by the staircase and in front of the elevator (among other places).



The guard on the right takes a clockwise route around his tank that takes him near the elevator—and right in front of the lower air duct!





**Thermal Goggles** in hand, head across the catwalk to the other side, where a surveillance camera guards a staircase. Getting past the camera is easy

using the aforementioned techniques, but lying in wait on the ground floor are two guards!



A good intermediate spot between floors is the first landing on the stairs. Lying down there, you're virtually invisible to both guards and camera. And

because your Radar will be reading data on the guards below (a reason *not* to use a Chaff Grenade here!), you can use it to gauge when to head for the elevator.



Once the guard patrolling the tank in front of you passes by, move down the stairs and head toward the elevator. Don't get so caught up that you forget to

check on the position of the other guard! If you need more bullets and have an opportunity, a box of Socom ammo lies concealed behind the stairs.

### THE LOWER VENT

The lower ventilation shaft has two branches. The one on the left leads to a box of Rations, plenty of red herrings, and, ultimately, a dead end. If you don't need them, skip the Rations and take the right fork.



On the way to the exit, you must deal with rats (sometimes) and a flooded shaft. It won't seem like it at first, but you'll have enough oxygen to make it through the water. Then it's only a short crawl to the exit.



However, the exit lies in the path of a guard's patrol route. He even stands in front of the vent! Wait until he passes before you exit. Then, using your Radar as your guide, make your way quickly to the elevator, keeping out of both guards' way.



At the elevator, call it by positioning yourself in front of the panel and pressing ●. Like most elevators, this one may take time in coming. If you can't wait, merely press ● a second time and the doors will slide right open.



Head immediately inside and left, so the floor selection panel appears, select your destination floor, and press ●. When you're inside the elevator the guards can't see you, so don't panic if one passes by. We're heading for Floor B1, so highlight that floor and get going!



# Hostage 1: Donald Anderson

## AREA 04: THE PRISON CELLS

**OBJECTIVE:**  
ATTEMPT TO CONTACT AND RESCUE  
DONALD ANDERSON.



Floor B1 is where they keep the holding cells and torture facilities. The holding cells should be your first concern. One of the hostages you seek is held there. All you need is a PAN ID Card at the

appropriate security level. The door to your immediate left is locked under Level 6 security (it's where the torture equipment is); the door down the hall to the right requires only a Level 1 Card. Naturally, it's behind this door where your Radar locates DARPA chief, Donald Anderson.



What to do ...? If you scour the hallway well, you'll find a sealed duct and a vent ladder around the corner. Snag the Ration in the sealed duct on the floor,

if you need it. Then, climb the ladder into the duct above.



In the duct, you'll jog to the right and end up in a long corridor running the length of the floor. Two branches off this corridor lead into the rooms themselves. The first branch, to your left, leads to a box of Socom bullets and a grate overlooking a guard relaxing in a filthy lavatory. Look down to view a brief cutscene.



The second branch, at the end of the long corridor, leads to the cells. The first grate you run over offers you a glimpse into the cell of that female soldier you've heard so much about; the second grate looks into Anderson's cell.





Pressing **●** while you're over the grate launches Snake into the cell—and into a lengthy cutscene. As the woman in the next cell eavesdrops, Anderson explains the threat of the Metal Gear Rex and the need to get the passwords and PAL Card from Kenneth Baker before the enemy does. Before he dies from a violent, mysterious attack, Anderson manages to give you his Level 1 PAN ID Card.



His death triggers a commotion from the cell next door. You can watch on your Radar as the female soldier breaks out of her cell. When the door to your cell opens, Snake walks outside and glimpses an unconscious, unclothed guard—and then the woman sticks her gun in his face.

## BATTLE WITH THE GUARDS



This marks the beginning of your first real battle. The loud conversation between Snake and Meryl Silverburgh attracts the guards' attention. Troops will enter the room in five waves of three guards each. Ready your Socom (grabbing the two boxes of ammo that appear beside you, if you need it) and aim toward the door.

The first wave of guards is yours alone; take them out methodically, one at a time. If you're concerned about your health, ready your Rations and Snake will eat automatically when necessary. Reload your weapon with two quick pushes on the R1 button.



Meryl takes on the second group alone, in a dazzling display of marksmanship. (Because this takes place in a brief cutscene, you can't join in.)

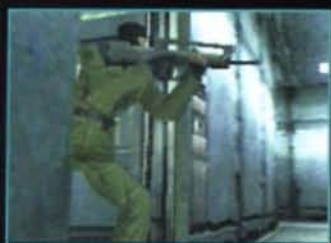


From that point on, Meryl helps you eliminate guards, although you'll still bear most of the burden. As each guard dies, he leaves behind either a box of Rations or Socom ammo. Pick up what you need and continue shooting.





Before the fifth wave of guards appears, make your way to the top of the screen by the door. These soldiers announce their arrival by tossing three grenades into the room. If you stand near the door, the blast won't hurt you (very important!). After you pick off the final three, the battle ends and another cutscene begins.



As Meryl starts to lead the way out, a strange apparition appears and seems to possess her. Snake himself hallucinates about a torture session run by Liquid Snake

and some of his cronies. When the image fades, Meryl fills the hallway with gunfire, preventing you from following her into the elevator.

She's sure to be long gone by the time the elevator returns, so you may as well stick to the task at hand (finding Kenneth Baker). With your Level 1

Card, you can reenter the holding cells room and pick up stray items, such as the Socom bullets in the office and bathroom and the box of Rations under Donald Anderson's cot.



**Tip**  
To use your Level 1 Card, equip it and stand before any door marked with a "1." The door will open automatically once you're in range of its sensors.



The ceiling duct entrance is now sealed, so head back to the elevator and down to floor B2!



## Hostage 2: Kenneth Baker

### AREA 05: WEAPONS STORAGE FACILITY

#### OBJECTIVE:

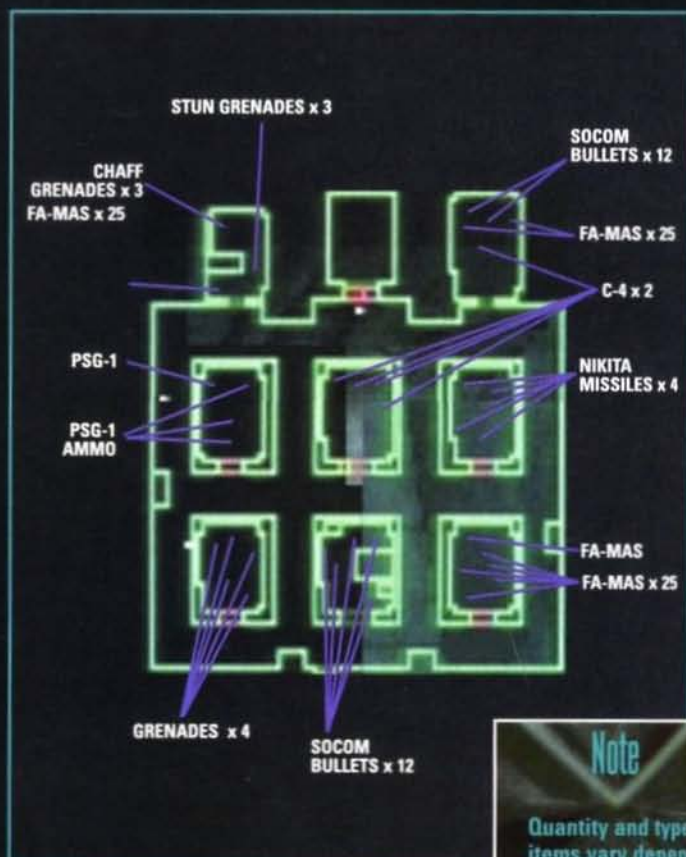
ATTEMPT TO CONTACT AND RESCUE KENNETH BAKER.

Finally, an armory! As was Floor B1, this floor is unguarded (for now—the guards seem to be on a break) and all the rooms require security clearances of varying levels. As you walk around, you get the feeling you'll be coming here a lot.



There are six chambers

on this floor. On the doors you'll find handy lists of the contents of each room. With your Level 1 Card, you can access only three of the six rooms. Remember what the others hold, however, for later on.



#### Note

Quantity and type of items vary depending on where you are in the game.

## THE ARMORY

### ROOM B2-A



This room is home to the PSG-1, favorite weapon of snipers everywhere. The door is locked under Level

5 security, so it will be a while before you can pick it up!

### ROOM B2-B



With your Level 1 ID Card, all the C-4 explosive here is yours to use.

### ROOM B2-C



You need a Level 3 PAN ID Card to open this room. It's filled with Nikita Launcher equipment. If you can't

find the launcher anywhere else, you can come back and get one here!

### ROOM B2-D



This is the Grenade room, where you can fill your inventory with this popular explosive.

### ROOM B2-E



This room seems to be the guards' locker room. Come here whenever you need ammo for your Socom Pistol. Don't forget to check behind the lockers.

### ROOM B2-F



The FA-MAS room! With a Level 2 Card, you can pick up the gun and the ammo here.



## Note

The items in these rooms regenerate whenever you leave the floor. Often the supply increases along with your inventory to match your increased needs.

As you wander around the floor, watch out for trapdoors between the corridors. As you walk over each, you can hear the mechanism activate and the door begin to open. If you're caught standing on one when the door opens, you'll fall down an endless pit and the game will end immediately.



Your Thermal Goggles will come in handy here. Their infrared vision can pick up the variations in floor and mechanism and will show the trapdoor in blazing red. You'll find a trapdoor in the

first three corridors (from left to right), between the first row of rooms.



After you collect your loot, you may wonder what to do next. The C-4 room should tip you off to your next move. Search the outer walls for irregularities in the plaster. You'll find three areas that look as though they've been bricked over. You'll find two such areas on the north wall on either side of the elevator and one in the southwest corner of the floor.



To use the C-4 compound, equip it as your weapon and press up against the area you want to attach it to. Press **■** to stick the C-4 on the wall (door, floor, and so on) and move out of blast range. By moving up against the wall and pressing **●**, you can listen for the "hollow" echo that indicates where you should place the C-4.

Moving away to a safe distance (approximately half a screen), press **●** to detonate the charge. When you place it properly, the charge will blow a hole in the wall.

## Tip

If you uncover the room containing additional C-4, check your inventory to make sure you can accommodate both charges in the crate before attempting to pick it up.



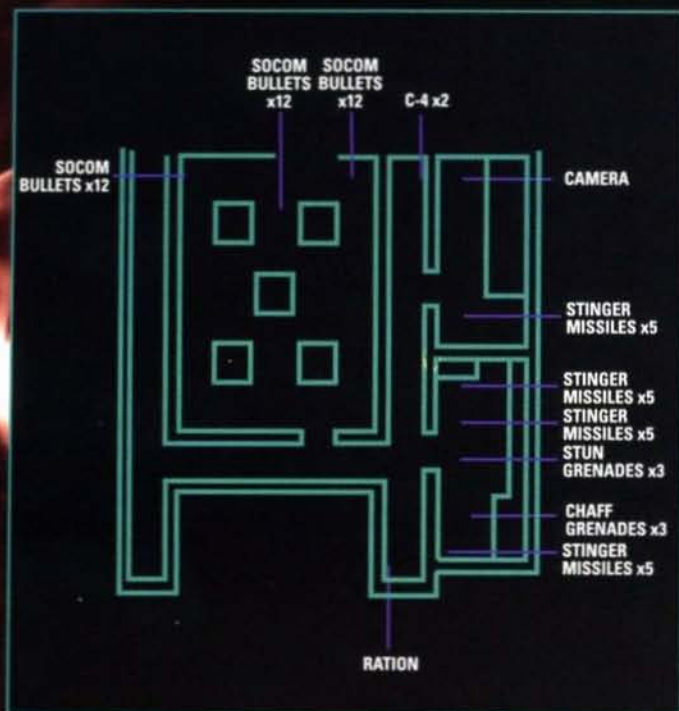
The two secret rooms near the elevator contain regular supplies such as ammo and Chaff and Stun Grenades. Watch out for the trapdoors in the room to the right of the elevator. Use the Thermal Goggles to memorize their locations.



Then head down to the discolored area in the southwest corner and blow a hole in the wall.



## THE SECRET HALLWAY AND REVOLVER OCELOT



The hallway this hole leads into is guarded by gun cameras—a new and deadly form of base surveillance. If one of these cameras sees you, it won't alert the guards; instead, it will fire on you, the intruder, itself. Carefully evade these cameras and collect the Ration and C-4. The two doors are beyond your security clearance right now; remember to come back when you have the appropriate Cards.



Back in the safe corridor, blow up the wall to the north. A glance inside reveals the bound form of Kenneth Baker, president of the Arms Tech Company.



The interference you encounter in the hallway after blowing a hole in the wall jams your Radar, leaving you virtually defenseless. Head to the end of the hall, where

you'll find another discolored spot on the wall to the right. Using your C-4, blast your way through to another blocked hallway.

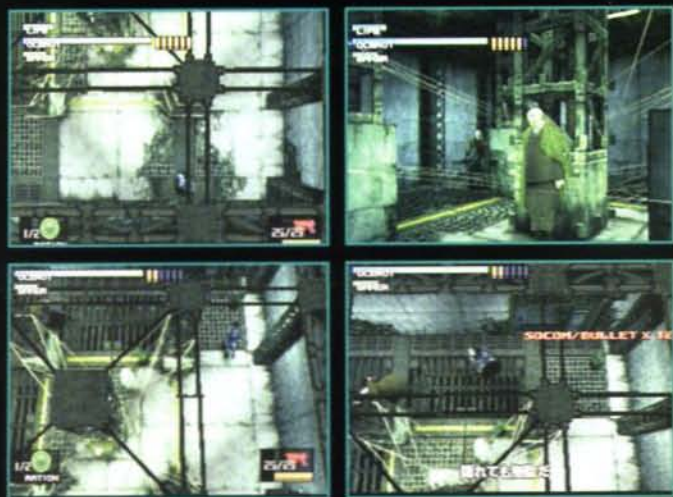


As you enter the room, Snake moves to untie a frightened Baker only to find the place rigged with C-4 explosive. Before he can disarm the trap, he's surprised by a gunshot from the hand of Revolver Ocelot. Are you ready for battle?



This hallway has two blastable spots, one to the north and another to the east. Blow up the one to the east.





Revolver Ocelot is a relatively easy boss to beat, even if you still feel shaky in your aim. His gun holds only six bullets at a time and you can count on him to pause to reload. Your best bet is to chase him around the room until you can corner him. This makes it easier on you, aim-wise, and keeps you from hitting Kenneth Baker accidentally (his health figures in this battle).



As you may imagine, chasing Ocelot around the room can become tedious and unnerving (especially for him!), but it's the best and safest way to win this fight. Staying still or hiding

behind posts only allows Ocelot to aim more successfully and taunt you for your cowardice. Using Stun Grenades is a great idea, but the blinding flash ends too soon and can send you crashing into the C-4 trap in the middle of the room.



You'll find no Rations in this room, but there's plenty of ammo. You'll find three boxes at the top, including one placed next to the trip wire. Use care when getting this one, lest you touch the wire and detonate the C-4—ending the battle and the game abruptly.

**Tip**  
If you run out of ammo and you've used your last box, wait a few minutes and another will appear. This will happen in any boss battle that requires you to use only one weapon!



Another easy way to end this battle quickly is to shoot Ocelot repeatedly once you have him in the clear. The first bullet will stun him and he'll struggle to return fire. The object is to shoot him again before he fires or finishes reloading his revolver.



After you defeat him, Ocelot will try the dirtiest trick in the book and cock his pistol to kill Kenneth Baker, anyway. Before he can fire, a cloaked presence enters the room and slices off Ocelot's gun hand, frees Kenneth Baker, and disarms the explosive by discharging it!





The cloaked figure reveals himself as the Cyborg Ninja, causing Revolver Ocelot to flee to fight another day.



Snake's line of questioning takes up where he left off with Donald Armstrong. He learns more about the Metal Gear project and that the woman

soldier, Meryl Silverburgh, now holds the vital PAL Card. You must contact her, and arrange to get that item from her. Baker also gives you a disk of vital information to take back to Washington and his Level 2 PAN ID Card before he, too, dies from a mysterious, violent attack.



At this point, Donald Campbell contacts Snake and Snake receives a boost to his Health Bar and inventory status.

From now on Snake can carry:

- 6 Chaff Grenades
- 6 Stun Grenades
- 6 C-4 units
- 12 Grenades
- 49 Socom bullets

## AFTERMATH

With the battle over, you can return to the armory's main floor and enter Room B2-F with your Level 2 Card. The FA-MAS gun and bullets will come in handy later.



Before you can gather your new equipment, note the new guards patrolling the floor. Their patrol routes are regular and the eight rooms give you many places to

hide, so evading them should pose no problem.

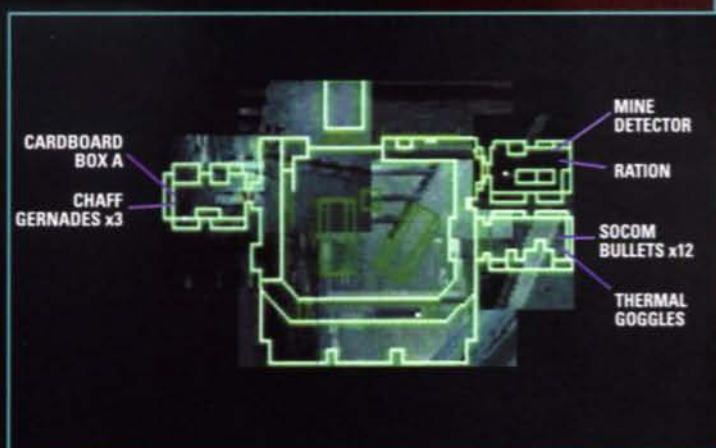


Those two red grooves in the FA-MAS room signal a trap. Use your Thermal Goggles to highlight the laser beam triggers. If you touch one, an alarm will sound and the guards will come running. You also can use your Cigarettes to illuminate the lasers, but smoking is bad for Snake's health, so keep an eye on his Health meter if you do. Crawl under the laser beams and claim your rewards before heading back to the elevator and Floor 1.



# Contacting the Terrorist Meryl Silverburgh

## AREA 06: TANK HANGAR (REPRISE)



### OBJECTIVE:

USE THE SECURITY ID CARD TO GAIN ACCESS TO SOME NECESSARY EQUIPMENT. THEN CONTACT MERYL SILVERBURGH.



After making your way back to the Tank Hangar, security Card in hand, your first plan of attack should be to access the rooms you couldn't before. The nearest to the elevator is the door at the west end of the hangar.

### Note

A quick survey reveals that one of the tanks is no longer in the hangar. The large door on the north wall must lead outside, but given its Level 5 security lock, Snake has no way to open it—yet.



The guard in this storage room dozes off constantly. By carefully moving forward or dropping to the floor and crawling, Snake can grab the Socom Suppressor in the crate to his right.

When you have the suppressor, equip the Socom Pistol and Snake will attach this silencer automatically.



Only one guard patrols the Tank Hangar now, so making your way to the stairway at the east side of the hangar shouldn't be much trouble. Just be sure to watch your Radar screen and wait for the security camera to pan away before ascending to the top of the stairs.



Equipping the Security Card, Snake slips into the room just outside of surveillance camera range. Within he finds a Cardboard Box and some Chaff Grenades.



## Tip

Equipping the Cardboard Box allows you to sneak around from underneath it. Press **▲** to peer out one of its hand holds. But be careful! Guards get suspicious of boxes lying around where they're not supposed to be, and they may try to check inside!



The final room you can access lies on the other side of the hangar, across the catwalk. Entering the room undetected is difficult, but you can do it by advancing when the guard's patrol takes him to the far end of the catwalk along the north wall.

## Note

This guard's death becomes unnecessary when you play through repeats of the game after you have the Stealth unit.

However, once you make it inside, escaping undetected becomes impossible: The guard changes his patrol pattern, and the slatted catwalk panels give your position away. You have no choice: This is one of the few times when you'll have to eliminate the guard to proceed safely.



