

Introduction

Chances are, this isn't your first mission with Solid Snake. And while you may think you've mastered Metal Gear gameplay before, you're in for a rude awakening the moment you step into Old Snake's new digs.

They say you can't teach an old dog new tricks, but that rule doesn't apply here. Snake's learned lots since his adventure, including an arsenal of new CQC moves with which to dominate the PMC enemies. Some are useful, some are just fun.

Figuring out the new rules of engagement is tough, so we've done it for you. Our extensive basics section goes over the modified gameplay of Metal Gear Solid 4 in practical terms, and we highly suggest reading over the tips therein so you can graduate to a rewarding mastery of the game. When you're done there, check out our walkthrough for boss strategies and info on hidden items. Miss something early and it could hurt you in the long run.

In this Metal Gear Solid 4: Guns of the Patriots strategy guide, you'll find:

- **BASICS** // Extensive strategies for stealthy play. Read this first to dominate the PMCs.
- **WALKTHROUGH** // A Metal Gear Solid 4 walkthrough—beat every boss and find the best items.
- **MULTIPLAYER** // Multiplayer strategies to help you destroy your opponents.
- **SECRETS** // Unlockables and completion emblems discovered.

Guide by: Mark Ryan Sallee
Multiplayer by: someone else





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Metal Gear Solid 4 Basics

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PHASES

As in past Metal Gear games, enemy AI in Metal Gear Solid 4 is centered on an intricate system of alerts. Understanding the gist of the alerts is simple, but take time to *fully* comprehend the intricacies of the system to gain true mastery of the game (and really understand what it is to be Solid Snake.)

NORMAL

This is the standard mode of guards when they are *not* aware of Snake's presence. In this



mode, guards do not investigate or actively search for Snake—they will simply hold to their patrol routes.

...Unless, of course, the guards detect you. You can be detected in a couple of ways while staying in the normal alert phase. Snake makes noise while running and even while crawling at full speed, and guards will react to the noise by becoming curious. Guards will also be curious if they think they see Snake, usually just outside their range of sight.

A curious guard will not raise alarms, but he will investigate the area where he heard the noise or thought he saw something. A curious guard does not do a lot of searching—you can dodge him by hiding away from the original spot where you were when he became curious, hiding in a locker, or by playing dead. A curious guard does this searching alone and will immediately return to his normal patrol after his unthorough investigation.



ALERT

Alert occurs when you've been positively spotted *and* the guard is able to yell to signal your position—unlike in Metal Gear Solids 2 and 3, the guards do *not* need to radio in help for a



full *alert* to take place. This is key to remember. If you get a guard's attention, you need to be very quickly to silence him (usually with CQC or a weapons) without triggering alert.

While in alert status, the enemy always knows where you are, even if you break line of sight. However, breaking line of sight is crucial to dropping your alert status, as the alert countdown will only drop when you're out of sight. You can't get comfortable when you've broken line of sight, though, as the enemies still know where you are until the alert countdown timer reaches zero. When the alert phase times out, evasion takes over.



EVASION

In the evasion phase, enemies *aggressively* search for Snake. Enemies will search under tables, in lockers, and investigate anything suspicious they might cross (like a dead body).

As in the alert phase, you must remain undetected to let the evasion countdown run down completely. This is the most crucial part of resetting the alert status—if you can remain hidden throughout evasion, you should be well-hidden enough that you won't have to worry about the following phase.



CAUTION



Enemies still operate on heightened senses and with increased numbers during the caution phase but they are *not* actively seeking out Snake. If you've taken refuge inside a locker or in a crawl space, you will be safely hidden and have no worry of being spotted unless you leave your safe spot. When the countdown timer for caution ends, the alert phase returns to normal.

WARZONE DIFFERENCE

Alert phases operate a bit differently when you're in an active warzone, i.e. when you're amidst an active battle between the PMCs and the rebel forces. In warzones, causing an alert phase means you will take fire, but you will not be actively sought unless you are on the PMC's side of the battlefield. Alert and evasion phases countdown quickly and there is no caution phase.

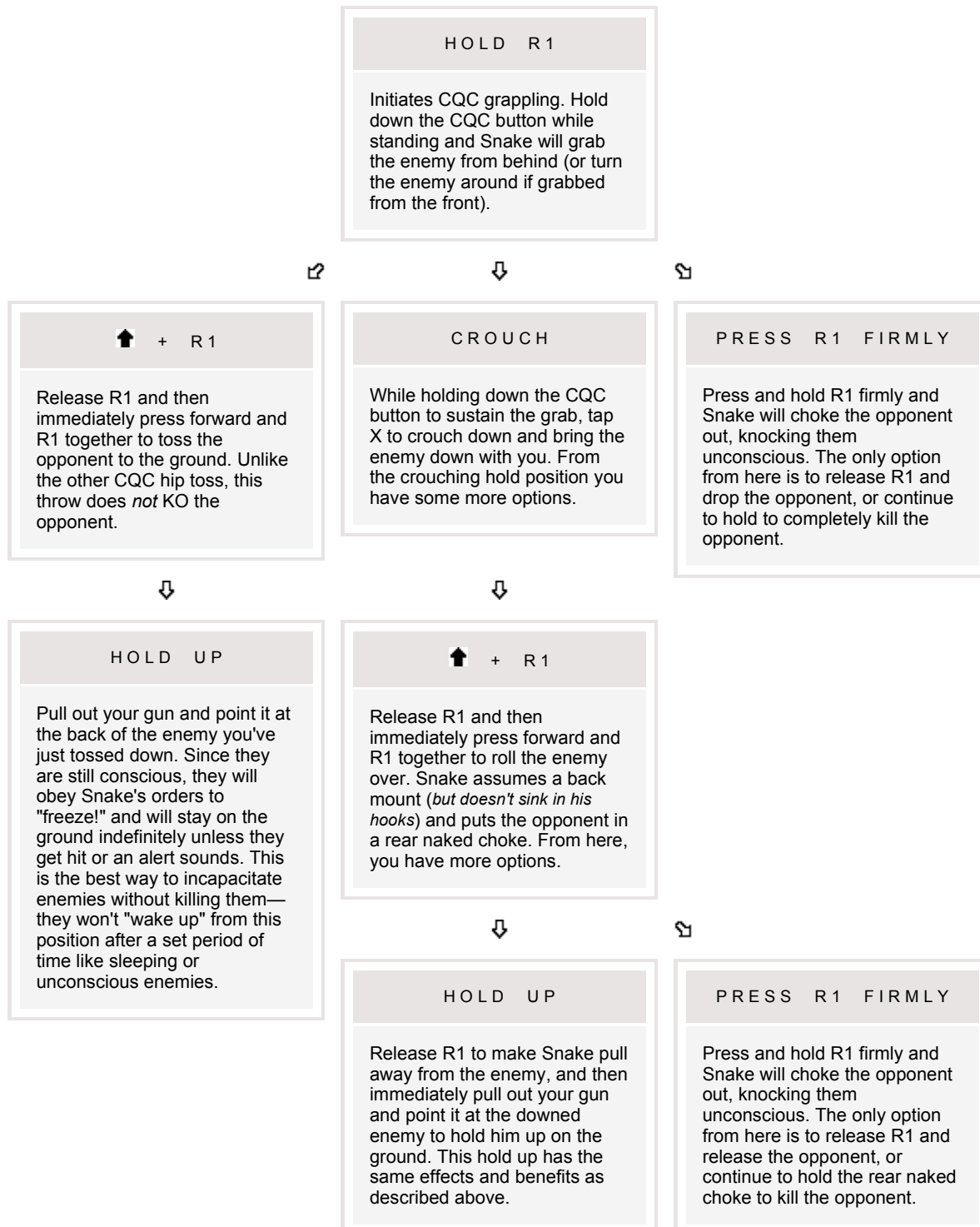
[<<](#)[Enemy Alert Modes](#)[Close Quarters Combat](#)[Miscellaneous Tips](#)[>>](#)

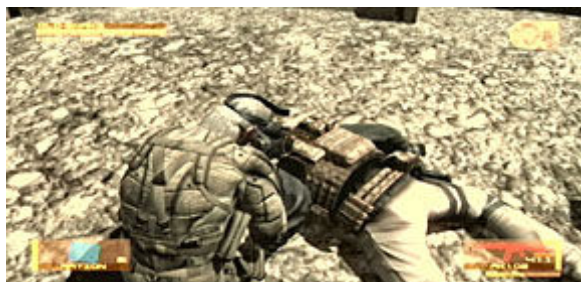
THE BASICS

Mastery of CQC, or Close Quarters Combat, is another vital skill for successful Metal Gear espionage. Sure, you can get by using just your weapons, but smart use of CQC will make more stealthy play possible and will open up new, more effective avenues of gameplay.

You probably already know these basics, but it feels weird to go into the best parts of CQC without first discussing the basis. We'll be brief: First things first, you can only use CQC when you have no weapon equipped or are equipped with a CQC-ready weapon, like the stun knife or a pistol. Even if you are equipped with a CQC-ready weapon, you cannot use CQC while aiming said weapon. Tapping the CQC button will cause Snake to execute a quick strike combo and pressing *and holding* the CQC button will cause Snake to grapple with the enemy.

Since CQC striking is simple and uninteresting, we'll focus these tips on the more useful and complicated grappling aspects of the Close Quarters Combat. If you hold any direction on the right analog stick while pressing *and holding* the CQC button, Snake will slam the opponent to the ground, instantly knocking them unconscious. However, if you press *and hold* the CQC button without any input on the right analog stick, Snake will grab and hold the opponent. From this position you have many options, more of which are described in the manual. For the purpose of this guide, we'll show you the most effective ways to branch your CQC grappling.





DIVE ROLL

Pressing X while running will cause Snake to perform an evasive dive that's much more useful than you might first think. While you can use the move defensively to roll out of the way of enemy fire, it's even better as an offensive attack, especially versus multiple enemies. If you find standard CQC attacks getting countered by the enemy, attack them from a distance with the dive roll. Enemies hit by the dive will fall down, at which point you can knock 'em out with a quick combo or even hold them up.

<<

Enemy Alert Modes

Close Quarters Combat

Miscellaneous Tips

>>

UNCONSCIOUS VS ASLEEP

There's an important distinction to make that may not be so obvious unless you've played a lot of Metal Gear Solid. Enemies knocked unconscious (*with stars over their heads*) are not the same as enemies that are put to sleep (*with Zs over their heads*) with tranquilizers. Both enemies are temporarily incapacitated, and while the difference between the two states isn't obvious while they're down, when the enemies eventually come back around you'll want to know this.

When unconscious (*with stars over their heads*) wake up, they immediately go into the caution alert phase. These enemies remember what happened to them before they were KO'd. Conversely, sleeping enemies (*with Zs over their heads*) wake up and may be temporarily startled but do *not* trigger a caution phase. By tranquilizing an enemy and putting him to sleep, you effectively erase his memory of Snake.

HOLD UPS

The benefits of hold ups must be stressed, especially if you're playing through the game while trying to not kill anyone. When you try to play the game without killing, you have these options when dealing with enemies:

AVOID - Simply avoid enemies. This is difficult in some circumstances, as you'll constantly have to watch behind you to avoid detection from enemies you've already sneaked by. As well, you won't get side benefits from dealing with enemies, such as extra items you can steal from them.

KNOCKOUT - KO opponents, either with melee combos, CQC hip throws, or with the stun knife, will render the temporarily incapacitated. These enemies will wake back up when the stars over their heads disappear, but you have plenty of time to steal items from their bodies (by repeatedly picking up and dropping the enemy).

TRANQUILIZE - Shoot an enemy with a tranquilizer dart and they'll go to sleep—a head, butt or crotch shot

puts them to sleep instantly, while other parts take longer to induce sleep. Like KO'd opponents, enemies stay asleep until all of the Zs over their heads disappear. Until then, you can do whatever you want with the enemy, like move them out of the way or pick up and drop their body to steal items.

HOLD UP - Silently sneak behind an enemy and then press L1 to pull out your gun. Snake will tell them to "freeze!" and the opponent will stay frozen indefinitely. While an opponent is held up, you can frisk their bodies to uncover items Snake can steal.



The key point in the above descriptions is that knocked out and tranquilized enemies are incapacitated temporarily, while held up enemies are incapacitated *indefinitely*.

Enemies will stay held up as long as they don't see you turn your back to them, no alarms sound, and no other enemy comes by to give them support. The first point is especially interesting because you have to make an effort to keep the opponent from seeing that you're no longer sticking them up. If you run in front of a standing enemy with your back turned, they'll drop their hands and go into attack mode.



To prevent an enemy from dropping his hands due to your inattentiveness, push the opponent to the ground before sticking them up. An opponent that's held up on the ground will put his hands on his head, face down, and will *not* be able to tell when you are no longer paying attention. In this state, an opponent will remain "held up" and incapacitated as long as an alarm doesn't sound or another enemy doesn't come to support them. In this way, you can effectively keep the enemy permanently incapacitated without killing him.

WARZONE DIFFERENCE

Take note that in warzones, hold ups are not nearly as effective as they are normally. Enemies held up in a warzone will constantly look to get up unless you continuously hold your gun to their backs. As soon as you turn around, even if they can't see you, the enemies will try to break out of the hold up. Because of this, we suggest not using hold ups in warzones unless you follow immediately with a knock out or a tranquilizer shot.

Metal Gear Solid 4 Walkthrough

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BEGINNING

War Zone

After the first cut scene, you gain temporary control of a shrouded Snake. Look under the nearest truck for an early ration, and then turn left and crawl under a second truck to trigger another cut scene. After this second cut scene, grab the AK-102 on the ground just at Snake's feet. You'll need to equip the gun from the pause menu before you can use it. Continue to the end of the street on the right—don't worry about fighting anyone—to trigger another scene.



You'll be introduced to the Gekkos, bipedal robots that pose a pretty serious threat. Fortunately, Snake can avoid them almost entirely. Go left down the road you came from before the last cut scene and continue north into a bombed-out building. To get through this brief section of gameplay, simply run toward the blinking red dot on your compass that appears in the upper-right corner of the screen. Stay inside buildings whenever possible to avoid detection by the Gekkos. When you've hit the north end of the streets, you'll turn right into a doorway and trigger yet another cut scene.



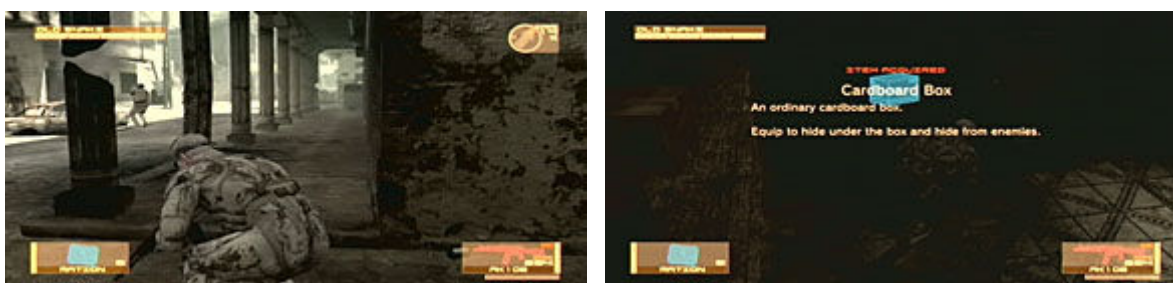
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RED ZONE NW SECTOR :: MIDDLE EAST

Patrol Zone

When you regain control of Snake, you can grab some items from the alley to the right before continuing down the street on the left. Tread quietly, as there are PMC soldiers on patrol on the street to the east. Look for a doorway on your right and head into the building to take cover—if you're quiet and avoid the windows, the soldiers and the APC won't spot you. Alternatively, you can cross the street to the northern side and explore the buildings on that side—you'll find some items, including a cardboard box. To procede, however, we suggest sticking to the southern side of the street.



Look for a crawl space at the east end of the building that leads you to a small corner outside between two buildings. When the coast is clearly, slowly crawl along the eastern building's wall, behind a destroyed car that separates you from the APC. Once behind the car, you can turn around and head inside a second building just as you hear a man getting gunned down.



You can get some items by shaking down the trio of dead bodies in this building, but watch the window to the north to make sure the PMCs aren't peering in while you walk around. Look for yet another crawl space at the east end of this building and go through it, but carefully. The hole opens up to another building inside which is a PMC soldier on patrol. He won't be able to see you crawl out (you end up behind a box) but make too much noise and he may detect you.



Hide behind the stack of boxes just outside the crawl space and wait for the PMC soldier to walk around the north side of the boxes. You have plenty of time to sneak up behind him to take him out (we suggest using [CQC to hold him up on the ground](#)). You can pretty freely explore the rest of the building to find some items (search the lockers to the southeast). When you reach the open eastern end of the building, crawl out of the building to avoid detection by the

PMCs and second APC to the north and make your way across the street and into the building on the other side. There's a doorway behind a large storage container.



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RED ZONE :: MIDDLE EAST

Patrol Zone

Once in the new area, head up the stairs on your left to the upper level of the open building. Look south to see if there's a PMC in the southern room on the second level—if you can't see him, it's safe to dive roll over the gap in the flooring to the south. Once across the gap, creep south and look out for the aforementioned guard. He's here somewhere. If you wait behind the wall of lockers, the soldier will eventually walk right next to you, letting you silently take him out.



Move eastward along the upper level of the building. When you reach a short wall to the east, hop over to land on the second floor of an adjacent building and immediately crouch down low. There's a soldier patrolling the narrow street to the north (your left), but he won't spot you if you stay low. Creep eastward along the upper level of the building, past a ladder, and to the building's east end. When you're in the eastmost building, drop off the northern ledge behind a large storage container and watch the movement of the enemy on patrol on the nearby street.



When the soldier walks westward, crawl around the corner to the right, continuing east to a shallow alley with a garbage bin. When the road is clear, enter the building opposite the garbage bin from the main road to trigger a cut scene. In the scene you'll acquire some new weapons and the Solid Eye.



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RED ZONE :: MIDDLE EAST

War Zone

Take note that at this point, the game transparently switches to a war zone setting, as opposed to the standard patrol zone. In war zones, **alert phases are slightly different**, and hold ups no longer last indefinitely (enemies will try to break free quickly). Balancing this change, knocked out and tranquilized enemies stay asleep for good, unless a buddy of theirs wakes them up. Not even Snake can wake a downed opponent in war zones.



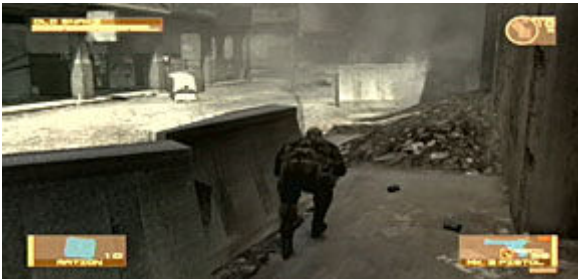
You can take some time to play with the Mk. II if you'd like, or just skip straight to the chase. Climb the ladder inside the building Snake's in to an upper level and follow that upper walkway to a block to the north that Snake can hop on top of. From there you can cross some rubble spanning the gap between two buildings, heading north to another rooftop.



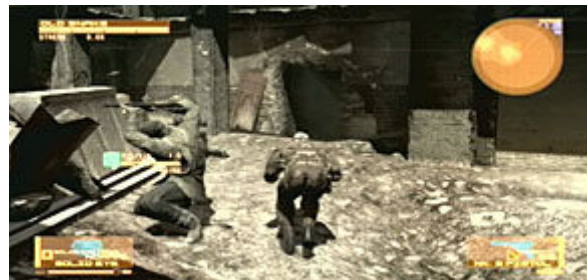
The walkway around the top of the roof branches left and right, but we suggest going left. You'll come up behind a pair of PMC soldiers that you can take out silently using the Mk. II and some CQC. On the street north of the building, PMCs to the west are duking it out with militia forces on the east. If you want to get on the good side of the militia (it's a good idea), help them by taking out any soldiers on the street below. We used our trusty Mk. 2 pistol (that's different than the Mk. II robot).



Backtrack across the rubble that connects two rooftops and make your way to street level. Follow the street north, sticking to the right side for cover. Though the militia is fighting just to the north, you'll likely spot a lone PMC soldier on the western side of the road who's paying no attention to the south. Sneak up behind him and take him out, then go back to the east side of the street and look for an opening in the buildings on the right that leads to an enclosed hall.



Continue north through the hall and you'll come out behind the militia's line of defense. The militia soldiers shouldn't attack you if you've followed our advice to help them out, so you can continue through them unmolested. We suggest stocking up on weapons dropped by dead militiamen, and be sure to grab the unlocked RPG in a northern corner of their trench before continuing north to the militia safe house.



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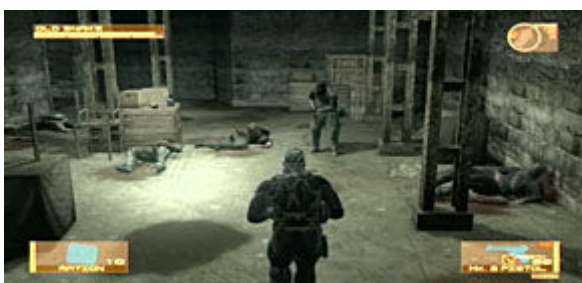
MILITIA SAFE HOUSE :: MIDDLE EAST

Patrol Zone

If you've made friends with the militia as we suggested, you shouldn't have to worry about the patrol guards in the safe house. They'll be casually alerted by you, but they won't trigger alarms—just let them walk up to you and give you the clear to go. Follow the tunnels north with your night vision Snake Eye equipped to spot the myriad items that you can collect.



After passing through a large room packed with wounded militia soldiers, go to the next hall and look along the left wall for an iPod Music song ("Theme of Tara"). Keep moving through the tunnels while letting the soldiers check you out as to avoid confrontation. Make your way to a back room to the northeast and inspect the lockers to find a Middle East Militia Disguise and a bunch of RPG ammo. With the outfit equipped, the militiamen will no longer stop you to check you out. Make your way northwest and you'll soon reach a set of stairs that leads to the next area.



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URBAN RUINS :: MIDDLE EAST

War Zone

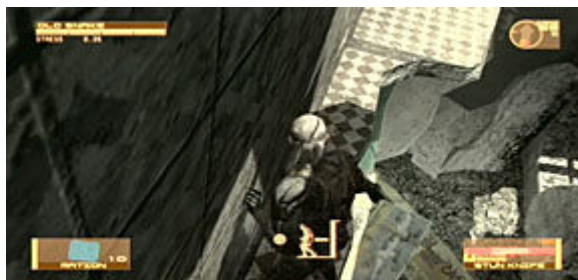
You need to go westward to find an entrance into a collapsed building, but before you do that we suggest climbing the stairs of an adjacent building to find some hidden items. Go to the third floor of the building and hang off the ledge that faces the street to the south. Drop off the ledge and then press the action button just as Snake passes the ledge below to cling onto the second floor platform. There you'll find an RPG and, around the corner to the left in a narrow hall, a dot sight item for customizing your weapons.



From the third floor of the building you can dive into the adjacent, collapsed structure and grab an RPG on a high platform. Drop down further to the floor and start making your way through the rubble. You'll hear some chatter from other soldiers, but don't worry about them for now. They're not talking about you.



After crawling through some really low areas for a bit, you'll reach a ledge that Snake can hop on top of. From there, turn right around the corner as the camera cuts quickly to show off a collapsing portion of the building. Continue to the next room, hop onto another short ledge, and then look for a narrow path to the north that Snake can sidle along if you press up against the wall. Slide down the ramp to the left and continue through the collapsed building until you trigger another cut scene.

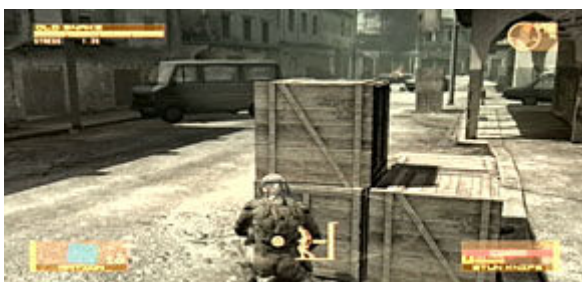


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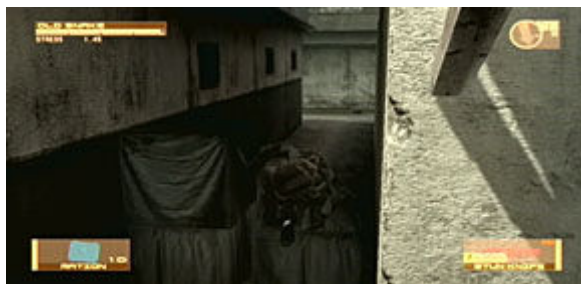
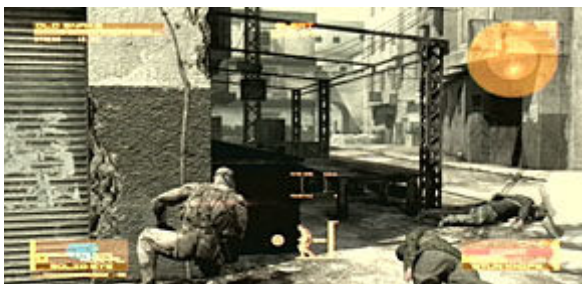
DOWNTOWN :: MIDDLE EAST										
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War Zone										
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After you've gained the drum barrel, step back into the collapsed building and looking around the corner to the south for the handgun light. Go west down the street and you'll be behind militia forces—again, if you've followed our advice and befriended them, you won't have to worry about them attacking you. Take a right down the first alley you find.



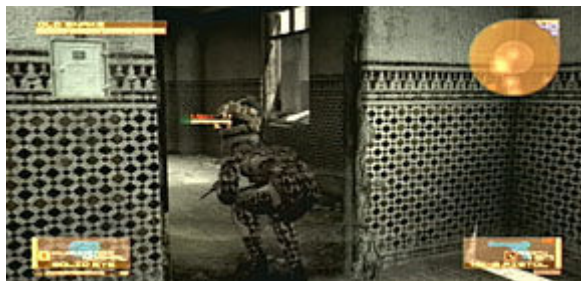
Follow the alley to a road that runs along the north end of the map, which is an entry point for the militia forces. Follow them down the road, heading west to an intersection with a main road where the militia is currently held down by sniper fire. Take a left to go south down another road under militia control and look for a short stack of boxes to the west that Snake can hop over.



Crawl west through the next alley and cross the street to a sidewalk that's just south of a pair of PMC soldiers. You can zap the soldiers with the Mk. II to permanently disable them, letting Snake move north to their position and then into the alley west of them. Be cautious, however, as there is a sniper positioned directly above the spot where those two PMC soldiers were. Look for a ladder down the alley—you can climb up behind the sniper and take him out with a tranquilizer shot or CQC.



From the sniper's position, go south and dive roll through a window into a room with a second sniper periodically looking out an east-facing window. You can sneak up behind him and take him out to collect his weapon, and then inspect the lockers in the room for a laser dot sight and some other goodies. On the bottom floor of the building is a third sniper in almost the exact same position as the second (relative to the bottom floor), making for another easy stealth takedown.



Leave the building through the door to the south and cross the street to an area dominated by the militia. You can take a southern alleyway to safely move further west down the street. As the alley turns to the main street, crawl along the southern sidewalk, behind some boxes, and toward the PMC forces. If you stay on the ground you won't be spotted, letting you move westward along the sidewalk. Look for a crawl space that leads into one of the southern buildings, cross through the building, and run across the next embattled street to a doorway into a western building marked by the blip on your radar.



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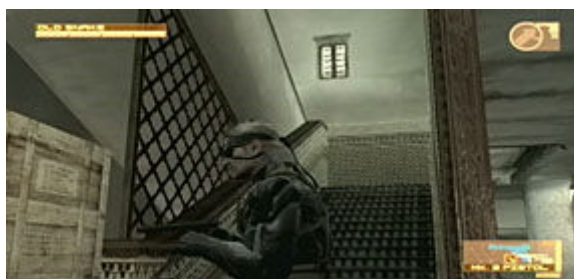
ADVENT PALACE :: MIDDLE EAST

War Zone

Tread carefully in the palace as it's set up with loads of boobytraps, mostly in the form of claymores and sleep gas mines. Equipping the night vision Solid Eye will allow you to spot these traps, and you can even disable the claymores and mines by crawling over them. There are two stairways in the building, one on the north end and one on the south end. You can quickly run up the southern stairs to collect some items before reaching a dead-end and then returning to the base floor to go up the stairs to the north.



Watch for traps set on the stairs as you make your way up the levels. On the third floor of the palace, go to the west end of the building to find another iPod Music song ("Level 3 Warning"). Once on the third level, you'll need to use the southern stairway to continue to the rooftop, as the northern stairs you've been using are blocked off. Once on the rooftop, turn left and follow the walkway through a kitchen area and into a hall that triggers a cut scene.



As the scene ends, a battle with the Frogs begins. Stay close to the Rat Patrol for optimum protection and take out the Frogs that you can. Remember that this is a War Zone setting, so knockouts are permanent—a quick CQC slam to the ground is all it takes to take out a Frog. But watch out, 'cause they've got some CQC of their own and you'll need to rapidly wiggle with the left analog stick to break out of their hold.



SPECIAL NOTE

There is a hidden reward at the end of the Frogs battle that you get *only* if you do not use lethal force on the Frogs. You can knock them out and tranquilize them, but you cannot kill any of the Frogs if you want this reward. Don't sweat it if the Rat Patrol kill Frogs, 'cause those kills don't count.

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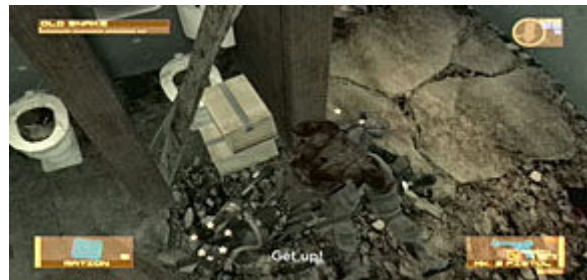
ADVENT PALACE :: MIDDLE EAST

War Zone

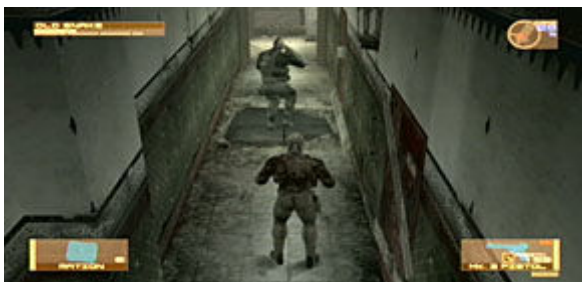
After clearing the rooftop, head down the stairs into the palace. You need to get the Rat Patrol back to the second floor of the building. Stay with the group the whole way, keep your rations equipped, and do your best to help out. Even if you're a miserable shot, the Rat Patrol is pretty capable of dealing with the Frogs alone. Just keep them companying to the second floor.



Once on the second floor, you'll have a brief shootout with the Frogs from between the balconies before heading into the bathroom area. Akiba gets knocked out and you need to wake him up, though beware of the Frogs coming into the bathroom from just around the corner. You can expedite Akiba's awakening by crouching near him and patting him on the back with the action button. When Akiba's awake, help the Rat Patrol finish off the rest of the Frogs and then go south into a hall with one of Akiba's laser traps.



A cut scene shows Akiba disable the boobytrap and the squad jumps into the hole in the floor. Instead of following them right away, perform a diving roll over the hole to gain access to an otherwise unreachable section of the second floor where you'll find some items, including a GP30 grenade launcher attachment for the AK-102 rifle. With the item in hand, backtrack and drop into the hole.



You and the Rat Patrol take cover behind a countertop as the Frogs invade the foyer of the palace. Shoot at the Frogs from safety, ducking behind the counter for cover, until the enemies are gone, and then follow Meryl's squad into a room to the west to trigger another cut scene. You can gather some items before following the team down the elevator shaft and into the Advent Palace Garage. There you can collect some items (including a Frog Doll if you managed to kill no Frogs) before going up a dirt mound and jumping over some crates to reach the next area.



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CRESCENT MERIDIAN :: MIDDLE EAST											
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War Zone											
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You hit the streets behind another militia front as they battle with the PMC soldiers. A cut scene shows the militia roll up with a tank, pushing northeast on a street ahead. From behind the militia trench, duck down and look for an opening in the left wall that leads to some ruined buildings. You can creep north through the buildings, hopping through windows to reach the street behind the tank. From there, get down on the northern sidewalk and crawl northeast, staying just behind the tank to let it clear the way.



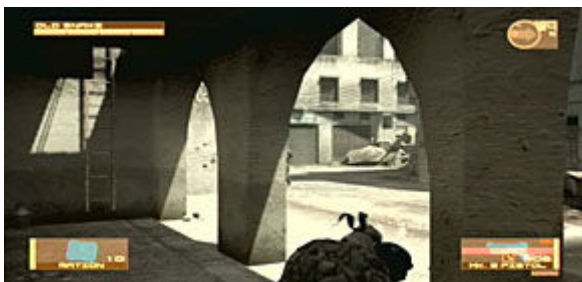
The tank inevitably gets blown up (it rolls backwards, so don't be right behind it like we were), but the militia is still successful in pushing back the PMC forces. Just stay behind the militia and stick to the left-side sidewalk until you reach an open alley on your left (west). Quietly climb the ladder on the building just inside the alley and, when you reach the top, look right to spot a PMC sniper looking down at the battlefield. You can hold him up quickly, but since this is a war zone scene he won't stay down—knock him out or tranquilize him to disable him permanently.



Just around the corner on the same rooftop is a javelin missile launcher you should collect. You can also cross a sky bridge to another rooftop for a ration, or just climb back down the ladder to return to the street level. Follow the alley behind the building while hugging the floor, as just north of the building where you disabled the sniper is a pair of PMC soldiers behind some cover. They're on ground level, so can quite easily send in the Mk. II bot to zap 'em both from behind and permanently stun them.

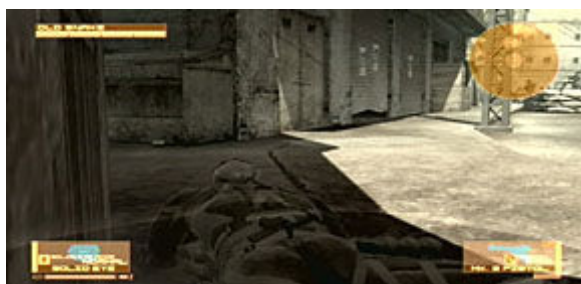


The skirmish should end at that point (or soon thereafter) and the militia forces will celebrate. Look for a ladder just north of the position of those final two PMCs and climb it to a balcony that leads behind the building and drops Snake into a backroad that loads a new area and a cut scene.