## Note

Thanks to the suppressor, you can eliminate this guard without bringing an enemy force down around you.

The easiest way to eliminate him is to wait at the edge of the catwalk and target him with your laser-sighted Socom. Once he moves into range and Snake starts tracking his movements, shoot him a few times to put him down.



The other way to dispatch him is trickier due to the proximity of the surveillance camera and guard's new, concentrated patrolling pattern. Equipping the Security Card to open the door after the guard passes should allow you to take him from behind without raising an alarm.

Remember: Time your exit for when the camera pans away from the area in front of the door.

At this point, you may find yourself at an impasse. Contact Roy Campbell and he'll lead you in the right direction.



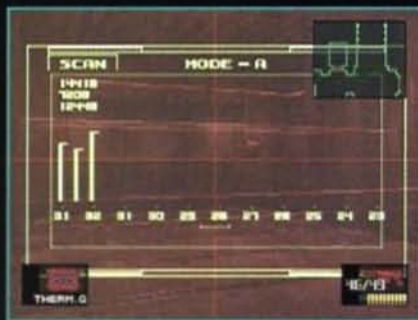
If you're still stuck, try bothering him a few times. He should reveal to you that you can find

Meryl's communication frequency on the back of "the package." The package he refers to is your copy of Metal Gear Solid. Of course, after the fourth message, he'll just give up and insert her number into your memory file!



Once Meryl overrides the security lock on the north door (be prepared to wait), you can leave out the north entrance.

Answer the incoming call when you step inside the north entranceway. The information in the transmission is critical.



Equipping the Thermal Goggles reveals a multitude of sweeping lasers. Breaking just one of these beams will cause the doors to shut, sealing you within to die as nerve gas fills the room.

Equipping the Thermal Goggles reveals a multitude of sweeping lasers. Breaking just one of these beams will cause the doors to shut, sealing you





Due to the camera angle, you may find it easier to equip Snake's pack of Cigarettes. Because smoke from the Cigarette only illuminates laser beams that are relatively close to you, crawling through the area should be easier.

Once you make it to the door on the other side, equip the Security Card again to open it and exit the compound.



## Tank Battle

### AREA 07: SNOW PASSAGE

**OBJECTIVE:**

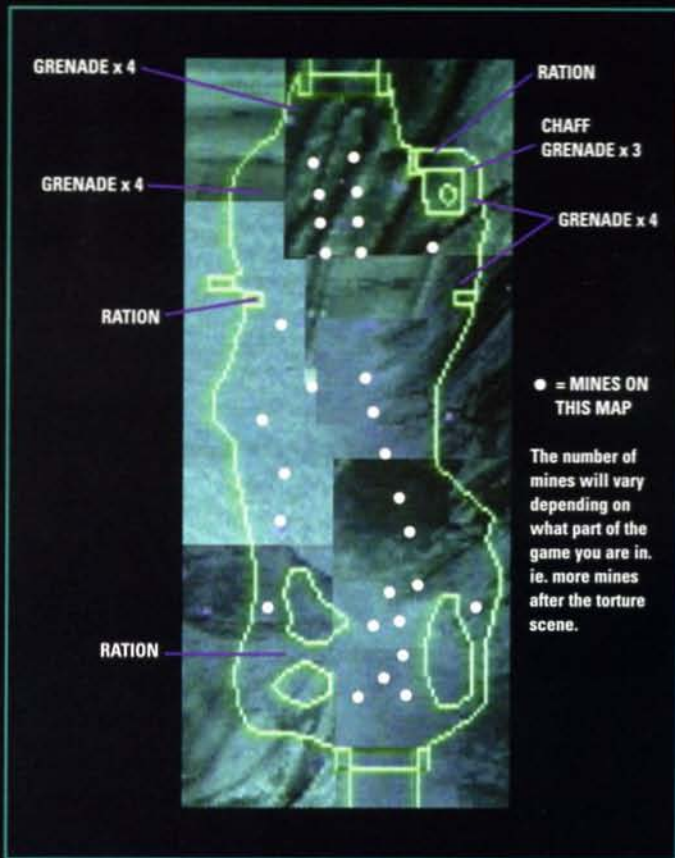
DEFEAT VULCAN RAVEN TO GAIN ACCESS TO ENEMY COMPOUND B.



Having successfully contacted Meryl Silverburgh, Snake finds himself outside the north exit of the Tank Hangar thanks to her ability to override the compound's

security system. Standing before you is a snowy expanse leading to the enemy's main compound.

As he steps into the open, Snake is contacted via his Comlink. The video portion of the transmission has been scrambled. Identifying himself only as "Deep Throat," the person who contacts you warns you that the area you're moving into has been trapped with Claymore Mines. Heavy snowfall has concealed these explosive devices.



Press L2 to equip the Mine Detector or the Thermal Goggles for an enhanced view of the surrounding area. The Thermal Goggles reveal the physical placement of each small explosive.

This variety of mine is equipped with proximity triggers you can observe by equipping the Mine Detector. Use your Radar screen to view each mine's sensitivity range. Moving into this area will detonate the mine.





To avoid the motion triggers, move under their activation field. Press X to drop to the ground, and then you can crawl over and around these mines without triggering them. In this position, Snake can collect each Claymore he passes over.

Collecting the Claymore Mines from the crawling position in the main path prevents you from setting one off accidentally.

Tip

With the mines out of the way, proceed past the rocks and into the open. Reaching the midpoint of this passage triggers a cinematic sequence revealing the area's true danger.

Collecting the Claymore Mines from the crawling position in the main path prevents you from setting one off accidentally.



Cutting across the field to the right side before advancing allows you to advance unhindered by bombardment, protected by the outcropping of rock on the canyon's right side.



After he almost gets caught in the blast radius of Vulcan Raven's "warning shot," it's clear Snake must battle Raven before he can proceed.



Using the large rock outcropping that forms the right-hand wall, press up against the wall to pan the camera around. Doing so allows Snake to view the tank's actions directly. By waiting until the tank fires a shell, Snake can quickly bridge the final gap between himself and the tank before Vulcan Raven has time to reload the tank's main cannon.



As Snake makes his way toward the tank, avoid the machine-gun fire from the soldier poised in the gunner's nest.



Tip

By setting up a few Claymores of your own, you can cripple the tank's movement ability by damaging the caterpillar treads. Just be sure to keep clear of the machine-gun fire and the tank as you set up the trap.



As the machine-gunner reloads, position yourself close enough to toss a grenade onto the turret. The damage from two closely placed shots should eliminate the gunner; a direct hit into the gunner's nest will kill him instantly.



Following the death of the gunner, you'll view a short cinematic sequence as a second gunner replaces him. Once gameplay resumes, repeat the process to put the tank down for good!

Tip

You'll find a few crates of Grenades along the left and right sides of the passage, near the entrance to the northern compound, if you run short of ammunition.



Defeating the second gunner ends with the grenade's concussion tossing his lifeless body from the tank just before a massive explosion destroys the tank itself.



After retrieving a Security Level 3 ID Card from the fallen soldier, Snake makes his way into the compound.



As Snake reaches the enemy compound, Vulcan Raven, who somehow survived the explosion, contacts Liquid Snake to inform him of his failure.



# The Nuclear Storage Facility

## AREA 08: ENTRANCE AND 1F

### OBJECTIVE:

AVOID THE PATROLLING SOLDIERS AND MAKE YOUR WAY TO THE ELEVATOR ON THE CATWALK ALONG THE BACK WALL.



Out of the arctic cold, Snake takes a moment to catch his breath.

Once you gain access to the Nuclear Storage Facility, your Health Bar is restored to its maximum and is actually increased in capacity. Snake also can carry increased amounts of the following:

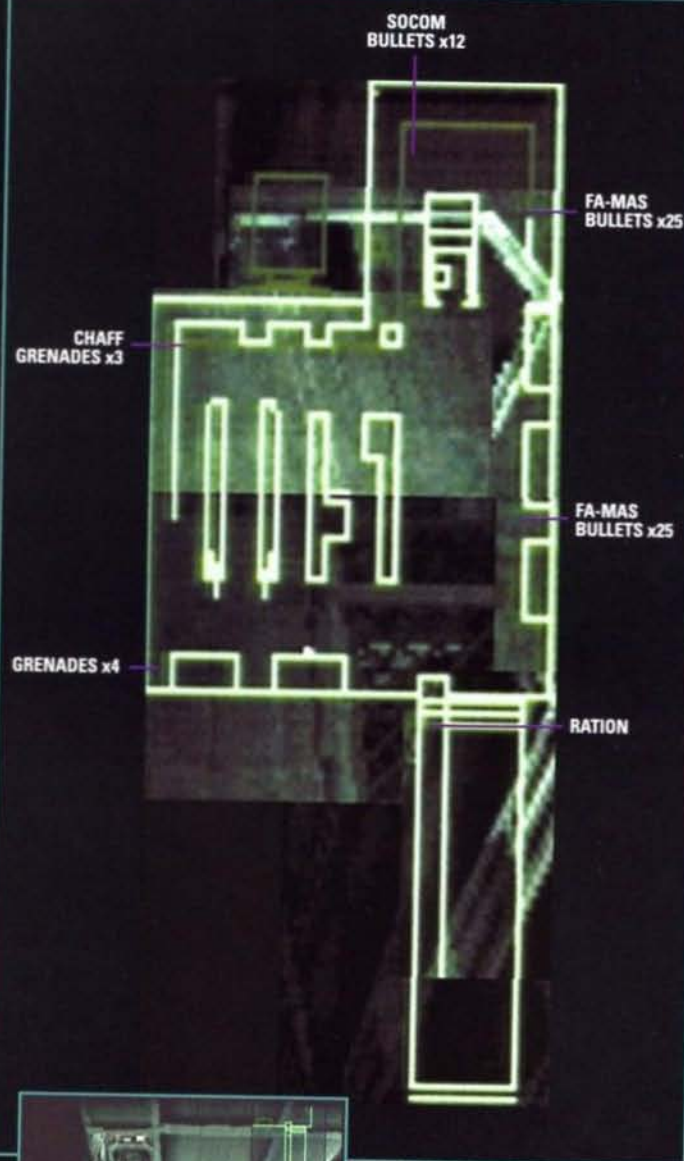
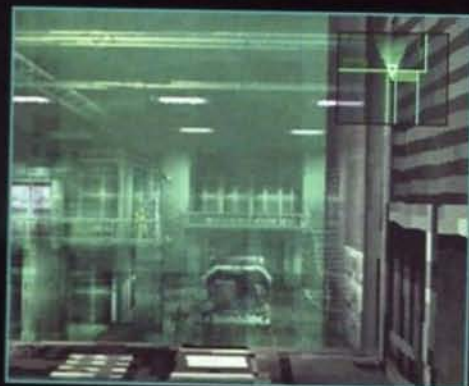
- 3 Rations
- 73 Socom Bullet
- 8 C-4
- 8 Claymore Mines
- 151 FA-MAS Bullets
- 9 Chaff Grenades
- 9 Stun Grenades
- 16 Grenades



The entryway of this compound descends gradually, ending at a large lowered metal door.



You'll find a Ration box lying at the end of the catwalk on the left. The window allows Snake to peer inside and get the lay of the land before actually entering the first-floor area. Careful observation reveals several guards walking designated beats.



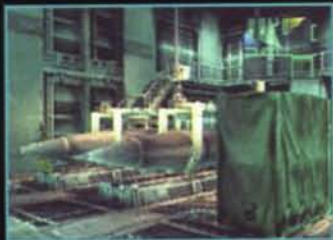




With the blast door in its almost-closed position, you must assume the crawling position and "slither" underneath. Use **▲** once you're on the ground to identify approaching guards before venturing into the area beyond.



This large holding room has plenty of posts, alcoves, and crates to hide behind. Use them to your advantage as you proceed toward your goal. The elevator is located on the upper level in the rear-left section of this room.



A quick glance at your inventory will reveal that all your weapons, with the exception of the Chaff Grenades, have been rendered unusable. The reason becomes obvious as you switch to first-person mode (using **▲**) and pan to the left end of the area. Not only are these terrorists nuclear-equipped, but the patrolling guards are wearing gas masks!



The stacks of crates provide a good staging point for planning your next move out of range of the surveillance camera just beyond.

Two sets of stairs lead up to the catwalk above. Although you can reach the elevator by taking either path, the one to the left is the easier of the two.

### THE LEFT PATH



If you must travel next to the nuclear warheads, crawling over the slotted floors will eliminate any noise that may alert the guard patrolling around the missiles.



The crate under the stairway on the left holds three Chaff Grenades. You can find four regular Grenades in the crate in the lower-left corner of the room. When ascending the stairs, be sure at the first landing to determine the position of the guard patrolling the catwalk. His patrol takes him around the corner past the elevator, leaving you a clear path.

### THE RIGHT PATH



The right-hand set of stairs is the more difficult path, due to the number of guards and security cameras. Jumping into the cargo truck gives you an excellent

camera angle for planning your next action, when you press your back to the wall.





When the coast is clear, make your way to the elevator and proceed to Basement Level 1.



Use the blind spot under the camera to wait until it pans to the right before proceeding. The stack of boxes lies just out of the surveillance camera's

range and provides the perfect hiding spot until the guard returns to the other end of his patrol.



## AREA 09: NUCLEAR STORAGE FACILITY 1B

### OBJECTIVE:

USING THE LEVEL 3 SECURITY ID, STOCK UP ON ALL THE EQUIPMENT AND WEAPONS YOU HAVE ACCESS TO BEFORE PROCEEDING TO LEVEL 2B.

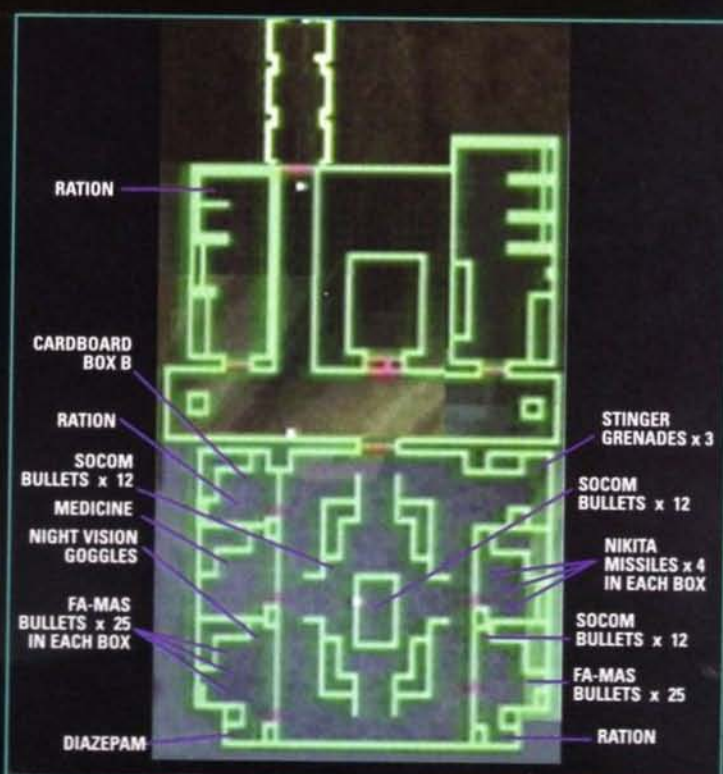


When he exits the elevator, Snake finds himself in a hallway with restrooms at either end. You can access the one at the left end (the Men's Room).



Two guards patrol this level, primarily in the room across from the elevator. However, like clockwork, they switch off and take trips to the Men's

Room for bathroom breaks. When they're within the large office, one guard patrols the right side exclusively and the other the left.





The only time they're in the room together is when they switch off for their bathroom breaks. Then the new guard starts his patrol from the back and the other comes forward and through the middle of the room on his way out. Once you've memorized their rotations, you can search this room thoroughly without fear of detection.



Note

Although the object is to remain undetected and kill only when provoked, the restroom is a great place to reduce the number of guards by half. Sneak up behind one when he lets his "guard" down and snap his neck.



You can pick up a box of Rations in the last stall if you have the room in your inventory.

It's easiest to explore the room opposite the elevator when one of the guards is relieving himself. Equip your PAN Card (which should now be at Level 3) and slip inside.



The crate in the upper-right corner of this room holds three Stun Grenades. Be sure to duck down behind the boxes to avoid detection when the right-hand guard makes his sweep.



A box of Socom bullets lies out in the open in the lower cubicle section in the center of the room. You can find another crate under the table in the center. This one holds 25 FA-MAS bullets.

Tip

Remember, when you move into a crawling position, you lose your radar display. Be sure to look around before you exit from under the desk in the center of the room after retrieving the FA-MAS ammo lest you run into a guard.



The northern office door on the right side of this room is the only one you can access with your Level 3 PAN ID Card. Inside you'll find a Nikita Rocket Launcher and two crates, each containing four Nikita Missiles.



# Nuclear Storage Facility 2B

## AREA 10: NUCLEAR STORAGE FACILITY 2B

### OBJECTIVE:

DISARM THE GENERATOR ELECTRIFYING THE FLOOR AND CONFRONT THE CYBORG NINJA.

### GETTING PAST THE ELECTRIFIED FLOOR



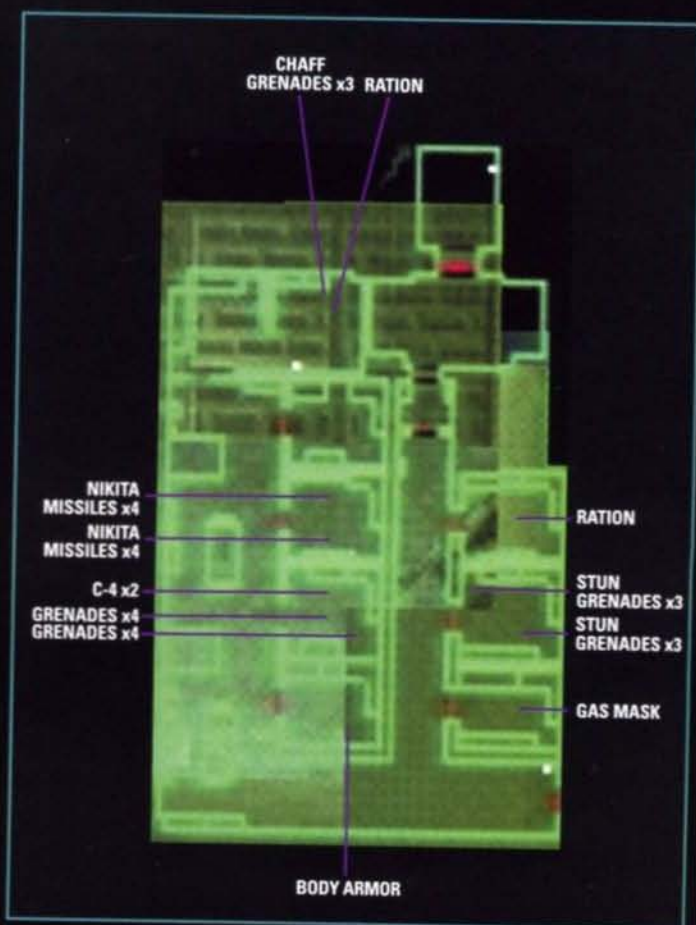
When he steps out of the elevator, Snake finds himself on a research level. The room to the left houses a power generator, but the air on the other side of the glass has a yellow tinge to it.



To the south, two sets of LV 3 security doors block the way. Use your PAN ID Card to bypass security and proceed.



Stepping into this small room triggers the sound of the air purifiers powering up. Again, a sickly yellow haze hangs in the hallway south of this room.



In a brief Comlink conversation, Deep Throat informs you of a grave situation: A toxic gas fills the air in this section of the level. Holding his breath gives Snake a limited amount of time to move through this area. Also, the floor panels just beyond are electrified by the power generator in the room next to the elevator.





Although the jolt from stepping on the electrified floor panels isn't enough to kill you (only if you're at full health beforehand), it will certainly make you think twice about doing it again!