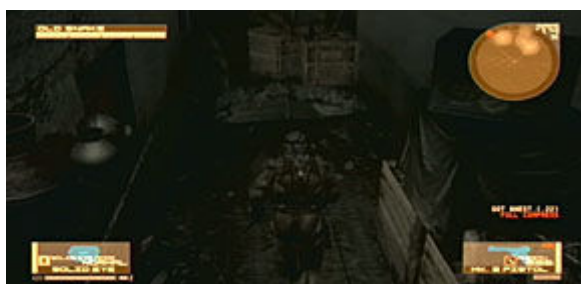


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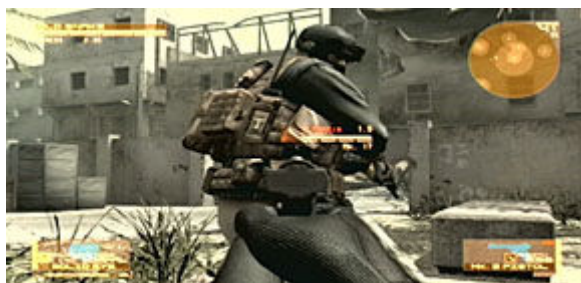
Get down on the ground and start crawling eastward along the left sidewalk. There are two PMC enemies patrolling the street, but if you stick to the left side of the street they shouldn't spot you. Eventually you'll pass by some barbed wire, at which point you'll near an alley that you can enter that leads to a hole in the wall of a building. Go inside the building and look to the right for an iPod music track ("Theme of Solid Snake").



Slowly start climbing the stairs in the building—there's a soldier on the upper level. Wait at the top of the first set of stairs but don't climb up the second set until the PMC soldier walks away from you, facing out the window. You can then quietly sneak up and disable the soldier (in patrol zones like this, hold ups are rad). Now look for a hole in the floor around the corner of this room and drop down to the lower floor.



There are two doors in the lower hall and both lead to the same room, but the southern door is safer. It spits you out into the next room behind a locker (inside which is a M4 suppressor), which is a good place to scout out the yard outside the open-sided building. Crawl to the edge of the building, just inside the hole in the wall, and wait for the nearest guard to walk eastward, right in front of you. When he's passed Snake, stand up and sneak behind him to hold him up. Put him on the ground for a permanent hold up.



There's a second guard in the open yard, north end, that we also suggest taking out. Wait for him to start his long walk eastward, at which point you have plenty of time to creep up behind him and hold him up. Move to the southwest corner of the yard, against the wall. There's a hole in the base of the wall—get on your belly and crawl through it to hide behind a stack of boxes. A soldier on this side of the wall patrols just north of the boxes, so don't peek out from behind them until you're sure he's not looking.



To make moving through this complex yard simpler, we suggest disabling that aforementioned guard. Run behind the nearby Osh truck and wait for the guard to walk nearby on his patrol (he'll be on the left side of the truck). Press up against the truck and tap on it to make a noise, luring the guard to the back of the truck. Then quickly run to the right side of the truck and crawl underneath it. The guard will stand behind the back of the truck for a couple of seconds,

letting you come up on the left side of the truck and hold him up from behind.

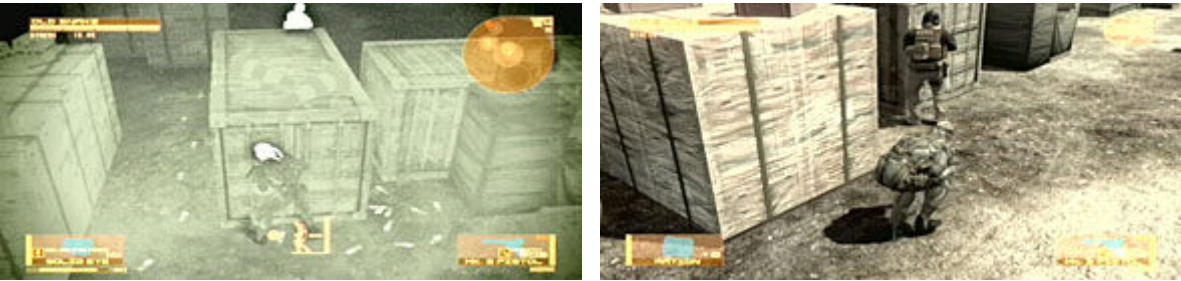


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MILLENNIUM PARK :: MIDDLE EAST									
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You now need to start making your way northward, but that's easier said than done. The yard is packed with guards, and the watch tower to the west has one man that's a particular pain in the butt. Crawl underneath the Osh truck that's facing west and from under there you can make a pretty easy tranquilizer shot on the guard in the tower with the first person view. Make sure your aim is good—if you hit the guard anywhere, he won't sound any alarms, but if you miss the guard will be mildly alerted and calls for a caution. Wait for the guard to pass out.



Crawl up from under the truck and take cover behind a greenish container just right of the wood stacks, north of the truck. There's one guard that patrols just north of your location, eventually making his way eastward just on the other side of the wood stacks. Wait for the guard to pass on the other side of the greenish container and tap on the wall, and then quickly run left to hide behind the wood stacks. As the guard inspects the source of the noise (on the greenish container), creep up behind him and hold him up. Shove the guard on the ground between the container and the wood stacks so that the watch tower guard won't see him if or when the watch tower guard wakes up.



There are just two more guards left in the yard, only one of which needs to be dealt with. Go north of the wood stacks and hug the wall on the right (east) to sneak behind the northeast-most tent. Hide behind the south end of a garbage bin and wait for a guard to patrol just north of it. When the guard turns his back, you can creep out to take him out from behind, outside the view range of anyone left standing.



At this point it doesn't matter if the watch tower guard wakes up, and you don't have to handle the last guard you've yet to encounter. Just creep westward behind the north end of the tents, watch for that last guard in the northwest corner of the yard, and step into the red door on the northern wall when the last guard isn't looking. Easy enough, and that concludes the act.



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COVE VALLEY VILLAGE :: SOUTH AMERICA

Patrol Zone

This first area presents an interesting challenge, should you choose accept it—save the five militia soldiers being held in the center of the village before they're assassinated, one by one. We're going to suggest using a lot more blunt force than we usually do in the guide in order to complete this special situation, but rest assured that it'll still be non-lethal and sans alerts. To start out, run north through the grass and perform a dive roll off of the ledge and onto the top of a red-roofed building. From the roof you can peer through a hole into the building—hit the PMC soldier inside with a tranquilizer.



Next, continue north across the rooftop and dive roll onto the next building top, a concrete square with some short walls. Quickly crouch facing east, positioned between two of the walls so that you're overlooking the hostage militiamen and their captors. Start pegging the PMCs with Mk. 2 tranquilizers (or with whatever tranquilizer gun you prefer), making sure not to miss a shot. If you miss a shot, they'll become cautioned and may kill the hostages. Don't worry too much about perfect head shots—you just want to tranquilize every enemy you see.

There are three PMCs standing near the hostages, a fourth patrolling just north of the red-roofed building where you sniped the pervert, and a few more behind the buildings to the north. The most important ones to take care of are the

nearest enemies, as the PMCs behind the buildings will usually run right in front of your gun when they see their fellow PMCs falling asleep, making for easy shots. Try to keep the militia safe while they open up a doorway to the south that lets them stock up on weapons—from there, they're good on their own. Note that the doorway they opened up lets you into a semi-secret area with a special South American militia costume and some other unique items not found elsewhere.



After the militia marches off, equip your binoculars to scope the scene and see which enemies are still alive. If you're lucky, the militia will have killed everyone, though we found a few guys that were still asleep (like the guy inside the building). We woke them up and permanently disabled them with silent hold ups to make the yard clear to explore, letting us grab the items in the room the militia unlocked, along with an SVD sniper rifle found on the top level of a barn at the northwest corner of the village (dive roll to get to it). There's also some C4 on the floor of the same building, an iPod music track ("The Fury") in the northeast building, and an AN94 rifle in an open shed east of the secret room (dive over the sand bags).



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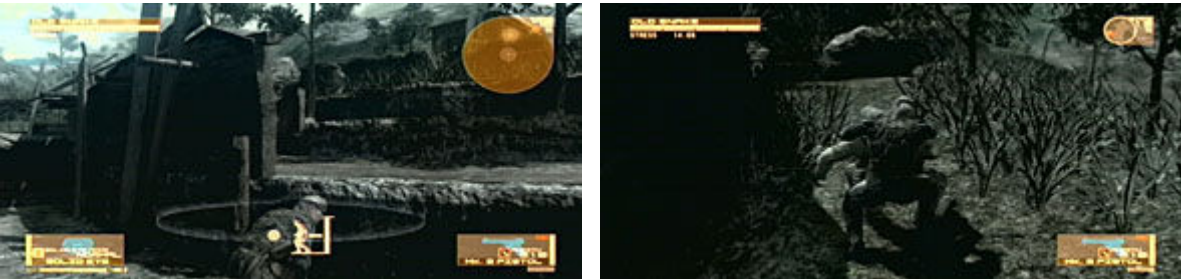
When you've cleared the village, start moving eastward, hugging the north side of the canyon wall. You'll soon come up on a guard that's patrolling an upper level of the northern hill, so carefully sneak eastward while taking cover behind the short ledge. Wait for the guard to reach the point of his patrol that's nearest you and then for him to turn around. At that point you can start sneaking toward him, moving up some irrigation levels to get behind him and hold him up. While you do this, don't get alerted if you hear guards in the distance signaling a semi-alert—they've just run into the militiamen you freed earlier.



There are three more men on the hill to the north, which is where you need to go (the number of men may vary depending on the number of militiamen you saved). One of the PMC soldiers is near the base of the northern hill while the other two are camped out in a building near the top. Crawl your way along the main road heading east, and then turn north when you move parallel to a brick wall that sits between you and the enemy at the base of the hill. You can use the wall to obstruct the enemy's view, letting you sneak up to the base of the hill.



Creep to the right edge of the wall and wait for the PMC soldier to hit the southwest corner of his patrol (he walks a rectangular route). When he turns north from that position, you can stand up and start creeping toward him, moving up the short ledges until you get on the PMCs level where you can easily come up behind him and hold him up; one down, two to go.



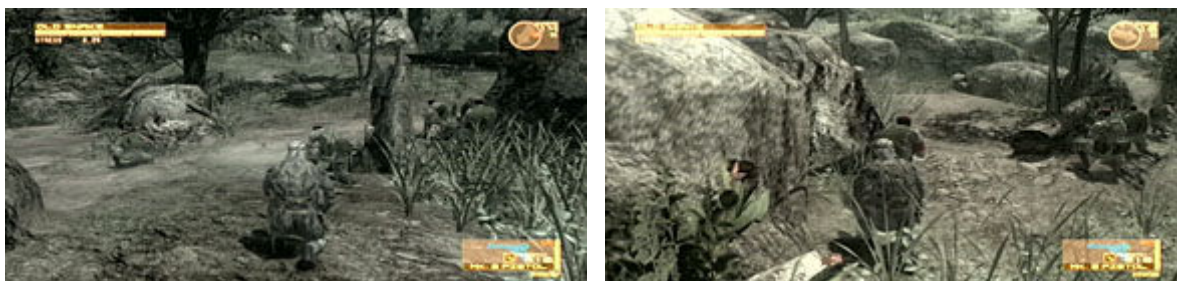
Stick to the nearest ledge to the north and make your way to the right. You can hop onto the next level of the hill, just outside the view of the two soldiers above. What happens now we're not so sure of—we crept our way in front of the building between the two PMCs and then the the enemies just disappeared. Fine by us—this let us roam free on the hillside to collect any items (there's not much) before continuing north to the top of the hill.



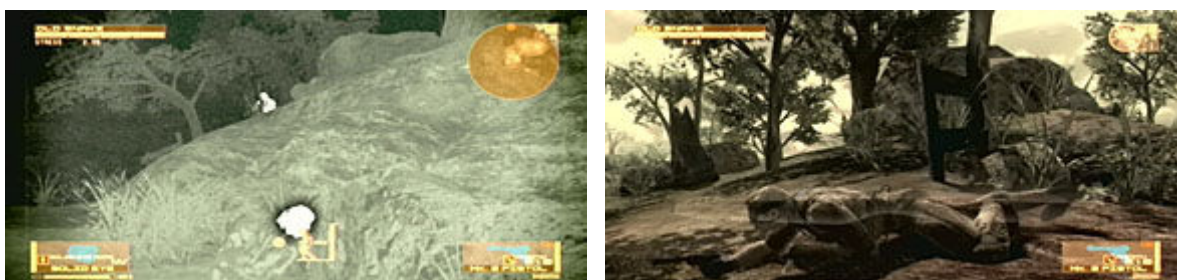
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The path narrows as you move north and roll up behind a squad of militiamen. Stay behind them and try not to get their attention—while they'll be friendly toward you, getting their attention will upset their routine and make the next area more difficult to traverse. Stay behind them as they take formation just off the street, and then follow them as they go up the hill a bit and take cover behind a large rock and a fallen tree. After a few seconds, the militia splits up into groups, which

is your signal to move up close to the south side of the large rock.



There are four PMC soldiers patrolling the area and they all converge on the spot just north of the fallen tree where the militia was just seconds ago. By staying behind the large rock just west of the fallen tree, you'll remain out of their line of sight. Use the Solid Eye and wait for the four dots to converge as the four take formation on top of the hill. At this point, you can now safely crawl along the western road, heading north.



Hug the western wall of the canyon as you move north and you'll soon crawl into some grass that gives you excellent camouflage. There's a fifth guard patrolling in front of a small shed to the north. You can creep up very close to the edge he's on and then wait for him to start walking eastward before hopping onto the ledge and sneaking behind him for an easy hold up.



There's just one more guard to worry about in this area. Start crawling your way northeast and with your Solid Eye equipped and watch the radar for the guy just ahead. He's on a short ledge patrolling back and forth—when he's got his back to you, you can creep up even closer, taking cover behind the ledge (he won't spot you on his patrol). We waited behind the ledge for him to go through his route once more before hopping on the ledge and holding him up at the northeast end of his route so that the guards in the southern part of the woods can't see him. With that guard taken out, you can casually roam through the rest of the area, going northeast to the next area.



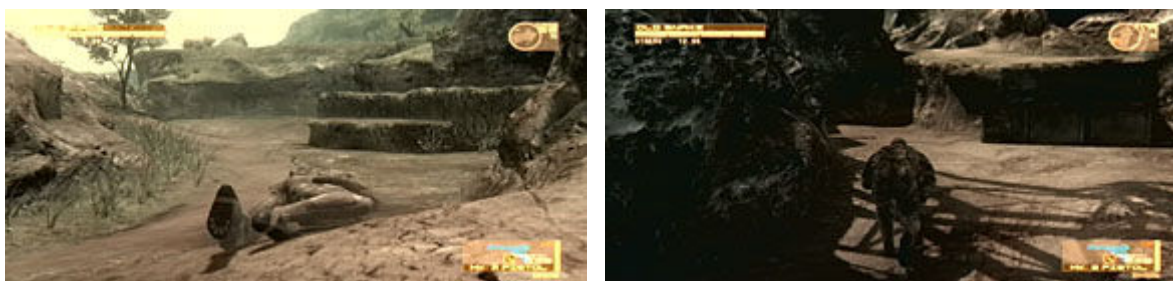
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POWER STATION :: SOUTH AMERICA

Patrol Zone

There's another batch of militia soldiers that you come up behind (the same ones perhaps?), but they're a bit more deft this time. Just stay behind them and let the militia run into the open field to the north. They invariably get shot at by a sniper from the east, but there's not much you can do for them. Crawl along the ground, hugging the right side of the canyon wall, until you reach a set of stair-like ledges. Crawl up the ledges heading east.



Look for a large box on the right that you can use to hoist Snake onto a higher ledge and continue eastward. You'll need to dive roll over a gap in the floor to an isolated platform and from there dive roll again to another ledge from which you can, once again, dive roll left (north) to a larger part of the hill. Note that there are a few nearby PMCs patrolling, plus two sniping on the hillside facing west.



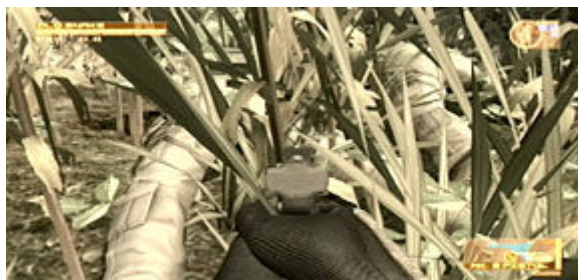
You can crawl right up behind the nearest one to the right by hugging the base of a hill on the left. Wait for the PMC to walk north and move into position behind his route, and then let the PMC walk in front of Snake (the PMC always faces the same direction so he won't spot you) before getting up to hold him up.



Backtrack a bit to the left, moving around the little hill to the other side where a second PMC soldier is on patrol. Like the last one, this guy stares *only* in one direction, so you can quite easily creep up behind him for a hold up. However, you'll want to get him when he's near the southernmost tip of his route, as if he's too far north another patrolling guard may witness the altercation.



We'll get to that third guard in a bit, but now's a good time to talk about the aforementioned snipers who are just west of you, sitting in some grass on the cliffside. You can sneak up behind them and hold both of them up with one move, but both of these guys are a bit on the ballsy side and won't stay held up permanently—they'll try to get up eventually (probably because they're taking fire from below). Because they never turn around, we say leave 'em be. There's no point in taking them out unless you want their gear. If you do hold them up, trunk them.



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POWER STATION :: SOUTH AMERICA

Patrol Zone

There are two more guards to take out on the hilltop. One is crouched down and not moving at all, just north of the position of the last guy you downed. For now, go northwest a bit, passing behind the snipers to a cul-de-sac area. You can creep right up to the large rock that the PMC patrols by and wait for him to start moving eastward (to the right) before rolling around the left side of the rock and behind the soldier. You'll want to make sure the guy is behind the tallest part off the ledge behind him to stay out of the view of any enemies to the north.



From there you can easily sneak up behind the dude just crouched down to the east. Put him down to finish clearing the cliff-top. Start moving north toward the cliff's edge and follow the eastern path that runs downhill along a fence. The militia should have taken position just east of the power station and are assaulting it from the side.



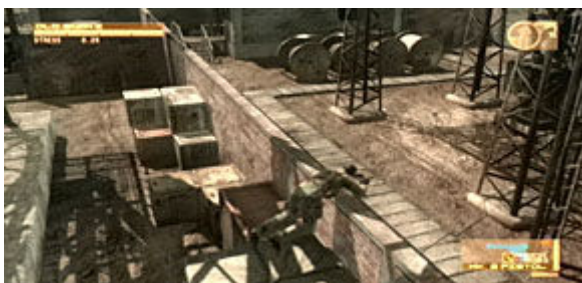
Crawl on your belly, continuing north, until you can stare into the northeast corner of the power station, an area with a couple of enemies behind an open fence. There's a route to the east from which militia forces will come, but they have difficulty infiltrating the base. While hidden on the ground, tranquilize the PMC soldiers in the northeast corner of the base. The militia will eventually push through the fence and start talking about disabling the power station.



If you hang out long enough, the militia will destroy the power station (signalled by a lot of electricity noise). Wait longer and they'll overrun the base, eliminating all enemies (signalled by them cheering). When the base is won by the militia, you can run inside to find myriad items. The best items are semi-hidden in the northwest corner of the base, which you can only get to with some creative maneuvering. Climb a ladder in the southwest corner of the base to the top of the power line structure. From the top of the northern ladder (while still hanging on it), you can sidle along the disabled power line, heading north to overhang a second power line structure. Drop down onto that structure and you can climb down the ladder to collect the items that litter this area, including a rifle scope and a FIM-92A surface-to-air missile.



When you're done collecting items, climb the boxes to the south and use a dive roll to hop back over the gate. Make your way to the road north of the power station to trigger a cut scene.



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POWER STATION :: SOUTH AMERICA

Patrol Zone

With the area under control of the militia, you can start heading north without worry of PMC armies. The path branches in two directions, both of which bring you to the next area, but we suggest sticking to the western path. On the way, look for an XM8 carbine rifle and follow the northwest-most path.



CONFINEMENT FACILITY :: SOUTH AMERICA

Patrol Zone

You start on the top of a multi-tiered hill, and to your right, just around the corner of a couple of tiers, is a PMC guard. Creep toward him and wait for the guard to walk eastward before dropping down to his level. You can take cover inside a little alcove in the cliffside and wait for the PMC to pass by you, moving west. You can then creep up behind him for an easy hold up.



The road branches in two directions, one route going west and one going east. The eastern route leads almost immediately to a complex. For the sake of this walkthrough, we'll go west, sticking to the canyon road. Stay atop the tiered platforms of the hill and go west, watching your radar for an enemy patrolling just ahead. When the PMC's route takes him to the road below, you can drop down to the floor on the left (still in the hills) and hide out just beneath a sort of half-ladder that's against a wall. The PMC will eventually patrol right by you as he returns to the hills, which is your cue to jump out and hold him up.



Follow the trenches westward and you can completely avoid the PMC soldier patrolling the road below. Just crawl along the path on the left side of the canyon and you'll soon roll up to a complex that's got a number of soldiers you can't simply crawl by. As well, inside one of the buildings are a few militia soldiers held hostage, and we'll aim to save them. For now, keep left, crawling through the grass to get behind some board stacks south of the complex.



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CONFINEMENT FACILITY :: SOUTH AMERICA

Patrol Zone

Make your way to the westernmost stack of boards and look north. There's a PMC that patrols through the western building and out the back, moving just a bit as he patrols the south side. While the PMC is heading into the building, slide down to the building's southern side and press up against the wall just right of the doorway. The PMC will patrol out of the building again but won't see you there. Wait for him to turn his back to you as he goes left before pulling away from the wall for a hold up.



Go inside the building that soldier was patrolling and look for a hole in the floor on the left. The floor leads underneath the building, which is a good spot from which to observe the pattern of a guard on the north side of the building. Crawl to the northwest corner of the building's underside and wait for the soldier to move to the west side of the building. You can come up from under the building and hold up the PMC without anyone seeing, leaving him on the west side.



Now start crawling to the north side of the complex where you'll find some grass that provides brilliant cover. There are three guards left to deal with, one watching the hostages, one patrolling the east side of the complex, and one in a watch tower. The grass to the north will take you just behind the watch tower guard, and since he never looks north you can get behind his tower with ease. Wait for the aforementioned eastern guard to patrol to the south before peeking out from the grass to hit the watch tower guard with a tranquilizer. You can then run up the ladder, wake him and then hold him up to permanently take him out.



When it's safe, climb back down the ladder and wait behind the eastmost truck. The patrolling guard will walk by on the right, letting you pull out for a quick hold. Just one more guard to deal with, and he's preoccupied with the hostages in one of the southern buildings. However, note that this guard is very key in that his behavior, being actively engaged with the militia, is different. A hold up will not be permanent against him (and in fact, when he stands up the rest of the complex soldiers will also get up from their hold ups, inexplicably). Grab the guy and choke him out, releasing the militia dudes from their captor. They'll take off into the woods, heading north.



With the complex now cleared, you can explore the inner buildings for a VSS sniper rifle. When you've cleared the area, continue north to the next stage.



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VISTA MANSION :: SOUTH AMERICA

Patrol Zone

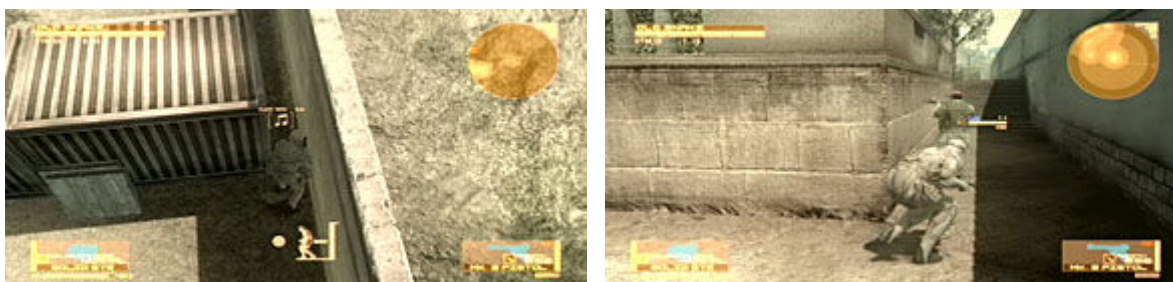
If you rescued the militia in the Confinement Facility they'll be in this new area to help out. The militia engages the PMC forces, letting you stay on the high ground to the left (west) and simply crawl north through the grass. With the PMCs preoccupied with the militia, they won't pay you any attention, though you can help out the militia with trunk shots from the grass. When you reach a certain point in the grass, a cut scene takes over.



A bulldozer smashes into the mansion compound, opening it up for Snake. At this point, the entire area to the south is now clear of enemies, so you can roam it to find some unique weapons dropped by the PMCs. When you've looted the area, move toward the mansion gate.



Most of the fighting takes place in the southwest corner of the mansion, so following the path of least resistance we turned east inside the gate to pass behind the tents set up outside the main mansion. As you move north along the eastern wall, look for an iPod music track ("Sailor"). When you reach the northeast corner of the gated area, turn left and go up some stairs, following the militia.

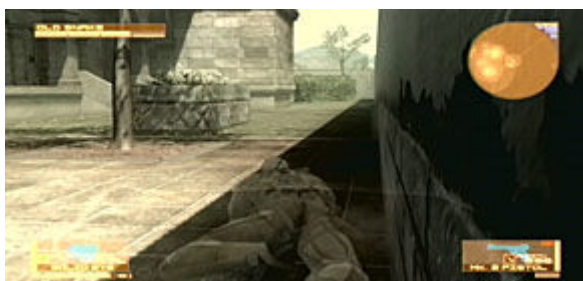


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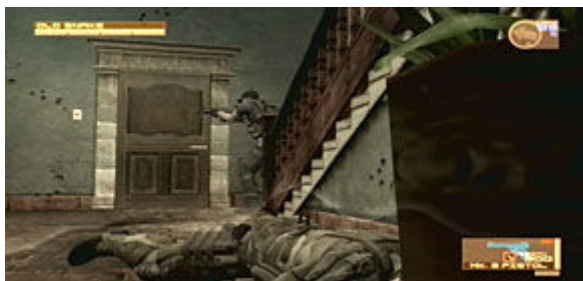
VISTA MANSION :: SOUTH AMERICA

Patrol Zone

The militia and PMCs fight it out in this eastern courtyard, but that doesn't mean you have to stick around. Crawl down on your belly and start moving westward toward the back of the mansion. There are no PMCs in the back yard, so stand up and look for a large window on the back wall of the mansion that you can dive roll through to enter the building.



A door to the northeast is boarded up, preventing you from follow the underground path north of it. But as Otacon points out, you can get behind the door via an open skylight on the second floor. Follow the hall west to a foyer with stairs that lead to the next floor. A small pack of PMCs will march down the stairs as you near them, so hit the ground and blend in with the floor boards to the right of the stairs. When the PMCs are gone, go upstairs, head east to an outdoor patio, and look for the open skylight to the north.



Drop into the skylight and follow the underground path. There are no PMCs to worry about, so just explore the halls and a side room for a stock of items. When you're packed up, continue to the next area.



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RESEARCH LAB :: SOUTH AMERICA

War Zone

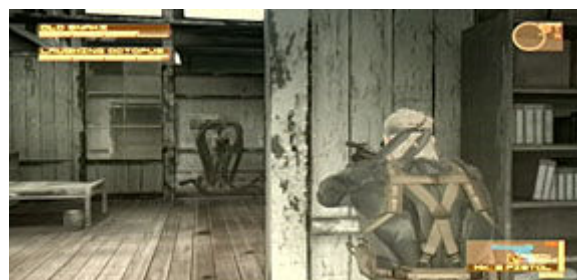
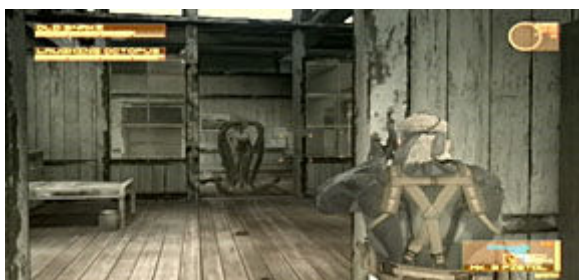
After a lengthy cut scene, you're left to battle off a pack of Frog soldiers. Getting through this without alerts can be tough if you're aggressive, though use of the radar is key. However, there's a way to complete this quick battle very easily. Right as you gain control of Snake, crawl underneath the nearby bed. As the Frogs walk by, shoot 'em (we used tranks).



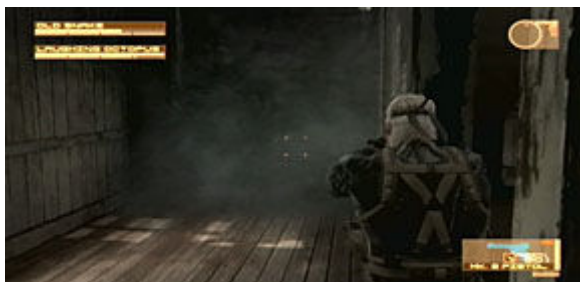
The Frogs aren't always especially good at making their way toward you, so you can lure them with noise. Equip a noisy rifle and shoot the walls, glass, or the nearby bucket to create noise and lure them toward. You can hit the Frogs anywhere with the tranquilizer to take them out. When all Frogs are defeated, the caution phase ends. Get out from under the bed and inspect the building to trigger another cut scene.



This time you're battle Laughing Octopus, the game's first proper boss. Pull out your weapon of choice at shoot at her (we suggest the third person aiming). Laughing Octopus will pull out her own machinegun and fire back, so you'll need to get out of the way—stepping in and out of doorways is the most effective way to keep her in your sights while having perfect cover always at hand.



Try to keep your distance while you engage Laughing Octopus and line up your aim with her head. Your shots will only get through when she can't deflect your bullets, so you'll need to wait for her to pull out her gun to time as many headshots as possible before dodging behind a doorway for cover. After she's taken some damage. Laughing Octopus will curl up in a ball and spread a black gas that seems to blind you. Equip the night vision goggles to see through the mess.



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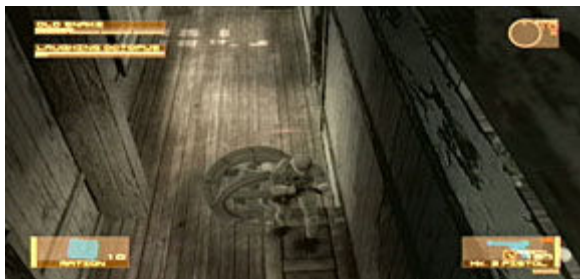
RESEARCH LAB :: SOUTH AMERICA

War Zone

Within the fog, Laughing Octopus releases a series of floating explosives that slowly make their way toward you. You can outrun them easily, so make sure to run away from the boss whenever she releases her fog. After you hear the explosives go off elsewhere in the building, Laughing Octopus will begin taunting you, challenging you to find her. With the night vision goggles equipped you can spot her hiding—often in strange places, like within the body of a dummy or inside of a box. When you find her, take the opportunity to work in some free shots before she jumps out to restart the cycle.



Eventually Laughing Octopus will take a ball form and start rolling around the building, and if she hits you with this attack you'll take some *serious* damage. You don't have much time to react when you see the attack, which is another reason we suggest keeping your distance while you shoot at her, but when you do identify the attack you need to retreat to higher ground. Climb on top of a box, a bed, or anything that's off the ground to make sure she can't hit you.



And don't fall for her tricks, as Octopus will try taking the form of familiars such as Naomi and Otacon's Mk. II. Keep your distance and fire on these apparitions for some free damage. Eventually, you'll finish off Laughing Octopus's beast form, at which point she attacks you as a beauty.



During this scene, she just waddles toward you and tries to grab hold of Snake. Back away and take unanswered shots or, if you're trying to get this over quickly, let her grab hold of you. You'll need to wiggle the analog stick very quickly to break out of the hold without taking a lot of damage, but watch for a prompt to press TRIANGLE after wiggling free. Snake will toss Laughing Octopus to the ground, dealing considerable stamina damage and letting you fire on her while she recovers from the toss.



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MOUNTAIN TRAIL :: SOUTH AMERICA										

Patrol Zone

Use your night vision Solid Eye mode to spot the footprints in the dirt and start following them west. Before long, the set of footprints splits up in three directions. Inspect the prints and you can see one set is made by multiple people, one of which is Naomi as signalled by her pointed foot prints.



But while you'll need to follow the left set of prints (heading southwest), another set of prints leads you north to a hidden path with a guard who's standing on a ledge, peeing into the river below. Quickly sneak up behind him and take him out to grab the fore grip B. weapon attachment. After collecting the goods, backtrack to Naomi's footprints and continue west to a bridge.



As you reach the bridge, stop and take cover behind the two boxes stacked up. Just ahead is a PMC guard on patrol. Wait for him to reach the east end of his patrol, just north of a stack of boxes. He'll wait there for a bit, letting you sneak up behind the boxes and then behind the guard to take him out. The path of footprints once again splits up in three directions. The prints that go east are Naomi's, though you can find some noodles (and a claymore booby trap) to the west, and an ambush to the north (we don't recommend that one).



Follow Naomi's steps west, but stick to the ground. As the path widens ahead, take note of a sniper perched on top of a hill, facing south. Along with the sniper is another branch in the footprints, with Naomi's tracks going left in front of the sniper and the dummy tracks turning right. You may be able to simply belly-crawl in front of the sniper with full camo, but we opted to peg him with a tranquilizer before following Naomi's tracks, going north.



Watch your right (east) as you crawl north. There's a guard that's staring down a separate path, facing south, though he'll spot you with his peripheral vision if you're not blended with the ground. The path of footprints splits again, one set going north and Naomi's footprints going east. You can probably crawl behind the guard, but we took the easy way out and tranked him as we followed the tracks east.



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MOUNTAIN TRAIL RIVERSIDE :: SOUTH AMERICA

Patrol Zone

The footprints flow into the river and then out the other side, though Otacon makes a note of Naomi's pointed footprints disappearing. Seems as though the PMCs decided to pick her up to prevent her from laying down unique prints, though now that she's being carried one of the PMCs is carrying a heavier load (*no offense, Naomi*). A heavier load makes for deeper footprints, and deeper footprints show up darker with your night vision. The footprints east of the river split in two directions, but the darker prints stay left. Take the northern route.



Not far ahead, the path splits once more, with routes to the north, east and south. If you note the prints as they leave the narrow, grass-covered path you just came from, the heavier prints stopped and you can pick out Naomi's pointed prints again. Follow those prints through the eastern route, but you can't get far down the path before a Frog soldier stationed ahead hears your night vision.



Equip the Mk. II bot and send it around the corner. Look on the left to spot the Frog waiting for you to come down the path. Zap her with the Mk. II to stun her, and then continue going around the left corner to find a second Frog behind a tree. Take her out, too, and then go back to controlling Snake to continue through the cleared path. We suggest hitting the knockedout Frogs with trunk darts to make sure they don't remember anything when they eventually do wake up.



Notice a set of *handprints* among the footprints? Follow them to an un-guarded area with an easter egg panel covered with the handprints of some of the development team. You can assume the texture of the handprints with your OctoCamo and register it for future fun.



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MOUNTAIN TRAIL RIVERSIDE :: SOUTH AMERICA

Patrol Zone

As the tracks lead to the next opening in the path, look for a PMC soldier playing a claymore on the ground in the center of the clearing. You can crawl behind him and hold him up, though be sure to pull him away from the claymore before trying any funny business—don't want to set off the explosive with his limbs. Along with the trap is another breaking in the sets of footprints. You may note that Naomi's shoes run due east, but note the distance in her stride. It's grown significantly, which should be an indicator that Naomi is no longer wearing her own shoes. A deeper set of prints should be visible heading south.