To disable the electricity, you must use the remote-controlled Nikita Missile Launcher to destroy the generator and knock out power to the floor. Launch a missile (using **■**) and navigate it down the corridor, across to the lower left, back up the left side, and into the room where the power generator is.



Hold **▲** once it's launched to switch to "missile view."



Success rewards you with a short cinematic sequence: After the explosion, a shower of sparks races down the conduit from the destroyed generator to the electrical box near Snake.



The missile's motion sets off the gun-mounted surveillance cameras. Try to keep the missile close to the walls under their visual range; otherwise it may go off prematurely.

### Note

Remember, your oxygen continues dwindling as you control the Nikita Missile. You'll have only so many chances before you must exit the area and take a breath.



With the generator destroyed, you can explore the rest of the level. Remember, you still have limited oxygen. You may have to make multiple trips to explore all the rooms on this level.

Intentionally detonating the missile against a wall section near a surveillance camera destroys the camera. This is a great tactic for clearing the area and making it easier and quicker to navigate through the poisonous gas after the generator has been destroyed.





You can find a box of Rations behind the Level 1 door immediately south of where the electrified floor began.



Although the middle door will require a Level 4 card, which you don't have yet, the last room in this hallway contains an invaluable piece of equipment—the Gas Mask! Drop

to a crouch and crawl beneath the surveillance camera monitoring this room to retrieve the Gas Mask.

### Note

Donning the mask helps filter out poisonous fumes and increases the time you can spend in this area. However, while you have the Gas Mask equipped, you won't be able to pass through any security doors. Use L2 to cycle between the PAN ID Card and the Gas Mask as you make your way through the corridors here.



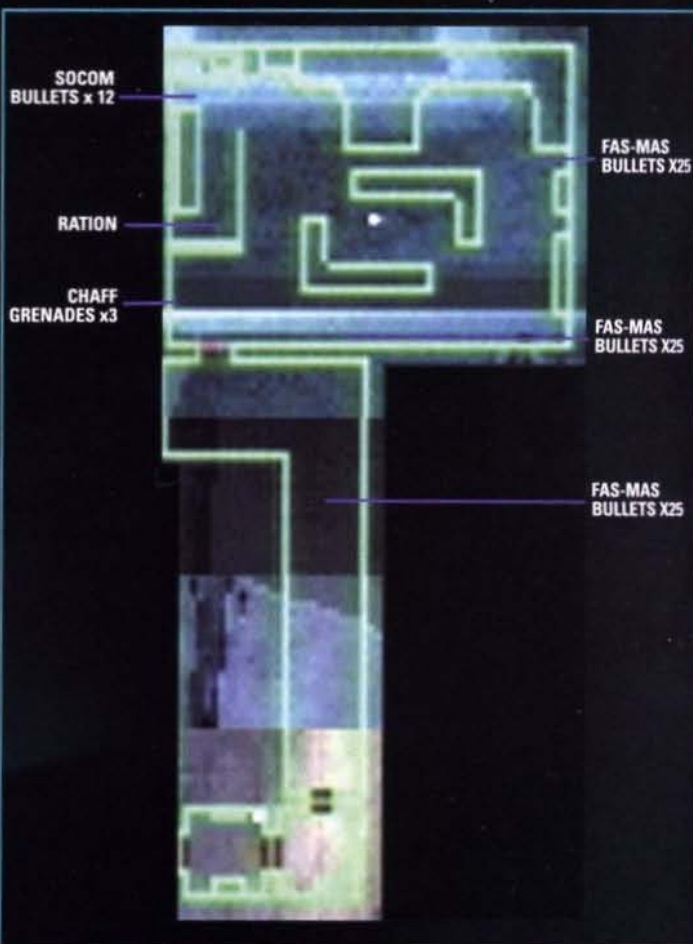
In the left corridor, you'll find extra C-4, Grenades, Nikita Missiles, Chaff Grenades, and a box of Rations in the areas you can access with your Level 3 PAN ID Card.



Another gun-mounted surveillance camera watches the security door at the east end of lower corridor. Wait for it to pan to the lower part of the corridor, and then move under it before switching to the PAN card and exiting through the east door.



### PASSAGEWAY TO THE LAB







The air purifiers will cleanse the air once you enter this room and the door shuts behind you. Before you can cross to the other side, you hear a battle erupting in the distance.



Passing through the north exit of the second room, the participants in a bloody battle fill the hallway ahead. A lone soldier takes his final steps before succumbing.



Racing to the corner, Snake watches the Cyborg Ninja uncloaks and throws off his final victim.

The security lock on the door in front of Snake has been destroyed, so he proceeds into the lab.

#### OPPONENT: CYBORG NINJA



When he enters the room, Snake finds a lone scientist cornered by the now visible cybernetic Ninja. Drawing the Ninja's attention, the scientist scrambles into a locker in a feeble attempt to hide. The Ninja, a foe from a previous mission, decides it's time to settle things with Snake once and for all.



Unlike in past battles, you should rely on your fists instead of the nearest weapon. As long as you have a weapon equipped, the Ninja can deflect any attack with his sword. When you sheath your pistol and punch him once, the Ninja will reciprocate and put his sword away for the rest of the battle.



The battle that ensues takes place in four stages. First, you must fight the Ninja in hand-to-hand combat. Expect him to warp throughout the room to disorient you, and then

to attack with a variety of karate-style combos. Your best bet is to hit him with a punch-punch-kick combo whenever he first materializes or just after he's finished an attack.

Avoid his flailing limbs at all costs. His attacks are very powerful and will take quite a chunk from your Health Bar.

Use Chaff Grenades to disorient Cyborg Ninja. There are Chaff Grenades in the lower left part of the room.





When you have him at half health, he'll change battle styles and activate his Stealth unit. Completely invisible, he'll warp around the room, waiting to strike

you when you're not looking. You can find him two ways—by the distortion caused by his Stealth-robed figure, or by wearing your Thermal Goggles. The heat he radiates gives his position away when you have these equipped.

As before, if you hit him the moment you find him, before he can materialize to retaliate, you can get through this phase quickly and with few scars. If you let him act first, you don't stand a chance.



At one-quarter health, the Ninja will change tactics again. Now he'll send a clone out to approach and engage you while he materializes in a different spot. Be wary and prepare to turn the instant he discloses his true location. Again, you'll still have enough time to get a punch or two in before he recovers from the effects of dematerializing/materializing.



Just when you think you've delivered the final punch and the battle is finally over, the Cyborg Ninja will go into his final battle stage. Damaged by

the beating you've given him, it appears his cybernetic suit has taken over and is sending out waves of electricity. Even though the Ninja is engulfed in these phasing balls of energy, you still must attack him to achieve your victory.

Approach him carefully, running in just after the energy peaks, and you can jab him without getting zapped. Move in too soon, and the electrical force will knock you flat on your back or shoot him so you cannot be electrocuted.



Each time you punch him (it only takes three to finish this final stage), the Ninja will move to a different area of the room. And each time, the electrical phasing speeds up a smidgen, making it a little more difficult to get the next punch in.



When you hit him with the last punch, the Ninja will have another fit (like Revolver Ocelot's) before dematerializing and warping out of the room.

In the ensuing cutscene, the scientist, Hal Emmerich, and Snake discuss both Metal Gear Rex and the Stealth technology that he's invented. After disclosing his nickname, Otacon, the scientist gives Snake Level 4 security access and his Comlink frequency and leaves the room, cloaked in the invisibility he helped create.



For his victory, Snake receives another boost to his Health Bar and the following increases to his inventory:

- 3 Rations
- 12 Chaff Grenades
- 12 Stun Grenades
- 97 Socom Bullets
- 201 FA-MAS Bullets
- 10 C-4
- 10 Claymore Mines
- 12 Nikita Missiles
- 20 Grenades

## Psycho Mantis

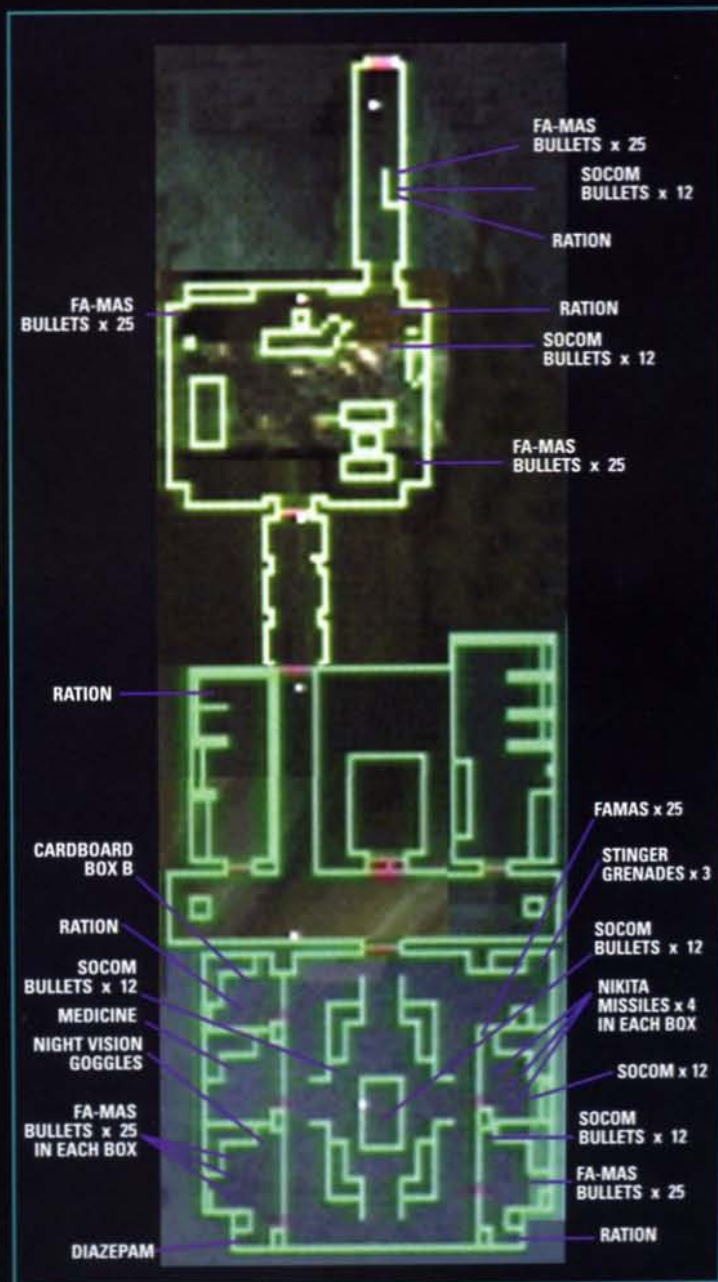


With your new Level 4 ID Card, open the doors you couldn't before and stock up before heading back up to Floor B1 and your rendezvous with Meryl. There's one room per hallway, so make liberal use of your Gas Mask. The key prize is the pair of Night Vision Goggles in the upper-right room in the left corridor. They lie near a gun camera, so this is a risky place to enter, but the goggles will be helpful later on.

## AREA 11: FLOOR B1 AND THE CHIEF'S ROOM

### OBJECTIVE:

RENDEZVOUS WITH MERYL AND DEFEAT PSYCHO MANTIS





## MEETING WITH MERYL



Back on Level B1, you must return to the main office. There you'll find things have changed. The two original guards are still there and are still alternating

trips to the bathroom. What's new is the third guard, who seems to patrol the vacated side and the middle of the room.

The third "guard" is, of course, Meryl Silverburgh, and she's waiting for you to contact her. To do this, simply figure out which guard is the real one and wait until he's out of visual range. If you're uneasy about the risk of exposure or the other guard's return, use a simple three-part process.



Determine which guard (left flank or right flank) is currently in the office and wait in the shadows for the missing one to return from the bathroom. The other guard will finish his patrol and then walk through the center of the office and out the door for his break.



At some point (you'll have to wait before the door), the "new" guard will be in the back and Meryl will patrol the front of the room. Walk in and

stand in front of her so she sees and recognizes you. An exclamation point of alarm will appear over her head and she'll run out the door.



Follow her! She'll run into the bathroom to change out of her stolen guard's uniform and you can catch her (sort of) in the back stall. If you get to her within five seconds she will be in her underwear. *Deja vu:* Again she surprises you with a gun in your face.



During a cutscene, Snake and Meryl swap gun stories, and she surrenders the PAL Card and a Level 5 ID Card. Then she joins your party briefly. Get the Ration in the middle stall and head back out into the hallway.





You can use the PAL Card to explore all but one of the rooms in the large office (now that the guards are gone), but you won't get much farther. Meryl is anxious to have

you explore the Chief's Room down the hall and won't permit you to enter the elevator and leave the floor. You'll be entering another battle, so stock up in the office as much as you can before Meryl runs out of patience.



The room at the top left of the office contains Cardboard Box/B and a Ration. The lower-left room provides a box of Diazepam and three boxes of FA-MAS clips. Head to the lower-right room across the way to grab more Rations and ammo for your Socom and FA-MAS. If you need more Stun Grenades, pick them up behind the crates in the niche at the upper-right before you leave.

You'll need them!

## PSYCHO MANTIS



As you head down the long corridor to the north, a sense of strangeness comes over you. Open the door with the Level 5 card and enter a highly polished hallway. Everything seems normal until you hit the end and something overcomes Meryl. Or rather, *someone*. Try switching to first-person perspective and you'll find yourself staring right back at you. Something strange is going on.



When you first enter the room, everything seems normal again—until you walk to the center of the room. Like a puppet, Meryl raises her gun and walks toward you.

You're definitely the target. And then you notice the flickering shape of her possessor, Psycho Mantis, traveling right behind her.



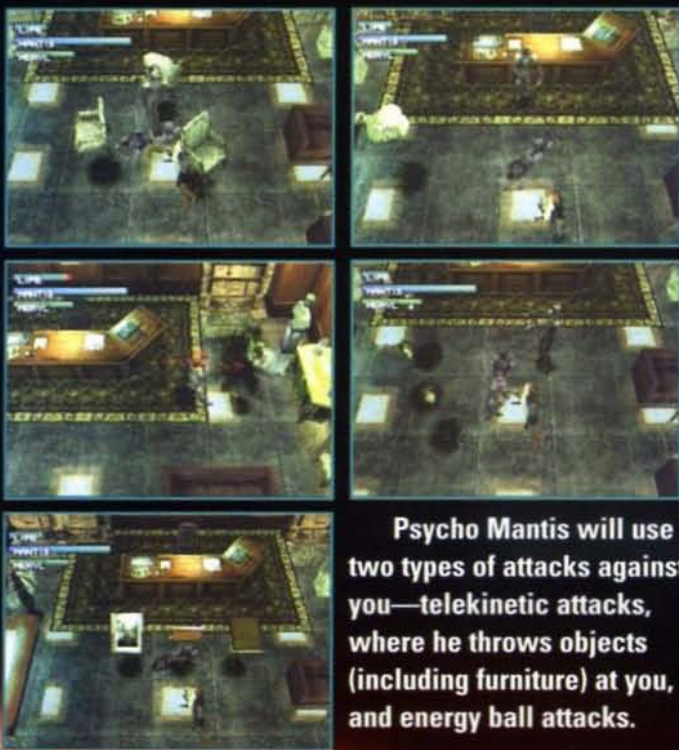
Psycho Mantis will try to use Meryl against you several times during this battle. You must not hurt her or let her hurt herself! You can punch her into unconsciousness, but it will cause damage and may not work quickly. The more gentlemanly thing to do is to throw a Stun Grenade at her. This will stun her into safe unconsciousness without causing damage to her Health Bar. And your not hurting his favorite niece will make Roy Campbell much happier.



With Meryl out cold, Psycho Mantis reveals himself and starts taunting you! Specifically, he reads your memory card and comments on your game so far.

Then he openly admits to having the ability to possess your PlayStation controller, and he'll send shockwaves through it as proof. If you let him get away with it, you'll find he can read your moves and actions perfectly, making the battle almost impossible to win.

The way around this is to switch controller ports. Psycho Mantis may be able to possess Controller Port 1, but he's not so good with the second one. Use this weakness against him—or else surrender the advantage.



Psycho Mantis will use two types of attacks against you—telekinetic attacks, where he throws objects (including furniture) at you, and energy ball attacks.

The first attack is easy to avoid if you lie flat on the floor as the objects fly above. First Psycho Mantis will elevate four chairs and spin them around him, moving them in and out of range. Then he'll send two marble busts flying across the room at you. Mirrors follow, and then vases. Finally, the pictures on the wall will sweep across the room and back.



For the second part of his attack, he'll cloak himself and throw invisible balls of compressed energy toward you. These balls sting, but you can evade them with some skill (and luck).

As you fight Psycho Mantis, you can view things from his perspective whenever you press **▲** to switch to first-person. Use this to guide you to his true location, or just switch on your Thermal Goggles. Thermal Goggles actually work best and make it easy to find and attack Psycho Mantis while he's cloaked.

As with the Cyborg Ninja, you must fight this battle with your fists instead of your weapons. Psycho Mantis merely reflects anything you throw or shoot, so don't bother. Instead, try to get in a punch-punch-kick combo whenever possible. The battle may seem to last forever, but don't let him wear you down.





When the battle ends, Psycho Mantis lies dying. But before he expires he will speak of a secret exit and move the bookcase that blocks the way.

After Mantis is at half life, you can shoot him with the Socom.

When you have him at half health, Mantis revives Meryl, and you must stun her again. Then he wakes her a second time and plants a suicide wish in her befuddled mind. In this condition, she'll bring her gun to her head and prepare to shoot. You must render her unconscious before she shoots herself! Again, a quickly thrown Stun Grenade will do the trick; keep them primed for a quick change.

With Meryl subdued, Mantis will go back into hiding and start another round of "toss the energy ball." Again, use your Thermal Goggles and keep punching him.



Of course, after this successful battle your Health Bar will increase, as will your inventory capacity. Here's the new rundown:



At one-quarter life, Psycho Mantis will return to his telekinetic attack, but instead of hurling objects in five stages, he'll combine objects into two waves. First, he'll spin chairs and throw pictures; then he'll fling those busts and vases. Stay prone until he pauses to do it all again. Then you'll have the perfect opportunity to stand up and attack him some more.

- 4 Rations
- 6 Diazepam
- 15 Stun Grenades
- 15 Chaff Grenades
- 12 C-4
- 12 Claymore Mines
- 24 Grenades
- 121 Socom Bullets
- 251 FA-MAS Bullets
- 16 Nikita Missiles



# The Wolves and a Sniper Attack

## AREA 12: THE WOLF CAVES



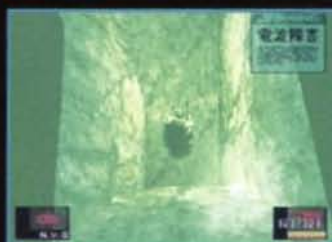
### OBJECTIVE:

FIND YOUR WAY THROUGH THE CAVES WHERE MERYL WAITS.



From the Chief's room, enter the secret hallway. Pick up the goods near the stairs, and then head out into the cold night air to the entrance to a snowy ravine.

This area is full of treasure and wolves. Trained by Sniper Wolf, these canines are downright hostile toward men. The adult wolves will attack on sight, so enter the area with Stun Grenades primed. Wolves seem particularly vulnerable to the stun effects of these explosives and will remain motionless for a while after the blinding light dims. This method of "attack" is easier than filling them full of lead or trying to punch them out. It's more humane too.



You may miss some of the less obvious nooks and crannies in the jammed corridor. Once Meryl has gone off ahead, follow the sidewalk all the way to the

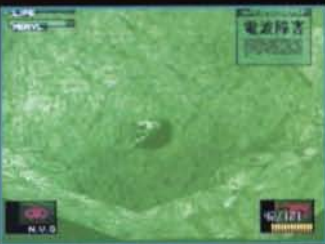
right until it ends. Using the Night Vision Goggles (a must in these dark areas!), pick up the box of Socom ammo to the south and the Rations to the north. You can glimpse Meryl through the crack in the stone.