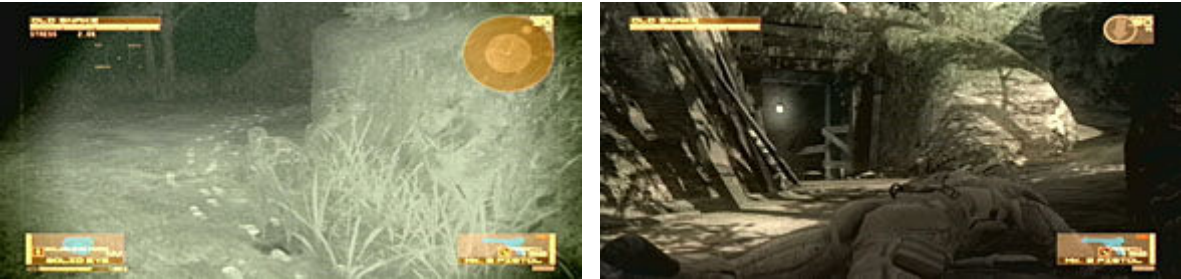
Follow the footprints to another clearing, but don't rush out just yet. There's a guard down the southwestern path that will occasionally patrol the clearing on his route, so scout out the area with the Mk. II before running out. As if you couldn't guess, the footprint pattern changes again, as the guard carrying Naomi put her down. You can resume following her pointed footprints through the southeastern route, though beware that there's another PMC guard that patrols the open field just ahead.



Stay on your belly and creep out just far enough that you can spot the guard when he reaches one end of his patrol. When he turns around, run up and hold him up so that you can get back to tracking footsteps. If you follow the footsteps from the path you just came from, they take a right, wrapping around a hill before going south and then following a western path.



There are some guards in the southwest area, so watch your radar and follow Naomi's prints to the *right* at the next branch. You'll start heading up a slight incline as Otacon notes that the footprints are growing in numbers. Still, you can easily spot Naomi's prints that turn to the left, into an underground mine-like area.



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DREBIN'S APC :: SOUTH AMERICA									
War Zone									

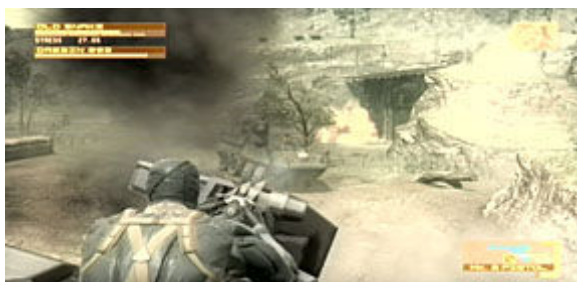
After a lengthy cut scene, you're left on top of Drebin's APC, having to battle off hordes of possessed soldiers, power suits, and Gekkos. In the first area, the Vista Mansion, you've got just power suits and soldiers. You can take hold of the machinegun on the APC and start shredding, but if you're going for a no-kill game completion you won't want to shoot either soldier or power suit. Instead, let the power suits be and focus solely on using CQC to deal with the soldiers that climb up onto the top of the vehicle.



Before long, the APC will smash through the horde to the next area, the Confinement Facility. Here you'll be faced with Gekkos, but fortunately they don't count towards your final kill count—feel free to grab hold of the machinegun and bring 'em down, though we suggest aiming for their top halves to avoid accidentally hitting the soldiers below. When the Gekkos kick up so much dust you can't see, switch to night vision. If the vehicle gets boarded by a PMC soldier, break away from the gun just long enough to use a CQC hip throw, KOing the soldiers instantly. They won't get up.



The APC then moves on to the Power Station and you need to blow open a green gate on the left. Target the barrels on either side of the gate to start the damage, then focus the shots on the gate itself. An enemy MGS vehicle will roll onto the scene and you can take that out quickly with a few shots to the turret on its top. When the gate is destroyed (both halves), the APC will continue to the next area.



Expect more Gekkos and another MGS tank in the High Woodlands Highway. When you get to the part where the Gekkos are chasing the APC through a canyon, try to pay attention to the shifts in the APC's direction so you can start correcting your aim before the APC shifts your gun away from the trailing Gekkos. When this scene is over, a cut scene leaves you in the next area.

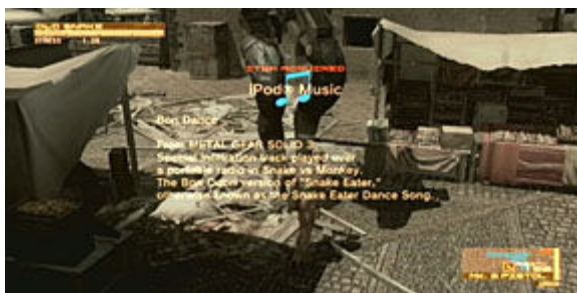


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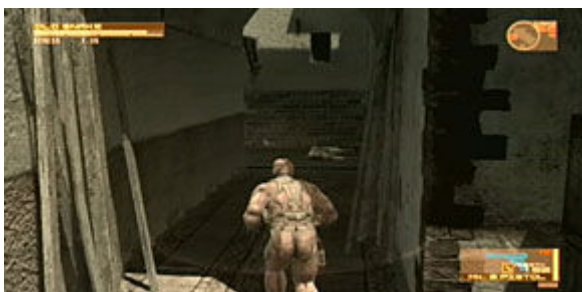
MARKETPLACE :: SOUTH AMERICA

War Zone

This scene is pretty short, but it's very easy to die if you're not careful. Note that you don't have to worry about alerts here—the Gekko enemies will spot you, but won't sound alarms. As the stage begins, you can follow a crowd of people just ahead or wait for a Gekko to come by and destroy a nearby market stand to reveal an iPod music track ("Bon Dance").



Run east past the market stands and down the street to the right. As you approach a Gekko head-on, turn right down an alley and follow it around the Gekko. Aside from being a great hideout, the alley is also home to the M72A3 rocket launcher, which you can collect on the way. Exit the alley from the east side and continue running north.



The street soon turns right, heading east again, though the densely crowded street is guarded by a pair of Gekkos that are hard to get by. Step near the first Gekko and then quickly pull away to bait it into executing a spinning low kick. When you've baited the attack, quickly run past the Gekko. You can get by the second Gekko with the same strategy, and once you're past him the stage ends.



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MIDTOWN S SECTOR :: EASTERN EUROPE									
Patrol Zone									

As the mission starts, just walk to the right, to the first intersection, to trigger a brief cut scene. This section of the game plays quite a bit differently from what you might be used to. Here you must tail a man on the street—he's a member of the resistance and if you follow him without being detected he'll lead you to the resistance HQ. The signal interceptor item is useful if you lose track of the man, but otherwise the Solid Eye will be much better for aiding in the tailing process. As the cut scene ends, hide behind the nearby van and let the man walk by you, heading east.



You need to keep a pretty far distance in order to avoid being detected, so let the man get far ahead before you think about creeping behind him. He'll stop at the base of some stairs on the north side of the road before continuing around the block to the east. When he leaves the stairs, run up the stairs to a path that overlooks the next street to the north. On the left you can spot a PMC soldier that you need to take out in order to help the target. Peg him with a tranquilizer and then look for a second PMC in the distance to the north. Peg him, too.



Wait for the resistance member to make his way past the sleeping guards and then dive roll over the gate to hit the streets below (you can dive from a high spot on the walkway over the ledge of a low spot to get the proper height). Trail the target through a large gate and into a park, where he'll follow the park's main pathway.



Instead of following the path, turn left and go over a hill to spot a pair of PMC guards entering the park through the northern gate. They'll stop just inside the gate, letting you quickly trank 'em to put them to sleep. Wait on the south side of the hill, watching the progress of your target, and wait for the man to leave the park through the north gate you've just cleared.



Follow the man out of the park. As he hits the streets ahead, he goes up a ramp that leads to an upper level that makes a good scouting spot for Snake. Follow him up the ramp but don't follow him back down another set of stairs—stay up top and monitor his progress on the street as he moves west. Eventually, the target will go north through an alley—follow him to load the next area.



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MIDTOWN NE SECTOR :: EASTERN EUROPE

Patrol Zone

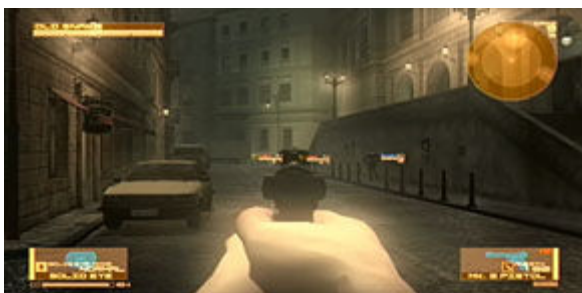
You need to act fast as soon as the next area starts. Run west and watch that your target turns north into a narrow area between a building and a wall. Stay on the left side of the wall (so that he doesn't see you) and look for the *three* PMC guards at the next corner to the north. Pick them off with tranquilizer shots.



The man you're following turns east at the corner as Otacon points out the helicopter overhead—don't want to get spotted by its search light! You can take cover under a drum can or a cardboard box if you get nervous, though we found that by sticking to the sidewalk with the target (south side of the street) the light never hit us.



The target will turn left at the next intersection, walking north right behind a pair of PMC guards. Try to pick them off from the distance (we ducked behind some cars) and then continue following the resistance member along the street. He'll go to the next area.



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MIDTOWN N SECTOR :: EASTERN EUROPE

Patrol Zone

Go around the first corner of the next section but don't walk past the open courtyard on the left. Your target goes into the gated area to don a PMC soldier suit, allowing him to sneak by the guards unnoticed. When the resistance man leaves the courtyard and heads east, we ran into the courtyard, climbed up some boxes, and looked east to spot a pair of guards at the end of the street. You can nail 'em with trunk darts to put them to sleep, though that's more to help you than the resistance member.



We also suggest switching to your OctoCamo suit, head to toe, as there are some parts of this area where you'll want to blend. Follow the man east down the street, and then turn west with him as he rounds the corner, past the sleeping guards. As he turns left into an alley ahead, he walks into a group of PMC soldiers. Get on the ground and crawl behind him—he's the center guard in the group of three that continue south, and you can pick him out easily with the Solid Eye equipped (his name is in blue).



Keep following the target and he'll soon split from the group of PMCs. He'll go through a couple of alleys before Otacon mentions something about PMC soldiers patrolling by vehicle. In the next couple of streets, trail the target by crawling along the sidewalks to avoid getting spotted and/or run over by the PMC Humvees. There's one part where you need to cross the street behind the target, though you can wait for the PMC vehicle to cruise by from the right before crawling after the man.

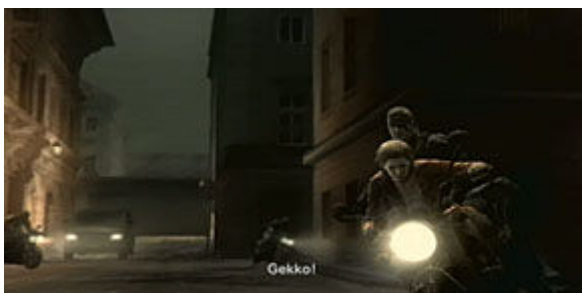


Before long, the resistance member ducks into an alley to change back to his normal garb. After the very quick cut scene, follow him to the left to trigger a longer cut scene that ends this part of the game.

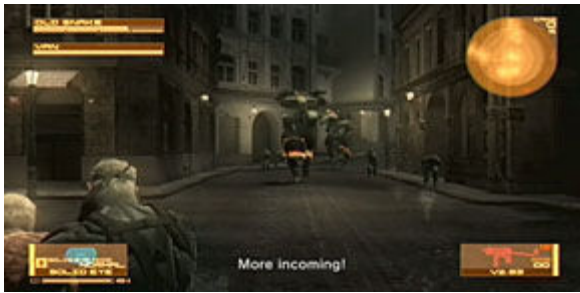


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CHURCH COURTYARD :: EASTERN EUROPE									
War Zone									

After the lengthy cut scene comes to a close, you find Solid Snake on the back of Big Mama's Triumph Bonneville, racing through the streets of Europe (whatever). While you need to protect the van with Big Boss's remains, the main gist here is that you need to shoot stuff to clear a path for Big Mama's bike.



It's easy enough to get through this non-lethally if you want, just equip your Mk. II and toggle back and forth between it and the Vz.83 you get. Both guns have unlimited ammo in this section, so feel free to unload. As before, you can shoot and kill the Gekkos (and Sliders) with the real bullets without it adding to your kill count, but when you need to dispatch of soldiers (Frogs!), equip the Mk. II and go for head shots.



Don't sweat it much if you can't hit everything, because you can get through most of this sequence without even firing your gun if you just hang tight. If you find it takes too long to turn your aim to where you need to look, try releasing the aim button and then pressing it again. The camera you get when you're not aiming takes cinematic angles that highlight the dangers around you, and when you go into the aiming camera the aim will point in the same direction of that cinematic view.



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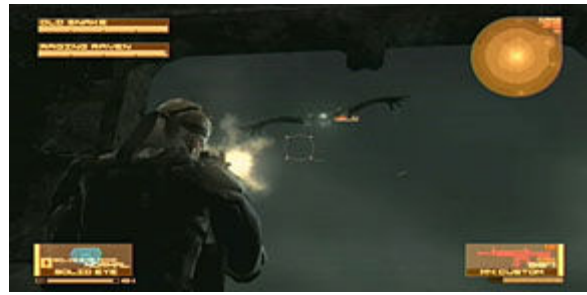
ECHO'S S BEACON :: EASTERN EUROPE

War Zone

You start the battle with Raging Raven with whatever health you have left from the motorcycle road, though you can crouch between some pillars at the base of the stairs to let your health recover if you so choose. In this battle, Raging Raven flies around the outside of this building with her Sliders in support. The building has three levels that you can get between via the stairs. And as with the rest of this walkthrough, we're going for a non-lethal ending to the fight. For this fight, we *highly* recommend buying the Mosin Nagant sniper rifle along with some extra tranquilizer ammo for it.



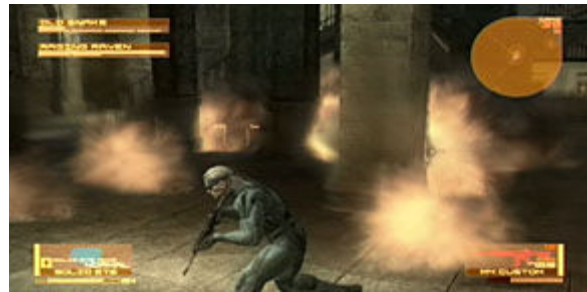
Before you get going, here are some things you should know. First, you should have your Solid Eye equipped at all times so that you can monitor Raging Raven's position on the radar (she appears as the brighter blip on your radar). However, Raven shouldn't be your *only* target. By shooting and killing her Sliders (don't worry, they don't count as kills against your record since they're robots) you'll enrage Raven, which worsens her aim. Whenever you have a shot, pull out a lethal weapon (we like the M4 Custom) to destroy some Slider bots.



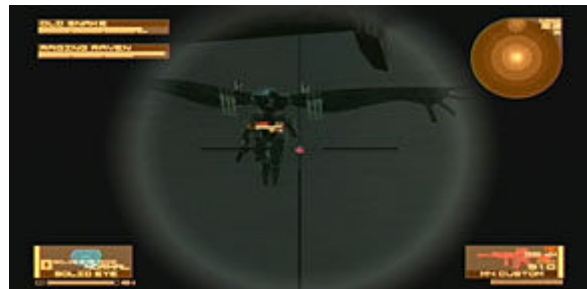
Generally speaking, it's best to remain as covered as possible. There are outer walkways on the upper two levels of the building, but standing on them is an invitation to get bombed (though we do suggest grabbing the iPod music track "The Essence of Vince" from the top floor's outer walkway). Try your best to stay within the outer walls of the building—the walls get bombed out enough that there's plenty of room for aiming but still enough cover to absorb most of the attacks launched at you.



While watching Raven's pattern, you may notice that she'll sometimes seem to know exactly where you are and sometimes lose you completely. Listen for the tell-tale "womp!" noise to let you know that Raging Raven has spotted you and prepare to get attacked. When you know she's spotted you, we suggest changing levels, moving up or down a level. Listen carefully and you can catch clues that you've lost her, as Raging Raven screams for you to "show yourself," or other phrases that imply you've dropped off her radar. Changing levels is especially important when you hear a series of beeps that signals the countdown to a mass bombing Raven unleashes on your floor.



While Raven flies around looking for you, do your best to take shots from inside the building. She'll occasionally stop and hover in one place, which is a good time to pull off a head shot. As we mentioned before, we *highly* recommend using the Mosin Nagant as its trunk darts are a lot more powerful than those from the Mk. 2 pistol. You can even "fire from the hip" with the Mosin, using the third person view for accurate shots while on the move. Of course, the true beauty of the rifle is being able to zoom in for precise head shots, but that's difficult while she's moving.



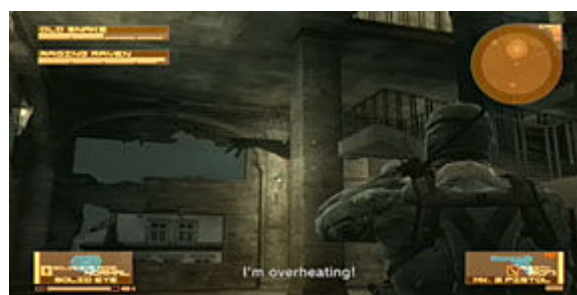
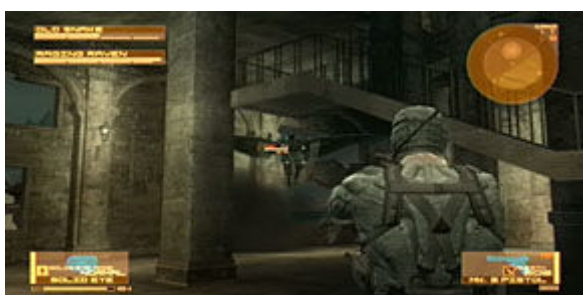
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ECHO'S S BEACON :: EASTERN EUROPE

War Zone

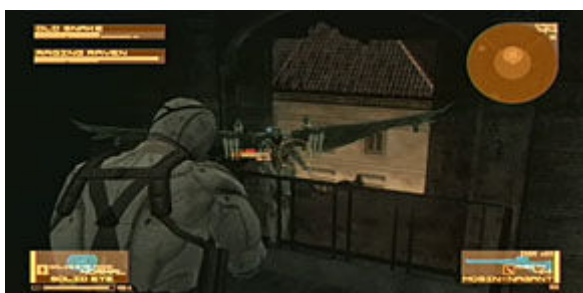
Raven will frequently bust into the building and hover around inside, which is both a dangerous moment for you as well as a great time to get in some shots. Try to keep the stairway between you and Raven at all times, peeking around the corner just long enough to get off a quick shot before diving sideways to avoid her plethora of grenade attacks. Spend too much time standing in front of her and you'll get pegged with a grenade, which has a tendency to knock down Snake and make him vulnerable to follow-up grenade attacks.



If you notice that you haven't seen Raven for a while, she may be off resting on a rooftop, recovering while muttering "calm down" or "cool down." Use night vision to spot her on the rooftops surrounding the building you're in—she'll be surrounded by a bunch of her Slider bots. We suggest taking this opportunity to blast some of her Sliders before pulling out the Mosin and taking aim at her head as she lies on the rooftop.





You'll eventually wear down Raven with these shots. Remember to frequently change levels to throw her off, and as long as you've lost her you can hide from Raven and recover your health either at the base of the stairs on the first floor or within the small enclosure at the top of the stairs on the third floor. When Raven's health / psyche is drained, you'll be left to fight off her beauty form.



Raven marches towards you just as Laughing Octopus did, attempting to grab Snake. Back pedal with your Mk. 2 equipped and peg her with trunk shots to wear her down. We also had some success with dive-rolling through Raven to knock her down—doesn't work all the time, but when it does work she falls down and you can get a couple of quick head

shots. When you defeat the beauty form of Raven, the act comes to a close with a rather lengthy series of cut scenes.

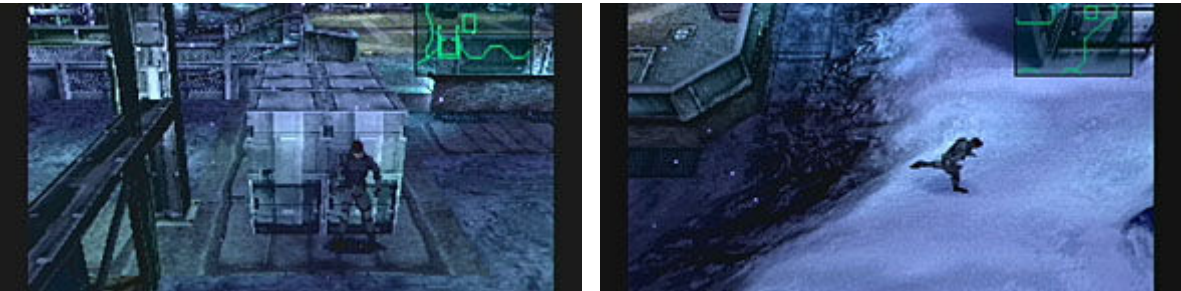


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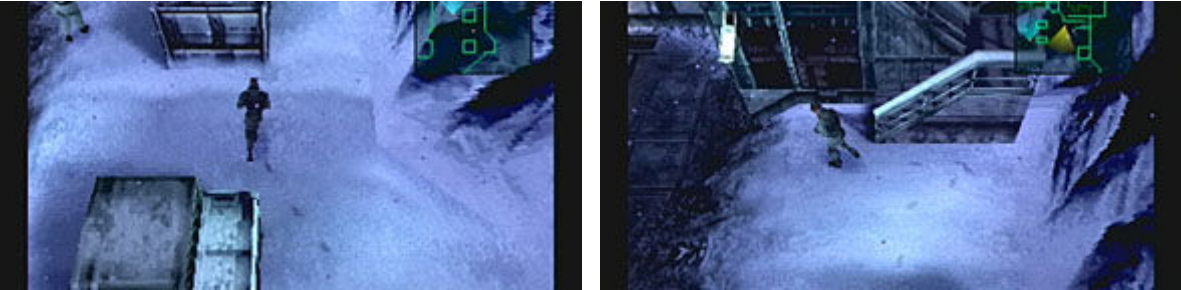
HELIPORT :: SHADOW MOSES

Patrol Zone

You take control of Snake in familiar territory, assuming you played the original Metal Gear Solid on the PlayStation. The area is guarded exactly as you may remember, and items are in the same places for the most part. However, collecting stuff doesn't much matter in this sequence. Just make your way to the right to take cover behind some tall boxes when the guard patrolling that area has moved north.



Move north on the right side of the boxes to avoid detection by the nearby guard. As you approach the stairway to the north, Snake will note the camera mounted on the wall. Wait for it to look left before sneaking past the guard, right of the camera and up the stairs.



Go up the stairs slowly, making sure that a guard on the upper walkway isn't looking. You can take cover behind a little wall to the right—the guard patrols very near it, but as long as you're pressed against the wall you won't get spotted. Wait for the guard to patrol westward before following the catwalk to the left. Look along the north wall for an opening in the wall along the ground that you can crawl into to end this sequence.



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SNOWFIELD :: SHADOW MOSES

Patrol Zone

You land on Shadow Moses in a snowfield dominated by gusting winds and blank whiteness. In order to see your surroundings, equip the night vision goggles. There are a couple of items you can grab in the nearby area before heading westward.



The path narrows and then opens back up to a large area patrolled by a single Gekko. Stay on ground level on the left (south) side of the field and crawl westward when the Gekko isn't looking. There are some health items to be found in a crawl space on the *north* end of the field, but unless you need those there's no reason to explore the field in front of the Gekko. Just continue west to the next area.



HELIPORT :: SHADOW MOSES

Patrol Zone

Unlike in your flashback, the Heliport area is no longer patrolled by guards. You're free to explore the area (provided you don't go *into* the hangar) to collect items, including Chaff Grenades in the middle of the heliport and the Mk. 23 (SOCOM) pistol found *under* the truck in the center of the yard.



There are three ways into the hangar to the north. You can simply waltz in via the open doorway at the bottom, crawl through the same vent we mentioned in the flashback walkthrough (it's on the upper walkway and you'll find the iPod music track "Warhead Storage" inside) or through a vent left of the main doorway. We suggest using the bottom vent left of the main doorway.



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TANK HANGAR :: SHADOW MOSES

Patrol Zone

As you crawl through the vents, the path splits early. Take the route to the right, which will eventually let you peer out into the hangar on the ground level. Note the patrol of the Dwarf Gekko in the area. They wander around the room, stop and scan areas. If you're in that area, they'll spot you and sound an alarm. Wait for a wide break in their patrols so you can run out of the vent and climb under the tank just ahead.



You should be safe from detection under the tank. From here you can look into a room right next to the vent you crawled out of. The room has a bunch of sleeping Dwarf Gekkos that you can sneak by if you walk to find a Mk. 23 suppressor (SOCOM suppressor, baby!). Whether you grab the item or not, you'll eventually want to make your way north, through an open door and into a hall scanned by stationary Dwarf Gekko. Watch their scanning beams and sneak by them to the next outdoor area.



CANYON :: SHADOW MOSES

Patrol Zone

This section is pretty simple—you need to get to the north end of the canyon without being detected by the two Gekkos on patrol. Start crawling north along the western side of the canyon. If you use your night vision, you can spot two Gekkos in the yard, and while they appear inactive they won't stay that way. Get close to the Gekkos and they'll spring to life, which is your cue to back away and take cover behind the large rocks to the south.



Wait for the nearest Gekko to start moving east before moving behind him and taking cover behind a beam structure along the left wall. The second Gekko is patrolling the north end of the yard and will soon turn right to also continue eastward. When he does, pass behind the second Gekko and move into the building to the north.



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NUCLEAR WARHEAD STORAGE BLDG 1F :: SHADOW MOSES

Patrol Zone

There are no enemies to worry about in this area so feel free to roam about and collect some small items. Otacon wants you to check out the door at the north end of the building, but as you get there you find it's locked shut. Otacon calls you back, letting you know that you need to visit his office. Head up the stairs on either side of the large building and activate

the elevator on the northern walkway. Get inside and ride the lift to B2.



NUCLEAR WARHEAD STORAGE BLDG B2 :: SHADOW MOSES

Patrol Zone

Otacon urges you south down the main hall, though you can explore the messed up office area to the right (west) to find some ammo, an iPod music track ("Metal Gear 20 Years History (Part 2)"), and some memories. When you've gotten everything you want, go to the end of the hall Otacon mentioned and follow it all the way back to Otacon's old lab.



There's a short cut scene that leaves you with a keypad trying to input the security code for the computer. The code, if you forgot, is **48273**, though if you enter **14893** you'll get a little easter egg and a huge bonus from Drebin. Even if you get the code wrong, the game progresses, leaving you in the lab, ready to return to the first floor of the storage building.



As you make your way back toward the elevator, you'll find a Gekko patrolling the hall that, long ago, used to be electrified. To get past the Gekko undetected, activate the Mk. III, cloak it, and send it straight westward across the hall. The Gekko can slip underneath the desk that obstructs the doorway into the office area.



Go north to the room with the blown-up control box and press TRIANGLE near it—the Mk. III will activate the electrified floor, taking out the Gekko for you. You can then resume control of Snake and go to the north end of the hall undetected in order to ride the elevator back up to 1F.

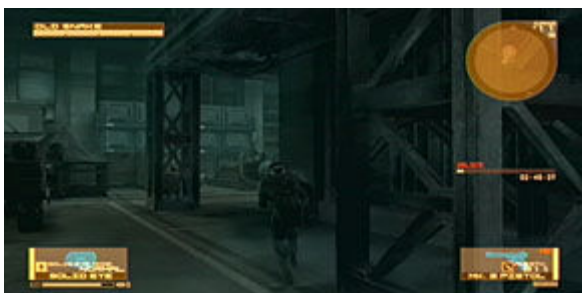


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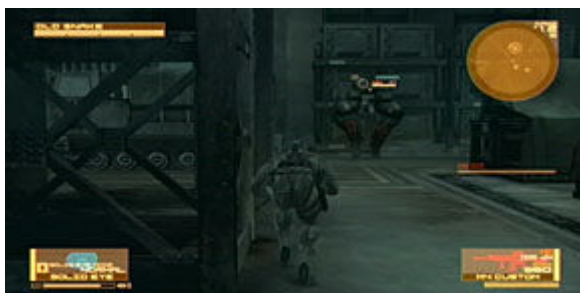
Make your way down to the door on the bottom level, north side of the building. The Mk. III will start to unlock the door, but it's a long process in which the Mk. III cannot be interrupted. Lucky for you, a Gekko comes out from the elevator and into the 1F building. You'll need to keep the Gekko distracted while the Mk. III opens the door, but that's a task easier said than done if you're trying to avoid alerts.



Quickly run under the platform that the elevator exits to and hide in a dark corner behind one of the support beams (we suggest full cammo here). When the Gekko jumps down to the lower floor, fire one of your noisy guns to get the Gekko's attention. If you press up against the northern wall under the elevator, you should achieve a cammo index of 99, which makes you all but invisible.



Wait for the Gekko to waddle over to your location and then waddle away before popping out to do more shooting. The Gekko will go into caution, but these don't count as alerts on your record. When the Mk. III finally opens the door, wait for the Gekko to face away from you (facing the east) and then pop out to shoot it in the leg. You'll cripple the Gekko long enough to run out and exit through the northern door.



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SNOWFIELD & COMMUNICATIONS TOWER :: SHADOW MOSES

Patrol Zone

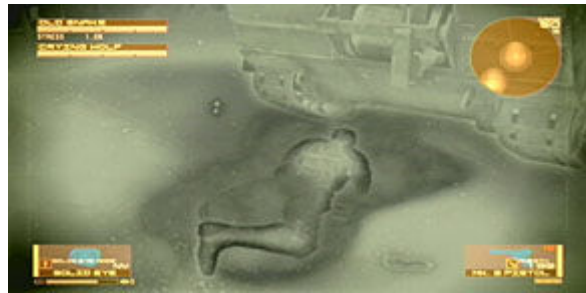
Go north to a clearing from which you can enter a small building on your left with a few items worth stocking up. After you've collected the goods, continue north, dropping down a small ledge to a large snowfield that triggers a cut scene and a battle with Crying Wolf.



Strangely enough, Crying Wolf is pretty easy to defeat, but the situation is made difficult by the presence of Frog soldiers. The Frogs cover the snowfield and completing this battle without causing alerts can be pretty tough. We suggest starting the battle by flipping on your night vision goggles and tranquilizing all of the Frogs you see. Pretty much anything glowing is a Frog—you won't see Crying Wolf for a while.



Don't stray far from where you start, as you've got good cover for taking out the Frogs without getting spotted. As well, the truck on your right will be an ideal hiding spot when the camera cuts away to show Crying Wolf running through the woods, barreling down on your position. When the camera cuts to show that, quickly run to the truck and dive under it to take cover and avoid getting hit by Crying Wolf.



Now's when the fight really begins. If you have the Mosin Nagant, you can theoretically end the fight with just four shots—each shot to Crying Wolf's unprotected head will deal in excess of 25% psyche damage. You can likely get a quick shot from under the truck before Crying Wolf runs off, back into the snowfield flurry.



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SNOWFIELD & COMMUNICATIONS TOWER :: SHADOW MOSES									
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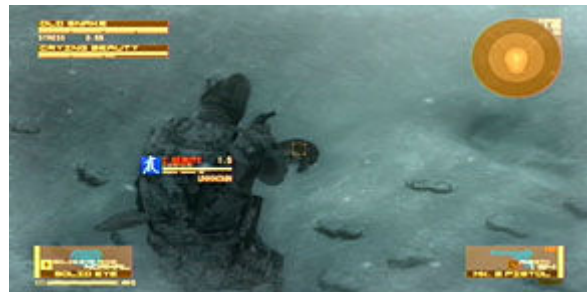
This fight can take a lot of time if you don't go on the offensive. Use night vision to pick out Crying Wolf's tracks (they're very unique) and follow them in an attempt to find her. Crying Wolf doesn't really show up with the night vision goggles except for a few small bits *unless* she's opened her cockpit to reveal her head. Look for this small silhouette hiding in the woods and take your shot when you can with the Mosin Nagant.



While you're following Crying Wolf's tracks, check your peripherals to make sure you don't accidentally walk in front of a Frog. The Frogs are easy to deal with, but they'll quickly spoil your attempts to complete the game undetected. When you finally do spot Crying Wolf, hope that she hasn't already found you. If you see that she's staring in your direction, release your aim and side step to avoid her rail cannon. The moment after she fires her cannon, quickly pull up your rifle and go for a quick head shot. If you're not quick enough you'll get pegged before you can pull the trigger.



When you've defeated Crying Wolf's beast form, she assumes the same beauty form of the past two bosses. Wolf slowly walks toward you in an attempt to grab Snake. Just back away and hit her with trunk shots, or execute dive rolls in an attempt to knock her down. If you let Wolf grab you, you can wiggle free and tap TRIANGLE to toss her on the ground and deal heavy damage to her psyche meter.



With Crying Wolf defeated, look for the Crying Wolf doll to the right before heading north into a building. Just inside the door is an iPod music track ("The Best is Yet to Come"). Grab it and continue to the next area.



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BLAST FURNACE :: SHADOW MOSES

Patrol Zone

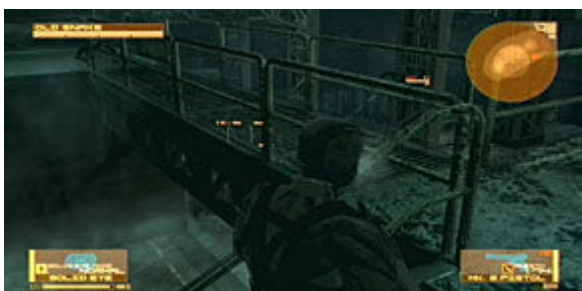
If things here look familiar to you, you should know that the exit is at the northeast corner of the furnace building. You can't just run there, though, as the area is packed with Dwarf Gekko. They're easy enough to sneak by; move directly north and flip over the railing, dropping down on the level below.



From here you can guess how to get to the doorway to the northeast, but you'll want to watch for a break in the patrol patterns of the Dwarf Gekko. There's one that rolls near you on the catwalk you're on, but as long as you're not standing against the next railing to the north he shouldn't see you. Drop down to the bottom level when there's a break and approach the large door.



As you'll see, the door is locked so you need an alternate route. Run up the stairs to the left and flip over the railing to the west to drop down to another low level with an elevator to the north. Ride it down to B5.



Patrol Zone

There's just one Gekko on patrol in this room. Wait for the Gekko to start walking eastward and then run behind him, heading due north for the next room.



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CASTING FACILITY NORTH :: SHADOW MOSES

Patrol Zone

This room, unlike the last, is pretty heavily guarded. There's a Gekko just north of the entrance and beyond that are many Dwarf Gekkos scanning the area. Wait for the Gekko to move eastward before running north on the left side of a bunch of machinery and other junk.