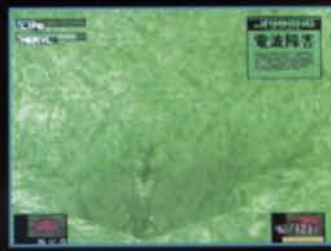
The snowy pass through the rock requires you to crawl under a natural bridge to enter the main area. From the crawl space, you can see wolves patrolling the area, and possibly one of the pups. Take care not to draw their attention when you stand and keep a stun grenade at the ready.

The one to the east leads into a secret storage room where you'll find ammo, Rations, and more Diazepam. Don't be surprised if a wolf pup follows. It won't hurt you, but it will alert the adult wolves outside.

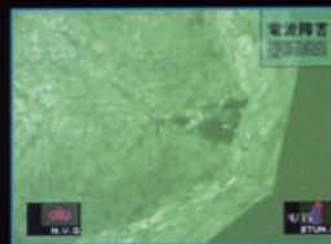


It's usually a good idea to throw one before approaching the cave to freeze any dogs wandering around outside. Once inside, you'll find FA-MAS

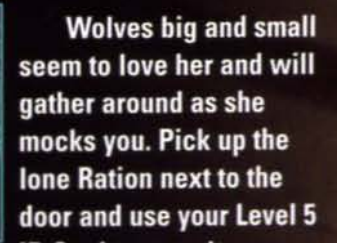
ammo to the left in a small, dark corner. If you don't need any, don't waste your time. Instead, head right into the cave itself. In the big room in the back you'll find two more crawl spaces.



The crawl space to the north leads to the way out, where Meryl is waiting.

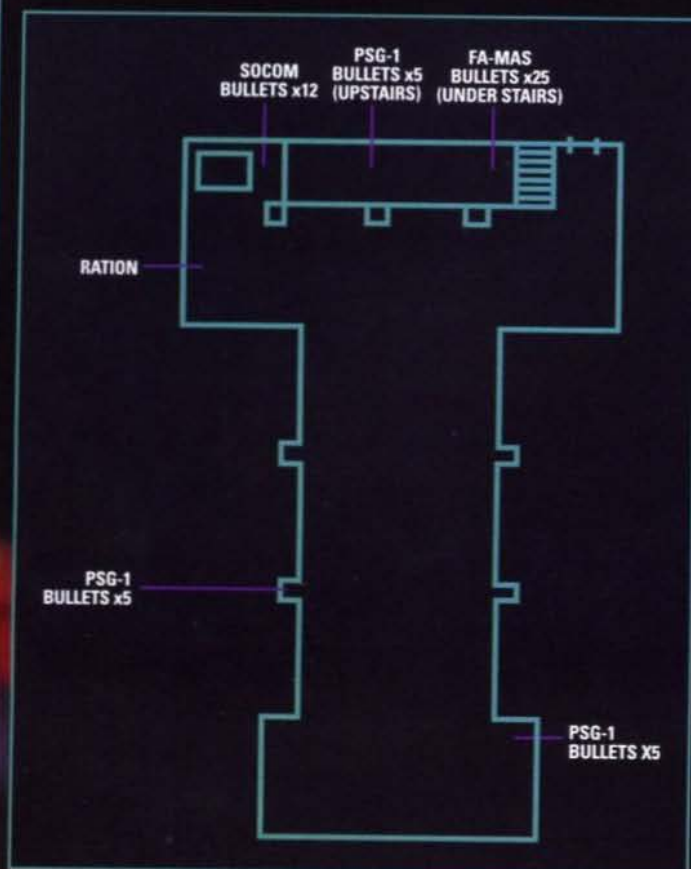


Wolves big and small seem to love her and will gather around as she mocks you. Pick up the lone Ration next to the door and use your Level 5 ID Card to open it.





## AREA 13: THE SNIPER CORRIDOR



### OBJECTIVE:

OBTAIN A PSG-1 SNIPER RIFLE AND DEFEAT SNIPER WOLF.



As Snake passes the door leading out of the wolf caves, Meryl stops Snake and warns him that this area is mined with Claymores.



Using residual information from her telepathic link with Psycho Mantis, Meryl flaunts her knowledge of the mines' locations by walking casually in a round-about way. Using her footprints as a guide, make your way to her before they fade or walk straight ahead.

### Tip

Using the Thermal Goggles, (the Mine Detector won't work in this jammed area), you can see where the Claymores are and remove them from the area by dropping to a crawl and picking them up as you pass over them.



Past this obstacle, the viewpoint switches to that of another figure—with Snake and Meryl centered in a sniper rifle's sight!





After taking Meryl down with precision to wound her repeatedly without killing her, the sniper pins Snake behind the corner.



The scaffolding towers halfway across the snowfield have gun-mounted surveillance cameras with a range longer than any you've yet

encountered. Thankfully, they're still "blind" to anyone standing directly below them.

Walking into the open is suicide! You must make your way back to weapons storage area on B2 of the first enemy compound to even the odds and take this opponent on.

### RETRIEVING THE PSG-1 SNIPER RIFLE

**Tip**  
Be sure to back yourself up against the door after walking outside. Your starting position places you directly in view of a surveillance camera if you stand there too long.

The most direct route back to the weapons storage area in Compound A is to take the elevator back up to the first floor and then make your way back onto the snowfield where the battle with Vulcan Raven (the tank) took place.



Before taking even a step out into the snow-covered area, take time to equip your Thermal Goggles or Mine Detector. You've been spotted in the area, and the terrorists won't let you leave so easily!

The center of the snow field is thoroughly mined, so stick close to either edge to get to the towers midway across.



Proceeding down the left side for the remainder of the field will get you to the outer doors of the first compound without having to stop and disarm even one Claymore. Your Thermal Goggles are invaluable for avoiding the mines that dot the landscape.

### A PATH LESS TRAVELED



The Cardboard Boxes' secondary function allows you to avoid the snow canyon altogether.

Once you've reached the first level of the Nuclear Storage Facility, simply slip into the cargo truck parked there and equip Cardboard Box/A.



A moment later, a guard will notice the package and direct a driver to transport it to the heliport. Once you reach your destination, simply unequip the box (press L1) and hop out of the truck.

However, you really don't end up saving any time, because now you must make your way back into the building using the air ducts.



When you reach Level 2B, where the weapons are stored, maneuver toward the left room containing the PSG-1. Take care to avoid the heavy armored guards patrolling the area.



Those markings along the floor should look familiar. They're the same ones you saw in the trapped FA-MAS storage room. Use your Cigarettes or the Thermal Goggles to bring the web of lasers into sight.

Crawl very carefully to avoid touching one of the floor-to-ceiling beams as you make your way to the back of the room, where the PSG-1 sniper rifle and ammo lie. Once you get them, make your way out the same way, and then head back to the Sniper Corridor.

### CONFRONTING SNIPER WOLF



Although Meryl is no longer anywhere in sight, the sniper hasn't left the area, as the telltale red laser sights indicate. When you're ready to start the battle,

equip the Diazepam to swallow a pill to slow your pulse and steady your aim.

Immediately swallow a Diazepam pill (hold L2), and then press **■** to steady your aim. Quickly move your D-pad/analog stick toward her laser sighting.

If you don't see her after panning across the level once, target your sights on the post near the left edge. The telltale mist from her breathing should give her location away. Now you must guess from which side of the post she'll emerge to take another shot at you.



Sniper Wolf will position herself at eight locations to take shots at you. At both extremes of the level she can appear in a crouched or prone position, and also in a crouched or standing position to either side of the post near the left edge.



To use the PSG-1, equip it, and you will lie prone; when you unequip it, you must press X to get up.

Hitting her with a sixth bullet drops her for good, and ends the battle.

Tip

To use the PSG-1, lie prone. If you take a hit from Sniper Wolf, your best course of action is to unequip the PSG-1, stand up, and take cover before resuming your attack. If she shoots you, it will send you spinning off in the direction from which you take the hit. The amount of time it will take you to realign yourself is long enough for her to hit you again.

The best way to start off is by equipping the PSG-1 (hold R2 and then select the weapon), and then immediately unequipping it (press R1). Press X to stand up again and position yourself before launching your attack.



Wait until Sniper Wolf lowers her rifle to change positions. Then drop into position by pressing R1.





When the battle ends, Snake gets another increase in the maximum length of his Health bar and the following increased carrying capacities:

- 4 Rations
- 145 Socom bullets
- 301 FA-MAS bullets
- 28 Grenades
- 20 Nikita Missiles
- 14 Claymore Mines
- 14 C-4
- 18 Stun Grenades
- 18 Chaff Grenades
- 21 PSG-1 bullets



As you approach the door, guards swarm into the area behind you. Sniper Wolf, obviously not mortally wounded, also makes an appearance. A brief conversation ensues. The sequence ends with the whole world going white: A guard behind you renders you unconscious with the butt of his rifle.



As you make your way to the base of the Communications Tower, take time to pick up the Rations and extra rounds of ammunition you'll find.



A trail of Sniper Wolf's blood on the floor of the upper level leads downstairs and disappears in the blowing snow. Your only alternative is the door at the right end, near the stairs.



# The Imprisonment and Torture of Solid Snake

## AREA 14: THE TORTURE ROOM



Snake awakens to a blinding white light. Revolver Ocelot, Sniper Wolf, and Liquid Snake are gathered around him. After a lengthy conversation (and some innuendo from Sniper

Wolf), Snake is left alone with Revolver Ocelot and his torture machine.



Ocelot explains that, to survive this section, you must sustain your Health Bar level by hitting ● rapidly as the machine inflicts electrical shocks.

You must survive all three rounds of this torture or it's Game Over, with no continues from this area.



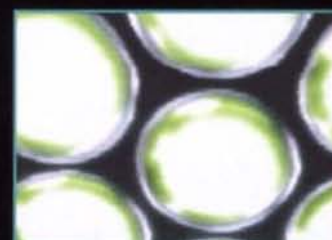
The torture begins as Ocelot turns away to adjust the dials and switches on the control panel in front of him.



Each session of torture is longer than the one before. Those playing with the Dual Shock controller will feel the pulsing electricity!



Snake remains stoic as Revolver Ocelot taunts him.



Having had enough of Solid Snake for the moment, Ocelot lowers the table and motions for the guards to take Snake away.



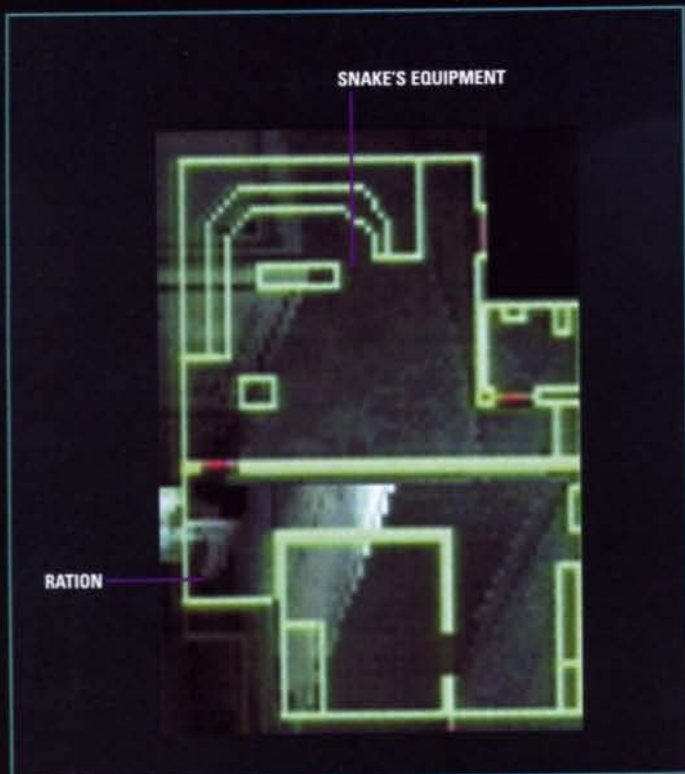
### Tip

You may opt to submit by pressing Select before your Health Bar dwindles to nothing. If you do, everything you've fought for will be for naught, and you'll experience serious repercussions from this point forward: Specifically, you'll catch a cold, end up with Otacon instead of Meryl, and cope with a lot of self-doubt.

On the other hand, you won't have to endure another round of torture. The choice is yours.



## AREA 15: THE PRISON CELL



There's not too much you can do in the cell except wait for the guard to come and escort you back to Revolver Ocelot for another round of torture.



After dragging Snake back to the cell following the second round of shock treatment, the guard's flu forces him to make a beeline from his post to the restroom.



While the guard is away, a Stealth-cloaked Otacon sneaks to the door and hands Snake the following items:  
 a handkerchief belonging to Sniper Wolf;  
 a Level 6 PAN ID Card;  
 a bottle of Ketchup;  
 a Ration.



As he sits in his cell, Snake contemplates his options. Standing to investigate his surroundings, he's filled with horror as he discovers the

maggot-infested body in the corner is that of Donald Anderson.



When he hears the guard returning, Otacon reactivates the Stealth device and makes a hasty retreat.

## DOING TIME

The single guard patrolling the area around Snake's cell doesn't seem too concerned about our hero. From time to time he dozes off right in front of you before snapping back to a state of alertness.



## THE ESCAPE!

In true McGuyver style, Snake must now figure out a way to escape with only a handful of common items.



While the guard is still out of sight, drop to the floor and equip the bottle of Ketchup. While lying prone, press **○** to break the bottle of Ketchup and spill its contents around you.

### Tip

If you don't feel like getting messy, hide under the bed. The guard will think you've escaped, and will panic!



When the guard opens the door and bends down to see if you're really dead, press **×** to leap up and **■** to strangle him. You don't have to kill him. Flipping him and getting the heck out of the cell is good enough. When you encounter him again in the torture cell, his bowels will send him to the bathroom for an extended visit and he'll leave you alone.

If you wait too long to jump up, the guard figures out the ruse and leaves the cell quickly, shutting the door.



If this happens, all is not lost, but you'll have to wait awhile longer for your second visitor to arrive and open the door for you.



Remember to grab the Rations on the other side of the cell before you leave the area.

### Note

You must undergo torture four times, usually, before the Cyborg Ninja comes to your rescue.



The torture device lies on the other side of the security door—and so do your possessions. Run over and pick them up. Snake will duck behind the machine to re-equip himself. Use a Chaff Grenade to disable the surveillance camera briefly while you make for the door below it.

With the elevator in front of you and the other holding cells around the corner, you know where you are: You're back on Level B1 in the first enemy compound. Communications Tower A awaits you.



The enemy may leave behind a little present in your bag of equipment. Once you're dressed, look for a Time Bomb among your items and dispose of it ASAP. If you forget, Deep Throat will call to warn you.



# Ascending Communications Tower A

## AREA 16: THE NUCLEAR STORAGE FACILITY REVISITED

### OBJECTIVE:

GET FROM THE TANK HANGAR BACK TO COMMUNICATIONS TOWER A.

From the Tank Hangar, you must make your way back to the Nuclear Storage Building, where you can access the path to the Communications Tower A where you last saw Meryl.

### A SIDE TRIP TO THE ARMORY



Remember the short hallway near the entrance to the room where you fought Revolver Ocelot? The one guarded by two gun cameras with Level 4 and Level 6 secured doors? Now,

before you leave the Tank Hangar, would be a good time to use your new ID Card.

Behind the Level 4 door lies the Camera; behind the Level Six door, both Stun and Chaff Grenades. If you come back after picking up the Stinger later in the game, you'll find a box of Stinger ammo in each room. For now, the Camera is your prize.

If you caught a cold from the sick guard while in the torture cell, you'll know about it by the time you hit the door into the nuke building. That sneeze is a symptom. Getting through Level 1 of the facility now becomes very difficult: Sneezing gives away your presence, and any guard you so alert raises the alarm and floods the area with poison gas. It's a good idea to keep the Gas Mask on or a quick change away.

### Note

If you submitted to Revolver Ocelot's torture machine, your chances of catching the guard's cold are virtually 100 percent. If you survived the torture without submitting, you have a small probability of catching that cold.



In the Nuclear Storage Facility, there are two objects you'll probably want to pick up with your new Level 6 card. First, the bottle of Medicine in the big office on Floor B1, which will cure your cold without fail. If you've been sneezing a lot, grab it before going any farther.



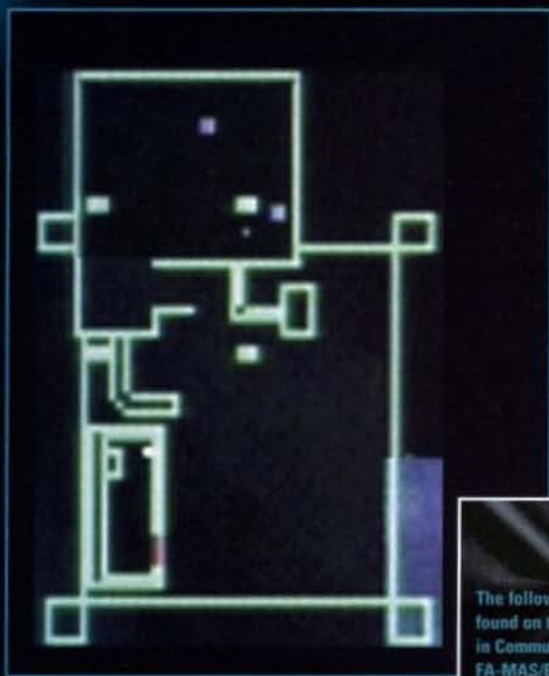
Next is the Body Armor on Floor B2, which comes in handy in the Communications Tower. Go back to that poison gas-filled hallway and on to the far-left corridor. The first door to the right with Level 6 markings (under the gun camera) is your goal. Inside you'll find the Body Armor and still have time to get out before exhausting your oxygen!





Head back to B1 and the secret hallway in the Chief's Room. Before going through the Wolf Caves, tie Sniper Wolf's scarf around your neck. It looks dashing against your skin—and its scent is guaranteed to pacify the wolves.

## AREA 17: COMMUNICATIONS TOWER A



### OBJECTIVE:

CLIMB TO THE TOP OF TOWER A AND OVER TO TOWER B.

### Note

The following items are found on the stairs catwalk in Communications Tower A:

FA-MAS/Bullets x 25  
 Socom/Bullets x 12  
 Stan Grenade x 3  
 Rope  
 Socom/Bullets x 12  
 Socom/Bullets x 12  
 Socom/Bullets x 12  
 Socom/Bullets x 12  
 FA-MAS/Bullets x 25  
 FA-MAS/Bullets x 25  
 Ration  
 FA-MAS/Bullets x 25  
 FA-MAS/Bullets x 25  
 FA-MAS/Bullets x 25  
 Socom/Bullets x 12  
 Socom/Bullets x 12  
 Ration  
 Socom/Bullets x 12  
 FA-MAS/Bullets x 25  
 Ration



As Snake walks through the security door and past the blood stains on the ground, he views a flashback of Meryl's shooting. There's no time to reminisce, however; the

mission must continue. Before entering the tower, make sure your supplies are restocked, especially your FA-MAS clips. There are plenty of items to pick up here (as you'll remember); just watch out for the newly installed gun camera midway down the hall.



This time you can walk through the door without being ambushed and imprisoned. But the hallway inside is still jammed, making it hard to know what lurks ahead. Grab the ammo, if you need it, and then head down to the doorway at the end of the corridor. Before entering, equip your FA-MAS, the weapon of choice for what lies ahead.



Walking through the door sets off an alarm. You can't prevent this, so save your Chaff Grenades and the like for later. Two heavily armed guards come toward you down the hall. The brief cinematic leaves Snake poised to fire at them, so do just that—and shoot to kill.





This gives you enough time to grab the two boxes in front of the door and enter the stairwell before reinforcements arrive. This is critical: *Grab the boxes*

*near the door!* One contains the Rope you must have when you reach the tower's roof. If you have maximum ammo, however, you can leave behind the boxes around the perimeter of the stairwell (three boxes of Socom bullets, two boxes of FA-MAS bullets and a Ration). Collecting them takes time you just don't have! Now run up the stairs!