Watch closely for a small pack of Dwarf Gekkos just ahead. They roll around the ground, scanning the area to the north. When they roll eastward you can sneak behind them, making your way to the far north end of the room. From there, turn right and hop onto a conveyor belt when the nearby large Gekko turns his back.



Just east of the conveyor belt, along the northern wall, is a doorway into a safe room. Climb down the ladder and continue through a doorway to the next area.

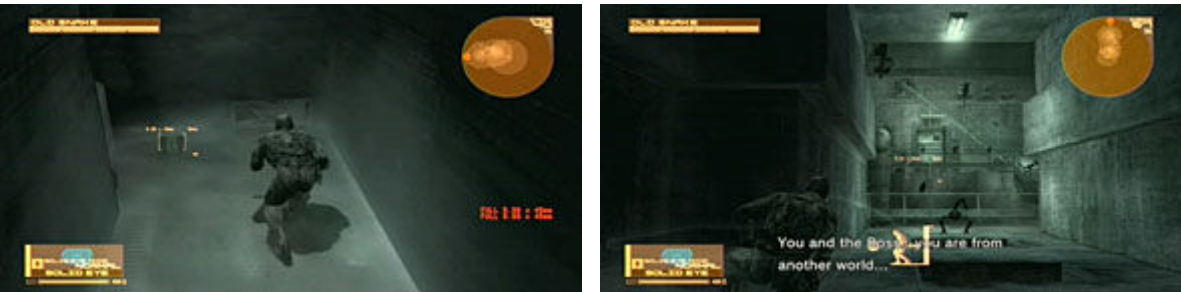


UNDERGROUND BASE :: SHADOW MOSES

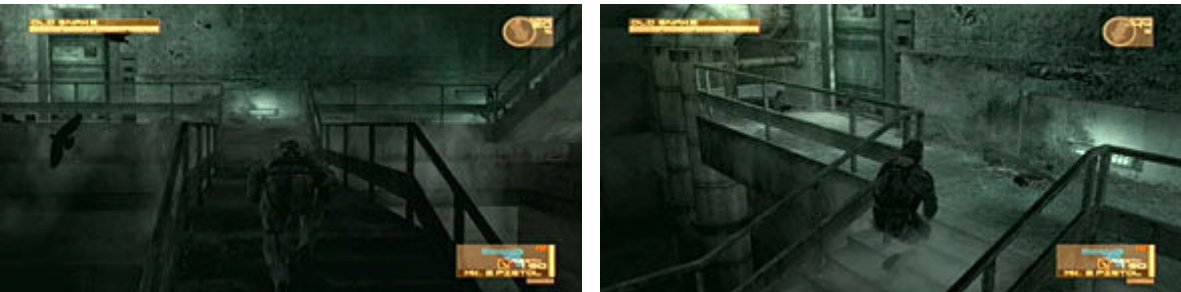
Patrol Zone

Run down the hall and look for a crawl space at the end along the ground. Crawl through it to the next hall, but watch out

for a Dwarf Gekko that may be scanning the hall from the north end. When you know the Dwarf Gekko isn't watching, crawl all the way out and take cover.

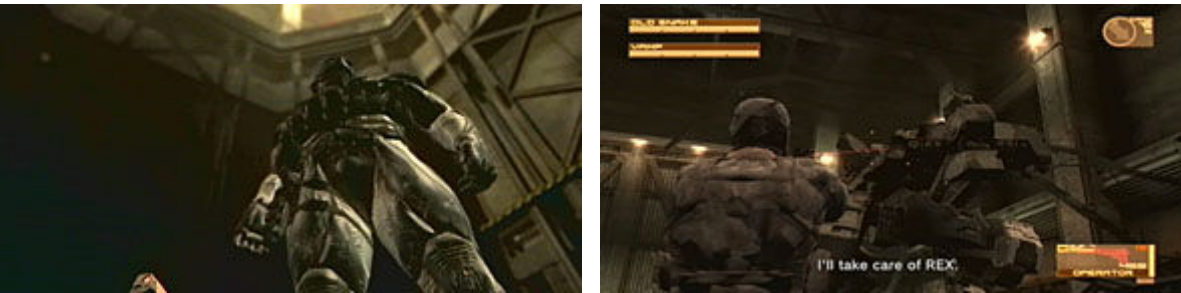


There are two Dwarf Gekkos in this room, one that patrols the walkways and one that scans the area just in front of the door to the north. Wait for the patrolling Gekko to move to the northern walkway and start to scan the area just underneath the second Gekko. When the patrolling Dwarf rolls to the right and starts scanning the east platform, you can quickly run along the walkways (watch for the large holes in the ground!), going north and turning left to go through the doorway when you see the scanning beam of the overhead Dwarf Gekko point away.



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UNDERGROUND SUPPLY TUNNEL :: SHADOW MOSES									
Patrol Zone									

After a relatively brief cut scene, you're left to do battle with Vamp. This fight should be pretty quick as your attacks will deal considerable damage to the immortal, but note that his attacks are powerful against Snake as well. Also, from what we understand you can use whatever weapons you want against Vamp without ruining your no-kill run. Since he's immortal, he may not die anyway.



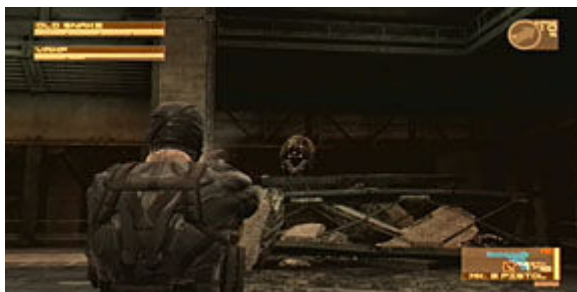
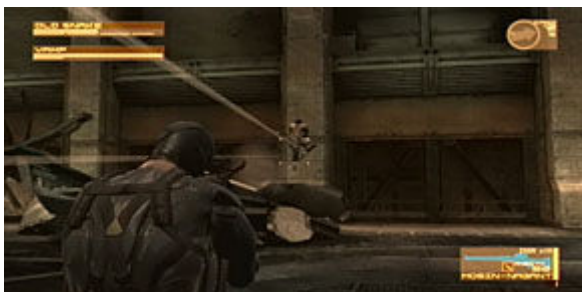
Still, we stuck to the Mk. 2 pistol and the Mosin Nagant, using mostly the pistol. For the start of the fight, just back away from Vamp as he walks toward you and hit him in the head with shots. When he gets near you, he'll stop and pose before dashing toward Snake with a quick melee attack. When he does this, put down your gun and run (or dive roll) perpendicularly to Vamp's path of travel.



Vamp abandons this attack pattern pretty early and moves onto running attacks. He won't stop to let you know he's going to attack, he just runs straight up to Snake and executes a spinning combo attack. Keep your gun firing on his chest and face as he runs up to you, but as soon as he gets real close you want to drop your aim and dive roll away. Don't dive before you're sure Vamp will attack, though, because Snake has some recovery lag on the maneuver and Vamp will take advantage if he isn't recovering himself.



There's no use trying to use CQC in the middle of the fight, so don't even try to grab or dive through Vamp. He'll eventually start jumping around while tossing knives, though his throws are pretty inaccurate and this pattern lets you pull out your gun and take some shots while he's away from you.



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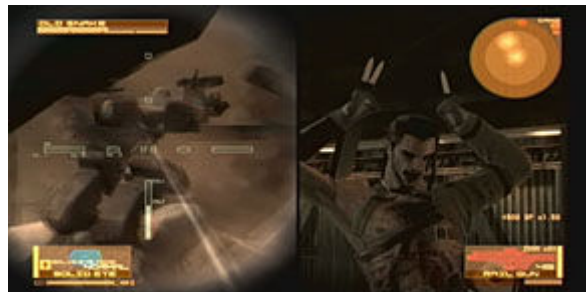
When you finally drain Vamp's health or psyche meter, he'll fall to the ground and begin trying to regenerate. Equip the syringe item (you'll probably need to equip from the item pause menu), run up to Vamp as he recovers, and grab him with CQC. While Snake holds Vamp in place, tap TRIANGLE to apply the syringe and end the fight.



Another cut scene transitions you to the next half of the battle. Pay attention to the left side of the screen as you need to hold back the advancing Gekkos. Snake automatically equips himself with the Rail Gun, which is convenient because it's your best bet for staying alive. Hold L1 to aim the gun and watch a meter in the lower right corner of the screen fill up. When the meter is full, you can fire the Rail Gun for a one-hit kill.



We suggest equipping the Solid Eye so that you can spot the Gekko locations through the clouds of their explosions. While most Gekkos will come from the left, some will come from the right side of the room as well. Be constantly looking back and forth for a target to shoot and while constantly holding down L1—if you release your aim, whatever meter you built up will reset to empty. The trick here is to keep your gun's power at full as often as possible.



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SURFACE TUNNEL :: SHADOW MOSES

Patrol Zone

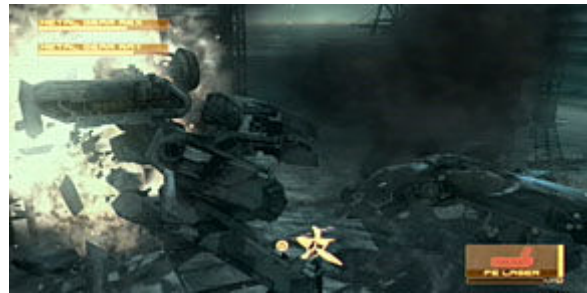
You take control of Metal Gear Rex and try to get the machine out of the surface tunnel within four minutes. The limit shouldn't be much of an issue, but you will need to watch your health. As Otacon instructs, it's a good idea to check the control scheme by pressing SELECT. Rex's forward dash is especially useful, as is the ability to swap between guns.



When you finally leave the tunnel, a cut scene segues into a battle of Metal Gears. You retain the same control over Rex with all the same abilities, so hopefully you got comfortable with the controls in the tunnel. However, fighting Metal Gear Ray isn't quite the same as mowing down Gekkos.



One difference you'll note right away is that the FE Laser is actually useful against Ray and in fact may be the best weapon to use. Hold L1 to charge the beam (watch the meter in the bottom-right corner of the screen) and wait for Ray to dash toward you with an attack. As it does, release the FE Laser shot to stop Ray in its tracks. Ray drops to the ground, letting you dash forward and tap TRIANGLE for a context-sensitive close attack.



If you get into a solid rhythm, you can keep this up throughout almost the entire fight. After executing the context-sensitive attack, immediately start charging the FE Laser again and wait for Ray to charge you. If the FE Laser overheats or if Ray just gets too far away, make use of the AT Missiles and launch large volleys at a time.



Metal Gear Ray attacks mostly with charging "melee" attacks, so any time the machine gets near you, back away with quick dashes--tapping X will let you dash in any direction, and dashing any direction other than forward will let you keep charging your FE Laser. When there's distance between you and Ray, expect Ray to fire its own volleys of missiles. You can either shoot down the missiles with Gattling Gun fire or simply dash behind a tall building to take cover from the missiles. If you can, try to take cover so that you can continue to charge the FE Laser.



That about sums up the fight. Just keep up constant pressure while keeping a mid-range distance between you and Ray. You don't want to be so close that Ray can hit you (unless you've got the FE Laser charged), but you always want to be within range so that when you do knock down Ray, either with the FE Laser or with AT Missiles, you can dash in and deliver a ground attack before it gets up. If Ray does get in close for an attack, often times you can counter by

tapping TRIANGLE when an on-screen indicator prompts you. However you defeat Ray, the end of the fight marks the end of the act.



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SHIP BOW :: OUTER HAVEN											

Patrol Zone

This area is in a perpetual state of caution, which means there are heavy patrols everywhere you go. You need to get to the south end of the ship deck, and doing so undetected is tough. Do as we suggest as quickly as possible, unless we explicitly say to stop. Timing is key if you want this to work. Start by running to the west and taking cover on the north side of the base of a stairway.



While you're hugging the stairway, two Frogs jump onto the scene. One stops on the stairs just over your head and the other start patrolling northbound via the passage on the right. Wait for the patrolling Frog to pass Snake (she'll stop just after passing you) before coming off the wall and moving south down that western passage. Immediately take cover behind a tarp wall just ahead.



The two Frogs you just sneaked by leap south over your head and begin patrolling together, coming north up the passage you're in. Stay behind the tarp wall and wait for the Frogs to walk by before quietly walking around the tarp and climbing the nearest ladder on your left. Climb to the platform overhead and then climb a second ladder from which you can sidle to the right and drop down on another platform.



From this second platform, turn southwest and dive roll over the railing to land on the vent system on the right—we found this dive easier with the camera positioned directly behind Snake. Follow the vents southward until you reach the end. From there you can dive roll to the right to land on a catwalk hugging the western wall of the ship.



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SHIP BOW :: OUTER HAVEN

Patrol Zone

Go to the southern tip of this catwalk and dive roll again to land on another vent. Crawl south on the vent, going under a low overhang, and watch the far south end of the ship bow in the distance. Two Frogs jump down to the ship's deck—quickly hit them with tranks and then push off the edge of the vent to drop down on the ground.



Side along the side of the rounded wall on your left to squeeze between the wall and a stack of metal boxes. From there, go to prone position and start crawling south along the western wall, moving toward the sleeping Frogs you just tranked.



When you reach the south end of the ship, turn left behind the tall structure and watch for a pair of Gekkos that drop down into the open area to the east in the center of the ship deck. Wait for them to look away and then crawl eastward, turning right behind some boxes to take cover out of their line of sight. There's a doorway just a bit further east that you need to get to and open.



Wait for the Gekko(s) to turn away and then run out and open the door with TRIANGLE (mash the button!). With the door open, you can continue southward to an elevator that loads the next area.



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COMMAND CENTER :: OUTER HAVEN									
War Zone									

As the cut scene closes, you're left to defend Meryl while a swarm of Frogs descend on you. Don't actually worry too much about Meryl—the Frogs will leave her alone as long as you're engaging them. Start by waiting on the north side of the round structure in the center of the room. The Frogs will come from the south and you want to wait for them to jump into the open area with you and Meryl so that you can grab hold of one of the Frogs and use her as a shield.



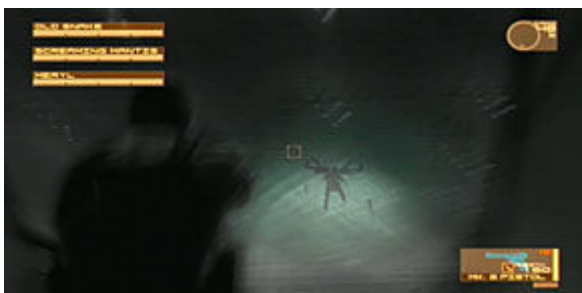
Pick off the rest of the Frogs with the Mk. 2 pistol, making sure to check all around you to make sure no one tries to sneak up on Snake. When all of the Frogs are tranked, choke out the Frog you're holding hostage and then run up one of the stairways to the walkway that goes around the perimeter of the room. A second batch of Frogs soon enter the room via the upper balconies, and taking cover under the balcony is your best bet. Flip on your night vision goggles and start sniping them with the Mosin Nagant.



When you've sniped everyone, a third and final group of Frogs enter the scene on the lower level of the Command Center. Hold your ground on the outer walkway and snipe the Frogs as they approach. If you can grab hold of one, do so to use her as a body shield and pick off the rest of the Frogs. Again, be sure to watch all sides of Snake for sneaking Frogs. When all of these Frogs are downed, a new enemy enters the Command Center.



Screaming Mantis is the last of the four beast women to defeat. Before you can do anything, though, equip your Syringe item and use it on yourself (with the item quick menu opened, press X). This releases Snake from the psychic effect of Screaming Mantis, letting you aim your weapons at her without any interference. Still, shooting Screaming Mantis isn't the goal here.



Instead, you want to shoot the dolls that Mantis hangs under her arms on her left and right, and the best vantage point for this attack is along the walkway around the perimeter of the room where you can take cover under the balcony and behind the support columns. Shoot the dolls twice and a brief cut scene will trigger in which Screaming Mantis takes

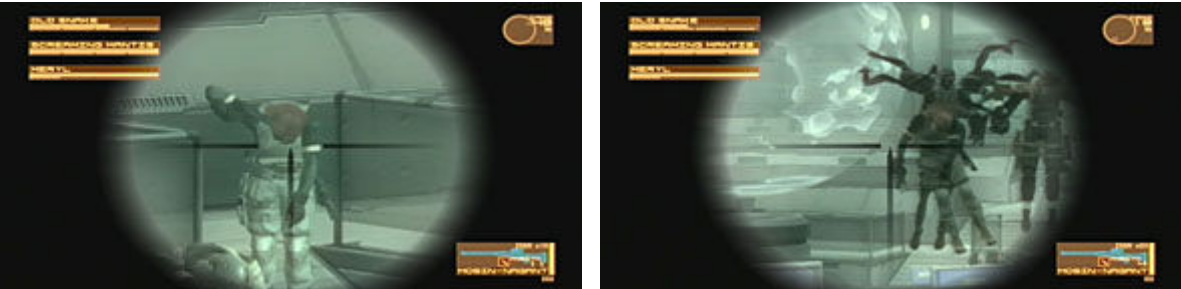
control of Meryl and sends her after Snake. Feel free to hit Meryl with trunk darts to put her out and prevent her from shooting you—same goes for the Frog bodies Mantis sends your way. In between nullifying the marionette enemies, try to get in more shots at Screaming Mantis's dolls. Connect another two shots and a similar cut scene takes over.



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COMMAND CENTER :: OUTER HAVEN
War Zone

In this scene, Screaming Mantis forces Meryl's gun to her own head. As soon as you regain control of Snake, pull out your Mosin Nagant and look for Meryl. Trank Meryl as quickly as possible to keep her from shooting herself. You can then go back to fending off the Frogs and trying to snipe at Mantis's dolls, but watch Meryl as she'll go right back to trying to shoot herself when she wakes up again. We did find, however, that Meryl stopped trying to shoot herself after we tranked her a second time.

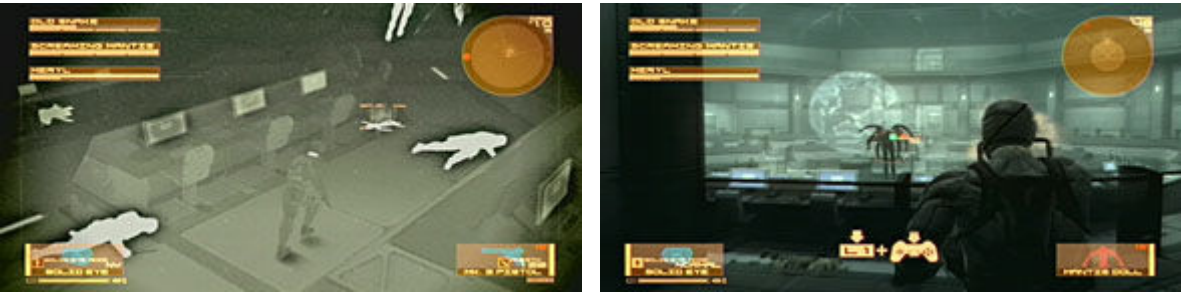


Through all of this, you'll need to watch for two main attacks from Screaming Mantis. Frequently, she'll teleport toward Snake and attempt an up-close melee attack. Simply run away from Mantis when you see her teleport, wait for her to attack, and then turn around to try and get a shot or two at her dolls with the Mk. 2. For her second attack, Screaming Mantis fires a barely-visible yellow projectile that tracks after Snake. If the projectile hits you, Mantis will resume psychic control over Snake. To avoid the projectile run away from it and, when it gets close, quickly move sideways to dodge the shot. If you get hit you can use the Syringe again to break the hold, but note that after about ten uses you'll start to lose health.



If you're paying attention, you'll note that hitting Mantis's dolls is dealing any damage. That's normal, don't sweat it—you

can use whatever weapon you want, lethal or non-lethal, though we find non-lethal is easier since she'll start dangling boddies in front of her dolls making it easy to accidentally kill someone. When one of the dolls has taken a certain number of shots (around a half dozen, maybe more), the doll will fall from Screaming Mantis's hold, letting Snake pick it up. You can knock out either doll to gain its power, but the only one you *need* is the doll on Mantis's right (your left) which is modeled after Psycho Mantis. When Screaming Mantis drops this doll, quickly pick up and equip the weapon (night vision will help you spot the item on the ground). Aim at Mantis and fire to gain control of her while holding down L1. With Mantis under your control, shake your controller to bash Screaming Mantis around and end the fight.



As with the other beauties, the fight is capped off with a quick battle against her beauty form. The same tactics apply here—simply backpedal and fire at her with your Mk. 2 Pistol to drop her stamina. You can also let her grab you and struggle back with a TRIANGLE press to knock her down for an easy head shot.



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MISSILE HANGAR :: OUTER HAVEN					
War Zone					

Just run forward through the Missile Hangar heading south. There are no items to find, so just run until another cut scene interrupts you temporarily. After the cut scene, Dwarf Gekkos show up and clog the walkway. You can stop and shoot 'em up, or just dive roll through the lot to get past them.



Another lengthy cut scene interrupts the run for a while, and afterward Snake is challenged to move through the microwave tunnel. Push forward while continually tapping TRIANGLE as fast as you can to replenish your health against the draining effects of the microwave. Make sure you don't touch the prongs that stick out of the walls—graze one and

you'll take a large chunk of damage, making the crawl even more difficult. Make it to the end and you'll earn another lengthy cut scene.



CONNING TOWER :: OUTER HAVEN

War Zone

You've reached Snake's final battle, a straight-up fist fight with Liquid Ocelot. There are no guns, just CQC, and the controls are slightly changed. Press SELECT to check the updated controls—the most important additions are the dodge and guard buttons. As Liquid charges toward you, hold L1 to block most of the damage from his shots. Tapping sideways or backwards in conjunction with X will let you dodge evasively, but defense isn't all there is to this fight.



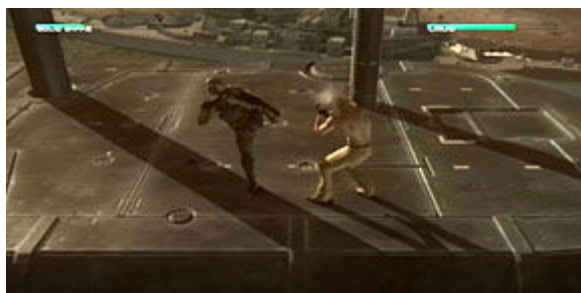
IndexAct 1Act 2Act 3Act 4Act 5

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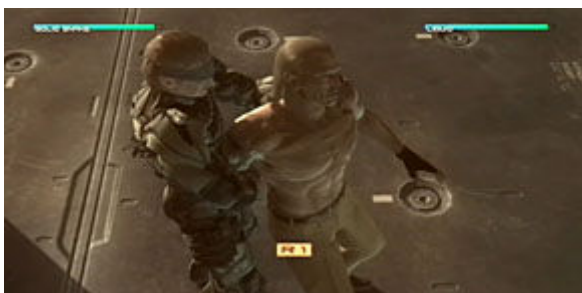
CONNING TOWER :: OUTER HAVEN

War Zone

The dodge is perhaps even better used offensively. Press toward Liquid and tap X to dodge toward him and tap R1 to attack before the animation is over. Snake will dodge under any attacks from Liquid and come up with an uppercut that Liquid rarely blocks. Tapping R1 while standing will let Snake throw a quick combo that ends with a pair of kicks, and these kicks are probably the best strikes in the combo. Back away from Liquid and start the combo—the punches will whiff, but Liquid will usually move in close to catch the kicks on the face.



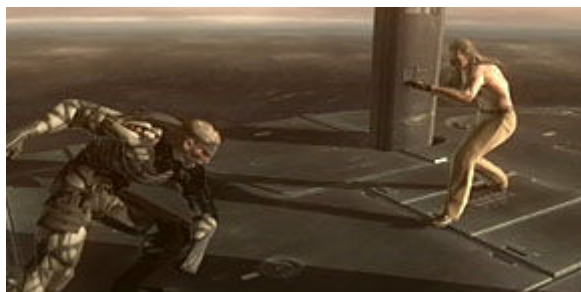
Of course, CQC is as much about grappling as striking. Get near Liquid and *hold* R1 firmly to execute a grapple. Any time you grapple with Liquid—whether initiated by you or by Liquid—rapidly mash the R1 and TRIANGLE buttons. On screen prompts will let you know when to press the buttons, but simply mashing the two buttons together is a good way to ensure you never miss a prompt and get the most damage from each grapple you trigger.



After you've dropped Liquid's health to just under 50%, the music changes and both health bars are reset to about 75%. The mechanics of the fight remain the same, though Liquid gets a bit more aggressive and more attacks trigger brief cut scenes that show the blows' effects. This time, you'll need to drop Liquid's health to about 15% before another cut scene introduces a new song and both health bars reset to about 60%.



Liquid gets more aggressive with his own grappling, so be ready to mash R1 and TRIANGLE any time he grabs hold of you. When Liquid is dropped to about 10% health, the fight changes significantly as both combatants break down. Just press forward toward Liquid and mash R1 to throw looping haymakers to put Liquid down and end the fight.



Metal Gear Solid 4 Multiplayer

Basics	CQC	Weapons & Gadgets	General Tips	Maps
<<	Options Adjustments	Battle Skills	Match Types	Character Classes
>>				

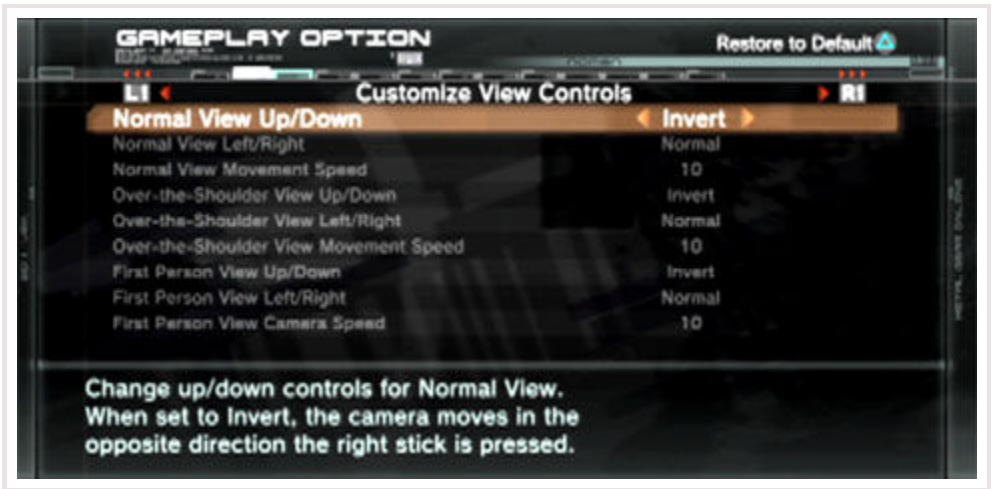
Upon loading the game mode, you will need to register with Konami's ID portal -- the PS3's web browser will make that fairly easy. Keep in mind the Gamer ID and Konami ID must not match in name or password. After all this nonsense, sign into the game and install/download any patches and firmware that have been released to bring the game up to speed.

When creating your Metecal Gear Online character, it will be your character's name that will be displayed during matches, not your Gamer ID or Konami ID. You cannot change the appearance, voice or clothing of your character once it's been created, or you will need to purchase a new character slot from the MGO Shop.

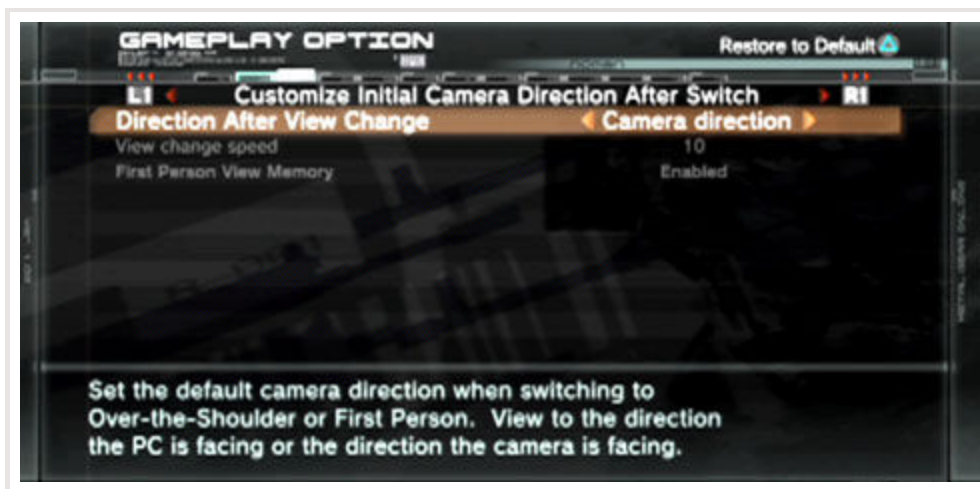
IGN recommends writing down your Gamer ID and password, your Konami ID and password, and your character just in case. This is because while you sign into Metal Gear Online with your Gamer ID, your Konami ID will let you purchase content for your Gamer ID in the MGO Shop. Your character name is also important, since that will be the name that's added to friends lists in Metal Gear Online.

OPTIONS ADJUSMENTS

It is advised that you enter the training servers so you can get used to the controls. Unlike Metal Gear Subsistence, certain controls have been changed, so the game is more akin to Splinter Cell than Metal Gear. During this time, you can also select or mull over the very crucial options:



Sensitivity is very important. Be sure to play with the sensitivity until you find your comfort zone. If you are inverting any directional axes, be sure to have them all consistent (camera, over the shoulder, first person) since you may be changing between them frequently and constantly.



If you find that you like first person view, consider locking the view with the next option screen. The player or camera flip is the direction you prefer your view to shoot for when the L1 button (aim to fire) is pressed. If you enjoy flicking your character towards the danger and then aiming, change it to player.

Don't forget you can reset the camera behind your character then aim -- leaving this option on view change camera means you can aim better when retreating. Note there are some camera wonkiness in tight quarters. Depending on which aiming mode (automatic, OTS, or first-person) you are in, when you aim and/or reset the camera, you may find yourself aiming the wrong way.



Weapon change is important. The menus will run in real-time, meaning enemies can shoot and kill you when you hold either R2 or L2 down to select your device. Quick switching can be adjusted further depending what weapons you enjoy employing in battle.

You can cycle through three of the four weapon classes (excluding one class for quick use) or quick swap between your favorite two weapon types. Note that if you replace one slot with a new weapon or item, when you die, you will need to manually re-select your non-queued item unless you change your preferences in the options menu.



For items, you may want to set up a usage system like your weapons for consistency. All players start with the **cardboard box** and **binoculars**. The only other items you can pick up (that is not Sneaking mode specific) seem to be the ENVG and Oil Drum.

ENVG - will display enemies as heat signatures, but will also work at ranges further than what you may be accustomed to in Splinter Cell or Rainbow Six. ENVG will track footprints of enemies and will help in any map. Perhaps more importantly, it will allow you to find the Snake player more easily in Sneaking matches.

OIL DRUM - is similar to the cardboard box disguise, but when it is rolling, it will knockdown enemies in the way. Oil drums are somewhat harder to spot in some maps than others, but if an enemy flicks on his targeting function (with auto-aim), it will easily detect you in the drum (or for that matter, the cardboard box).

DOG TAG - is for Sneaking matches only. You only get one tag from one player per one life; after a Snake player gets the tag, kill the opponent so he can respawn a dog tag with his next ticket. Tags are created by having Snake kneel over the unconscious opponent and tapping TRIANGLE once (any action while standing will drag the body).

Basics	CQC	Weapons & Gadgets	General Tips	Maps
<<	Options Adjustments	Battle Skills	Match Types	Character Classes
BATTLE SKILLS				

Character skills are important since they improve your character's abilities in battle. Each skill will be explained when you select them in the lobby or when you are out of a lobby and adjusting your skills. Always try to join matches when you have arranged your skills (and arrange your game options to support developing them) since you cannot change skills during a match, nor between rounds. You must complete (or quit) a whole set of rounds in order to access your skills menu once more. Quitting a match early however, forfeits some experience for your skills.

Some battle skills are *non-expansive* skills. This means as the skill improves (increases level), you will be able to select the higher level version of that skill as it becomes available. You just need to spend the five seconds in the skill menu between matches to get your stuff ready. Other skills are *expansive* skills.

Expansive skills are the ones that take up more room as they improve. This means you must free up slots to receive the benefit of the higher level skill. This is to balance out the benefits by prohibiting you from loading up on a bunch of high level skills and completely dominating unskilled characters. IN the retail version, the plus sign (+) denotes most of the expansive skills -- some are missing the + sign in their name.

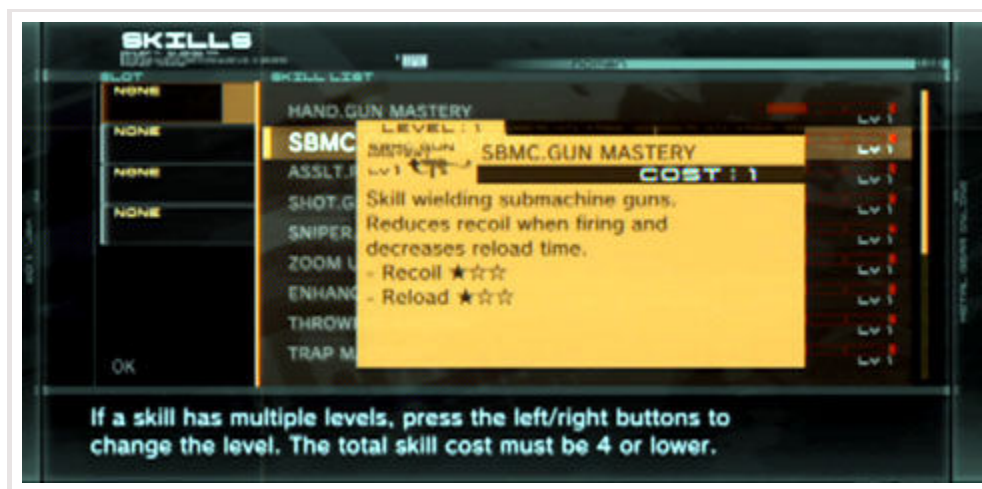
Skills that are lit up during a match are the ones that have the *potential* to improve. It does not necessarily mean those skills will improve (by doing nothing but hiding in a dark corner for the whole match).

For example, if you take the skill *Enhanced Lock-On (Surveyor)* but you do not use the auto-aim mode to fire during the

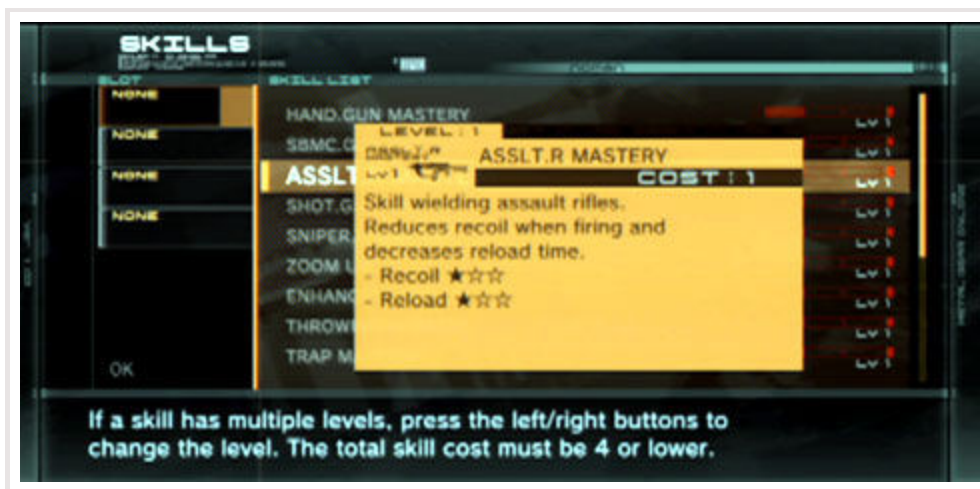
match, that skill may be lit up but it will not improve. Only Snake can be a legendary master of all abilities, since he's not only a clone, but also an aged veteran of many encounters (unlike the relatively inexperienced free-born non-Genome soldier defence contractors). He is able to do all the moves without requiring you to select any skills in Sneaking mode. However, this also means none of your own skills will improve when you are playing as Snake.



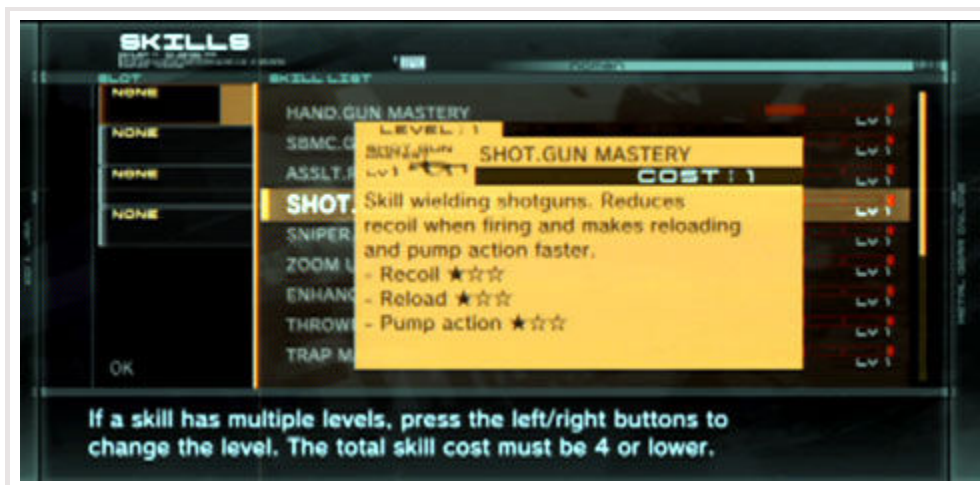
This is an expansive skill that regulates handguns (GSR, Mk.II, Operator, etc.) -- essentially all the so-called secondary weapons in the gameplay options. It improves accuracy to a very annoying degree, and allows a character to reload faster. Note not only successful *kills* with this weapon class will increase the skill, but hits (on an enemy) will also improve it marginally. The skill is called **Handgun+** in the final version of the game.



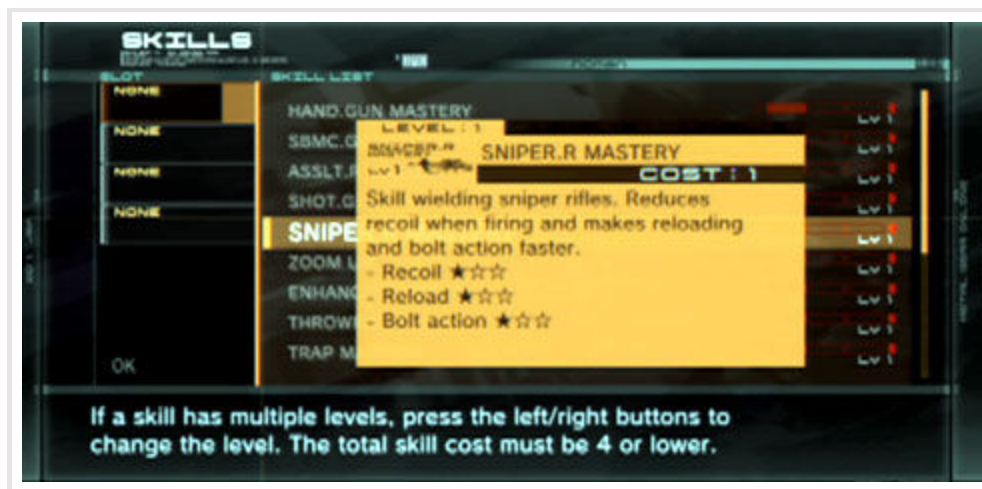
This is an expansive skill that regulates submachineguns (VZ.83, P90, MP5SD, etc.) -- essentially small caliber PDWs with weak damage but good accuracy (head shot city). The skill improves accuracy and allows a character to reload faster. Note not only successful *kills* with this weapon class will increase the skill, but hits (on an enemy) will also improve it marginally. The skill is called **SMG+** in the final version of the game.



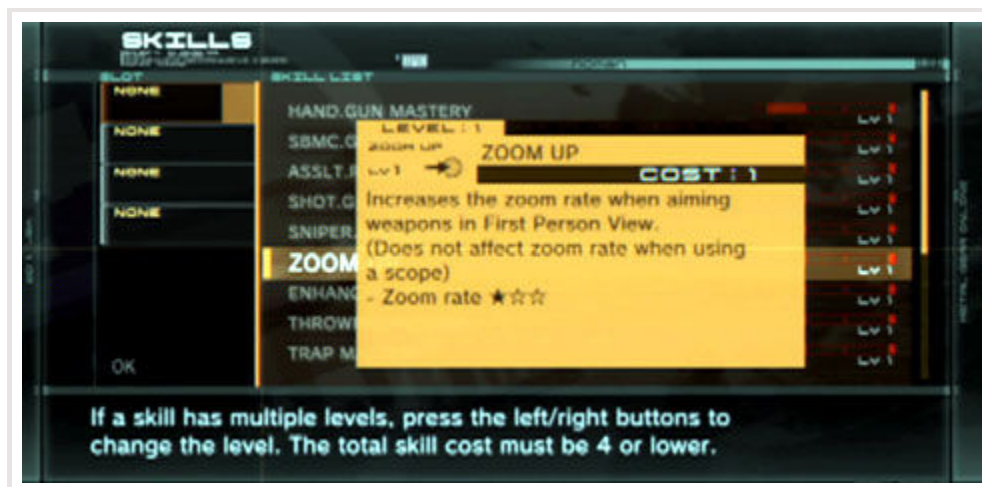
This is an expansive skill that regulates assault weapons (AK102, M4CAR, M17, XM8, etc.) -- essentially assault rifles with high damage and moderate accuracy. Fired at the body, assault rifles can kill with fewer shots than the submachinegun class. The skill improves accuracy and allows a character to reload faster. Note not only successful *kills* with this weapon class will increase the skill, but hits (on an enemy) will also improve it marginally. The skill is called **Assault Rifle+** in the final version of the game.



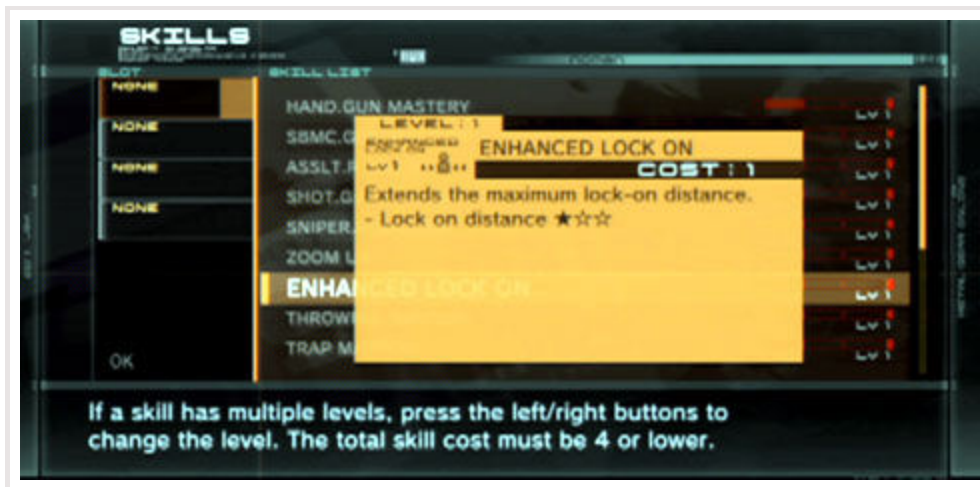
This is an expansive skill that regulates shotgun weapons (the ever-lovable MCS870 and more potent Saiga 12) -- essentially a non-rifled, large caliber shell. This shotgun fires scatter shot and has a permanent light attached to it. Additionally, the shotgun's first-person aim is not as accurate as other weapons. However, enemies struck will stagger briefly from the slug's impact. The skill improves accuracy and allows a character to reload faster. Note not only successful *kills* with this weapon class will increase the skill, but hits (on an enemy) will also improve it marginally. The skill is called **Shotgun+** in the final version of the game.



This is an expansive skill that regulates sniper rifle weapons (SVD, Mosin-Nagant, M14EBR, DSR-1, etc.) -- essentially a high powered rifle with a built in scope. Sniper rifles are capable of high precision and the scope's zoom levels can be adjusted using the D-PAD up and down. Auto-aim is not possible with the sniper rifle. The skill improves accuracy and allows a character to reload faster. Note not only successful *kills* with this weapon class will increase the skill, but hits (on an enemy) will also improve it marginally. The greatest increase seems to be from headshots using the scope view (hence the OTS view with the M-14/EBR-2 will not increase your skill as quickly with each successful kill, but it's so much faster). The skill is called **Sniper Rifle+** in the final version of the game.



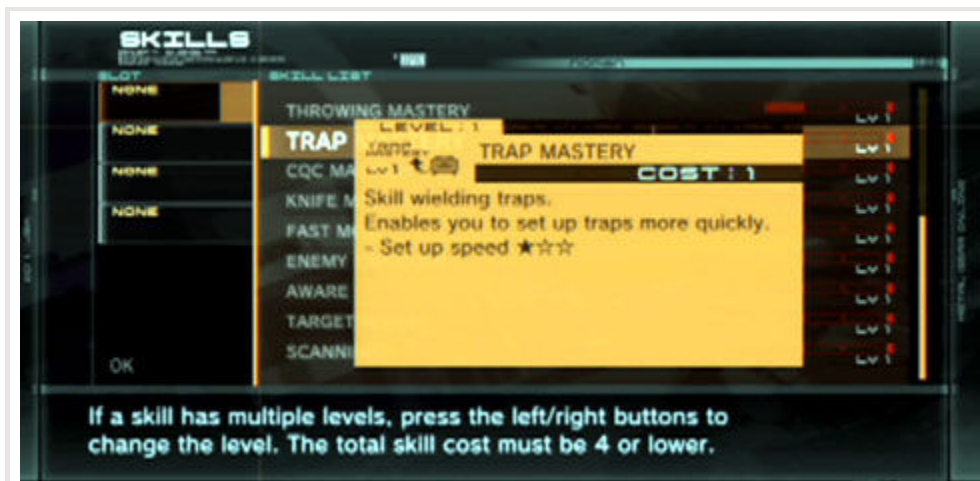
This is a non-expansive skill that will increase the view when in first person aiming mode. It's helpful if you are predominantly a manual aiming gunner. Zoom up does not affect sniper rifle scopes. This skill is time based; the more time you are in FPS view, the more this skill improves. The skill is called **Hawkeye** in the final version of the game.



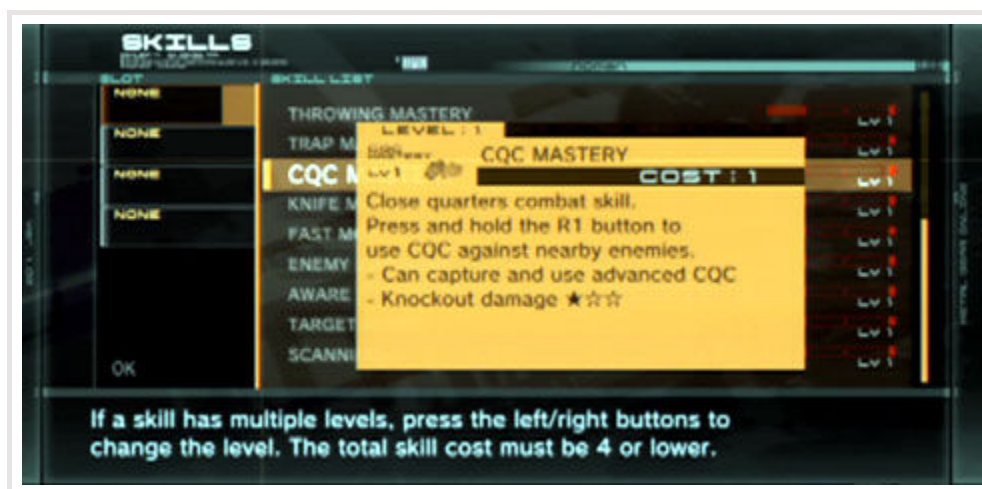
This is an expansive skill that will increase the range of your automatic lock-on. Similar to zoom up, the skill needs to be activated (Locked On) to improve. Note that the default lock-on ranges of weapons are vastly different; you will be able to target capture with an AK102 further with a lower level "Enhanced Lock-On" when compared to a Shotgun and a high level Enhanced Lock-On. The skill is called **Surveyor** in the final version of the game.



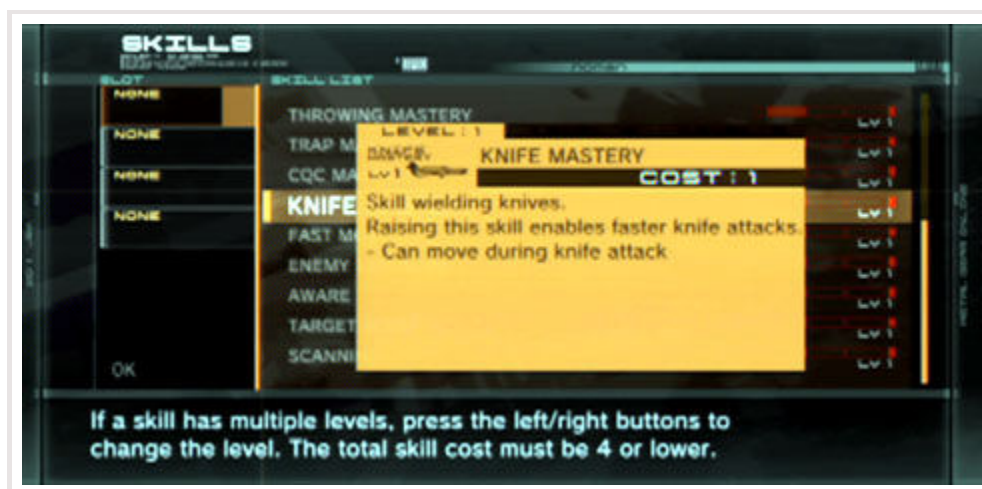
This is a non-expansive skill that increases the range of thrown items like grenades. Like the weapon skills, using grenades more will improve this skill. Unlike the firearms skill, your grenades do not necessarily need to kill or injure anyone to improve this skill. The skill is called **Quarterback** in the final version of the game.



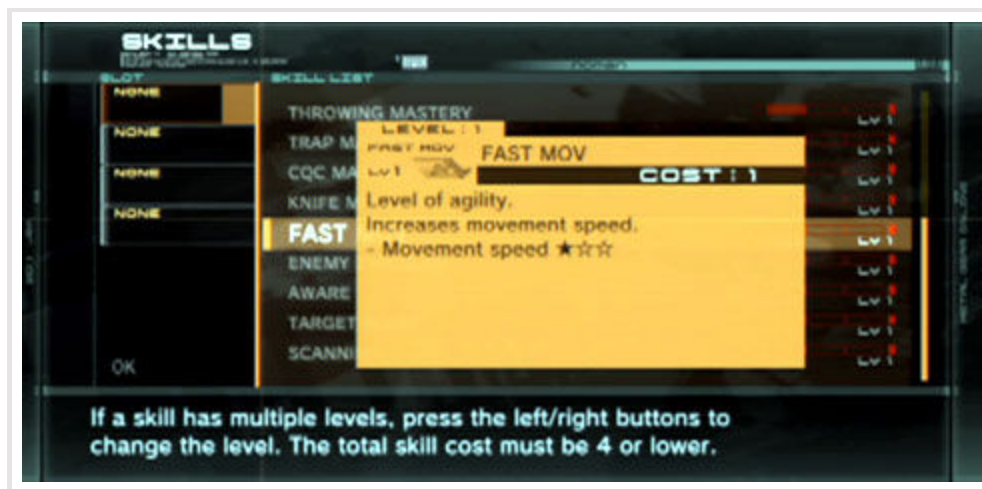
This is a non-expansive skill that increases the speed of which traps (Claymore, Pornography, S.G. Mine, C4 Stachel, etc.) are placed. Improvement mean the traps are set faster. The skill is called **Trickster** in the final version of the game.



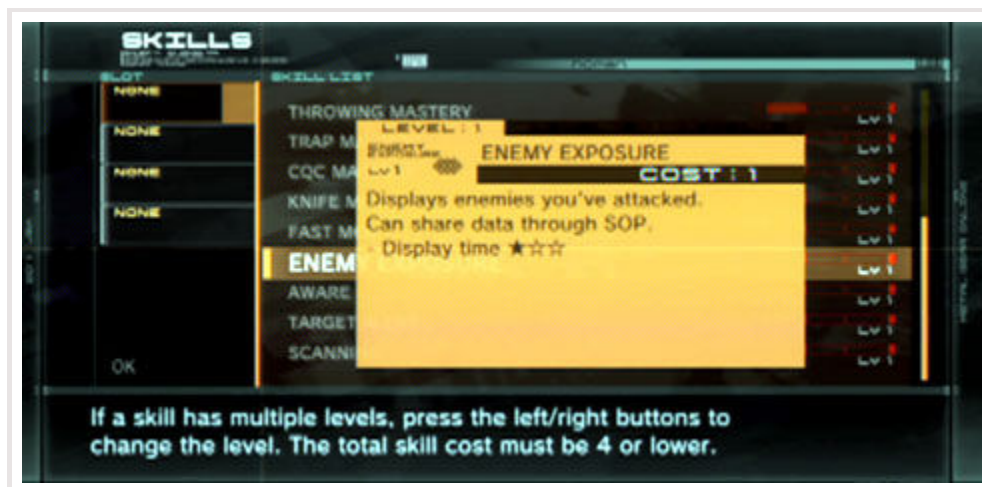
This is an expansive skill that allows players to grapple and hold with R1. It's main purpose is to allow you to choke hold an opponent into unconsciousness. Once asleep, the enemy can be shot, stabbed, dragged, or otherwise molested until he wakes. Choke and sleeper holds will increase this skill the fastest, although the take-down throw will marginally improve this skill. The skill is called **CQC+** in the final version of the game.



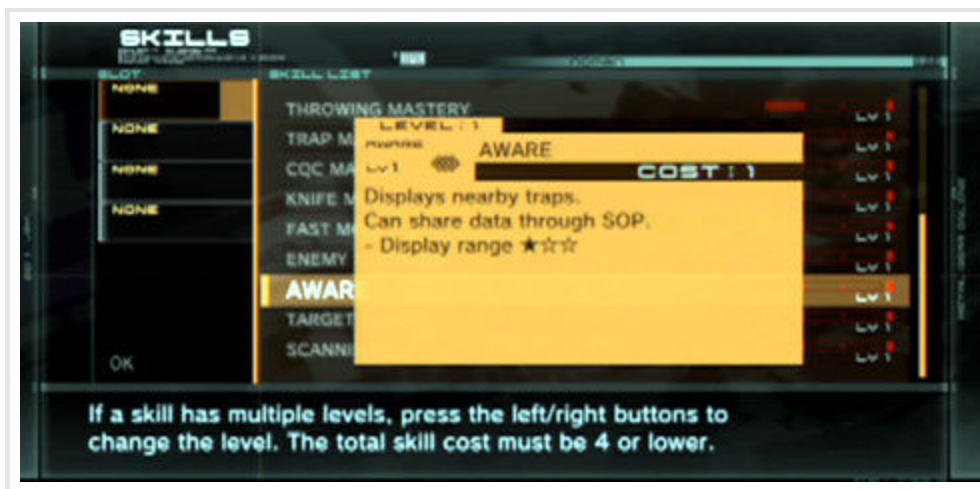
This is an expansive skill that lets characters use the knife (L1 and R1) while moving (not the slower stab, which still stalls your movement). Increasing the skill to level 3 allows a character to combine it with the CQC skill and slit throats (use TRIANGLE) during a choke hold. The skill is called **Blades+** in the final version of the game.



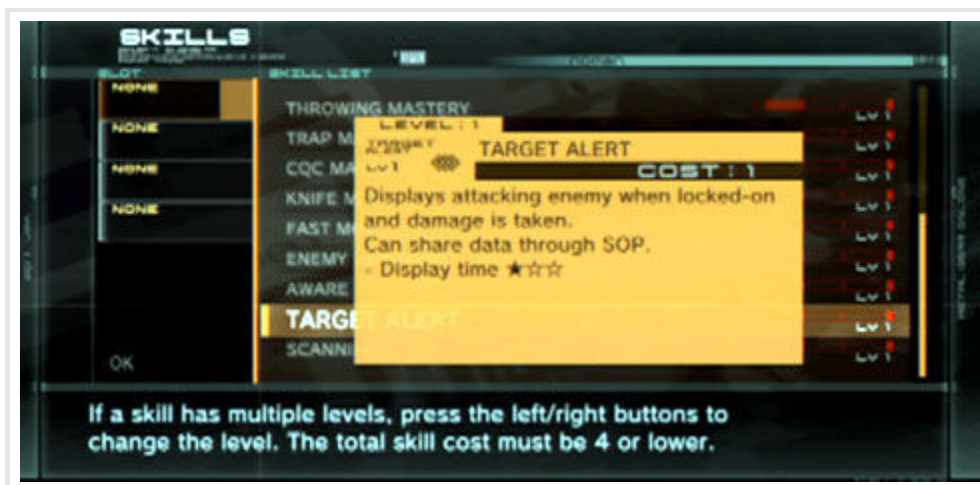
This is an expansive skill that increases running speed. This skill does not have a + sign next to its name but it will expand as it increases in rank. Characters need to run at full speed instead of crawling, dodging, or walking to increase the skill. Staying put will not improve this skill. Fast Move comes in handy for Capture and Base modes, but do not bother with this skill if you are after some unique tricks like cutting people's throats. However, when combined with a skilled player who relies on the basic CQC/CQB throw, it can be very devastating. The skill is called **Runner** in the final version of the game.



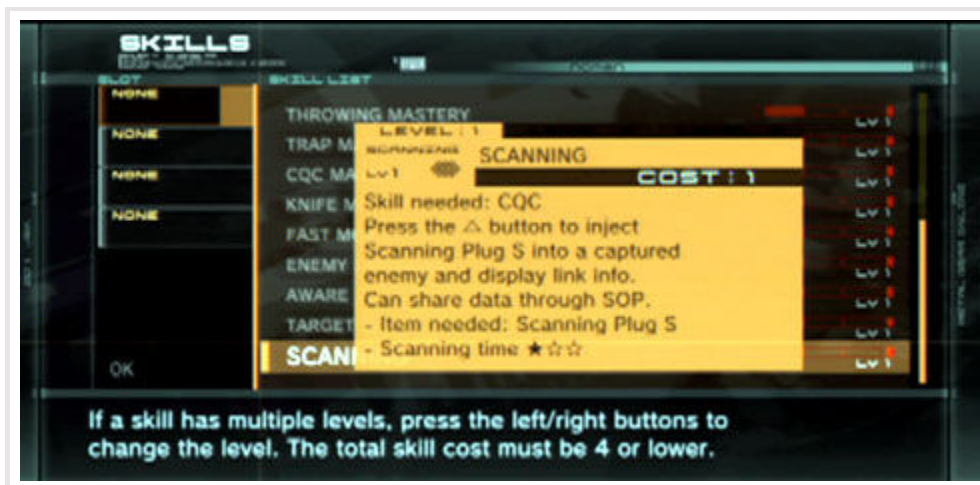
This is a non-expansive skill that shows enemies through the SOP as opposite color figures when you attack them. Any allies on your team who are linked to you via friendly SOP will see that enemy as well (like the leading player in Deathmatch). Improving this skill means the exposure time is increased. A very helpful skill for team based games, especially Rescue matches (since there are no respawns). Even a grazing hit on an enemy will cause them to light up on your whole team's HUDs. If your team is well versed in the map and the match type, you do not need to make a vital headshot on an agile enemy -- just light him up and watch the blood fly. The skill is called **Monomania** in the final version of the game.



This is a non-expansive skill that displays traps set by any player. You can use good observation, the ENVG, or simply know the map to eschew this skill, although this skill will improve automatically as long as you equip it and run through matches with deployed traps (like magazines, mines, etc.). The skill is called **Sixth Sense** in the final version of the game.



This is a non-expansive skill similar to Monomania (or Enemy Exposure), but works as a defence and with lock-on (automatic aim) mode. This skill will not improve if you are using first-person mode and the Zoom Up skill. It is also useless if you are killed when you are not locked onto an enemy attacking you. The skill is called **Narc** in the final version of the game.



This is a non-expansive skill that allows a character to use the SOP DESTAB item in Base mode (Drebin enabled or not). This skill requires CQC Mastery as well. Select the **S-Plug** item in your inventory (you start with this item if you select this skill) and use CQC to hold an opponent to inject him (TRIANGLE) with the plug. Once that's done, purchase the **SOP Destab** unit (it's a primary weapon) from the shop and use it (L1 + R1). All SOP linked enemies will be assaulted with psi-waves (and be utterly helpless until killed or the effect wears off). Scanning enemies and throat-cutting are mutually exclusive, except for Snake -- he scans if the S-Plug is selected and assassinates if it is not. The skill is called **Scanner** in the final version of the game.

Basics	CQC	Weapons & Gadgets	General Tips	Maps
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<<	Options Adjustments	Battle Skills	Match Types	Character Classes	>>
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MATCH TYPES

Metal Gear Online has several match types that determine your strategy. For example, sniping may not be the best thing to do in Base or Capture games but it may help in other cases. All match types are team based games, except for team deathmatch and often require a different set of criteria aside from killing everything in the map.

DEATH MATCH

These match types are simply kill everything that's not your color -- on Death Match, your character is always blue while enemies are red. In team games, one team will be red and the other will be blue. Be careful not to confuse which color you're with after each match, or you commit friendly fire (which most soldiers agree, is not so friendly).

Death Match (DM) is rather monotonous, unless you are using weapons that fire very slowly or have limited magazines. This lets players exhibit their skill in dodging and using CQB. Since you can respawn and be killed instantly by another player behind you, learn to press **Select** to delay your spawn-in and get a good look at your surroundings.

In Team Death Match (TDM), your team should mix up marksmen, scouts, and front line infantry so you get a good mixture of weapons to attack the enemy. Link with your teammates using the SOP (press TRIANGLE when facing them) each time you die or if they are not blinking your color. This enables you to know where they are and so locate enemies should they die. There are no SOP penalties in TDM. Hanging around large groups is also handy if you run into the enemy. Do not stray from the group unless you have a plan -- like taking out an enemy sniper or being one yourself. The basics of team play are developed here in TDM for use in other modes.

BASE + CAPTURE

These two modes are similar in that neither awards or penalizes killing, but they are slightly different. Knowledge of the map and what each small area of the map can do for you in attack and defence is vital, or you can expect to get steam-rolled by the opposing team everytime you play.

In Base mode (BAS), teams start out near where they would spawn in TDM. However, there are an additional 3 to 5 bases that are on the map that need to be captured by your team. To capture a base, simply stand within its perimeter and change its color to your team's color. The more players of your side in its boundaries, the faster the base is captured. Once the base is captured, you can spawn from it like your own base if you are killed, but you cannot change weapons there. You need to change or restock weapons at your initial base. A warning from IGN -- hiding as a cardboard box in the base perimeter is a bad idea. Cardboard boxes are never placed inside bases during a Base match. Happy hunting!

In Capture mode (CAP), teams race to capture two targets and bring them to a secondary "point-scoring" base. Generally speaking, the starting base is moved (though not always). Scoring is achieved by reducing your team's score to zero. Players deduct one point for each second they hold a target inside the scoring base's perimeter. Since there are two targets, points can be doubled if both targets are there. The enemy team can stop your team from scoring by bringing the second target to their base, or simply killing your target holder. You win once your score goes to zero.

RESCUE MODE

Rescue mode (RES) is similar to Rainbow Six Vegas' Attack and Defend, but with a few twists. Essentially, one team protects GA-KO while the other team tries to take him back to their scoring base. It is similar to Capture with some exceptions:

1. There is just one target to pursue, and only one team is going for it. The other team is the target's guards.
2. Each player only has one life, meaning no respawns. If a team is wholly defeated, they lose the match.

Obviously, this is a serious change to your battle tactics. Since you cannot respawn, any points you use for Drebin's shop will be gone unless you manage to achieve several kills through several rounds. IGN recommends for Rescue matches, you opt for a higher number of rounds (at least four), since the game can go by quickly if both sides are blood thirsty. Since you want to kill and avoid dying, stealth takes a more significant role. Getting a surprise attack on the opposing team can generally decide the battle. However, running around afterwards without a plan will easily lead to your defeat.

GA-KO will eventually reset back to its original spawn point if it's dropped by an attacking player, so attackers have a slight incentive to move it ever closer to their scoring base. Defenders will find it rough going if they are out-numbered, since the attackers can simply grab the target and run. If the attacking team is out-numbered, it's generally better to adopt a sneaky style approach and slowly assassinate roaming defenders (if time allows). If you watched the first half of the Predator, you generally get the idea that you attackers need to do the hunting.

SNEAKING MODE

This final match type in Metal Gear Online is a serious improvement of the Subsistence Snake Versus Soldiers mode. Essentially one player controls Snake (and his legendary stats and abilities) but he is opposed by all the other players in the match. When 12 or more players are in a Sneaking match, one player is Snake, another plays the Metal Gear Mk.II and the remaining ten (or more) players are auto-assigned to either Red team or Blue team.

A Sneak match requires at least two players -- the sacrificial generic soldier and Snake. Snake does not require the selection of any skills to use his moves (indeed, your skills does not improve when playing Snake). Snake does incredible CQC damage (this exceeds the damage regular soldiers can do at CQC level 3 and he can use the CQC/CQB take-down throw with any weapon marked with the CQC icon). Additionally, Snake's stress meter from the Story Mode is not present, so his accuracy is superb. However, this doesn't mean Snake has more hit-points -- one headshot will still kill him instantly. Because the odds can be nearly 14-to-1 (averaging 7-to-1 odds), the Snake player needs to use extra caution to achieve his goal of finding his three dog tags without dying.



If killed, Snake must recapture all three dog tags to win.

Thus, it is very important to practice patience -- and that can be a difficult thing considering there is always a timer working against you. IGN recommends a 12 to 15 minute limit with Sneaking matches. This is ample time for a Snake player to evaluate the two teams' players and either work out a good spot to get tags without taking up an excessive amount of time. Here is Snake's gear without any restrictions imposed (Drebin mode is disallowed for Sneaking matches):



Snake additionally has some other items (on the L2 menu).

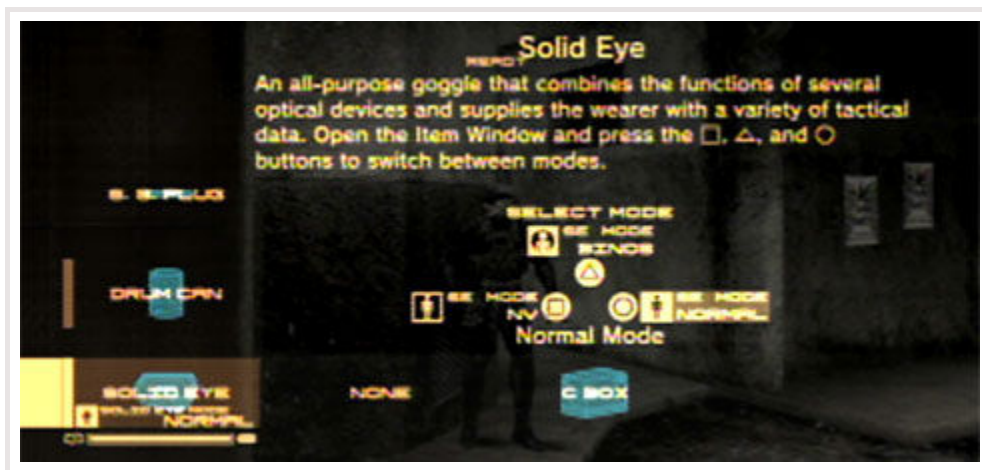
OIL DRUM - Disguise as a shot-up oil drum. Similar to the item described before.

S-PLUG - S-Plug for scanning; this is useful if players consistently link into their SOP, but the injection will prove worthless once that soldier is killed in battle.

C BOX - Disguise as a cardboard box; unless the enemies have access to the ENVG item, you may be able to get away with hiding in a box in a brightly lit areas of a map. However, Octocamo is much better in dark areas.

FACE MASK - The item from Story Mode can be turned on to give Snake a small bonus of camouflage in broderline areas. You can turn this on and leave it on to increase Snake's camo percentage quickly. Select another item afterwards.

SOLID EYE - A multi-function vision device. Disables the mini-map when selected but tracks atmospheric disturbances (essentially, the enemy soldiers). Unlike Story Mode, it does not use battery life.



MOSIN NAGANT - Bolt action rifle with scope. Fires chemical darts for tranquilizing or assassination. Snake's primary aim to disable enemies is by this weapon. Just keep in mind the distance you may need to cover to get to your target to retrieve the tag. It's sometimes handier to shoot over-the-shoulder with this weapon, as the zoom is pretty atrocious at the range you want Snake to move to pat down an unconscious player. Still, it's a handy weapon to drop players far from your own position, as to make them think you are close by.

M4 CARBINE - Modified Colt M4 assault carbine. Select its fire rate by holding R2 and pressing TRIANGLE. Sometimes, it may be easier to kill accompanying characters around your unconscious target to get his dog tag, or to thin out a gaggle of enemies so you can handle the final enemy alone. Remember that Snake does not need to change to a one-handed weapon to CQC/CQB take-down. He can do that with the M4 Custom still equipped.

STURM-RUGER MK. II PISTOL - Tranquilizer pistol using compressed air. Action must be worked after each shot. You practically need to be good with this weapon (headshot wise) in order to drop enemies so you can get their dog tags. Just remember the delay between each shot can get you killed, so cycle to another weapon if you need to fight it out.