Killing the first two guards gives you a mighty head start, which is good. This battle that takes place here is fast-paced and leaves you vulnerable most of the time.

And, as in most staged battles, you must kill or be killed. If you're concerned about your final score, there are ways to cut down on the numbers of dead soldiers, but you can't avoid killing completely.

**Tip**  
The dash attack is a good strategy for this battle. Start firing and press X as you use the D-pad to move as you shoot. Navigation isn't all that good, but it works great on the guards firing from the steps above you.



The bridge to Communications Tower B lies on the ninth floor, but the exit door is frozen shut. Don't waste time here; continue running. On the walkway around this level you'll find ammo boxes and a Ration. Stun the two guards (a Stun Grenade works great!) and continue up the stairs.

Two guards will continue to trail you, so get used to them. If you stop to shoot them, you'll lose time and two more will replace them.

You'll ascend about five flights before the initial guard reinforcements catch up. Don't panic when they start shooting up at you. If you picked up the Body Armor earlier, equip it. It halves the damage you take. Running a zigzag pattern also prevents the guards from getting a bead on you: You can even dodge their bullets!

**Tip**

If you don't have the Body Armor, equip either your Rations or the Night Vision Goggles. Equipping the Rations will keep you alive if Snake gets hit by an otherwise fatal blow. If you equip the goggles, they will amplify your visual field and allow you to spot the guards on the stairs up ahead. In a dark stairwell, that's not a bad idea.

**Tip**

Hold diagonal upper left as you go up the stairs. You will round corners faster.





From Floor 09 on you'll encounter guards every three or four flights. This part will pass in a blur as you shoot and run to the top. Don't slow down except to heal yourself

with a Ration once in a while. When you reach the top (Floor 27!), you must kill the guards behind you. Shoot them with any ammo you have left and pause to catch your breath.

At the top, your Escape Meter will run down and free you to explore the tower at will. No more surprise guards. You can even run all the way down to the basement to restock supplies and pick up anything that you've missed. If you don't have the Rope in your inventory, this is a vital step before you continue to the roof: *Do not climb up to the roof unless you have the Rope in your inventory!!*



When you're ready, grab the ammo and the Ration by the ladder and climb to the roof.

## THE BRIDGE TO COMMUNICATIONS TOWER B



All is peaceful up here until you move to the Satellite Bridge to cross to Communications Tower B. Suddenly the sky will fill with explosive fireworks and a rumble will build on

the roof as an explosion destroys the satellite dish. Liquid Snake appears in his Hind, giving you no way to pass or escape!



Equip the Rope where the cinema leaves you and Snake unfurls it automatically and gets into rappelling position. If you can't cross the bridge at the top, you can at least rappel your way to the one below!



Press **X** to kick away from the wall. Using the D-pad, guide Snake to a destination spot. Press left and right to move in those directions and down to slide farther down the rope. Press **○** to steady Snake against the wall if things get hairy.





As you rappel down the tower to the bridge on Floor 09, you must dodge the hail of bullets from Liquid's Hind *and* the jets of steam from the vents the

bullets open. Both cause significant damage, so keep your eyes open: You can't get to your Rations while you rappel. Try to avoid them completely by jumping from side to side as the steam lets up or pressing **○** to crouch and avoid Liquid's gunfire. In other words, get to the bottom quick! When you're close enough, Snake lands automatically.



On the bridge, pick up the stuff that's lying around, especially the Rations, and prepare to cross. You can try to open the frozen door, but the lock won't work from this side either. (If you follow Otacon's suggestion and use a C-4 charge to warm it up, you can reenter Tower A and retrieve any supplies you left inside.)



If you try to cross the bridge without looking, you'll find yourself on the receiving end of a hail of gunfire. Using your Scope, you can see three sharp-

shooting guards who stand at the other side. Much like Sniper Wolf, they won't let you approach beyond a certain point. The easiest way to deal with them is to take them out with your trusty PSG-1. Two shots per guard is all it takes to clear the way. After one is gone, the other two cycle in and out of view until they, too, are dead. Killing these guards is required; they're inescapable (even with the Stealth unit)!



From there, run across the bridge. Liquid Snake and his Hind greet you again. Dodge his unrelenting spray of bullets and run to safety inside Tower B (have your ID Card ready!).



# Battle on the Rooftop

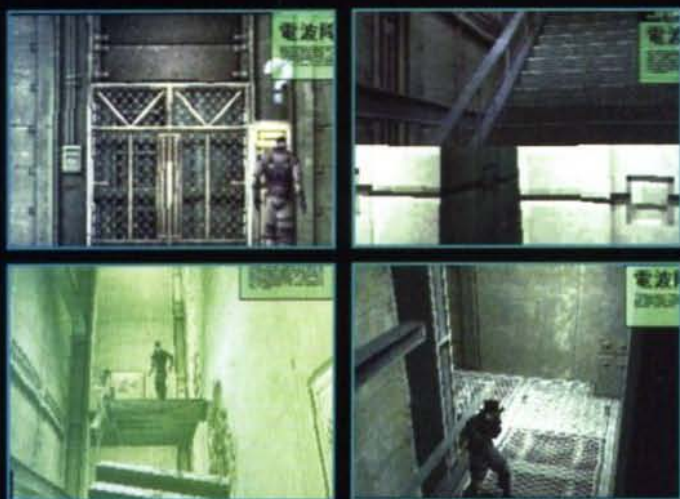
## AREA 1B COMMUNICATIONS TOWER B

### OBJECTIVE:

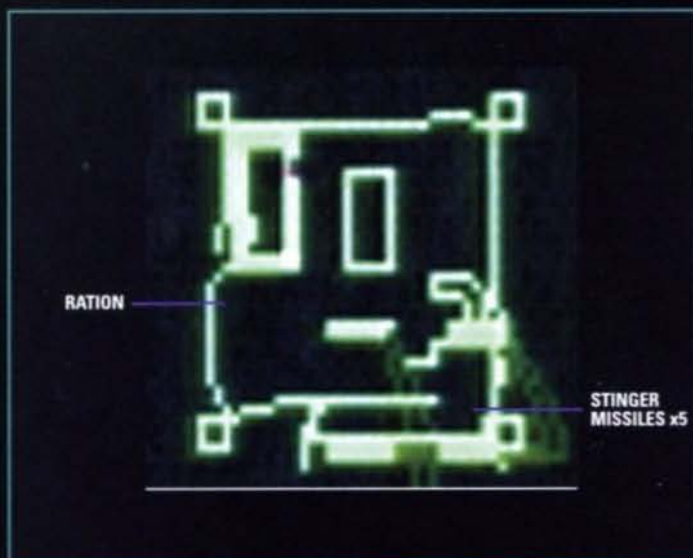
DESCEND TO THE BOTTOM OF COMMUNICATIONS TOWER B.



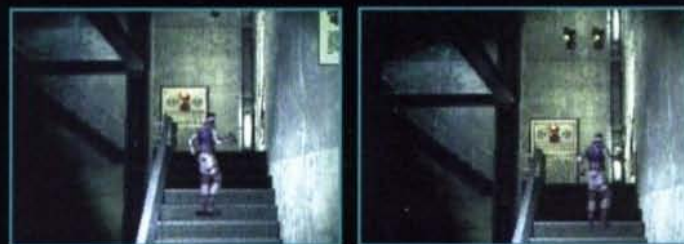
Inside the Level 6 door you'll find a Stinger and ammunition for it. Liquid hovers outside, preventing your exit. A battle is inevitable.



Again, the stairwell is dark (use your Night Vision Goggles) and your Radar is jammed. If you try to descend the stairs, you'll find that debris blocks the last flight. The elevator doesn't work either, and crates block the stairway leading up. All you can do is pick up the supplies here and wait until Snake hears a suspicious noise.

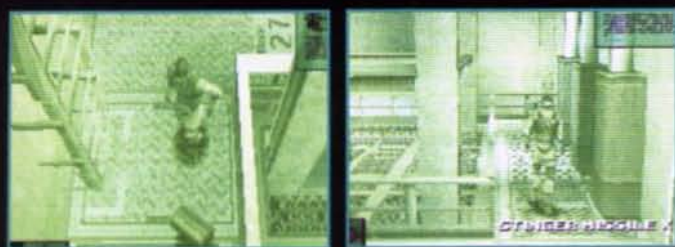


The distortion field of a Stealth-cloaked individual heralds the appearance of Otacon. He moves the obstructing crates and begins repairing the elevator. Solid Snake must ascend to the roof, where Liquid Snake awaits him.



Gun cameras complicate Snake's ascent: One appears over the landing between the second and third flights of stairs you climb, and they increase by one every fourth floor. By the time you reach the top level you face four gun cameras—all trained on you. Use Chaff Grenades freely as you approach the gun camera floors!





At the top—Floor 27—you find the ladder to the roof and a catwalk full of provisions: three boxes of Stinger Missiles, Chaff Grenades, FA-MAS ammo and Rations. Be sure to grab at least the Stinger Missiles before climbing to the rooftop.

## HIND D BATTLE



A door at the north end of the small room at the top of the ladder leads out to the roof, where you must face Liquid Snake and the Hind D helicopter.



Track Liquid Snake with the Stinger as he flies around the roof area; then lock on and let a missile fly.



Use the water tank at the north end as a shield from Liquid's strafing. You may have to slide to one side of the tank if the helicopter approaches diagonally.

### Note

Launching a second Stinger while another is still active detonates the first rocket automatically.



After you hit the Hind D with Stinger Missiles five times, you'll view a cut scene: Liquid launches a rocket that explodes over the south half of the roof.



### Tip

A box of Rations and a crate of Stinger Missiles lie at the south end of the roof. You must maneuver up the set of stairs to retrieve the rockets, which leaves you very much out in the open. If you're out of Stinger ammo, however, you must make the journey. The Stinger is the only thing that will knock the Hind out of the sky.



The battle intensifies. Liquid changes his elevation so he reappears only on the other side of the building in surprise strafing runs.

After your initial five hits, you must hit him eight more times with Stinger Missiles to blow the Hind out of the sky for good.



Liquid launches a second rocket that explodes, engulfing most of the roof, before he loses control of the damaged Hind. It crashes on the ground and explodes in a huge fireball.



After the explosion, the battle ends and Snake receives another increase to his Health bar. Now he can carry:

- 5 Rations
- 9 Diazepam
- 21 Stun Grenades
- 21 Chaff Grenades
- 16 C-4
- 169 Socom Bullets
- 351 FA-MAS Bullets
- 24 Nikita Missiles
- 26 PSG-1 Bullets
- 16 Claymore Mines
- 32 Grenades
- 25 Stinger Missiles

## DESCENDING COMMUNICATIONS TOWER B



After the battle's successful conclusion, Snake gets a call from Otacon telling him the elevator is working again. Run inside and down the 18 flights of stairs and press the call button.



The elevator car will arrive, but something's odd: A panicked call from Otacon reveals four Stealth-cloaked soldiers are riding with you!



Using your Thermal Goggles, battle them the best you can. These soldiers are well-armored and require more than the standard three Socom bullets to kill. If shooting them doesn't work well enough or fast enough for you, strangle one or two.



When you've disposed of them all, sit back and let the elevator come to complete stop at Floor 1. Amidst the rubble around the elevator, you'll find PSG-1 bullets, FA-MAS

ammo, Rations, and Chaff Grenades. In the halls leading to the field outside, you'll find more Socom ammunition, FA-MAS bullets, PSG-1 bullets—and plenty of gun cameras. The sudden appearance of PSG-1 ammo is especially important and provides a clue to what follows.



# Sniper Wolf (reprise)

## AREA 19: THE SNOWFIELD

**OBJECTIVE:**  
DEFEAT SNIPER WOLF.

Snake makes his way outside into a large snowy area surrounded by storage buildings. In the trees to his right, Liquid Snake's parachute flutters in the breeze.

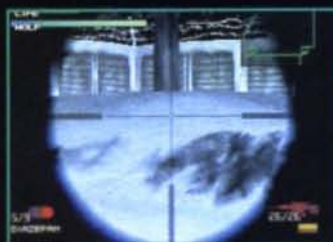


As you approach the buildings, you find yourself spinning to the ground after taking a hit from Sniper Wolf's highly accurate rifle. A quick

Comlink conversation with Otacon is interrupted as Sniper Wolf breaks in; Otacon's warning comes too late.

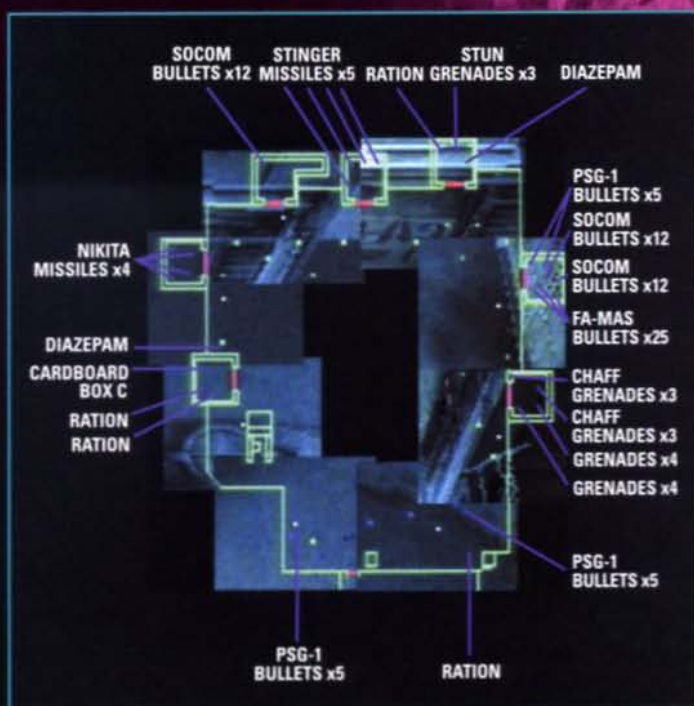


Standing in the middle of a stark white field you're a sitting duck. Move left or right and drop behind the dropoffs, or at least lie prone on the open ground to reduce your target area.



After using your Diazepam to steady your aim, shoulder your PSG-1 and scan the distant tree line. If a quick once-over reveals nothing, pan back and watch for the mist of

Sniper Wolf's warm breath in the cold air.



Again, it will take six well-placed shots to bring this sniper down. Fortunately, once you hit her, you become the hunter and *she* the hunted.



Follow her movements from tree to tree and try to set up a shot to one side of a tree. You've got a 50-50 chance of being right; if you are, Wolf has no



chance to retaliate before you can squeeze off a round. Unlike the first battle in the corridor, you won't be able to use your Rations immediately to regain your health. A check of your inventory reveals that all

your Rations have frozen solid in the arctic cold. Equipping them thaws them, but it takes time.





After your sixth hit, Sniper Wolf falls to the ground and the scene pans back as Snake's Health Bar refills and lengthens. The increased

carrying capacities are as follows:

- 193 Socom bullets
- 401 FA-MAS bullets
- 36 Grenades
- 28 Nikita Missiles
- 30 Stinger Missiles
- 16 Claymore Mines
- 16 C-4
- 24 Stun Grenades
- 24 Chaff Grenades
- 31 PSG-1 bullets



As you move forward to confirm the results of your shot, a touching cut scene takes place between Solid Snake and his former teammate, Sniper Wolf. Snake

grants her request and ends her life with a single shot to the head. Then he veils her face with her handkerchief. Even Otacon turns away in grief.

After the death of Sniper Wolf, you are free to explore the snowfield and the buildings around it.

Working clockwise starting with the western building, W-A1, here's what you'll find:



■ In Building W-A1, Cardboard Box/C and two crates of Rations are guarded by two gun cameras. Chaff the cameras and grab your supplies!



■ Building WA-2 is the Nikita Missile storage room. A lone gun camera watches over this one, making it possible to get around without the help of a Chaff Grenade.



■ Building N-A1 marks the entrance to Enemy Base C. It holds a single box of Socom ammo, two gun cameras on opposite sides of the room, and a stairway down. Save this room for last!



■ Building NA-2 requires a Level 7 ID Card, which you don't have yet. Come back to this room later if you have time.





■ Building N-A3 seems peaceful until you set foot inside. It's mined with Claymores to keep you from the Diazepam, Rations, and Stun Grenades inside. They've even gone so far as to put Claymores under the boxes themselves, so exercise extreme caution!



■ Building E-A1 is free of traps and holds ammo for your PSG-1, Socom, and FA-MAS. Rejoice!



■ Building E-A1b, a short walk away, is another place you'll want to use a Chaff Grenade. Two gun cameras point right at the door so no one can steal the Grenades and Chaff Grenades inside.

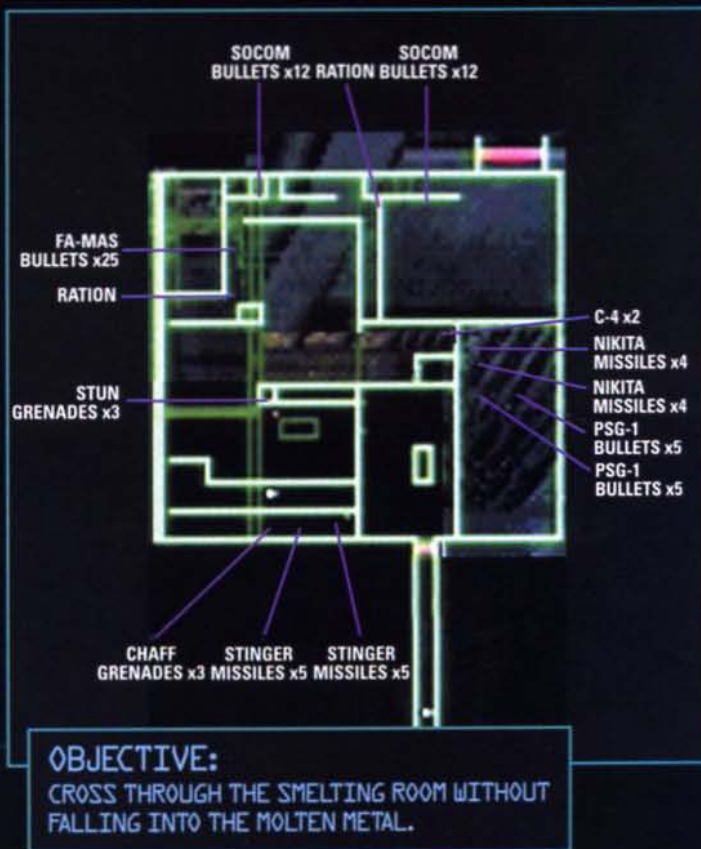


After gathering the supplies you need, head into Building N-A1 and descend the stairs.

Congratulations, you've completed Disc 1! Metal Gear Rex awaits you!

## Enemy Compound C

### AREA 20: THE SMELTING FURNACE







The beginning of Disc 2 places Snake at the top of a long descending flight of stairs. The Level 6 door leads to a large Smelting Room, which is hot and steamy—and dangerous. A single guard patrols the platform you begin on, and your first time through it's easier to kill him than to risk disclosure and a gruesome death, as you'll see.



The platform comprises mostly slatted metal walkways that are noisy to run on. This means you must be very cautious if you want to pick up any supplies while the guard is around. On the long walkway to the northwest of the platform you'll find a box of Stun Grenades; a narrow ledge off the southwest walkway holds a precariously perched box of Socom bullets.



To get them, press yourself up against the wall and slowly move out to the bullets. If you go too far you'll end up falling into the molten metal below. This item is incredibly difficult to get, so if you don't really need the refill, don't risk your life.

This experience gives you the practice you need to access the walkways for the second set of scaffolding, on the north side of the room. The only way there lies across the same narrow ledge! This is not as easy as it looks: Almost anything can push you into the molten metal below, including gunfire, the crane overhead, and slips of your controller. Don't let Snake stand normally on the ledge or look forward in first-person perspective or he'll die instantly.



You can, however, fall into a crouch while hugging the wall. This is the only way to avoid a blow from the crane that moves back and forth over the

molten river. Use your radar and your senses to determine when the crane gets near and duck as it passes safely over your head.