STUN KNIFE - Futuristic combat knife with close proximity stun gun. Lethal in hands of a master. Since enemies cannot auto-aim at Snake, Snake has a minor advantage when using the knife in close quarters. Just remember that enemies who are more skilled will attempt to CQC/CQB take-down Snake then kill him with their own knives. Shock the target(s) and then do your pat down.

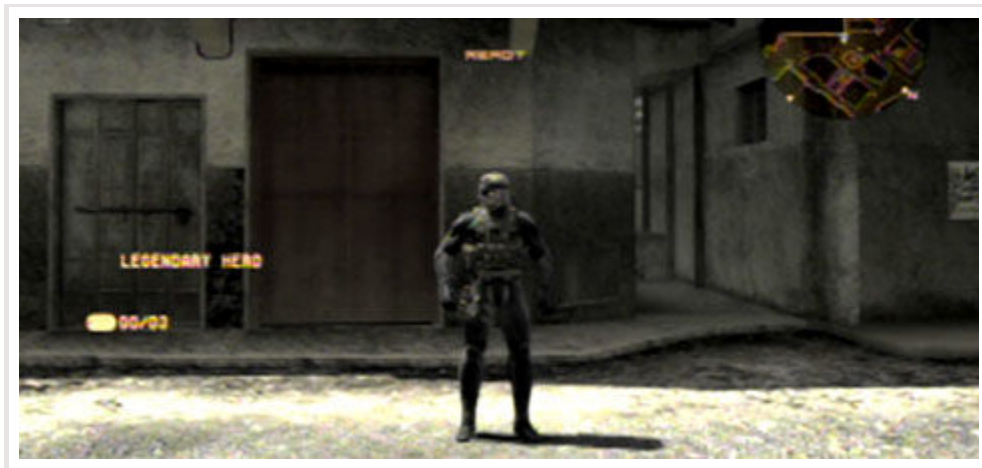
STUN GRENADE - Flashbang device. Emits loud noise, smoke, and white light to audio-visually impair targets. Snake is more guarded against his Stun Grenades (and stun grenades in general) than the peon soldiers; having this handy is helpful if you need to escape from pursuing enemies! Hide in a good spot while enemy players cannot see anything but white screen.

CHAFF GRENADE - Small device that creates a cloud of ECM, ECCM and metallic shards. Interferes with electronics and wireless transmission and jams Snake's Solid Eye for a brief while. You will want to use this weapon only when the enemy deploys E.Locators or if they constantly use their SOP. Since you cannot detect the enemy SOP unless you scan them with the S-Plug, this grenade is less useful than you may think.

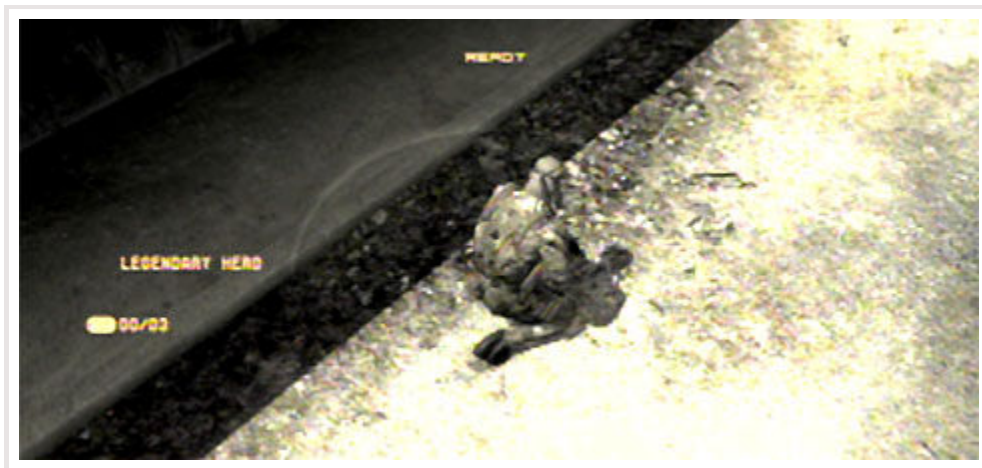
BEAUTY MAGAZINE - Magazine of beautiful models. Ignoring this is impossible unless you press the X button to dodge over it. Explosives (or passage of time) will destroy this item once it is deployed. This item is very helpful in helping you ambush and trap lone soldiers. However, finding a good spot and placing one, then finding a suitable place to hide is equally hard. Still, if you manage to stun three soldiers who fall for it, you will have your three dog tags.



Snake's greatest asset -- aside from his Octo-Camo sneaking suit -- is his Solid Eye. Essentially, it combines the functions of the binoculars, ENVG, and an omni-directional disturbance detector that locates enemies as they move, fire, breathe, etc. Unlike Story Mode, all the soldiers in Metal Gear Online will emit noise unless they opt to play dead (which serves no purpose other than avoiding detection by Snake, since the opposing team will fire on any dead body). Using the Solid Eye, you can see enemies from quite a ways off, as well as get a rough idea of their speed, number, and direction.



However, the Solid Eye's ENVG mode is not without its problem. Chiefly speaking, it is that of not being able to discriminate between lit and unlit areas in normal vision. Shadows are an important part of Snake's survival, since dark areas increase his chances of remaining undetected.



Although you may not realize it when playing as Snake, the greatest danger to being found is actually yourself. More specifically it's Snake's shadow and dust kicked up by his footprints that are the tell-tale signs of his presence. Moving quickly will also cause Snake to fade from invisibility and let enemy players catch and kill Snake. In cold weather maps like Groznyj Grad, Snake's breath will give him away.

Snake's dust is easily nullified by moving slowly. The faster he moves, the more dust he will kick up. Dust will appear when he runs, does hand over hand motions, rolls, or turns. Generally speaking, stop moving in a dark spot when you have escaped your pursuers. Snake's breath can be nullified by playing dead on the ground. This effectively slows Snake's breathing to a manageable rate and he will no longer pant like a rabid dog.



As for Snake's shadow, nullify it by hiding in dark areas like that above. The dark areas in Groznyj, Midtown, and Ambush Alley are great. Not surprisingly, small brightly lit maps like Blood Bath and Urban Ultimatum are probably the hardest to remain undetected as Snake unless you have a plan of where to go right from the start. Note that even when "invisible" in a dark room, Snake can be detected by his breath in cold weather maps or by a slight disturbance on the ground to keen eyed players. Randomly sprayed bullets can make him bleed as well.

In short, never assume Snake is completely hidden or invulnerable. He's just very hard to spot. Players who are apt to run by corners without checking them for enemies or those who blindly shoot off from their spawn points are likely candidates to be shadowed. Beware of lingering near a team's spawn point; anyone who uses the **Select** to remove the weapon menu is liable to spot Snake, pop in once you run past them, then shoot you dead.



When you play Snake, you pretty much need to master the tranquilizer pistol as well as CQC/CQB to pat down your sleeping enemies for their dog tags. Killing enemy soldiers should be done so they will not be around to see where you go. Snake has the **Silent Camera** option on him at all times; enemy players will not be able to track Snake after he makes his kill.

Remember that Snake's victory condition primarily hinges on him not being found out. Unlike a team game, Snake has no other back-up (Otacon's Metal Gear Mk.II does not count as back-up) so he must primarily rely on himself (and what wits you possess) to win the day. Never forget the best theft is the one never discovered ...

Basics	CQC	Weapons & Gadgets	General Tips	Maps
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<<	Options Adjustments	Battle Skills	Match Types	Character Classes	>>
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CHARACTER CLASSES

FRONT-LINE INFANTRY

Would generally take the assault rifle or SMG skills. Back it up with grenades (always handy) and depending on your choice of aiming, Enhanced Lock-On (Surveyor) or Zoom Up (Hawkeye). Head shots are easiest with Hawkeye; you'd be a fool not to keep your FPS view (gameplay options) when you swap out if you do; just remember the knife works best in third person mode. Handgun skill may be eschewed, since your primary weapon should be all you require in an encounter. Without healing, switching weapons and building skill with it is pointless.

MARKSMAN W/ TRAPS

Take the sniper rifle; many players prefer the M-14EBR sniper rifle since it fires like an assault rifle in Drebin Points mode. Disable first-person mode with the M14EBR -- the scope view is honestly too much to handle in most cases unless you are sniping, and simply use the over-the-shoulder Sam Fisher mode of aim. Headshots can still be approximated with the circle reticle. You can augment your skill set with Traps, or if you prefer, Throwing if you are interested in assaulting the enemy with the M14EBR. As a sniper, Zoom Up is not needed, but consider Enemy Exposure to notify your teammates of your target (helpful if you are sniping non-lethally with Mosin-Nagant).

KNIFE BUDDY

CQC and knife skills go somewhat together, but at first, you can throw in a Fast Move (Runner) as well as Handgun Mastery. As you get better, you will be able to operate without the Runner skill. CQC/CQB fighters need to learn how to sneak, using the third person camera to look around corners, and follow enemies without being seen. A shotgun works well as a primary if you are covered, otherwise, a handgun is your best choice since you have the ability to switch and aim using the same mode -- auto-aim with third person view.

SCOUT W/ GRENADES

Best for capture mode. Take the Fast Move (Runner) option at the highest level(s) you have and run! This soldier is essentially a courier and must be supported by his assault-prone teammates. A runner who takes GA-KO and KEROTAN back to the point base is best a fast mover since the faster you get to the point base, the more points you can effectively score. Consider the SMG skill with the PDW in non-Drebin mode, or the Sniper skill in Drebin mode (and M14EBR) to defend your light scout. Traps are too slow, except in cases where there are few players in the match. Crowded maps mean less time to place traps. In matches without Drebin enabled, Throwing (Quarterback) will help you keep enemies detected as you run back and forth restocking on E.Locators.

SOLID SNAKE

He does not have any choice of weapons (unless the weapon restrictions are on). He has far more weapons and items than the standard characters, plus he is more or less immune to the Stun Grenade flash. Playing Solid Snake is really a separate class in a separate mode, so here're some extra Snake tips:

- **Skills do not affect Snake** - as would your character. His CQC damage is topped out; you can slam a guy down and that'll be that. In any case, use the Stun Knife to take out the guy after you take the tag.
- **Stun for dog tags** - that's Snake's main mission. He can kill enemies quickly but his mission is to stun, frisk, and take tags -- killing enemies instantly only frustrates your mission goal.
- **When in doubt hide** - Snake's sneaking suit can be seen as a percentage in the upper right hand corner. While you can see Snake when playing him, enemies only see Snake as a ghostly figure on their screen (like a newly respawned character). Snake players need to have the patience of Job and the cunning of a fox to get by when odds are against you.
- **Fighting OTACON's Metal Gear 2** - when there are more than 11 players in a Sneaking match (total 12), that player will be able to take over OTACON's little robot and shock people. It's cloaked like Snake, but it is very weak and cannot attack. Observant players will learn to scan the ground -- although invisible when moving (not attacking), the little robot can be detected by its dark shadow; hence sticking to dark ground is to your advantage.

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CQC Basics

CQC Mastery

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"Close Quarters Combat" -- or CQC -- is a mixed discipline for military, police, and self-defence applications. The focus is more on the application of technique, rather than the underlying philosophies behind the training. Even SYSTEMA, the Czarist-derived CQC program retained during the Communist era, has an underlying philosophy. In CQC, there is but one principle -- to disarm or disable an opponent at close quarters by any means necessary. Hence, for secular organizations which hold the means to an end, the practical approach of MMA-type CQC is very attractive.

In Metal Gear Online, CQC may be used by the various soldier characters you play as. However, as in real life, different individuals will have different levels of CQC training, as represented by the expansive CQC Mastery skill. Discussion of more advanced techniques are in the next section. For now, focus on what you can do without that battle skill. Note that the CQC/CQB moves detailed for Snake in single-player does not necessarily apply to the regular soldiers you play in Metal Gear Online; while Snake (in Sneaking matches) can hold up enemy players, regular characters

BASICS OF CQC

Basic CQC allows characters to do a take-down throw (for lack of a better term) using a single handed weapon. Single handed weapons include: all secondary weapons (handguns), support weapons (traps and thrown devices), and the stun knife. Characters may also perform the take-down by equipping nothing (bare hands). Please adjust your game options for best results for CQC.

Note that while Snake (in either single-player or online mode) can perform CQC/CQB take downs with any weapon that displays **CQC** in the weapon window, the regular characters you play in Metal Gear Online can only perform CQC/CQB moves with single handed handguns, the knife, or thrown devices.

Weapons that are in the primary class -- essentially the other weapon types -- are two-handed weapons that only let your character do the standard take down (as if you do not have the CQC Mastery Skill); since we're focusing on *holding* a character, equipping an assault rifle to do CQC is an after-thought for MGO. While the take-down is effective, having the stun knife equipped lets you shock the downed enemy and that gives you a lot of time to decide what to do next. In the single-player mode, Snake will occasionally have weapons (like bazookas) that are too large to perform CQC take downs and weapon butts. In such cases, it's advisable to have a Stun Knife or similar light weapon for Snake to perform CQC when the situation requires it.

There are two types of CQC actions -- hold R1 and tap R1.

Tapping R1 will do a gun butt (with some two handed weapons) or a series of punches (all single handed weapons). All the blows save the final one in a one-handed CQC flurry session will hit high (the final kick hits low). This type of attack freezes your character in one spot, unable to turn until the attack sequence is over. It is not recommended.

Holding R1 will result in a take-down throw (without the CQC Mastery skill, it does not matter if you are moving or not) when using a one-handed weapon. With a two-handed weapon, it sets the guy up for a gun butt or take down. A take-down will bring an opponent prone and on his back. Normally, this leaves an opponent open to attack, but those players using auto-aim and third person will be able to spin towards your character, aim and unload gunfire.

BASICS OF STUN KNIFE

Unless restricted by the game's host, the Stun Knife is always a part of your character's kit. It cannot be dropped during a match (hold R2 and CIRCLE) unlike your other items and weapons. The Stun Knife is essentially two weapons in one -- by holding L1 (to aim) and then pressing R1, your character whips the knife, doing a smart little combo (keep pressing R1). By holding R1 when aiming, you perform a stronger stab that is instantly lethal to all characters (even Snake). The knife blade does not detonate explosive barrels, not does it do anything to shield-wielding soldiers (except attacks to the back and sides). It only works on soldiers and not Otacon's Metal Gear Mk.II, or anything remotely mechanical (Gecko) in the single-player mode.

Pressing R2 while aiming will emit a sharp electric shock. This shock instantly disables any character (even Snake) and the enemy will need to spend time to wiggle himself awake. Once used, the charge takes time to recharge, so you need to be judicious when you are to use the stun charge.

The stun knife can be auto-aimed in third person (recommended) but it can be manually aimed in first person mode. While prone, the knife can only be used at certain angles (generally while face down prone and parallel with the ground) so it is a poor weapon when taken-down. The knife combo does about one-quarter damage with each swipe, so four hits will kill an enemy in Metal Gear Online. One stab will kill an enemy, but you cannot move during that time. It is generally better to stun an enemy if you have that option, rather than chance your luck on a fatal first blow.

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<<CQC BasicsCQC Mastery>>

CQC MASTERY

The expansive skill CQC Mastery (CQC+) will give your character the ability to perform holds and other techniques. Initially, this skill will require one slot, but because it is an expansive skill, the skill will "expand" as its level of proficiency increases, forcing you to eschew other skills to reap the benefits of the improved levels.

All of the CQC blows and moves from Basic CQC applies when mastering CQC. However, there is a big change. Although the take-down is still done when the character is moving, when the attacking character leaves his joystick neutral and holds R1, a CQC Mastery character will choke hold the enemy. This choke hold will slowly improve a character's proficiency with CQC. In single-player, Snake will be able to perform all these moves since his CQC level is higher than 3.

Escaping a choke hold is the same as getting your character to wake up from a tranquilizer dart. Rotate or jiggle the L3 joystick. Your character may free himself before his stun meter is depleted. Snake will be able to encounter this in single-player when fighting soldiers who can perform CQC. Snake, or a character with CQC Mastery, can do the following moves to an opponent in a choke hold:

SITTING / STANDING POSITIONS - *Level 1* - When holding an enemy, press the X button to toggle between standing and sitting positions. One position or another is required for some other CQC moves.

TAKE AIM WITH HOSTAGE - *Level 1* - While holding an enemy in any position, briefly release R1, then hold both L1 and R1 again. You must then release R1 to begin shooting your handgun (by pressing R1). This works best with the handgun, although you can use any other single handed weapon to perform this move. Note that while moving with the joystick, the hostage will not be drained of his stun/psyche meter.

CHOKE HOLD to SLAM - *Level 1* - When holding an enemy while standing, briefly release the R1 button,

then press it again quickly while tilting the joystick in any direction. This slams an enemy to the ground, prone and face first. It does stun damage. Note that slamming an enemy forwards is generally better than to your side, since you place him far enough away for your gun to work (on auto-aim).

SLEEPER CHOKE HOLD - *Level 1* - When holding an enemy while sitting, briefly release the R1 button, then hold it again quickly while tilting the joystick in any direction. This puts the enemy into a sleeper choke (face down) that drains stun energy faster. If you are looking to increase your CQC mastery, perform this move in the various "Training Matches" you may find online. These are special death matches where players practice using CQC moves to build their mastery quickly. Don't forget to wake up your opponents after knocking them out, as you need to help them help you help them help you get CQC Mastery to level 3.

DISARM OPPONENT - *CQC 3 required* - Snake (or PMC) must commit to a standing CQC hold from the get go -- a crouching CQC choke hold will not allow you to disarm. At the initial moment of choke holding an opponent, release R1 briefly and then hold R1 again (you can attempt to spam the button, if you're not terribly good at timing). If done correctly, the arms of the enemy will be pulled apart briefly, then proceed to the choke hold animation. The currently equipped weapon the held enemy is using will be dropped from his inventory as an item box. It's suggested you try this in the Training Servers on the humanoid holograms before you use this move in a real match. It is difficult to do under duress.

INJECT SOP PLUG - *Scanning skill required* - While holding an enemy in any position, press the TRIANGLE button to inject the SOP S Plug into the enemy. You must have the S Plug selected, which comes free when you slot the Scanning skill. If you log more than 10 hours of Metal Gear Online, you will be able to purchase this item in Drebin's shop.

SLASH THROAT - *Knife 3 required* - While holding an enemy in any position, press the TRIANGLE button to cut the throat of an enemy, killing him instantly. You must have the Stun Knife equipped, and the Knife Mastery skill level increased to its maximum. This move and the one above are mutually exclusive to PMCs, but for Snake, he will use his knife if the S-Plug is not selected as an item (both modes).

CQB ADDENDUM - KNIFE MASTERY

The expansive skill, Knife Mastery (Blades+), will allow a character to move (slowly) while using the knife's weak slashes. The stabbing motion and final two heavy knife blows of the combo will still cause the character to stop. Knife Mastery is improved by landing hits with the stunner, knife blows, and kills with the knife (it can take some time).

There is little difference between level 1 and 2 Knife Mastery, but once you have your Knife Mastery at level 3, you may combine that with CQC level 1 to grab opponents and then cut their throats. Apart from that one move (and the ability to move while slashing), there is little incentive to equipping Knife Mastery.

It can come in handy sometimes against players who do not leave their weapon view to flee from a knife fighter, but smarter players will dodge to quickly increase the distance, turn and fire from beyond knife range. Lastly, the stun function of the knife is like bullet damage. It will detonate explosive barrels, so keep that in mind (as a suicide or desperation technique).

SUPPLEMENTARY TOOLS FOR CQB

Since the knife and CQC is best done in third person mode, any plans to do sniping in first person mode may be shattered unless you are quickly able to switch between views. CQC and Knife Masteries are hard to work with in a map that encourages sniping. However, if you are stealthy and battle-witted, you may be able to deliver some of the nastiest surprises to over-confident gun bunnies.

Keep in mind that almost every player who slots a basic gun skill will most likely be able to take down a simple knife wielding opponent (hence many law enforcement protocols call for lethal force against knife or cudgel armed suspects). You need to mix up your bag of tricks or else the enemy will always know that you have only a knife and will stay their distance. Assuming that you've included no mastery skills with any firearms (hence devoting all your slots to Blades+, CQC+, or related CQB skills like Scanner), here are some suggestions to what to bring along:

ASSAULT RIFLE or SMG - Depending on the match settings, you may be able to take one of these. While you do not have the accuracy of players with the SMG and ASR skills, at the range where most opponents step back to fire at you, even the VZ.83 can take out a large chunk of life, possibly incurring mutual annihilation. If you are quick with the first person view, you may even be able to pop a headshot and continue hunting.

HANDGUN - The great part about the handgun is that it is generally ignored by players who use heavier

weapons to do their whack jobs. The handgun has a small enough magazine to make shooting the head of a moving target dicey but it works decently in auto-aim mode as a stop-gap. Since it's one handed, you can also use it well with the CQC choke hold. The downside is that almost anything will pack more punch. If you must rely on handguns (to master it or as a fetish), try the more powerful handguns available from Drebin. The handgun is actually the most preferable firearm when using CQB tactics.

SHOTGUN - A semi-decent stopgap. Both of the Metal Gear Online shotguns have the same lock-on range as your knife, and you can stagger or knock down enemies with the close-up blast of the shotgun. Still, it is a matter of preference; the assault rifles and SMGs are more effective at range, although the shotgun's power comes at a cost of speed (you run slower) and -- in cases when Drebin mode is enabled -- points you could use for other weapons or grenade types.

SNIPER RIFLE - You may elect to bring one along to deliver the long range hit against snipers exploiting your lack of range. However, try to not include it in your weapon cycle. The comparatively cheap M14/EBR-2, being essentially an assault rifle, is a good choice if you have the patience to master its jittery accuracy without Sniper Rifle Mastery in your inventory. Note that you can steal weapons from enemies once you stun them. You may not need more than a half dozen shots before you are killed or cycle back to your spawn point.

Basics	CQC	Weapons & Gadgets	General Tips	Maps
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<<	Handguns	Submachineguns & Rifles	Shotguns & Others	Support Weapons	>>
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WEAPONS AND GADGETS

There are four classes of weapons: Primary, Secondary, Support, and the Knife. You can adjust which class of weapons you cycle or toggle to in the game options. It's important to select the weapon skills that compliment the classes you've chosen in the game options, otherwise, you will find the game very hard to play.

To see the stats for each weapon, create a game and go into the weapon restrictions menu under Common settings. Press SQUARE to view the weapon's stats and description. Alternatively, you can view the stats of a weapon in Story Mode. The weapons are identical. In a standard match, certain preset weapons are used and made available for free to all players.

If Drebin mode is turned on, some additional weapons are made available for purchase once you've racked up enough Drebin Points (or money) to buy it from your starting base, or your next spawn in. However fun it would be to cover all the weapons, it is generally impractical to rely on superpowered weapons unless you've been playing a very long match (with many rounds to accumulate DP). Since all players start off with the cheapest weapons, it's much more effective to be handy with those weapons and move up to improved weapons if you so decide.

When a player can make kills using just a GSR (free), VZ.83 (free), Grenades (free), and a Stun Knife (free), there's little point in spending money on more expensive equipment. It may even throw off your fighting style.

HANDGUNS

Handguns are denoted as secondary in the weapon priority options. They are generally last ditch weapons, not designed for frontal, ranged confrontations against opponents armed with assault weapons and sniper weapons. However, being one handed, handguns are perfect assistants in CQC/CQB, and complement the stun knife very well. In the hands of a trained professional, the handgun can be a devastating tool of war.

GSR - .45 caliber handgun. The default handgun in all matches (without weapon discrimination). Its performance is the same as the Operator but it has the advantage of not giving away your position when aiming due to the lack of a laser sight. While you cannot modify it, the GSR is by far the most effective battle tool in a skilled CQC/CQB fighter.

MK.II PISTOL - .22LR Sturm-Ruger handgun modified to fire tranquilizer darts. Must be re-cocked after each shot, reducing its fire rate. Although this gun does less "damage" than the Mosin Nagant on the body, a head shot with this weapon will still result in an instant knockout. Its report is also silent in multiplayer, just like in the single-player game.

OPERATOR - \$0 - .45 caliber handgun with a laser sight. Options include a silencer (\$250) that will reduce

the sound profile of the weapon, allowing sneak attacks on unsuspecting players. Generally speaking, the laser sight hurts more than it helps, since it gives away your position. Never use the Operator, unless you require the silent approach.

G18C - \$1250 - 9 x 19 Parabellum handgun capable of fully automatic fire. Its magazine is almost about the same as the VZ.83 (the Glock 33 round mags are popular in states with no strict firearms legislation). Treat this as the VZ.83 using the Handgun Mastery skill. Though it costs more, it is single handed and thus allows your character to use CQC/CQB.

D.E - \$4000 - .50AE gas-operated handgun originally from Israel. The hand cannon concept packs a high firepower in a small package. This handgun does effectively double the amount of damage than the GSR/Operator, making a shot-by-shot encounter of attrition a losing battle -- unless you aim for the head. When firing on auto-aim, this gun has less accuracy than the smaller caliber handguns.

Basics	CQC	Weapons & Gadgets	General Tips	Maps
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<<	Handguns	Submachineguns & Rifles	Shotguns & Others	Support Weapons	>>
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SUBMACHINEGUNS					
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Submachineguns are in a special class of "machine pistols"; weapons a little larger than handguns, but more compact than full-sized assault weapons. While their stopping power may be inferior to assault weapons, their ease of use stems from their inherent stability. Being able to hit what you aim at is more important than sheer firepower in certain cases. Submachineguns are primary classed weapons, along with assault rifles, shotguns, and sniper rifles.

VZ.83 - 9 x 18 Markarov submachinegun. Originally Czech during the days of the Soviet Union. An early submachinegun, it has all the accuracy issues of a small weapon with a very high fire rate. Compared to the handguns, the VZ.83 has a slight advantage in terms of its 30 round magazine. The downside is the presence of a laser sight, which makes the VZ.83 less handy in covert actions. The power of this weapon has been increases slightly from the beta, making it quite a good 20 round sprinkler against enemies who attempt to flee. Keep in mind in Drebin mode, this weapon is the only primary classed weapon which costs nothing to buy.

P90 - \$2000 - 5.7 mm cartridge third generation SMG. It is termed a "PDW" (Personal Defence Weapon) by its maker Fabrique Nationale. The P90 has an optional silencer (\$250) and has no laser sight, making it a workable SMG. The P90's other advantage is its inherent clip size (50 rounds), giving it the ability to sprinkle enemies at one's leisure. For those who appreciate headshots, the large magazine size makes it a fearsome combatant in the hands of a SMC.G Master at short and medium ranges -- even against opponents armed with assault rifles. The cost of this weapon has increased from the beta period (the beta cost was \$1250). It is otherwise very handy in non-Drebin matches, although its reload takes up some time.

MP5SD - \$2000 - 9 x 19 Parabellum submachine. Derived from the MP-K and MP-L submachineguns, H&K's MP5 (Maschinpistole 5) dates before the 1981 storming of the Iranian embassy in London by the British SAS, when the weapon was first broadcast worldwide. The size of the weapon gives it good balance in the hands of an experienced shooter. The SD version is completely silenced, and while its magazine size is inferior to the FN P90, its stability gives shooters a better chance of a headshot than other SMGs in this game.

ASSAULT RIFLES

Assault rifles were first made towards the end of the Second World War, when the firepower of a high velocity cartridge was mated with the high fire rate of a squad support machinegun, and to be toted on the battlefield by a single man. From the German StG-43/44 to the Kalashnikov Ak47 to the Stoner M-16, the assault rifle has become the yardstick by which an single infantryman's threat assessment is made. Assault rifles are primary classed weapons, along with submachineguns, shotguns, and sniper rifles.

AK102 - \$1000 - Export version of the AK-101. Sister model of the 104 and 105, firing 5.56 NATO rounds (the other models fire Russian ammunition). Derived from the venerable AK-47/74 line of combat rifles, the AK102 is a practical and cost-effective weapon. Characters with Assault Rifle Mastery and good first person view "sense" will be able to achieve headshots on a stationary target at quite an impressive distance

(example: Groznyj Grad's rooftops from the barracks parade ground). A \$10,000 grenade launcher makes this weapon a true integrated combat weapon. Assault rifle players will find that unless they make a few kills with this weapon when Drebin is enabled, they will not be able to purchase much more equipment when spawning in, as this weapon eats up their Drebin spawn bonus.

M4 CARBINE - \$2000 - Colt M4 Carbine modified with various fittings to accommodate options such as a grenade launcher (\$10,000), silencer (\$500), forestock (\$750), and two types of scopes (\$250 and \$500). By itself the weapon's iron circle sight circumscribes targets well, and it handles better than the AK102. However, the downside is its cost when Drebin Points are used; plainly speaking, you can get the job done cheaply using the AK102, which costs half as much.

MK.17 SCAR - \$3000 - More familiar to Rainbow Six and Ghost Recon fans as the SCAR-H, the FN Special Forces Combat Rifle has options for two types of scopes (\$500 and \$750) as well as a forestock (\$750). The handling of this weapon is very good for an assault weapon, allowing for quick target acquisition and subsequent neutralization. Like the Colt M4, the downside to using this weapon in multiplayer is its high cost. While a skilled player will be able to shoot better with this weapon than an AK102, the cost of this weapon precludes its use widespread use in matches consisting of less than three rounds.

XM8 - \$4000 - The prototype M8 rifle looks futuristic and is a lightweight combat rifle that supposedly broke into several different weapons using the same caliber (.223 Remington / 5.56 mm NATO). However, the program did not pan out as militaries took to re-tooling existing weapons for current use. The XM8 has good balance and has several options not available in the single-player, making it an expensive rifle to field in MGO.

G3A3 - \$4000 - H&Ks G3 battle rifle is similar to the XM8 with good handling. All those Drebin Points come to naught if you can do the same thing with the cheaper AK102.

SNIPER RIFLES

A combat sharpshooter or marksman relies on a heavy barrelled, recoil compensated, precision longarm to achieve his targets. Sniper rifles are finely machined weapons that run a fine line between precision and combat ruggedness. In certain cases, the lack of accuracy is more than made up for in other qualities of the weapon. Sniper rifles are primary classed weapons, along with submachineguns, shotguns, and assault rifles.

SVD - \$500 - 7.62 x 54R weapon. Fires a rimmed cartridge dating back to the 19th Century, the Dragunov gained notoriety as Sniper Wolf's weapon in Metal Gear Solid, and its infamy grew among legions of game nerds as Agent 47's preferred disposable weapon in the Hitman series. Pragmatically speaking, the weapon is a 10 round semiautomatic sniper weapon with acceptable accuracy out to about 800 yards. Since almost all the maps in the Metal Gear 4 game are within this distance, this weapon performs within its intended operational parameters. The downside to its cost-effectiveness is its inherent laser sight. Players who see lasers of the opposite color crossing over their heads will quickly seek cover.

MOSIN NAGANT - \$0 - Bolt action rifle firing 7.62 x 54R rounds. This version of the Mosin Nagant is modified to fire tranquilizer darts. A large number of these rifles were "liberated" from Cold War storage after the collapse of the Soviet Union. The most recent batch of Mosin Nagants were manufactured in Bulgaria during the 1930s to arm domestic defence forces before and during the Second World War. This weapon is essentially the Mk.II pistol in sniper rifle format. It is capable of incapacitating an unsuspecting enemy so that another teammate can neutralize him. In TDM or Base Capture, it may be a good weapon to use, since it is inherently hard to locate the shooter (it shoots so slowly). Unlike the single-player game, humans in MGO may not be able to locate the source of the Mosin Nagant until it is too late.

M14EBR-2 - \$750 - Modernized version of the M14 assault rifle. Firing a larger caliber than the M16, the M14 found a new lease on life as a "precision battle rifle" -- a niche between an assault rifle and a sniper rifle -- fulfilling the need for a weapon with a high fire rate with better accuracy than an assault rifle. The M14EBR is best used in Over-The-Shoulder (OTS) view for close encounters and first person view in sniping engagements. A truly versatile weapon that may be modified further with a silencer (\$500), flashlight (\$500), or laser sight (\$500). The best advice is to skip all the extras and just use its basic package to master the Sniper Rifle skill.

DSR-1 - \$7000 - A bullpup sniper rifle made for German police and counter-terror units. A very high precision rifle capable of very tight groupings. Fires 7.62 NATO (.308) and .300 Winchester Magnum (the same commercial caliber as Agent 47's Walter 2000) among others. In this game, the damage of the DSR is matched only by the RPG7 (S ranked damage). Not having a laser sight is its other great point. While expensive, the DSR-1 is capable of doing great damage even with a shot to the body.

Basics	CQC	Weapons & Gadgets	General Tips	Maps
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<<	Handguns	Submachineguns & Rifles	Shotguns & Others	Support Weapons	>>
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SHOTGUNS

Shotguns are close range weapons that date back to the dawn of gunsmithing when the rifling of the barrel was still a rudimentary science. Smoothbored guns were easier to use despite their inherent inferiority to rifled arms. As far as versatility goes, shotguns are capable of firing a variety of materials -- in wars of the past, soldiers were known to have used gravel, wood, and broken glass in lieu of actual grapeshot in their muskets and "shot" guns. The modern shotgun has evolved into what DARPA calls "non-rifled ordnance", but the principles that guide the shotgun remain unchanged -- pack as many flying projectiles into a single shell and send them hurling at the enemy, tearing them apart.

870MCS - \$1000 - A military combat shotgun firing a 12 gauge shell. In this game, the weapon has a light which can blind targets at close range (and in dark areas). At that range, a locked on shot will cause the enemy to stagger or get knocked to the ground from the shot's impact. The downside to this weapon is its ridiculously short target acquisition range as well as its odd view in first person mode. The small size of its magazine is also cause for concern, being only able to hold five shells. Toggle the light by holding R2 when selecting this weapon and pressing SQUARE. Select the more damaging Slug Shot if you have the option ... for \$5000 more.

SAIGA 12 - \$8000 - A military auto-loading shotgun firing a 12 gauge shell. Similar to the MCS870, but holds 8 shells and can fire semiautomatically, making it very deadly in close combat. However, the default cost is phenomenal, and generally doesn't help in short round matches. However, if you've played with the Saiga in single-player, you will appreciate its quick stopping power against enemies who are careless. Just note that while the Saiga is faster in knockdowns, CQC/CQB techniques your PMC has comes free. The same ammunition for the MCS870 is available to the Saiga for the same price.

OTHER WEAPONS

These weapons do not fall under any other category. Unless specific modes and options are made available in the host's Common Match Settings, they will not be available. All of these weapons will occupy the primary slot in your weapon cycling preferences.

RPG-7 - \$10,000 - Rocket-powered Grenade used to pierce armor and explode past its solid defences. In Metal Gear Online matches, the RPG-7 will simply be a directed explosion you can aim. The projectile is slow (for a game - real life rockets are quite fast), and quick players can hide around corners to escape the worst of the explosion (unrealistic, but practical in MGO). Generally speaking, if you haul out the RPG-7, you're attempting to spawn camp or spam the opposing side with rocket attacks. Kills and hits with the RPG-7 do not increase any battle skills.

SOP DESTAB - \$2,500 - A special device that is used for Base matches. It requires at least one enemy soldier to be injected by the S-Plug before it can be purchased (and used). When fired, players who are infected by the S-Plug and Scanner skill will spread their confusion to their whole team, effectively shutting them down for a short while. During this period of disruption, the disabled players can do nothing but wait for the effect to expire. If killed or stunned, players will respawn or awake back to their normal state. Very handy if you know how to use CQC/CQB!

M60E4 - \$5000 - A large machinegun that has tremendous shock and knockdown power. Rushing a player armed with this weapon is a bad idea, and attacks on unsuspecting schmucks generally mean they die before you do, unless someone gets in a lucky headshot. When you are defending a target and have the need for serious firepower, consider this weapon -- otherwise, don't bother as it compromises your running speed.

SHIELD - The seldom used shield is useful for the Capture and Base modes. A running character can use a shield to foil or delay an enemy as they try to shoot him or her. Not like the shield is defenceless. Hold it up and move towards the enemy. Press R1 while aiming to push enemies down and stun them. Although shielded players can be CQC'ed from the back and sides, it's hard to take one down from the front -- which leads to you being owned when the shield player's buddies come to rescue him. Don't neglect the shield in matches that do not involve killing (Capture, Rescue, Base), or you may wonder why your blood thirst did not pay off.

Basics	CQC	Weapons & Gadgets	General Tips	Maps
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<<	Handguns	Submachineguns & Rifles	Shotguns & Others	Support Weapons	>>
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SUPPORT WEAPONS

Support weapons range from throw weapons to placed traps. Thrown weapons are the most primitive projectiles, dating back to the jagged rock used by cavemen to down their daily meal. Modern technology makes these weapons explode with hot shrapnel, sow confusion on the enemy, and emit poison gas. The Throwing Mastery (Quarterback) skill will increase the range of the distance of these thrown weapons.

Placed traps are covered under Trap Mastery (Trickster). Placed traps only work if enemies or other characters come across their trigger field. For some traps, the trigger field is omnidirectional (like the magazine or SG mine) while for others, the trigger is directional (Claymore). Some traps are remotely activated (the C4) and require your attention to use.

Under game options, both of these item types fall under the support weapon category.

CONCUSSION GRENADE - This is the standard concussion grenade (but shaped like a fragmentary grenade). Concussion grenades hold a moderate sized high explosive in a light metal or plastic shell. The injury is caused mostly from the shock delivered from the explosion, rather than shrapnel (that of a fragmentary grenade). The small area of effect of the grenade is offset by its cost -- free when Drebin points are enabled. Calling this weapon a frag grenade when it is obviously not means you believe that everything people tell you.

WP.G - \$500 - White phosphorous (or thermite) grenades coats inflammable jelly on targets in range and burns them. While large scale use of napalm is banned by the Geneva Convention, there are smaller devices still available and some new ones are manufactured by states and groups that do not heed the rules of war. As a cheap support weapon, the thermite grenade is a good upgrade to the standard grenade, delivering more damage at the cost of some Drebin points. To extinguish the fire, simply roll on the ground.

STUN GRENADE - \$0 - A flashbang device, emitting a loud noise and bright light that impairs targets. Snake is resistant to his own Stun Grenades, and takes less Stun from enemy grenades. Stun grenades impair your vision as well as your enemies if no solid obstacle (a hard environmental brush) cuts line of sight between you and the grenade, so using one with care is vital.

CHAFF GRENADE - \$500 - A grenade that throws out ECM, ECCM and other jamming signals. The cloud of metallic strips are a low-cost option to expensive ECM devices; however, jamming technology has been more affordable over time. Chaff disrupts SOP connections, as well as play havoc with Snake's Solid Eye. Use chaff to shutdown teams who use E.Locators and SOP/Monomania.

SMOKE GRENADE - \$0 - A device that spews vision obscuring smoke for a short period of time. ENVG or Solid Eye will see through the smoke, but firing through smoke is next to impossible unless you have something like Alien pheromone vision (or Nectar). The smoke emitted is slightly toxic, giving off a smell that disables characters who are close enough to be overpowered by the stench. Colored smoke is available for \$500, if you are so inclined.

ENEMY LOCATOR - \$750 - A device that pinpoints locations of enemies as a colored ghost, as with the skills Monomania or Narc. The effect stays with the device once thrown and lasts only a short while. However it can come in handy in maps with obstructive terrain and if your team uses SOP. It's very cheesy in Rescue matches with no Drebin points, since players can head back to base to refill their E.Locators.

CLAYMORE - \$750 - Landmine that faces one direction. Good for trapping an area, but the mine explodes with any motion, heedless of IFF (Identify Friend of Foe) signatures. You can place up to six mines (you need to refill at the store to do so), but all your placed traps disappear if you are killed. Disarm claymores by crawling over them. You will disarm them automatically and add them to your current life in a multiplayer match.

SLEEP GAS MINE - \$2500 - A bouncing Betty mine that emits sleep gas as opposed to shrapnel. Its large blinking light is a dead give-away and its huge cost makes it prohibitive in deployment; there are cheaper alternatives. Note that like all mines, the S.G. Mine will trigger regardless of friend or foe. While non-lethal, the friendly fire SOP lock-down may come at an inopportune moment.

C4 - \$1000 - A remote charge of plastique. Detonate it by pressing CIRCLE after a charge is placed. C4 detonates with other explosions, unlike actual plastique. Great for setting up traps if you have the Drebin Points to spare and the teammates to help you out.

PLAYBOY MAGAZINE - \$0 - The best porn is like a drug -- the first one is always free. Porn mags occupy characters long enough for you to neutralize them. You can knock out an ally from his awe stance if friendly fire is allowed. Simply press X to roll into them to get them to their senses. Explosives are best used to destroy magazines. When placing magazines on the ground, press CIRCLE when the magazine is displayed to turn the pages before placing them on the ground.

Basics

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PLAYING DEAD

Holding TRIANGLE while prone will let you play dead. If you recognize the body position (it is always the same), be sure to execute such opponents playing possum. Note that fake dead characters do not have the death scream; faking your death only works on the most incautious of players.

CARDBOARD BOX

There are enough extra boxes that most players will sometimes ignore; used sparingly, you can ambush or escape a few times before opponents will begin to catch on. Hiding as the cardboard box is effective only in certain cases. Behind the opposing team's color carpet is workable, but don't forget some players can see you before they spawn in. Map knowledge is key, in addition to stealth and knife-skills when using the knife to ambush. The key thing is to never move when using the box. A moving box instantly draws attention as opposed to your humanoid blob moving in the distance. C-box ambushes are very real and pragmatic when spawn camping. Be sure to break all C-boxes in your spawn area, so you can fire on a C-box when you next respawn.

DREBIN POINTS

Point games are like Counter-strike. Hosts using the DP system should **increase the number of rounds** in a match since Drebin points carry over between rounds, but not between match types or map transitions. The extra options in Drebin Point games can be decisive in subsequent rounds.

MAN-CANNON

These devices are used to fling characters from ground level to high heights. The positions are preset in the Groznyj Grad and Urban Ultimatum maps. Beware that you are vulnerable to being shot at every moment of the sequence once you start it. Decline by pressing X. Hold TRIANGLE during flight to show your patriotism.

HEAD SHOTS

Head shots are instantly lethal. Learn to aim in first person mode and you will be able to take down enemies quickly. If you are undetected, you can take some extra time to line up your shot.

SCOPE ZOOM

The zoom is adjusted with the D-pad Up and Down.

FALLING DAMAGE

There is falling damage, but landing on intermittent spots will break your terminal velocity (resulting in no damage). Drop or roll off onto cargo boxes, raised landings, etc. to save yourself some pain.

SPAWN CAMPING

This is possible and sometimes encouraged. Players spawning in will be invisible but vulnerable once they solidify. If you see their forms fade in, you track them and kill them.

SPAWN CAMPING REVERSED

When spawning in, you can press **Select** to delay your entry. This also removes the weapons menu so you can see what's around you before you jump back in. Use this to scout your insertion point for an enemy you can ambush. Bring up the menu again and press **Start** to instantly get into the action.

SPAWN POINTS

Are always near the colored base in team matches. Look for the enemy team's colored carpet (their base essentially) and you can pick them apart as you like.

DEATHMATCH

In free for all, spawns can occur anywhere (even next to you). Make a habit of using the **Select** key to pause your forced-spawn and check your surroundings before popping back to life.

CQB SPECIFIC - BASIC CQB

Only when equipping the CQC skill can extra choke holds, etc. be done. However, anyone can do the aikido/judo throw to down an enemy using a one handed weapon (handgun or support item). Once an enemy is down, the best counter available is auto-aim third person firing; you'd do better to back away and shoot them from afar.

HELP TEAMMATES - PART 1

Some skills are helpful for team games (like Enemy Exposure -- or Narc in the final version of the game). Be sure to tag teammates in SOP (hold TRIANGLE when facing them) so you can see the enemies they are fighting. Using the SOP configuration also alerts you if they are killed.

HELP TEAMMATES - PART 2

Knocked out teammates (through use of non-lethal weapons or CQC), can be helped up faster if you kneel over them and press TRIANGLE. If done correctly, you should be shaking (or patting) them awake, instead of dragging their bodies around to dislodge their weapons.

HELP TEAMMATES - PART 3

If you do not need a weapon, or took another player's weapon by accident, you can hold your item or weapon menu open and press the CIRCLE button to discard the selected item.

PLAN TO ADAPT

Remember the objective of the match. Killing enemies is secondary in Base Capture (taking territory takes precedence); in team death match, all you need is to have more respawns than the enemy when time runs out. While eliminating threats is an option, if the enemy team is too strong or too concentrated, an alternative method of victory may be open to you.

COUNT ON THE KILL CAM

With kill-cams turned on, plan to go somewhere else instead of where you want to go next; the enemy you killed may mistake your intentions and look for you while you go elsewhere. Staying in one spot too long will let players recognize where you are, so keep the kill cam in mind when neutralizing enemies. Silent Mode (in Common Settings) will turn off the kill-cam.

CQB SPECIFIC - STEALTHY APPROACH IS KEY

You may have noticed that running and walking will deliver different amounts of sound. When possible, avoid walking on loud (metal) surfaces so you can sneak up on enemies. With your range disadvantage, you do not need to alert your foes of your impending presence. Slow movement applies not only to walking, but other aspects like ladder climbing, etc.

CQB SPECIFIC - DAMAGE SOURCES PRIORITIZED

In a close up fight, the knife stab takes the cake (if you can get it off). The stun from the knife takes second place, and CQC takes third (depends what move is used and what follows after). Once killed or incapacitated (or thrown to the ground), you need to quickly end the fight with a stab or stun.

CQB SPECIFIC - DUCKING TROUBLE

Ducking while doing CQC or attacking with a knife has the advantage of preventing your character from being grabbed by standing characters. While you can still move, you are slower (not good for catching fleeing enemies) but being able to ignore the standing CQC hold of enemies will let you get close and slam them. Ducking also puts you in a good spot to stab-kill a taken-down enemy. When prone, no one can grab you, but at the same time, you're easily killed by ranged weapons.

FAKING IT

To exploit the sounds you make while running, you can choose to run against a wall to confound enemies with your footsteps. They may think you are running away or towards them, when you can quickly stop and see how they react. Depending on which spot on the map, the enemy's experience, and a little luck, you may be able to buy some time for your allies to come to your aid or just befuddle the enemy.

CQB SPECIFIC - WHEN STUN IS BETTER THAN KILLING

In some modes, like Base Capture or Capture, stunning an enemy is more effective than killing him instantly. By locking out a player in sleep state, you can out-number the enemy team temporarily and get an advantage. Stay by your sleeping enemies when capturing bases; when they are about to wake up (target them to view their stun bar -- if the Invisible option is on, watch for them to yawn and wake up), kill them with a weapon.

CQB SPECIFIC - LOOT THE ENEMY

If you stun an enemy, always stand next to his body and hit TRIANGLE to boot out his primary weapon. Try to do it a second time for his support weapon. In Metal Gear Online, opponents almost always manage to keep their secondary weapon, since at that point, someone finds them and kills them. Be sure to keep the item boxes that are created. While this may seem trivial, but if you are killed or something happens so you cannot finish off the enemy, he will awake and be without his weapons (you will not drop any collected items except the Drum Can or ENVG when killed). It also forces the player to spend Drebin points should he survive and make it back to his base.

CQB SPECIFIC - SHARE THE SPOILS

Taking items from enemies lets you use weapons that you don't need to pay for in Drebin points matches. For the cost of nothing (\$0 for the VZ86, GSR, Stun Knife, and Frag Grenades), you can nab an opponent's weapon and either use it yourself, or you can drop it off (hold R2 and press CIRCLE) for an ally to use. Generally speaking though, sniper rifles are best since you get so little ammunition when stealing enemy weapons.

CHOKE HOLD KILL

Snake -- in single-player -- will kill enemies eventually with the CQC choke. However, there is no chance of that in multiplayer. When using Snake in Sneaking matches, your partial invisibility (even when discovered) means you should try to roll into and CQC slam the enemy (a regular soldier's auto-aim will not work, making characters who rely on auto-aim for their weapons very vulnerable to Snake). Keen minded players can still slam Snake if they press and hit R1 and connect with him. Note that the ducking and standing positions apply not only to the PMCs, but to Snake as well.

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OVERVIEW

This map is a re-done map from Metal Gear Subsistence and was not available on the public beta. However, it is a remarkably small map that offers more hiding places in Sneak matches than Bloodbath. For players who enjoy ambushes and shotguns, this map is a pretty good map to play on.

LAYOUT

Ambush Alley is essentially a rectangular stage with a few smaller fenced in squares within. Two major sniper spots occur on the map, and are fairly visible, if difficult to see. Beacuse any cover is very low, crouched enemies are common.

Several spots are good quick ambush points. Enemies will hide, make a swift kill, and then move on. Sticking around on a map with so little cover and such a chaotic terrain generally means snipers are eventually overrun and killed. The two team spawns at E1 and A4 look similar on the map, but they are more assymetrical compared to other maps.



SNAKE IN SNEAKING MODE

Snake has more places to hide here, but space is tight. The blue explosive barrels are your obstacles, since you can hide near them, but they explode when hit by gunfire. Discovery on a map this small means death, so you need to use the smaller square footage of the map to cut down your travel time; the time you waste during a Sneak match will be for waiting for the best moment to strike, grab the tag, and move to a new area before you are hunted down and killed. The dark house is one of the most obvious, but largest dark spots on the map. Catch three players in there with CQC and Stun Knife, and you can win almost instantly.

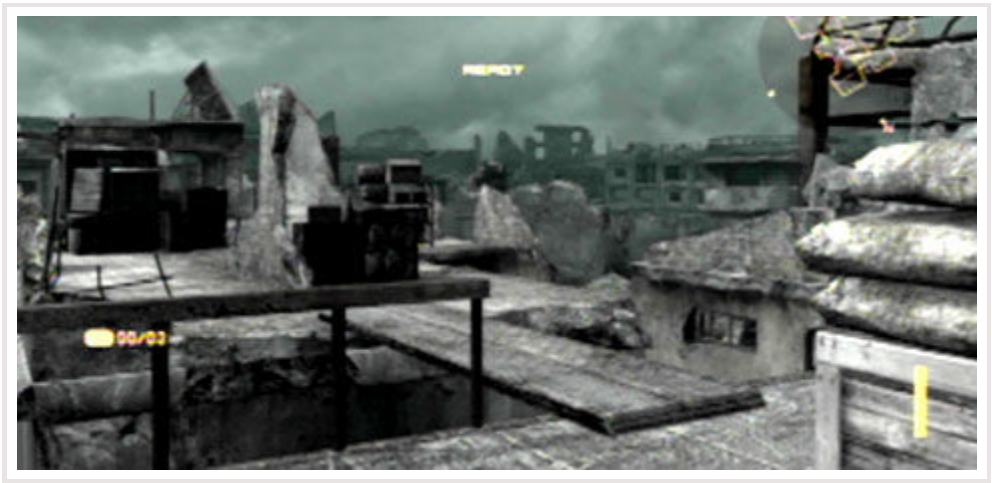
PMCs need to move in pairs on this map and then learn to fall back to meet with newly spawned players if their partner is killed. Although you certainly should finish off any encounter, start retreating once enemies kill your partner, since Snake will likely pounce on the survivor. Having a second player back-up your advance is crucial, especially if several enemies converge and shoot through the many openings in this stage.

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FEATURES



A4 SPAWN POINT SNIPER AREA - These are the stairs to the sniper area for the team spawning at A4. The shot here looks down the south alley towards the enemy team's side of the map. Try to move behind cover, as enemies sniping from across the main street can spawn camp you.



A view of the bridge connecting one island to another at the sniper perch. Both perches are similar in this regard.



This is the A4 spawn area. The wrecked building in the skyline marks the boundaries of this team's spawning area. The enemy team sometimes hides near or around that building to spawn camp new arrivals.



WEST ALLEY AMBUSH - This approach from the A4 spawn is deadly, as enemies can be hiding on either side of this alley. Use E.Locators to pulse the place before heading in. The life you save may be your own.



WEST ALLEY CAMPING NOTCH - The small dark alcove on the right side of this image is a place for the enemy to hide. When you round the corner, beware of enemies hiding in the cove, or behind the low barrier. This shot looks towards A4, so you know what you'll be walking into from the other direction (from A4).



TYPICAL RUBBLE - This show cases one of two bombed out houses in the map. The low barriers can be vaulted over using X or Triangle, and generally interferes with gunfire. Watch for stray explosives and enemies hiding around corners. A constant state of alert needs to be with you on this map.

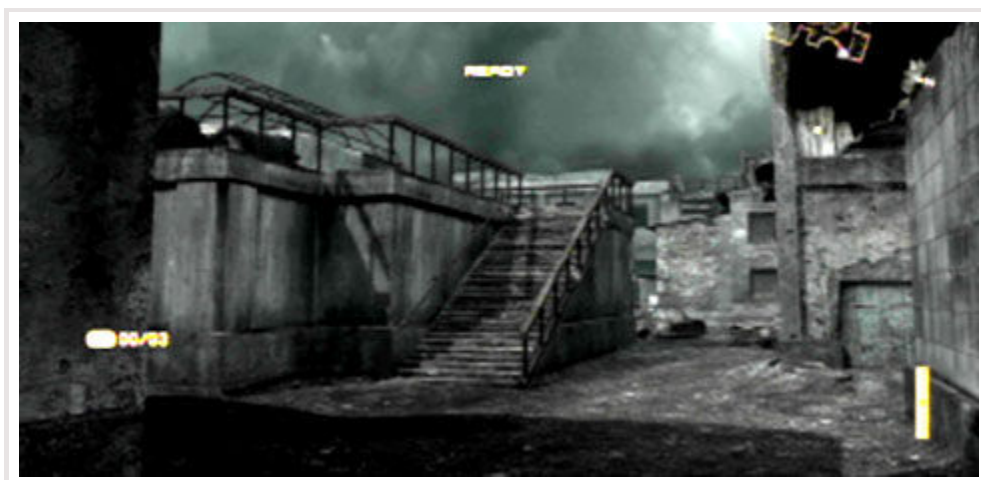


VIEW OF E1 SNIPER PERCH - From the A4 corner, you can see that hanging around the white wreck is bad for your health if the team at E1 has a sniper ready in the distance. You can barely see the building he can be on, but once you get shot in the head, you will see the kill cam, and learn to avoid lingering on this corner.

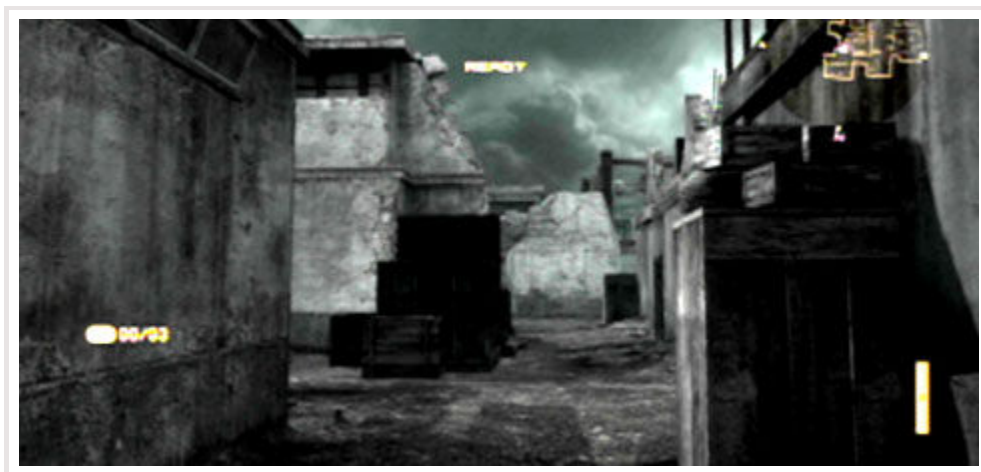


E1 SPAWN POINT - Unlike the low cover wall in A4, this spawn point is suitably covered by a higher wall, although

explosives will pretty much corner anyone turtling inside. The large wall has another purpose, and that is to hide movement from the enemy.



E1 SNIPER PERCH - This sniper perch can be accessed by these stairs. Note for both sniper perches, ladders allow you to reach the second island and so bypass the stairs.



E1 AMBUSH ALLEY - This is the eastern alley, generally the route the team from E1 will take to approach A4. It offers similar ambush opportunities if players simply wait around a corner.



The crates here can serve as a temporary sniping spot, although the shooter is exposed to both sniper perches and gunfire from the street.



VIEW OF MAIN STREET NEAR TIRE PILE - This is a spot that is the best place to camp on main street, and it's still under a lot of fire. While not as obvious as the camouflage netting in the middle, a few kills from this spot will let you get a few kills before you move on.



CAMOUFLAGE NETTING - In the middle of the street, this camo netting occasionally hides players in the grass. Explosives work to reveal them, but keep in mind when under the netting, you crouch. Any attacks you make will force you to stop in order to fire. Grenades cannot be thrown when under the netting, unless you are prone.



THE INFAMOUS DARK ROOM - At grid D2, there is a house that's more or less completely dark. Unless you are confident no one is inside, avoid it, as many CQB players will hide there waiting for prey. The team at A4 has a similar, but smaller dark area under their sniper perch.

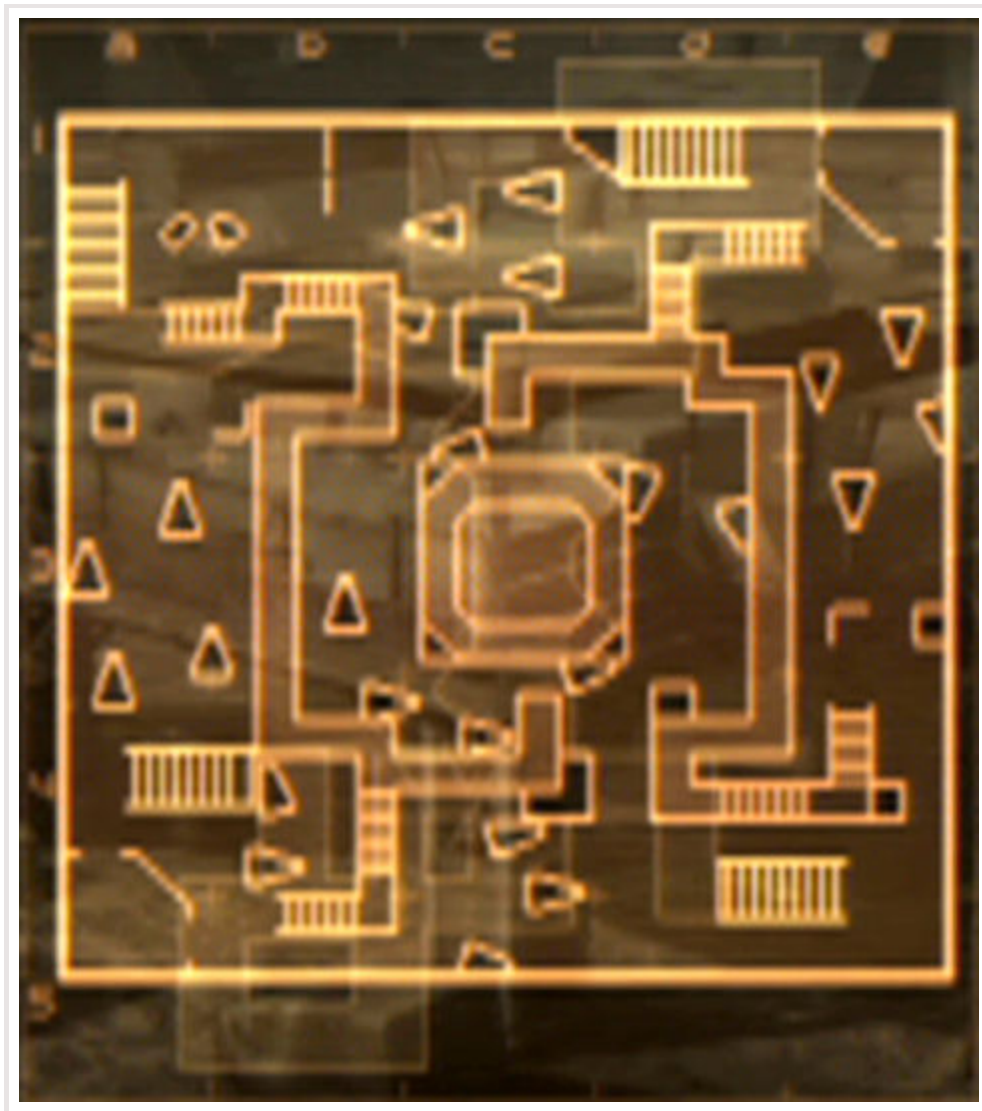
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OVERVIEW

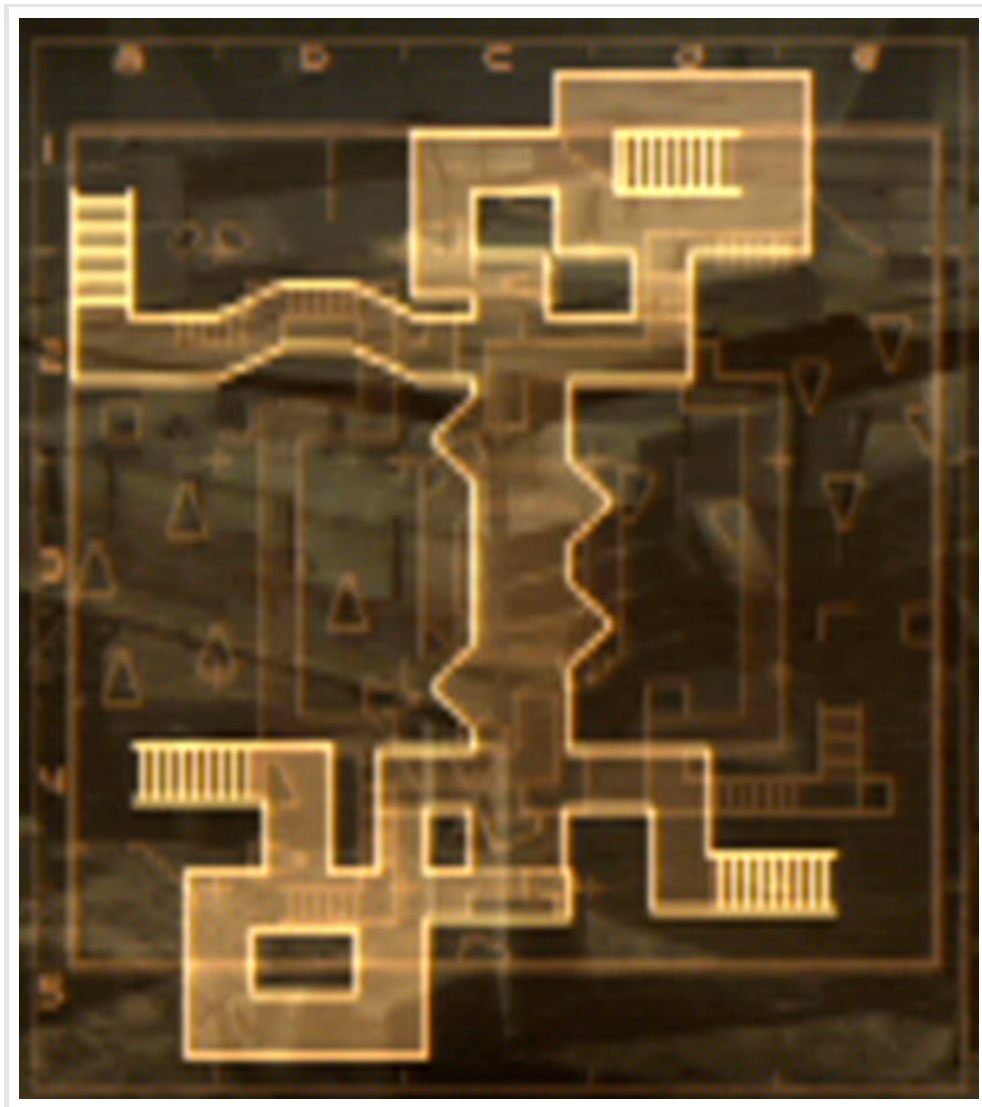
Bloodbath was one of the two maps released in the Metal Gear Beta, and it's been unchanged for the release version of Metal Gear Online. Beta players will undoubtedly know 80% of the dirty tricks you can pull off on Bloodbath, but you'd be surprised at what other surprises earnestly elite players can get away with on such a small map.

LAYOUT

Bloodbath is best described as a two-level, double-ringed donut with an underground tunnel linking two of the corners. The ground level is one of the more interesting and haphazard layouts outside of Ambush Alley, but there is a method to the madness; four staircases -- located in each corner -- will allow you to go underground to raid the otherside of the map.



A metal catwalk gives snipers and raiders an alternate, but fairly visible means to attack. The inner mini-fort is a favorite of Bloodbath snipers; since there're only two ways to get there, veteran players generally trap the entrance and do not stick around once they make a kill. The team bases are on the corners labelled E1 and A5. Both bases are symmetrical and differ only in the distance from the stairs to the underground tunnel.



The underground tunnel is another matter. First off, the ends are asymmetrical, as you can see from the screenshot. Two of the staircases lead down one level, then allow players to drop into the main tunnel. The other two stairs extend from the main tunnel, and allow players to go back up to ground level. Additionally, two "skylights" allow players to drop from ground level. When guarding the tunnel, have a long ranged weapon ready and cover both ends, as enemies can come down the stairs, or simply drop from the sky.

SNAKE IN SNEAKING MODE

Blood Bath by far is probably the hardest map for Snake to gather his dog tags. Although there is a deliberately shadowed side of the map (so his shadow does not appear so conspicuously on the ground), it is out in the open and that means players will invariably investigate by firing randomly along the ground to see if they hit something. Co-operation with Otacon's Mk.II is vital on Blood Bath, and don't feel bad about losing as Snake on this map -- it's not exactly the best of maps to remain stealthed.

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FEATURES

This small stage is great for a variety of modes. Remember to drop down when you come across the hole going to the underground sewer to avoid damage. There is a sniper's ring in the middle, accessed by the walkway. There are four stairs going down but only two going up; one of these stairs will be a one-way stairwell that has the base in a five-base game. An ENVG is in the underground sewer. In Sneaking mode, this item makes Solid Snake's head appear as clear as a black hole at high noon unless the FaceCamo is employed.

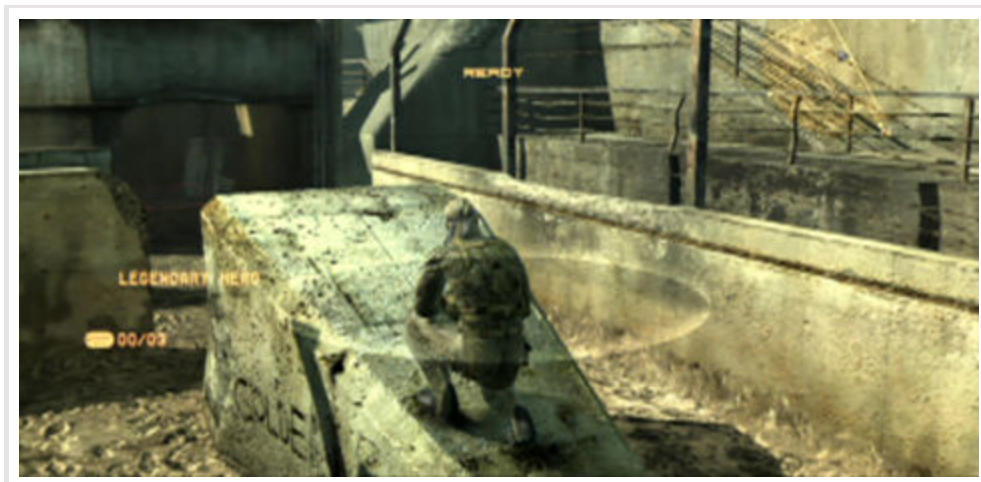
There is a good place to sit to wait things out -- the spawn area in the tunnel near some stairs has only two pits going down, you can disguise yourself as a box with great success there. The center tower regrettably has only one way in from the catwalk; luckily, the donut area is exposed so explosives and gunfire can be returned to snipers hiding there.



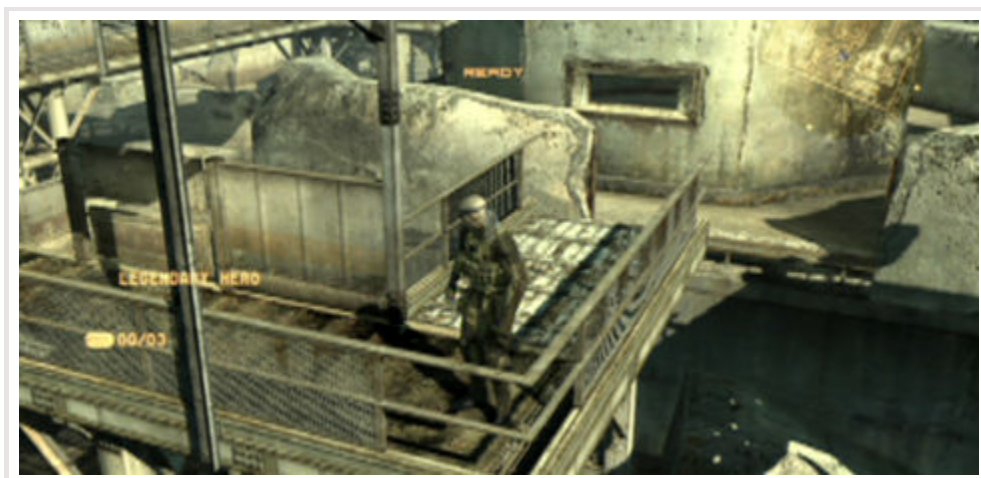
TEAM GAME BASES - Each team's bases (in Rescue, Team Deathmatch, Capture, Base Capture, and Sneaking) are identical. These **are not** the Capture destinations for KEROTAN and GA-KO, nor are they the bases in Base Capture. Beware if you attempt to spawn camp a team base; players who are set-up for CQB will easily take you out unless you are very far away. Notice the sloped block next to the stairwell wall? You can hit X and roll from the top of that block into the staircase, should you require it.