On the other side, you'll find the upper walkway unguarded and safe to explore. The guard below patrols both middle and lower platforms. His route will change with your movements, so keep an eye out for him.





As you explore this area, you'll find many boxes of supplies concealed in niches under the staircases. The box of FA-MAS ammo on the lower platform to the west is particularly hard to find.

## AREA 21: THE STEAM ROOM

### Items:

PSG-1/Bullets x 5

PSG-1/Bullets x 5

Nikita/Missile x 4

Nikita/Missile x 4

Stinger/Missile x 5

Stinger/Missile x 5

Chaff Grenade x 3



Off the lower platform to the east you'll find two doors. The door to the north marks the way out, while to the south you'll find the entrance to the Steam Room, which holds a maze of pipes

spitting out jets of steam. Lots of ammo waits here, hidden under the ducts or in the path of the steam jets.



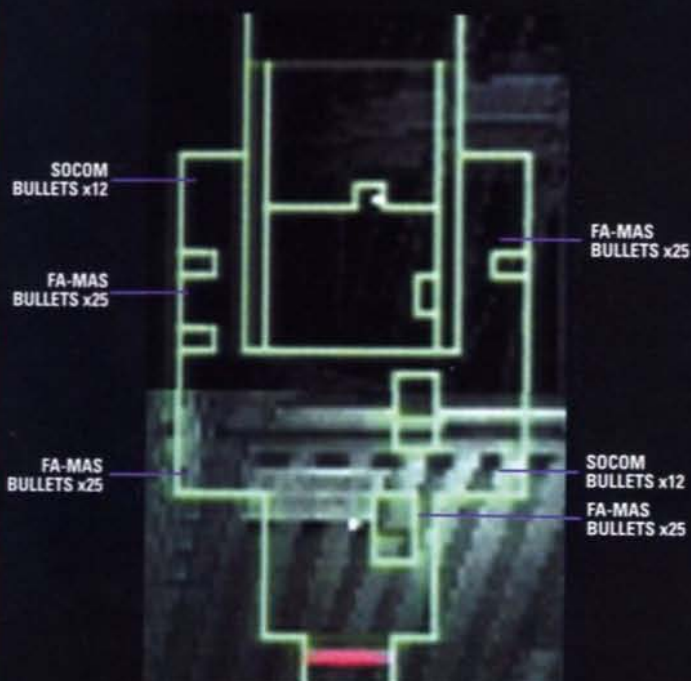
When you've restocked and had your fill of the steam, head back to the main Smelting Room and prepare to leave.



Running into the steam will harm you, of course, so be careful. Crawl under jets bursting out from higher pipes and wait for the lower jets to subside before crossing.



## AREA 22: THE FREIGHT ELEVATORS



### OBJECTIVE:

TAKE THE FREIGHT ELEVATORS TO THE BOTTOM OF THE BASE.

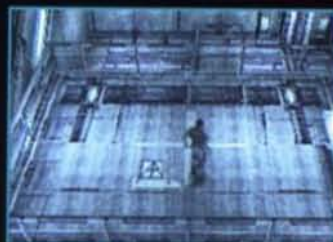
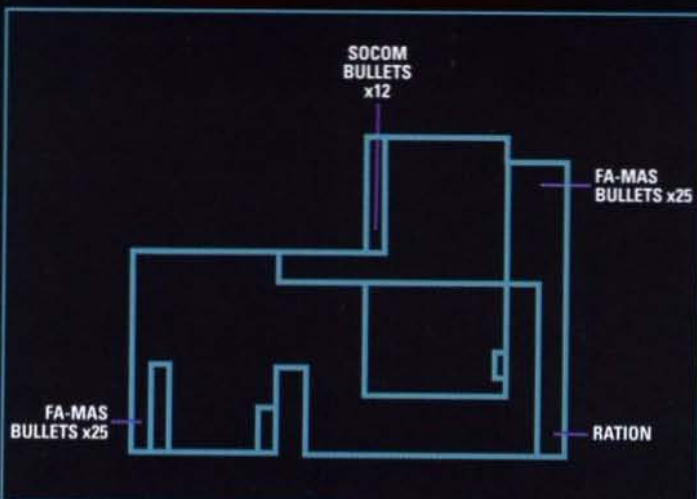


The door to the Freight Elevators is unlocked, and beyond you'll find crates and more supplies. You'll also see an empty elevator car in the shaft. To use this

equipment, walk to the platform, stand in front of the console, and press **●** to start the elevator.



Just when you thought you were home free, three guards jump on as the elevator car descends. These are heavily armored soldiers and take a lot of ammunition to kill. Alternatively, you can try to throw them off the elevator or break their necks. These options take less time, but your risk of injury is greater.



The battle's end segues into the landing sequence, where you'll find yourself in a small room with another Freight Elevator on the other side of the walls. This area is jammed, so that you can't locate the gun camera or defensive Claymores.





The gun camera is in the doorway between the two areas and can shoot in two directions. Use a Chaff Grenade to disarm it, if you don't want to risk more damage.



Freight Elevator 2 leaves you in a freezing area of the base. This area, too, is jammed, making it impossible for you to know what lies ahead.



Your Thermal Goggles reveal a field of Claymore Mines along the southeast corner of the easternmost elevator room. If you have space in your inventory, fill it with these, or just crawl over them to reach the Rations and FA-MAS ammo on that side.



Run into the hallway and check behind the icy boxes to pick up C-4, Nikita Missiles, and a box of Rations. Then it's on to the next room.



If you need them, a box of Socom bullets lies high on the north-west ledge near the elevator shaft.



Step onto the elevator and start the second leg of your journey to the bottom. This time you're safe from armed guards. Ravens fill the shaft, however. They won't harm you, but, like the wolves, they presage things—and people—to come!



## AREA 23: COLD STORAGE—VULCAN RAVEN (REPRISE)



With the mines in place, position yourself out of sight and switch to the Nikita Missile Launcher. From behind the protection of the crates, fire a missile and track Raven using the missile's point of view (▲).



As Raven sprays the room with bullets, the second level of crates becomes dislodged and crashes to the ground, forming blocked passages.

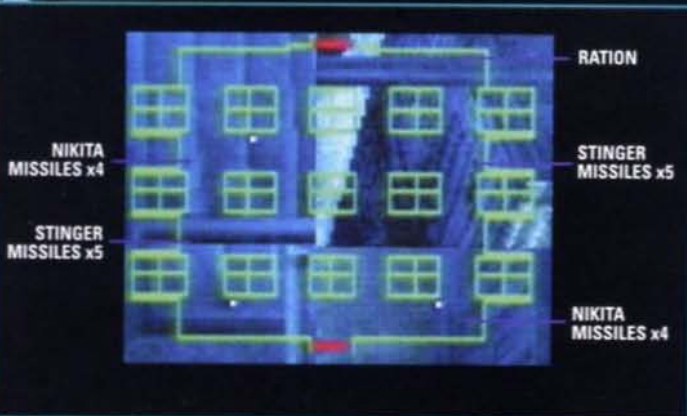


**Note**  
The items atop the crates slide to the floor and become accessible once the crates are destroyed.



Using the smashed crates to your advantage, mine the remaining pathways to your location.

Equip the Thermal Goggles when you move into areas you've mined. You wouldn't want to injure yourself by triggering one of them.



As Snake steps past the security door, a flock of ravens surrounds him, obstructing his view. Gradually they disperse, revealing Vulcan Raven. With

increased mobility and armed with a Gatling gun and huge canister of ammunition, Raven is a more formidable opponent this time.



Using the labyrinth of crates to keep Raven from targeting you, pick a side of this warehouse area and lay down a perimeter of Claymore Mines. This will

create a blockade that must be triggered in order for Raven to reach you and in doing so, he will take the full blunt of the explosions.



With each hit, Vulcan Raven's breathing becomes more labored as he moves about faster and faster. By now, you should have placed enough Claymore Mines that Raven will trigger them when attempting to reach you, and thereby destroy himself.



After he defeats Raven, Snake's Health Bar is restored and he receives another increase. The following increases also occur:

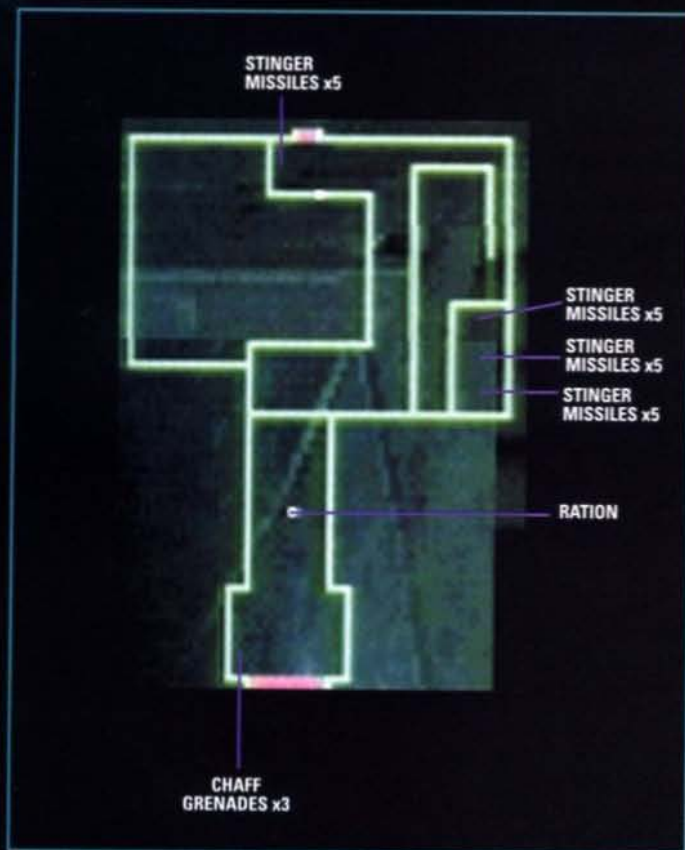
- 217 Socom bullets
- 451 FA-MAS bullets
- 36 Grenades
- 32 Nikita Missiles
- 35 Stinger Rockets
- 16 Claymore Mines
- 16 C-4
- 27 Stun Grenades
- 27 Chaff Grenades
- 36 PSG-1 bullets

In a final conversation between the two former teammates, Snake learns it was Decoy Octopus, and not DARPA agent Donald Anderson, he encountered in the original holding cell. He hands Snake a Level 7 security card. As Snake leaves the room, Raven orders his own death, commanding his birds to consume him.



# On the Trail of Metal Gear Rex

## AREA 24: UNDERGROUND WAREHOUSE NORTH



### OBJECTIVE:

GET PAST GUN CAMERAS AND OTHER TRAPS TO REACH THE FINAL AREA!



The corridor beyond the freezing Warehouse is filled with traps. You must pass two trapdoors in the passageway, and the perimeter of the room it opens into is wreathed with gun cameras. The Chaff Grenades you find outside the Warehouse door are crucial to your success.



Run over the trapdoors, grabbing the Rations as you go. At the end of the hall, detonate a Chaff Grenade. You'll have just enough time to circle the walkway and enter the door before it wears off.



Braver souls with greater supplies of Chaff Grenades can climb the stairway to the right to a platform, where you'll find three boxes of Stinger Missiles. Another box of these missiles lies left of the exit door.

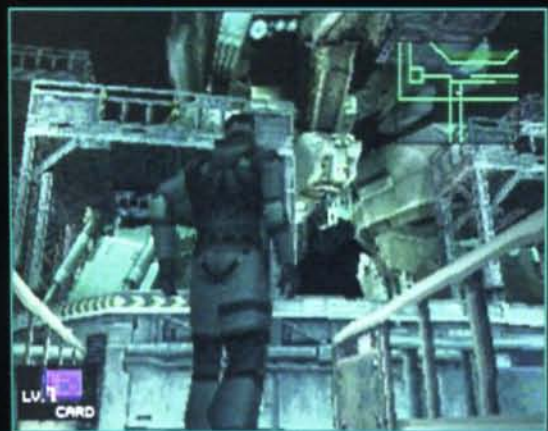


# Metal Gear Rex and the PAL Card Mystery

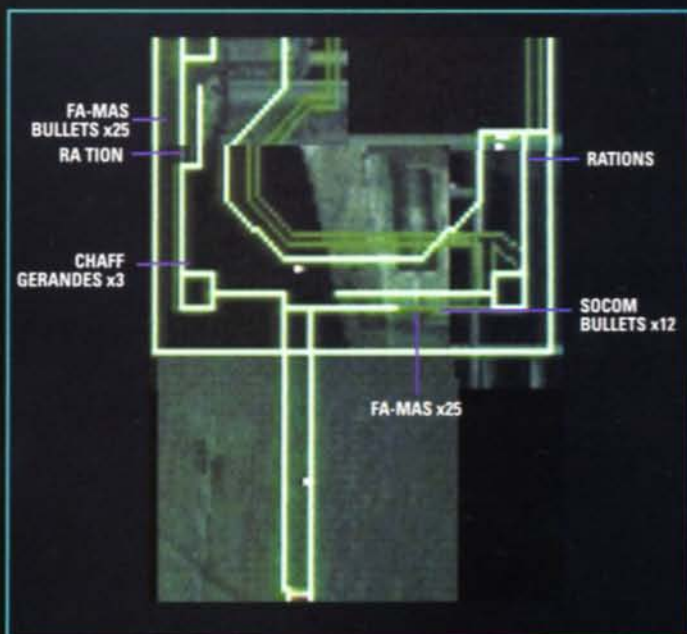
## AREA 25: METAL GEAR STAGING AREA

### OBJECTIVE:

REACH THE TOP OF THE METAL GEAR REX AND LOCATE THE COMMAND ROOM.



A long hallway leads to your final destination for this compound. Within you'll see the enormous body of Metal Gear Rex.



### CLIMBING METAL GEAR REX



A moat of brackish water surrounds the base of the Metal Gear platform. This water is poisonous and causes a slow decrease in Snake's Health Bar as long as he wades there. Stairs down to the moat lie at the edge and, near the water, boxes of supplies.



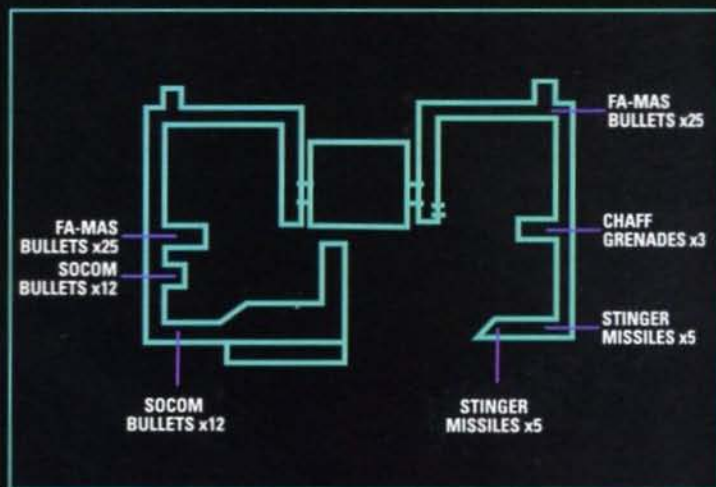
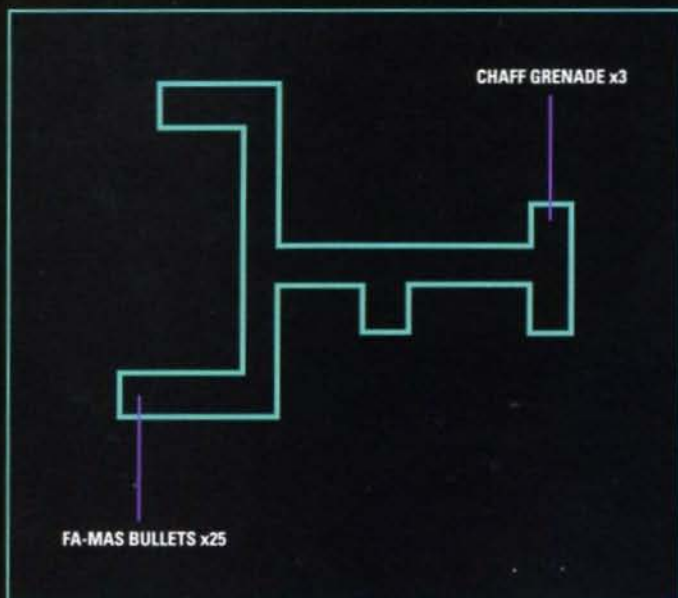


The Command Room lies at the top of Metal Gear. You must climb three stories of scaffolding to reach it. You'll find the first ladder on the right side of the Gear.

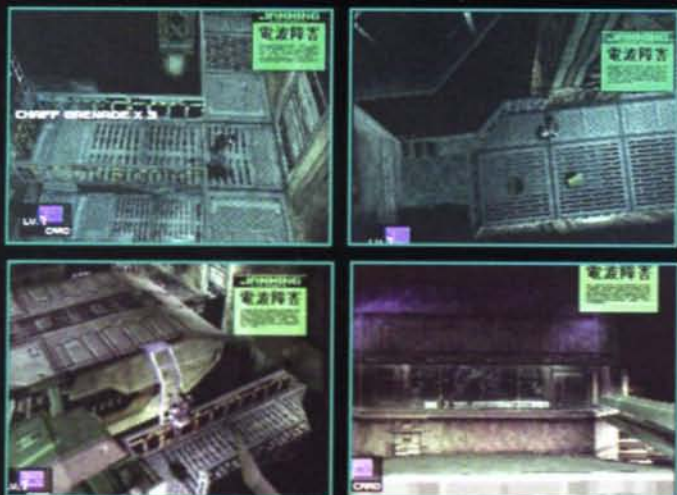
As you make your ascent, Otacon discloses the information he's found on the disc Kenneth Baker left you. It's full of details on the machine's Stealth Missile capabilities and instructions on how to power it down.



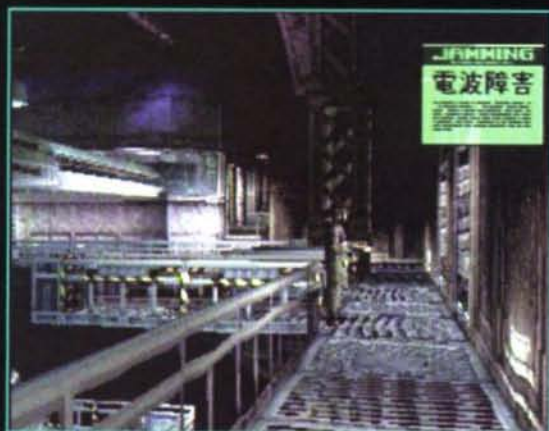
From the second floor on, your radar will be jammed. The only guards are on the third floor, so relax and explore each level as you reach it, stocking up on the supplies you need. On the second floor you'll find more Chaff Grenades and FA-MAS ammunition.







On the right side of the third floor, you'll find more Chaff Grenades and FA-MAS ammo, as well as Stinger Missiles in an out-of-sight corner. Climbing the ladder to the top of the Metal Gear's head is the only way to cross to the left, to the entrance to the Command Room. From your vantage you can see two men in there, deep in conversation.



A single guard patrols the left side of the third floor scaffolding. Watch out for him: He tends to sneak up on you around dark corners. The noisy slatted floors don't help matters much! If his presence makes you feel uneasy, go ahead and kill him, but he'll be replaced with each visit you make to this area!



Pick up more ammo as you make your way to the Command Room. When you climb the steps, Snake automatically moves into eavesdropping position as Liquid Snake and Revolver Ocelot discuss their plans. In the middle of their conversation about FOXDIE, Otacon calls to explain how the PAL Card system functions.

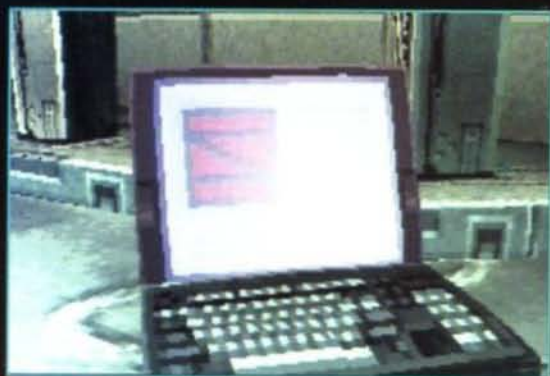


Kenneth Baker was correct when he said that three PAL Cards were required to disarm the Metal Gear Rex. What he failed to explain was that the PAL Card now in your possession is chameleon-like: When you expose it briefly to extreme temperatures, it changes, and you can use it to lock/unlock each part of the security program.





Otacon calls Snake's attention to the three laptops at the front of the room. Each bears a symbol which matches with the PAL Card. The first computer on the left bears a symbol identical to the one Snake's card displays now. This is the Temperate symbol.



The middle computer, with its brilliant blue symbol, needs a PAL Card exposed to extreme cold. The laptop on the right, with the red symbol, needs a PAL Card exposed to extreme heat.



Before you can do anything, Liquid Snake spots Solid Snake and shoots the card from his hand. It falls three stories into the moat below. Before Snake can react, an alarm sounds, the door to the Command Room seals shut, and you hear the footfalls of guards in the distance.



Escaping this ambush is easy. Flip the guard as he approaches you and *run* to the ladder beside Metal Gear's head. The guard won't follow you up, nor will any guards pursue you on the right side of the scaffolding. Strange, wouldn't you say?

#### SEARCH FOR THE PAL CARD



Make your way back to the base of the Metal Gear and start looking for the PAL Card. Usually, you'll find it in the polluted moat, along with boxes of Rations, ammo—and Time Bombs. If you pick up a bomb, dispose of it immediately! If you don't notice that you've picked one up, Master Miller will call to remind you.



**Tip**  
Use your Thermal Goggles to help you find items in the moat!

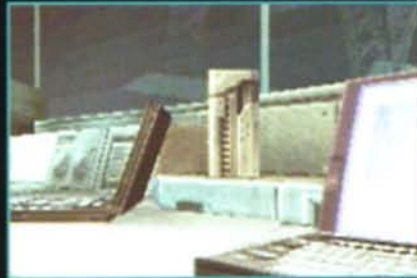


Use a Chaff Grenade to blind the two surveillance cameras. Then, with your PAL Card equipped, approach the first laptop displaying the Temperate symbol. Snake will insert the PAL Card automatically, causing the hard drive behind the computer to recess into the system. Chaff the surveillance cameras again and leave the Command Room.



Look for a rat around the south-east entrance to the moat, or the north-west corner of the first-floor platform. When you see it, shoot to kill. It will

drop the shiny card it picked up somewhere. Reclaim your PAL Card and head back up to the top of Metal Gear Rex.



The guard patrolling this area now should be to your left, on his return trip to the Command Room area. Proceed with caution!

When you get to the third-floor scaffolding again, don't forget to look for that sneaky guard. His current beat has him patrolling the area around the Command Room.



Climb the stairs to the Command Room: The door stands open and Liquid Snake and Revolver Ocelot are gone.



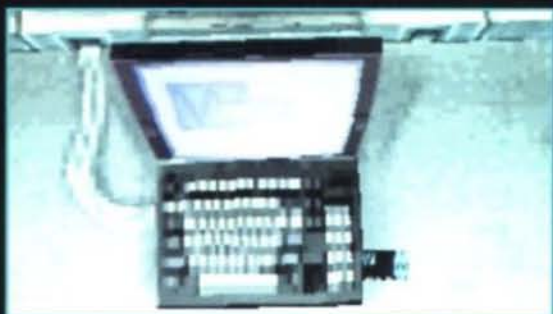
## THE COLD CARD



Next in line is the middle laptop, with the Cold insignia. To make your PAL Card turn from mild yellow to icy blue, you must find a cold area. Your best bet is the freezing Warehouse where you fought Vulcan Raven—and it's close!



Once you're inside the Warehouse, equip the card and hang around for awhile. In a minute or two, the card will turn blue and appear so on the Items screen. Put the card back into your inventory and rush back to the Command Room.



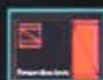
In the Command Room, follow the same procedure. The second drive will descend into the system.

## THE HOT CARD



The final lock is keyed to the Hot setting of the PAL Card. There's no better place to warm a card up than the Smelting Room. But the addition of three guards in the cold Warehouse complicates things. Using your Radar as a guide, maneuver yourself to the other door and through to the Freight Elevators.





Return to the Smelting Room, and then into the Steam Room. As the hottest location in the base, it's the perfect spot to warm your PAL Card. As you did in the cold Warehouse, equip the card and wait for the symbol to change. Then return it to your inventory and head back down to the Metal Gear Staging Area.



The tension mounts. Enter the Command Room as before and insert the final key.



With all of the deceit recently revealed to you (the defection of Naomi, the FOXDIE retrovirus, the identity of the Cyborg Ninja), were you surprised to find that this was all a setup? Instead of locking the Metal Gear down, you were powering it up!



As Master Miller reveals his true identity, the Command Room door seals shut and the room fills with poison gas. Don your Gas Mask and call Otacon on your Comlink. He'll override the door's security lock and let you out.

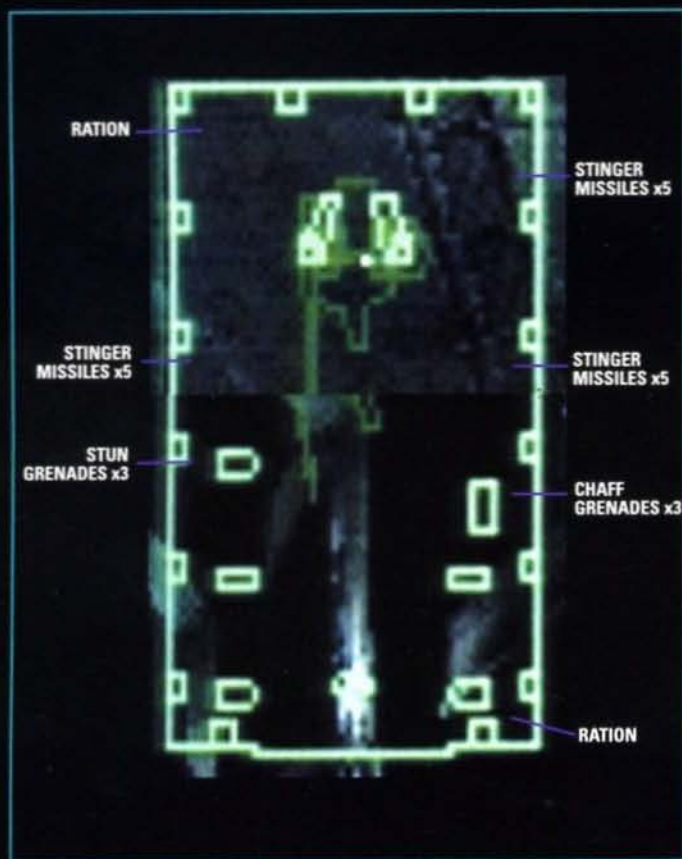


There's nothing you can do now except try to stop Liquid Snake and the Metal Gear Rex.



# Metal Gear Rex Battle

## AREA 26: METAL GEAR REX



Having mistakenly activated the massive giant mech, Snake now must destroy it. When the lift halts, Liquid Snake wastes no time in assaulting you.

**Tip**

Metal Gear Rex's only weak spot is the canister-shaped object over its left shoulder. Using the Stinger, lock onto it and fire.



Liquid Snake switches between four modes of attack. Depending on your position relative to the Metal Gear Rex, Liquid will either fire a machine gun or launch a volley of missiles at you.



Your best defense is to run toward and then under the mech. Like the surveillance cameras, the weak spot in its radar tracking system lies beneath it.

**Tip**

Just before the enemy launches homing missiles, deploy a Chaff Grenade to scramble their radar. Your timing must be perfect, however, because the Chaff Grenades don't explode immediately.





Liquid also will attempt to stomp you with the mech's "feet" should you get too close. This is probably his most devastating attack, because succeeding will end Snake's life.



You'll find Stinger missiles and a box of Rations near the edges of the platform. Just make sure Liquid Snake is facing the other way when you sprint to collect.

Unable to track Snake, Liquid will back the Rex up and pivot in search of its quarry. While you're near the mech, Liquid will use the following two attack methods.



Six or seven direct hits to the canister will cause the Metal Gear Rex to shake and sputter. In a surprise move, Gray Fox (a.k.a. the Cyborg Ninja) leaps to Snake's side, keeping one of the mech's massive feet from smashing down. After a brief exchange, and in a blinding flash of speed, he leaps into air in an attempt to destroy the canister, but not before losing his left arm to Metal Gear Rex's laser cannon.



At the bottom of the mech a laser cannon sweeps a beam directly below or out slightly to the front. Staying clear of this beam is vital to getting in another shot with your Stinger, because the damage it inflicts is great.

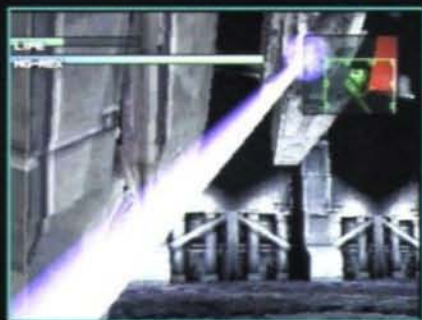




### Tip

During the cutscene you can still move the targeting cursor to find the new "weak spot."

Before he can finish, Liquid Snake moves in with the mech and pins Gray Fox against the wall. Gray Fox raises his remaining arm and decimates the mech canister before Liquid Snake scrapes him off the ledge and crushes him underfoot.



Liquid Snake's attacks in this round are the same as the first, but more intense. Remember, if you can't get a lock-on signal from the Stinger, don't waste the missile. It takes another six to eight hits to take this mechanical beast down for good!

## AREA 27: METAL GEAR REX (ROUND 2)

### Note

Should you receive a death blow in this round, you must replay the first stage of this battle.

Liquid Snake's second round of attacks intensifies and things speed up. With the container now destroyed, Solid Snake must concentrate his efforts on the command module itself.



### Tip

If you need to catch your breath, you can buy some time by hiding in the alcoves along the left and right sides of the platform. As long as Liquid Snake doesn't spot you on his radar (if he can see you, the Metal Gear Rex's field of vision will appear red), you can hide behind one of these wall sections.



The strategy in this stage is to try and stay in the mech's blind spot (underneath it) and launch Stinger Missiles toward the pilot section.







Six well-placed shots later, one of the most impressive explosions in the game takes place as Metal Gear Rex comes crashing down!



After destroying the mech for good, Snake strips off his shirt to settle things once and for all, mano-a-mano with Liquid Snake.

## AREA 28: LIQUID SNAKE



The Time Bomb Liquid Snake activates gives you three minutes to defeat Liquid Snake and disarm the bomb strapped to Meryl. As with most of the characters before him, you must use a combination of punches and kicks to defeat him.



Take care not to get too close to the edge. If Liquid Snake lands a blow, it can knock you off! Thankfully, you will reach out and grab hold. When this happens press  $\times$  to climb back up and resume the battle.



Initially, Liquid Snake prefers to duck and weave. You should be able to reduce his health to one-quarter without much trouble. But once Liquid Snake's health is reduced that far, he'll stop toying with you and start landing a few combinations of his own.



Beware of Liquid Snake's charging dash attack. If it connects, there's a good chance you'll fall off the top. Quickly press  $\times$  to climb back on.



## Note

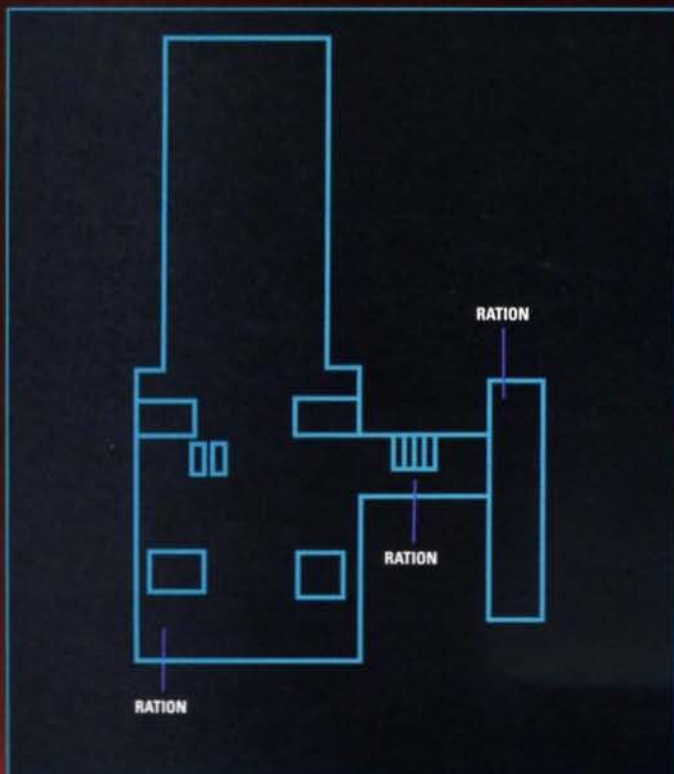
Liquid Snake isn't a fair fighter! As you hang helplessly over the edge, you can suffer more damage when he stomps his foot on your hand!



With a final punch, Solid Snake finally defeats his archrival as Liquid Snake plummets over the edge.

## The Escape!

## AREA 29: ESCAPE ROUTE



## OBJECTIVE:

ESCAPE THE BASE BEFORE THE TIMER RUNS OUT!

## ENDING 1: MERYL SILVERBURGH

What happens after your fight with Liquid Snake differs depending upon how you handled your time in Ocelot's torture device. If you survived the ordeal with honor, this is what you can expect to see:



Liquid falls to his death and Snake runs to Meryl's prone and battered body. She's breathing, but barely. In true Silverburgh style, however, she's determined not to let her wounds keep her down. As the base comes under attack and starts to crumble, she encourages Snake to hurry. They run out from the Metal Gear Room and into the hallway leading to the garage.



When the cinematic ends, you find yourself in a short hallway with a 10-minute timer counting down the time left. With no time to waste, grab the Rations from the rubble behind you head through the hallway, picking up another box of Rations, to the garage.





Meryl points out an armed jeep on the other side of the room and heads there. In her haste, she doesn't see the surveillance camera. She triggers an alarm and guards swarm into the room.



You have only a few seconds before you come under fire! Run into the garage and over to the jeep. As Meryl tries to jumpstart it, grab a second box of Rations nearby and equip them. Then fend off the guards with your hands until Meryl starts the jeep.



The engine's running, and Meryl orders you into the jeep. Thankfully, it has an automatic rifle mounted on the back. Use this to detonate the explosives in the two barrels by the door and blow a hole in the chained gate. This takes precedence over the guards, because it provides your only means of escape.

The gun works like all the other weapons in the game. Press **■** to fire it and use the D-pad to change directions. Unlike other weapons, you can actually sweep this one around in a full circle. This comes in handy later. If you find third-person perspective unwieldy, hold down **▲** to switch to first-person.



Meryl drives the jeep through the hole and approaches the entrance to the underground tunnel. Don't relax: You must dismantle two guard stations ahead.





Two guards patrol the first one, and two barrels of explosives block it. Use the gun to detonate the barrels and rely on them to take the guards and gates out.



With the coast clear, Meryl reverses and drives through.

**Tip**

Expect to be fired on throughout the escape section. What else is new? The only catch is that you can use your Rations only between battles, so equip them from the start for their auto-healing abilities. If you're trying to cut down, don't forget to check the status of your Health Bar during the breaks and heal when you think it's necessary.



Three trigger-happy soldiers watch over the second guard station. You won't find any explosives to help you out here, so shoot each guard to clear the way. Then, again, Meryl will reverse and drive through.



At this point you're home free—at least for now! In the darkness behind, you can barely make out the faint glow of two headlights. Yes! It's Liquid Snake on his eighth life! For the rest of the journey you must continue to shoot him before he can shoot you.





At first, Liquid zigzags across the road behind you, ducking your bullets and trying to get a shot in edge-wise. Swing your gun back and forth, peppering him with gunfire. You want to shoot him as he straightens up to fire at you. The force of your bullet will send him reeling and prevent him from getting a good aim.



As you head into the next part of the tunnel, getting closer and closer to the surface, count on Liquid to be right behind you trying to ram your jeep with his. Again you must adjust to his driving style as you continue firing on him. Liquid's bumper taps are calculated to disrupt your aim, so steady yourself quickly and prevent him from firing at you by getting there first.





After this narrow, rock-hewn corridor ends, the road becomes a two-lane highway. At first, Liquid Snake will return to his previous tactic of swerving all over the road, but then he'll try to come alongside you.



The median prevents him from broadsiding you, but it makes your job a lot more difficult. Try to keep a bead on him and fire between the colonnades. This will end sooner than you think.





When the divider ends, Liquid Snake will pull ahead in his jeep and prepare to blockade you just as you hit sunlight. The collision occurs, sending both vehicles spinning into the snow.



Snake and Meryl survive, trapped but mostly unharmed, as does Liquid Snake. Gun in hand, he approaches to put an end to his rival, but before he can fire a ghostly presence grabs him from behind and snaps his neck. Finally, Liquid Snake is no more.





Snake reports the outcome to Campbell (who's pleased and grateful that Meryl's alive) and the two head past the base and down the mountainside to a concealed snowmobile. Flirting as always, Meryl hands over her reward (the Bandana) and snuggles up to Snake as they take off into the sunset.

### Note

You can use the Bandana during your next game. It provides the wearer with an unlimited supply of ammo for all the weapons he possesses at the time.





## ENDING 2: OTACON



As the building crumbles, Otacon pulls Snake away from Meryl's corpse, but before he goes he takes one

If you chose to submit during the torture sequence, not only will you catch a nasty cold, but you'll never see Meryl alive again. At the end of the battle with Liquid, Snake will run to free Meryl, only to find that her wounds are mortal. Wracked with guilt, Snake screams in agony and doubts his own valor. Otacon appears behind him and tries to comfort him: Meryl died a noble death, much like his favorite, Sniper Wolf.





last look at Metal Gear and his comrade's fallen body.

The rest of this escape is the same as the other version, except Otacon drives while Snake mows down the guards.

Once outside, and freed from Liquid's animosity, they make the same descent to the snowmobile and hop on to return to civilization. After reminiscing about lost friends, Otacon hands Snake the Stealth unit. Then they realize that, after all this, they still don't know each other's real name. They introduce themselves and take off.



### Note

You can use the Stealth unit during your next game. Equipping this item renders Snake invisible and lets him roam the base at will, hidden from guards and security cameras. However, this item won't work against bosses or in staged combats. Sorry!



# APPENDIX

## VR Training

The VR Training option provides a means to hone your Stealth skills and get a feel for how and where to use the skills Snake already has. The objective in each of the 10 Training mode stages is to maneuver Snake from his starting position to the rotating diamond marker without being spotted by the patrolling guards or surveillance cameras present in that level. If you're spotted, the level ends and you must start again. The level of difficulty increases with each subsequent stage, requiring you to use every ability Snake has. There are three VR Training modes in all.



Completing Training mode opens up Time Attack mode, in which you must not only reach the goal of each stage unseen, you also must accomplish each stage within the allotted time. Completing Time Attack mode gives you access to Gun Shooting mode. Like Time Attack mode, you're under a strict time limit to complete each stage. But in this mode you also must eliminate each of the guards patrolling the stage before the diamond marker will appear and Snake can exit the level.

As a bonus, the Survival Mission becomes available when you complete Gun Shooting mode. In this mode, Snake has seven minutes and 50 bullets to navigate through all 10 stages. Certain guards drop boxes with more rounds for your Socom Pistol when you eliminate them.

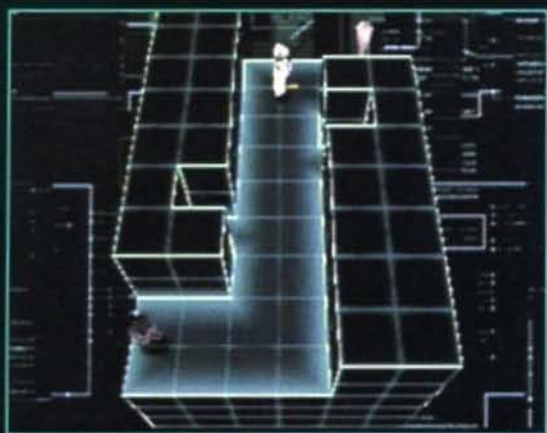


If you complete the Survival Mission, the Technical Demonstration option becomes available, where a computer-controlled Solid Snake will move through each of the 10 Gun Shooting mode levels with uncanny precision.

The following pages present all 10 training mode stages with strategies for completing each in Training and Time Attack modes.



## Training Mode, Stage 0001



### TRAINING MODE

A single guard lies between you and your goal. Use the two alcoves to avoid being seen by the guard as he patrols the corridor.



### TIME ATTACK MODE

**Time Limit: 20 seconds**

With precise timing, Snake can complete this stage in under five seconds by running up the left side of the corridor and staying in the guard's blind spot as he pivots to start his patrol or by incapacitating him with a choke-hold or throw.

### GUN SHOOTING MODE



**Time Limit: 15 seconds**

**Bullets: 5**

**Guards: 1**

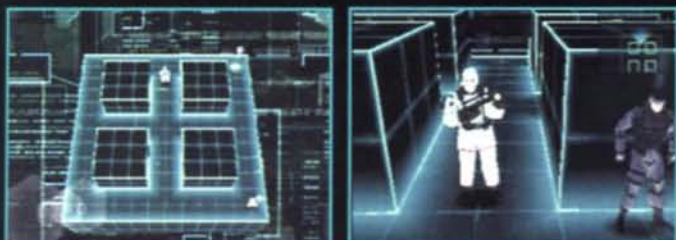
As you round the corner, home in on the guard using your laser sights and eliminate him using three quick, precise shots. Make your way to the upper-right corner (the exit) as he crumples to the ground.

**Tip**

Completing the level using the minimum number of bullets reduces your final score by .333 seconds for each remaining round.



## Training Mode, Stage 0002



Wait at the corner for the approaching guard to come into range. Move to where he falls and take out the guard on the left, and then the guard at the top: They both reverse their patrol paths to investigate the disturbances. Finally, take out the last guard as he rounds the outside corner leading back to the center of the area, and then proceed to the upper-right corner to exit the level.

### TRAINING MODE

As he runs up the outer corridor to the top of the level and then cuts across to the goal, Snake's only opposition is the guard patrolling the center section of this stage.

### TIME ATTACK MODE

Time Limit: 25 seconds

To complete this stage under 7 seconds, run Snake through a zigzag up-and-over pattern at each intersection. When he reaches the top edge, where the single guard patrols from the left side toward the goal, grab and throw him by using **■**; then make your way to the goal before the second guard can spot you.

### GUN SHOOTING MODE

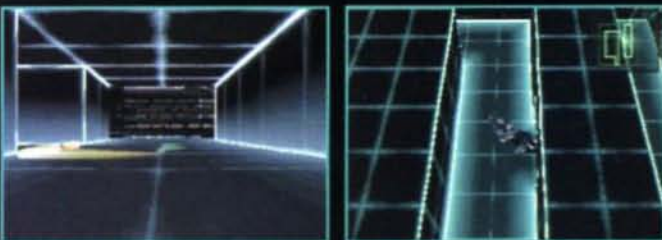


Time Limit: 40 seconds  
Bullets: 20  
Guards: 4

## Training Mode, Stage 0003



Using the two tunnels, Snake can bypass the guards altogether and make his way to this stage's goal. Use **●** to crouch, and then crawl using the D-pad or left analog stick. After clearing the tunnel, press **●** again to stand up.





## TIME ATTACK MODE

Time Limit: 30 seconds

Timing is everything again, but the reward for this level is a sub-seven-second time. Immediately, run up the left corridor and grab and throw the guard as you approach him (if you start this correctly, your timing should be perfect). From there, run down the middle corridor and exercise the same move to take out the second guard. Then make your way up the right-hand corridor to the goal.

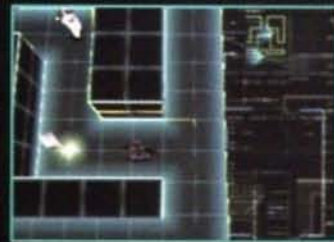
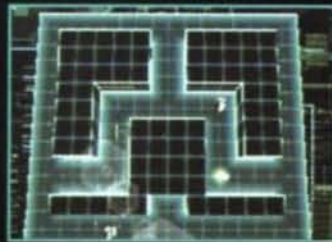
## GUN SHOOTING MODE



Time Limit: 40 seconds  
Bullets: 15  
Guards: 3

Tapping on the wall at the start attracts the first guard's attention (press **●** while pressing up against the wall). Eliminate him as he comes into range; then proceed up the left side and shoot the second guard from around the corner. Draw the attention of the final guard by tapping on the right-hand wall as you run down the center corridor. Put him down as he rounds the lower corner. Exit at the upper-right corner.

## Training Mode, Stage 0004



With the guard in the center section remaining immobile, the easiest path to the goal is to run along the outer corridor and approach the goal from the right-hand side.

## TIME ATTACK MODE

Time Limit: 40 seconds

Completing this stage in under nine seconds is easy if you use the following strategy: Staying close to the right side of the corridor Snake starts out in, grab and throw the guard as his patrol pattern leads him into range. Toss him aside and make your way to the goal.

## GUN SHOOTING MODE



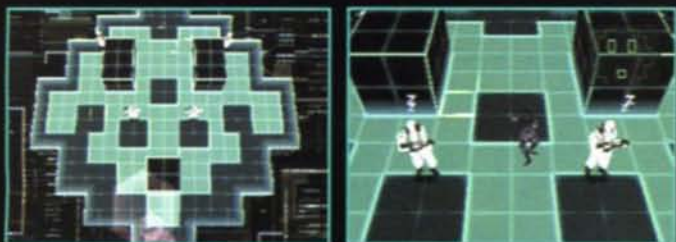
Time Limit: 45 seconds  
Bullets: 25  
Guards: 5

This level moves quickly after you down the first guard. You must move and fire with utmost precision or the guards will spot you and the level will end. If you're gunning for a low time, cap the guard above where



Snake starts, and then move into the center section and eliminate the three who approach to check out the commotion. Move to the top area and eliminate the final guard before heading to the exit.

## Training Mode, Stage 0005



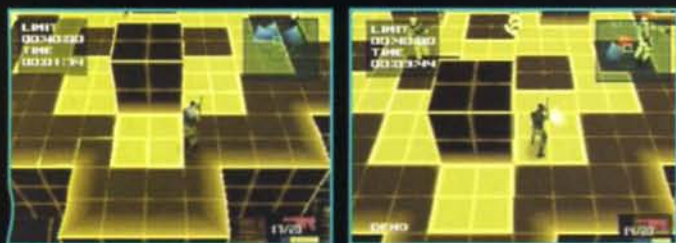
A thin layer of water covers the light-colored tiles in this stage. Splashing across them will awaken the sleeping guards and alert them to Snake's presence. The easiest way around this obstacle is to crawl past the guards to the goal.

### TIME ATTACK MODE

**Time Limit: 30 seconds**

Using the wet floor sections to your advantage, draw the attention of the guard just beyond the wall section ahead. When he chooses a path to investigate the source of the disturbance, make a run for the goal using the other side of the wall as cover.

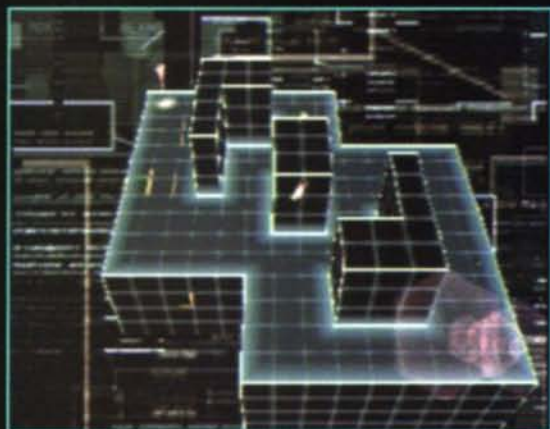
### GUN SHOOTING MODE



**Time Limit: 40 seconds**  
**Bullets: 20**  
**Guards: 4**

Once this level begins, pick a side and eliminate the two guards approaching as they fall within range of the laser sight. The bodies hitting the ground will draw the attention of the closest guard on the other side. After eliminating him, take out the fourth and final guard, and then race to the exit at the top of the screen.

## Training Mode, Stage 0006



The oscillating surveillance cameras provide the obstacles Snake must avoid on this stage. Using their blind spots (the area directly below them), don't advance until the camera pans away from where you wish to go.



### TIME ATTACK MODE

**Time Limit: 45 seconds**

Racing up the right side of this stage, you can complete this level in under eight seconds by moving quickly under each of the three surveillance cameras as they pan back and forth.



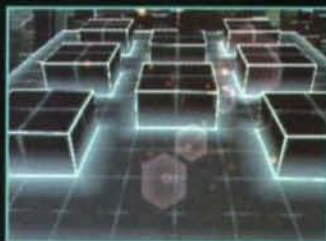
## GUN SHOOTING MODE



**Time Limit: 40 seconds**  
**Bullets: 15**  
**Guards: 3**

Stay close to the walls to avoid the surveillance cameras. Move around the top of the wall as you start out and eliminate the first guard. The one above you turns to move toward you. Squeeze off three rounds when he comes into range. Then move to where he first stood and fire down at the last guard.

## Training Mode, Stage 0007



You can avoid detection by crawling through the middle section to the goal, but the easiest path is to time your movements with those of the guards and advance when they do. When you reach the third section, race for the goal as they begin their return patrol.

## TIME ATTACK MODE

**Time Limit: 30 seconds**

The short walls cover Snake only when he's crouching. Therefore, you must time your movements with the those of the six guards patrolling the outer area. Remember to drop to a crouch before they turn their heads to look across the center area, or they'll spot you.

**Tip**

If you keep Snake in the exact middle of the center section, you won't have to crouch to avoid detection.

## GUN SHOOTING MODE

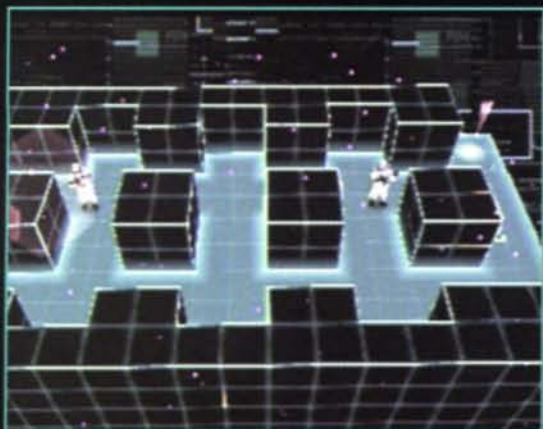


**Time Limit: 30 seconds**  
**Bullets: 30**  
**Guards: 6**

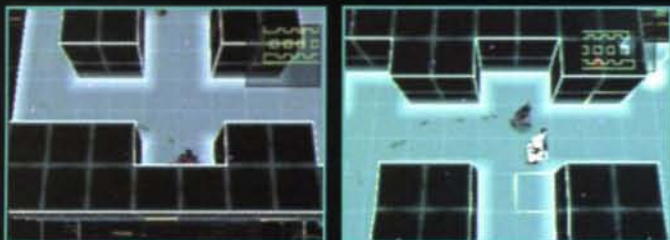
From the start of this level, pivot around and eliminate the three closest guards before they spot you. Then, while moving up the center of the level in short increments, rotate and remove the remaining three as they come into range.



## Training Mode, Stage 0008



Footprints in the snow will be the end of Snake if either guard notices them. By hugging the wall section toward the bottom of the screen, Snake can avoid detection by the first guard, and then sneak behind the second to reach the goal.



### TIME ATTACK MODE

Time Limit: 25 seconds

With the addition of a third guard, getting past the first two is easily accomplished by drawing their attention (tap on a wall section). As the first guard moves closer to investigate the source of the sound, move around the opposite side of the wall to the next section and draw the attention of the second guard in the same manner. Remember, your footprints will lead both alerted guards on a chase leading to you, so you won't have much time to fool around getting past the third.

### GUN SHOOTING MODE



Time Limit: 40 seconds  
Bullets: 20  
Guards: 4

Taking a step to the right, take down the guard approaching from the right side. As the guard above moves down to investigate the commotion, circle around from the left side of the wall and shoot him from behind. Move toward the right and eliminate the remaining two guards as they come into range. Then make your way to the upper-right corner where the exit will appear.

## Training Mode, Stage 0009



Attract the attention of the nearby guard by rapping on the wall section (press **●** while pressing up against a wall section). As the guard moves in to investigate, navigate around the opposite side of the block and proceed up the corridor. Repeat the technique to draw the second guard from his post and make your way to the goal.



## TIME ATTACK MODE

Time Limit: 1 minute

To reach the north end of the corridor you must draw the attention of the first guard, hidden in one of the alcoves in the long corridor, and then subdue him as he makes his way back to his post.

Tip

Be sure you draw the second guard far enough from his post that you have time to subdue him before his partner can spot you.

At the north end of the corridor, repeat the tactic with the right-hand guard. This will attract the third and final guard and allow you to reach the goal.

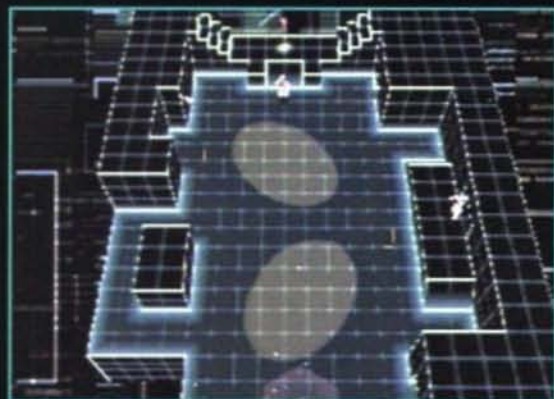
## GUN SHOOTING MODE



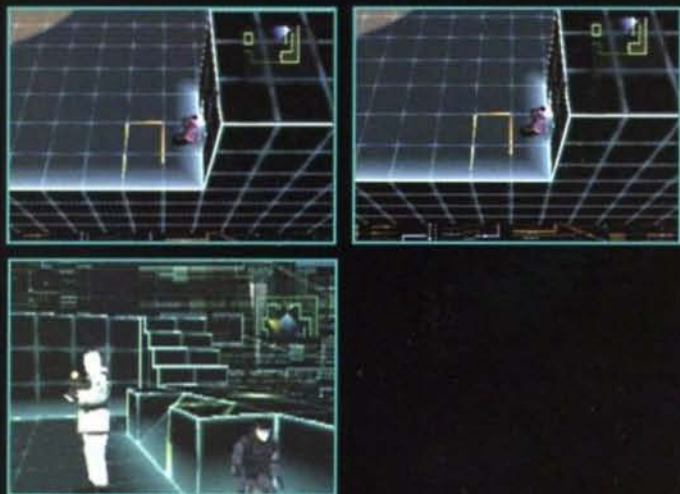
Time Limit: 1 minute  
Bullets: 30  
Guards: 6

Once you reach the corridor running north, tap the wall to draw the guard out of the alcove. Then systematically move forward quickly and take down the oncoming guards; repeat. The key is to eliminate guards three and four when they're close enough to the remaining two guards to draw them out to investigate the noise. (Just be careful you don't move too far up and alert the second pair of guards.)

## Training Mode, Stage 0010



In addition to the patrolling guards, if the roving searchlights spot you, it ends the level. With all the time in the world, the easiest route to complete the final stage is to take the ductwork tunnel at the lower-right corner all the way to the end. When the guard turns his back to move away from you, crawl to the position shown (see screenshot). Watch the guard, and then sneak up the ramp to the goal when he turns his back again.



## TIME ATTACK MODE

Time Limit: 50 seconds

The additional guards and surveillance cameras again make the air duct the safest choice. Use the same strategy as in Training mode. You won't break any time records, but you should be able to complete this course under 45 seconds.



## GUN SHOOTING MODE



Time Limit: 1 minute 20 seconds

Bullets: 30

Guards: ?

You have more than enough time to complete this level. Just be sure to press R1 to reload your Socom Pistol quickly. Start by moving up alongside the wall ahead. Eliminate the first guard, making sure you're close enough to him that you can make it to the next wall

Tip

If you pass the last guard and shoot him from behind, he won't spot you before you can finish him off.

section (outside surveillance camera range) before his body hits the ground. From there, kill the guard as he leaves the alcove in front of you; then eliminate the two guards patrolling the northern part of this level.

Move up to the ramp and make your way to the right side of the upper level. Eliminate the sleeping guard standing at the lower-right corner. On your way back, eliminate the last guard from above, and then head for the exit.

Congratulations! Time Attack mode is now complete. You've opened up the Survival Mission, where you must complete all 10 levels of Gun Shooting mode under seven minutes. You start with only 50 rounds of ammunition, so you'll have to pick up more from fallen guards as you progress through each level. Good Luck!

METAL  
PRIMA'S  
GEAR™  
UNAUTHORIZED  
SOLID  
GAME SECRETS





102

® and Prima Publishing® are registered trademarks of Prima Communications, Inc. ©1998 by Prima Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Project Editor: Sara E. Wilson

This fully independent edition is a product of Prima Publishing and is not affiliated with licensed, authorized, or sponsored by Konami. Metal Gear™ Solid is a trademark of Konami. Prima disclaims any copyright in the game Metal Gear™ Solid.

All products and characters mentioned in this book are trademarks of their respective companies.

**Important:**

Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 7615-1766-9

Library of Congress Catalog Card Number: 98-66902

Printed in the United States of America

98 99 00 01 GG 10 9 8 7 6 5 4 3 2



PRIMA'S UNAUTHORIZED GAME SECRETS

# PlayStation

VOLUME

# 6

Covers **32** Games!

**Deathtrap  
Dungeon**

**Breath  
of Fire III**

**Gex:  
Enter the  
Gecko**

**Mortal  
Kombat 4**

**Gran  
Turismo**

**Need for Speed III**

**Tekken  
3**

**Vigilante 3**

**The  
Granstream  
Saga**



GAME SHARK  
VIDEO GAME CHEATERS

INTERACT

This fully independent edition is a product of Prima Publishing and is not affiliated with Sony Computer Entertainment, Inc. or any of the Computer Entertainment, Inc. or any of the developers or publishers of the games reviewed. PlayStation is a trademark of Sony Computer Entertainment, Inc.

**Game Shark  
Codes Inside!**

to order, call prima at  
1-800-531-2343





U.S. \$12.99 Can. \$17.95 U.K. £9.99

Electronic Entertainment

# ARE YOU SOLID ENOUGH?

COMPREHENSIVE  
WALKTHROUGH

LOCATIONS OF ALL  
ITEMS AND WEAPONS

DETAILED MAPS

SECRETS OF EACH  
AREA UNCOVERED

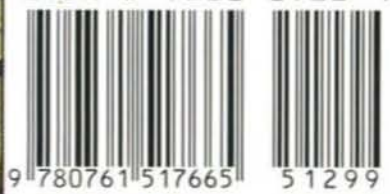
STEALTH TECHNIQUES  
AND TOOLS OF  
THE TRADE

ALL ENDINGS  
REVEALED

COMPLETE COVERAGE  
OF VR TRAINING MODE

This fully independent edition is a product of Prima Publishing and is not affiliated with, licensed, authorized, or sponsored by Konami. Metal Gear™ Solid is a trademark of Konami.

ISBN 0-7615-1766-9



The Prima Logo and Prima Publishing® are Registered Trademarks of Prima Communications, Inc.

[www.primagames.com](http://www.primagames.com)

Platform: PlayStation