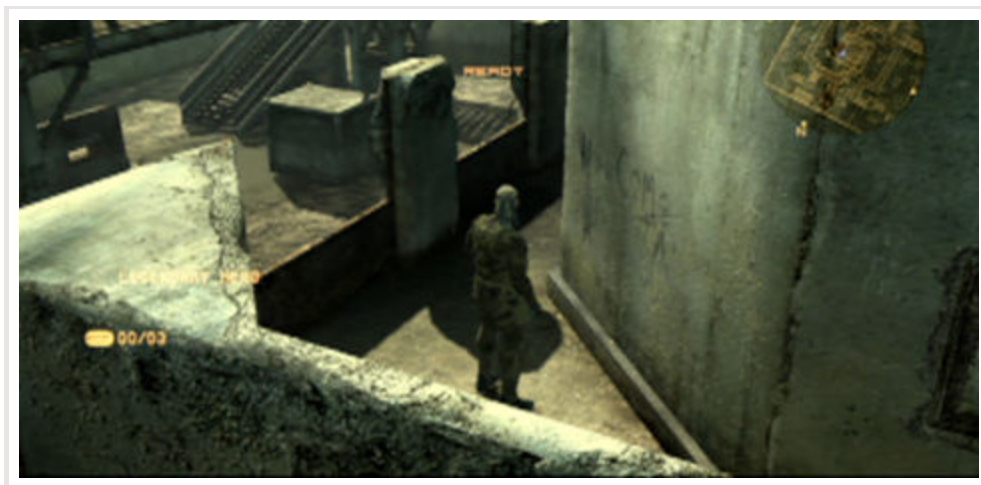
OBLONG OBSTURCTIONS - These obstructions can be climbed on the low side for a slight sniper's vantage point. The high side can conceal an enemy if he is crouched. Notice in this shot, the shadow is going one direction -- beware hiding when the shadows show up behind you. Canny players will be able to see your shadow past the obstruction, and will suitably prepare to attack you.



Placing yourself prone on one of these blocks can give you a somewhat good spot to nail a few spawning players. Just remember that if your character has dark clothing, he may be easier to spot than a character with lighter clothing. Remember too, that this tactic will work better in a highly populated team game when enemies are distracted. In under-populated matches, players will be more aware of changes in their surroundings and be able to spot you more easily.



CATWALK ENTRANCE TO THE FORT - The catwalk is broken into two halves, each one leading to an opening into the fort. You can dive off the catwalk (over the railing) by using the X button to dodge and roll. Keep that in mind, as the metal mesh flooring of the catwalk does not block gunfire.



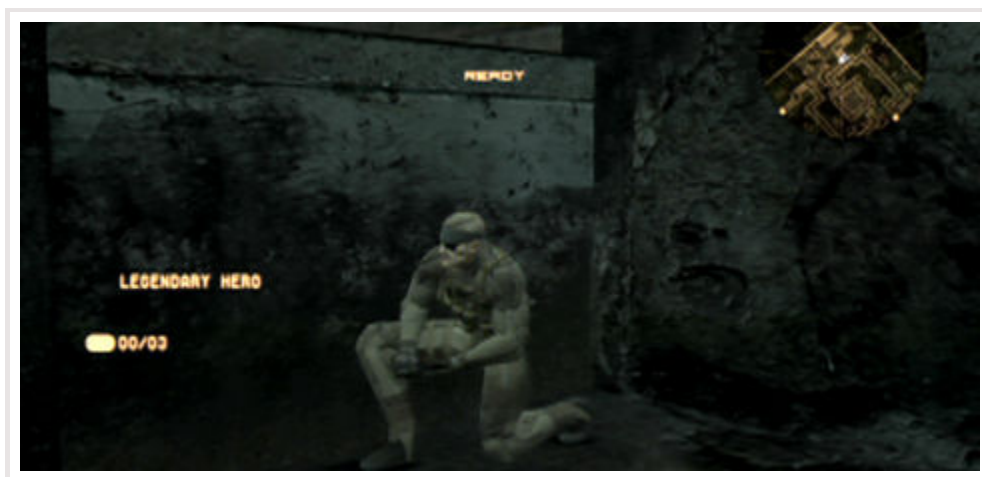
CENTER FORT - The ring is small and offers a vantage point to almost everything on the ground level. Traps should be placed where your character lands from the catwalk, in order to catch intruders. Allies who are caught in your trap (chiefly the porno mag) can be knocked out using the X button roll. If friendly fire is turned off, then there is no way to knock them out early. Sniping from this fort is handy, but sitting still and believing you are unassailable is a big mistake.



UNDERGROUND TUNNEL SKYLIGHTS - There are two square holes in the ground that drop your character into the underground tunnel. When moving between the oblong blocks and girders holding up the catwalk, you may sometimes fall in while chasing an enemy. A fall from this height will incur 50% damage to your life bar.



To safely drop down 20 feet, you need to hang off a ledge and then drop. Subsistence players will know to do this intrinsically, but new players should take note that rolling off high heights is a bad idea, especially since you cannot recover your life in multiplayer.



THE MAIN TUNNEL - This move Snake is demonstrating is the step-up, where a second player can press TRIANGLE to step-up and reach high areas. The initiating player needs to kneel and hold TRIANGLE when the proper icon is displayed. The player boosted can then proceed to lay down and pull up the character who boosted him upwards with a second co-operative move. This of course, emphasizes teamwork, something that's difficult when you do not use a Bluetooth microphone. Note, you can do this same move in many other stages (especially Groznyj Grad).



The place to do the step-up in Bloodbath is here. Above this area is one of the skylights (holes in the ground) where characters can drop in from ground level. The deadend is a good place to hide a cardboard box, but be ready to move as soon as an enemy starts facing your direction. Chances are, he is ready to shoot the box (as opposed to touching it and finding you out).



The stairs leading up from the main tunnel are often ambush spots (since there's only one way out). Use the fake sound trick, the Enemy Locator, or peek around using your camera before you head up. Note that going up slowly will also significantly reduce your sound signature on the enemy's speakers (although your sounds are quite audible on your speakers). Hiding around the corner and waiting for opponents to come down before you drill them is a legitimate (but dick) move -- learn it and exploit it a few times during a match. Rely on the same tricks though, and smart players will eventually learn and counter you.

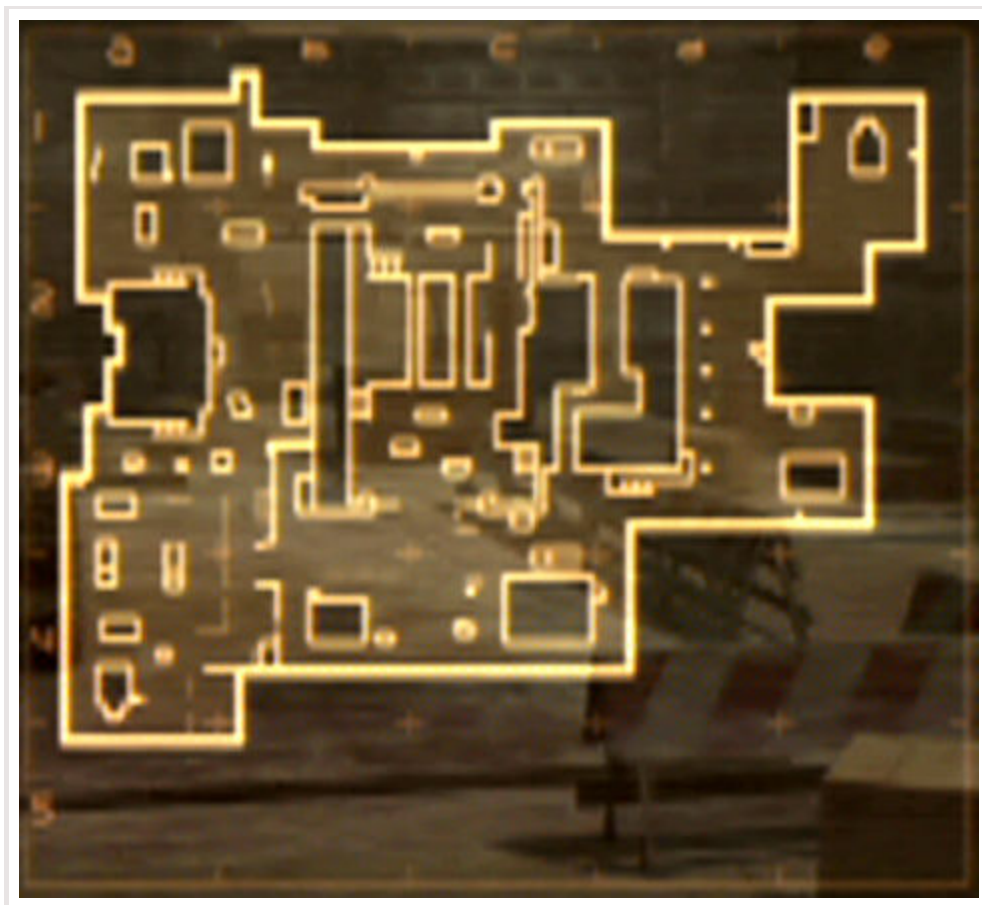
Basics	CQC	Weapons & Gadgets	General Tips	Maps
Ambush Alley	Blood Bath	Groznyj Grad	Midtown Maelstrom	Urban Ultimatum
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OVERVIEW

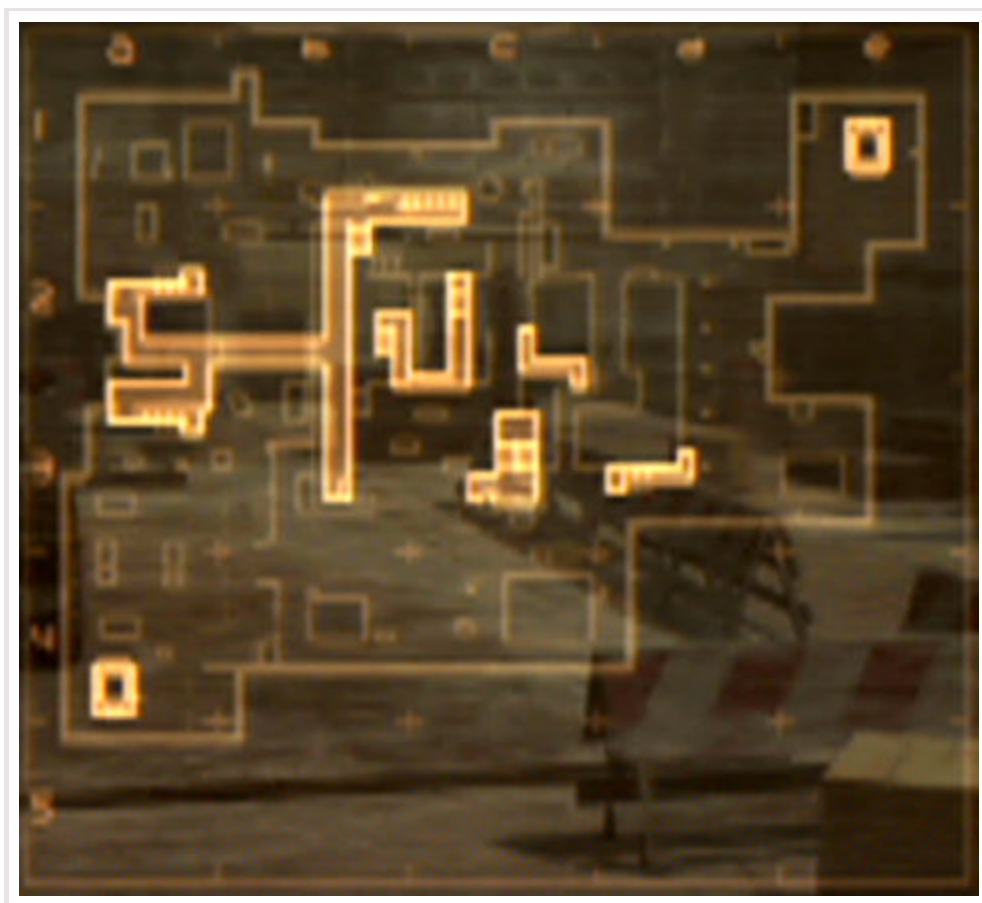
Groznyj Grad was one of the two maps released in the Metal Gear Beta, and it's been unchanged for the release version of Metal Gear Online. Beta players will undoubtedly know a lot of the ambush spots and sniping points in Groznyj Grad, but even veteran players are occasionally overwhelmed by the sheer number of vantage points.

LAYOUT

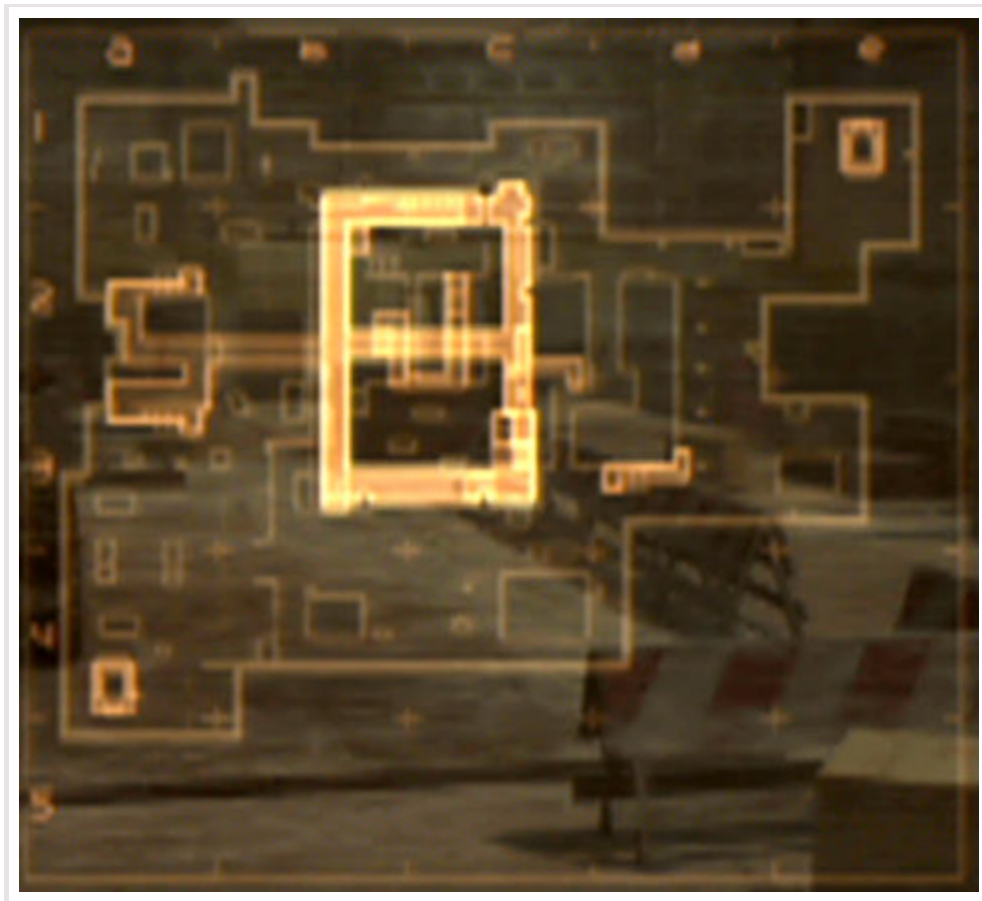
Groznyj Grad consists of two large buildings, several small buildings, and several courtyards spread across the map. Two of these courtyards are the team spawning areas. Unlike Urban Ultimatum, Groznyj Grad is much more gentle in its vertical displacement and it's quite a well balanced map (assuming both teams are of equal skill); however, since it's been around for some time, this map will invariably be played to death.



The first thing to notice on Groznyj Grad is that it's much larger than Blood Bath. One team's base is in the corner of A1, while the second team spawns in D4 and E4 (it's off this version of the map - which is for exploration and small matches). There are two "man-cannons" that can launch players to four preset locations on the rooftops. The man cannons are located in A4 and E1.



You can clearly see two of the three sniper towers (again, the third tower is locked off in this spectator map). The tower in A4 can shoot into the team spawning into A1, the team spawning in E4, the rooftops, and the area in front of the big warehouse. The sniper tower in grid E1 can cover the rooftops and both spawning areas. The third tower (not shown) is in grid D4, which can fire on both the aforementioned towers and the rooftops.



Here you see the layout of the stairs inside the warehouse and the smaller building next to it. Notice there are four ladder/stairs combinations to get to the rooftops without resorting to the noisy and conspicuous man-cannons. Take notice of the ladders in orange above -- they are your best entry egress to the rooftops without alerting the sniper someone is attacking them. Only trained players will know to lay down traps (magazines) at the tops of the ladders to cover their back; more skillful players will be able to avoid these traps and counter-snipe or counter-attack in the most inobvious route(s).



The view of the container from the outside and inside the warehouse. Unless a sniper is looking for players in the small area of the warehouse, they are generally oblivious to this spot until it's too late.

Snake in Sneaking Mode

Snake has it much easier here, and with a full retinue of soldiers (14 players) fighting, this should be the easiest stage to get dog tags. That -- provided Snake stays silent and in the darkened warehouse to hide his shadow. **Solid-Snake210** had a good tip to arrest Snake's tell-tale breathing. Play dead while prone and human enemies will literally walk through/past Snake when he is 99% camouflaged in a dark area (no shadow). Use the warehouse to your advantage against nitwit players.

As for PMCs, generally, you want to pair up. Although if either person is not sure of their ability to shoot manually, consider taking a third person along. In 3-to-1 odds, Snake will definitely lose against the all but the most retarded of MGO players. Avoid fighting in the warehouse if you are playing the PMCs. Should you find yourself alone inside, find a way to leave immediately to regroup with allies. The warehouse is by far the easiest place for Snake to hide (very large) and to take your dog tag.

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Features

Parking areas, several warehouses and many man-cannons. One team starts by close to a building with rooftop access (ladder on top of stairs). Just remember if you jump to the lower roof, you can only go back up if someone else gives you a boost (step-jump from Army of Two). There is no pull-up, so only one person can go up (the helper stays on the bottom). The walkway between buildings is a good defence point to stop the other team if they approach from the ground. On the other side, make use of the guard towers and try to hold the rooftop overlooking your own spawn area.

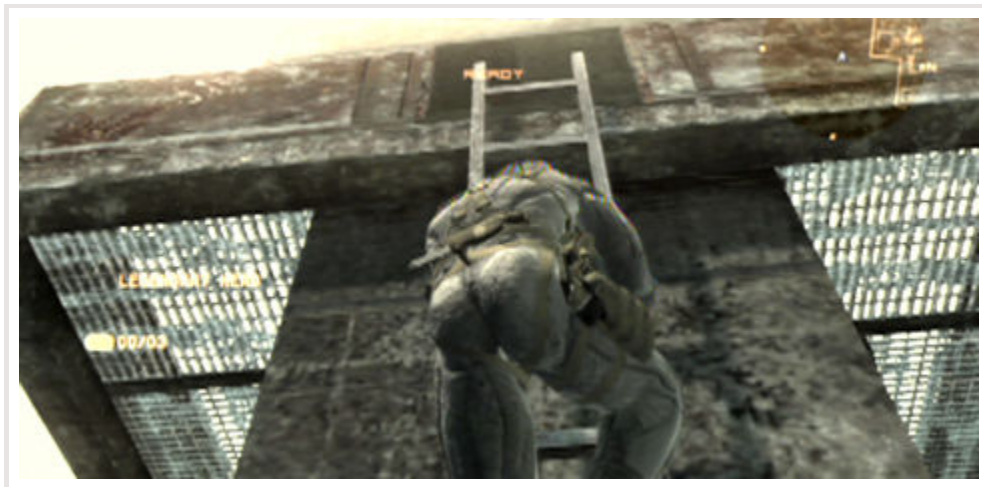
You can drop from the roofs and guard towers without damage by mantling over the railing (on roof, you need to go prone first), then when hanging over, you can then drop without taking damage. There is an ENVG located in a small supply truck near one of the guardtowers, atop the crawler in the building, or in the air shaft (depends on the mode, but some Team Deathmatches with lots of participants has it, while some low-count TDMs do not).



FLOOD OPENINGS - These small openings to let out melting ice lets players crawl through to get to the other side of the wall. Note that you should do this only if the enemy is unaware of your presence; being shot in the head while crawling is akin to dying in a puddle of your own urine.



EXPLOSIVES and LADDERS - Here we see the ladder to one of the three guard towers and a gray barrel. These barrels explode when shot, so use them as improvised bombs when a cocky enemy is near one. Naturally, you need to turn off auto-aim (or use first person view) to manually target and blast these barrels.

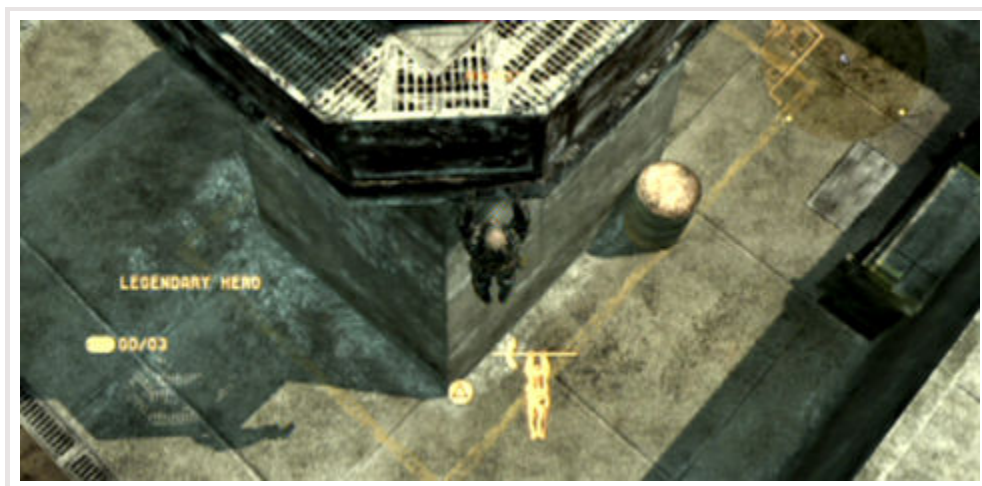


This gratuitous ass shot of Snake is not for our alternative lifestyles crowd, but a precise view of what you should look for when climbing up towards a sniper in a tower. Notice the grating floor you can shoot through? The only solid spot is the concrete near the ladder -- precisely where the trap will be placed if the enemy sniper is an MGO veteran.

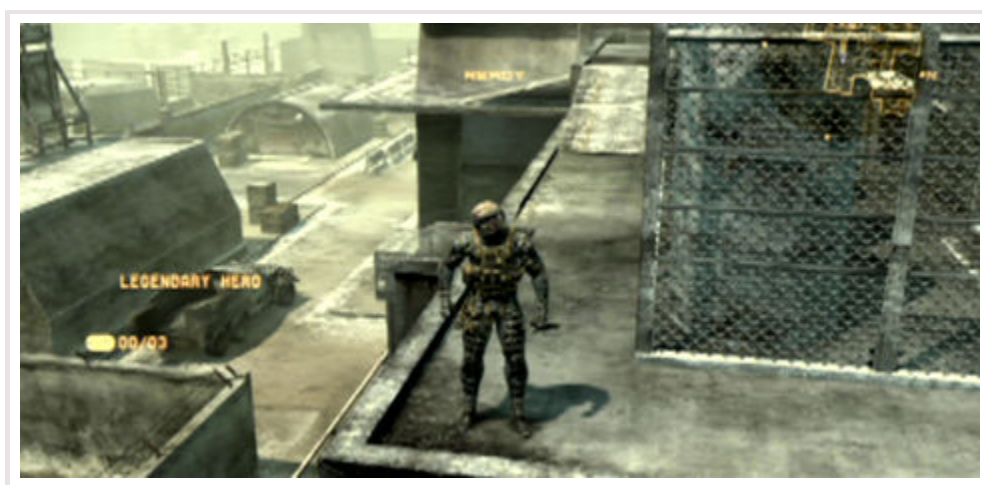


Here is a shot from the guard tower near the E4 spawn. Notice the view of the motor pool tower and the rooftops. The

sniper also has good views of the area in front of the big warehouse and the alley from behind it.



When dropping off the guard tower without using the ladder, hang over and drop. Don't just roll off, as you will take unnecessary damage. Do this for all heights greater than two levels. Your character can fall two stories while hanging to take no damage.



ROOFTOPS - Here's one shot of a rooftop corner (near the E4 spawn). Notice the fabulous line of sight to the hangars by the motor pool and the two sniper towers. There are several good spots you can see from here. For instance, from the same spot, you can see the spawn point at E4.



While this is a good spot to defend base rushes, chances are this spot will be used by the enemy team to spawn camp the area at E4 instead. Learn to come up here using the ladder or man-cannons to shut down the enemy's game.



On the roof, there are several cardboard boxes that are randomly placed. If you are the first one there, do not disturb them, as it may give the enemy pause as he checks them. You can thus, safely double-think the enemy and disguise yourself so, unless the enemy double-thinks your double-think.



MIDDLE PASSAGE (between center and east rooftops) - This center passage connects the middle warehouse to the eastern rooftop. You can fire through the windows to the other side, effectively shutting down anyone inside. Just be aware to get from east to west, you need to detour into the warehouse itself.



The corner of the east/center area with the doorway into the big warehouse. Note that you can see right down to the team spawn at A1 with ease. Dropping from this height (with an overhang) will not damage you, and if you are quick, you can ambush enemies who run by under you.

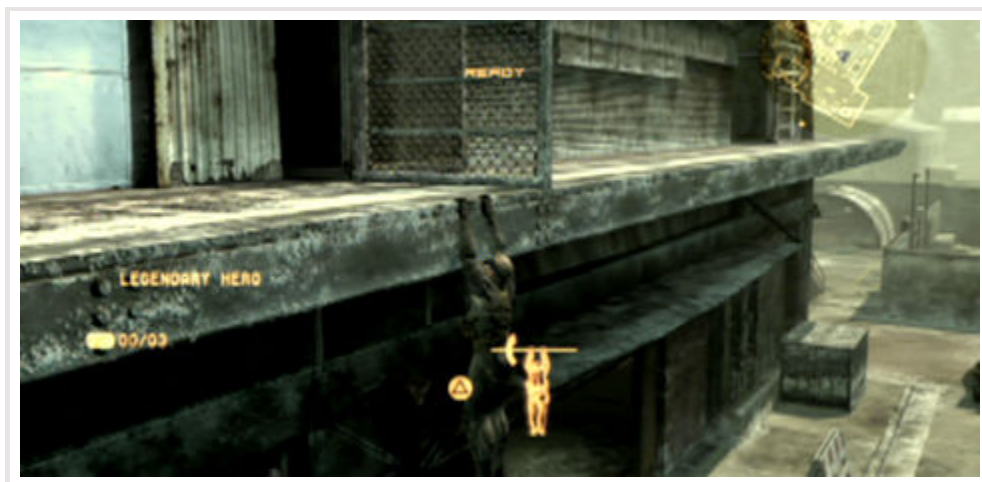


ROOFTOPS CONTINUED - This is the east/center side of the rooftop above the front of the warehouse. You can fire through the chainlink fence to kill snipers on the other side, but watch for the enemy in the guard tower in the distance. To get by the fence, detour into the building and use the bridge, or use a hand over hand method.



Use the overhang method to get by the fence if you are in a real hurry and have nothing better to do. Crawl to the edge

and press TRIANGLE to initiate this move.



While getting past the fence this way is quickest, you are very exposed. Any sniper with half a brain will be able to kill you instantly if you try this.



CENTER YARD BUNKERS - The center yard along rows 4 and 5 have bunkers and boxes that are good hiding spots. This bunker is open and dark. The single barrel inside can be detonated, but for Snake, this is a good place to hide if he is caught outside. Generally speaking, the normal characters can use this to ambush enemies who race by them in the courtyard.



The center yard as seen from the western edge near spawn A1. Climbing the boxes for a chance sniping opportunity generally means you get shot in the head. You cannot dive over the obstacles here.



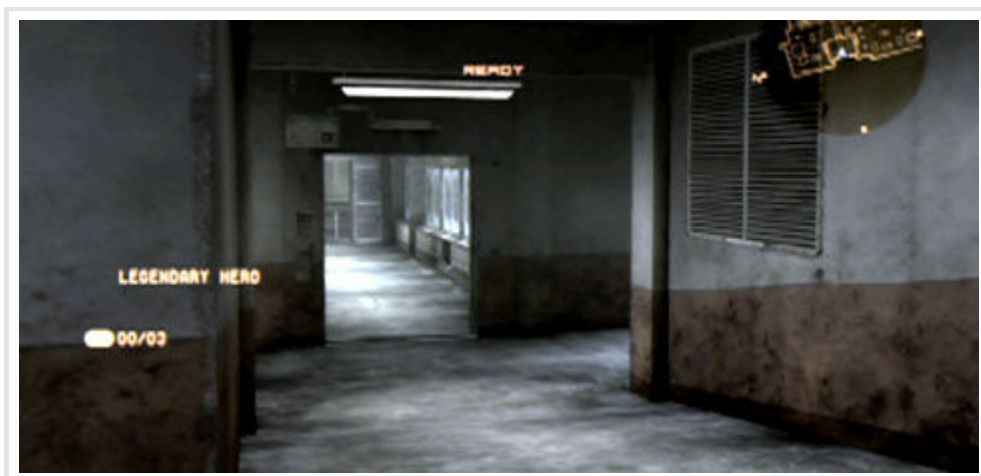
ROOFTOPS NEAR SPAWNPOINT at A1 - This western rooftop is higher than the ones in the middle, hence you need a step-up move to get there, or use the ladder near the spawn point at A1. While this rooftop is a good place to camp over the motorpool below, note that enemies firing from the warehouse windows will be able to kill you. Use one of the searchlights to make yourself hard to fire at from the warehouse -- this however, makes you more exposed to the enemies who mill around on the ground.



SPAWN A1 WALKTWAY - Again, use the hang over to drop down safely from the walkway's top. Enemies can go through the walkway (and jump out the windows like in Resident Evil 4), so hang over where the concrete is -- not the window.



This is the view of the walkway and western rooftop from spawn A1. Enemies can come from the back alley to the left, or from the motorpool in the distance. If you must hold here, use the alley's obstacles to bottleneck there; a second unit should cover the warehouse exit, the doorway seen here, and the rooftops. If the enemy is entrenched in the motorpool (look under the trucks and boxes), you should attack them from another direction. Just remember that if you stay here, you can be spawn-camped just like any other spawn point in MGO.



The interior of the walkway leading into the big warehouse. Keep the windows unbroken, since their cloudiness can obscure your movement from snipers outside.



Walking out this door into the face of the guard tower and enemies that lurk in the motorpool means you're a dumbshit. Peek and then move. Otherwise, you should head into the warehouse and attack from there.



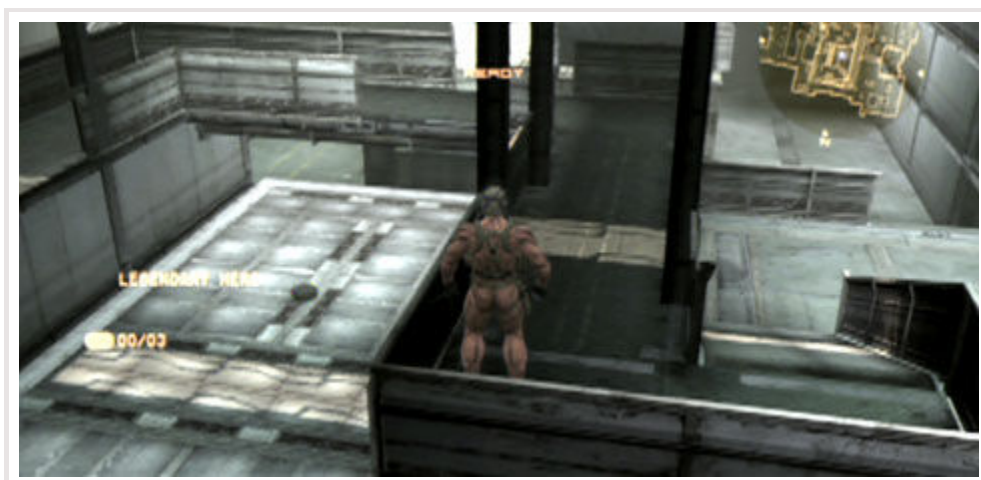
MOTORPOOL - This area is wide open but littered with low cover. Players can crawl under the truck shown here and snipe enemies coming down the front of the warehouse, or more practically, the path under the walkway to spawn A1. If the team from E4 takes this area and holds it, the team at A1 will be slaughtered should they come out here.



BIG WAREHOUSE - This staircase is one of the two you can use in this building to reach the rooftop. The other one is in the back of the warehouse.



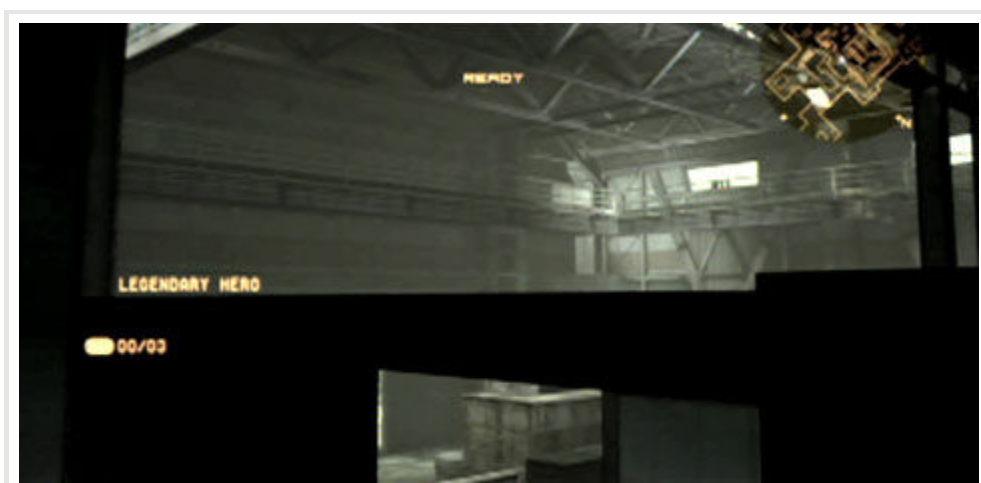
The back stairs. Notice the nice black shadows in the warehouse? If you are playing a PMC in Sneaking mode, come in only in large groups.



This is one of the many walkways in the warehouse. There is sometimes an EVNG spawned atop the crawler on the left. This is one of several ways to grab it.



TUNNEL (between front and back warehouse avenues) - There is a seldom used entrance into the big warehouse, seen here. The dark tunnel links the front avenue to the back (going under the east building). Although there is a team spawn in the airshaft at the top of the ladder, it's sometimes worth the risk for any player to head up and into the warehouse.



You will emerge in a small wrecked container, generally unseen by the enemy. From here, you can counter-snipe some players who prefer to loiter on the walkways, the tunnel to the A1 spawn, or get them when they go across the front of the warehouse. The regrettable part about this hiding place is that it is one-way. Once you hop over the top to get into the warehouse proper, you need to locate the ladder in the short tunnel again to get back inside. Additionally, the vent is a spawn point for the team stationed at E4.

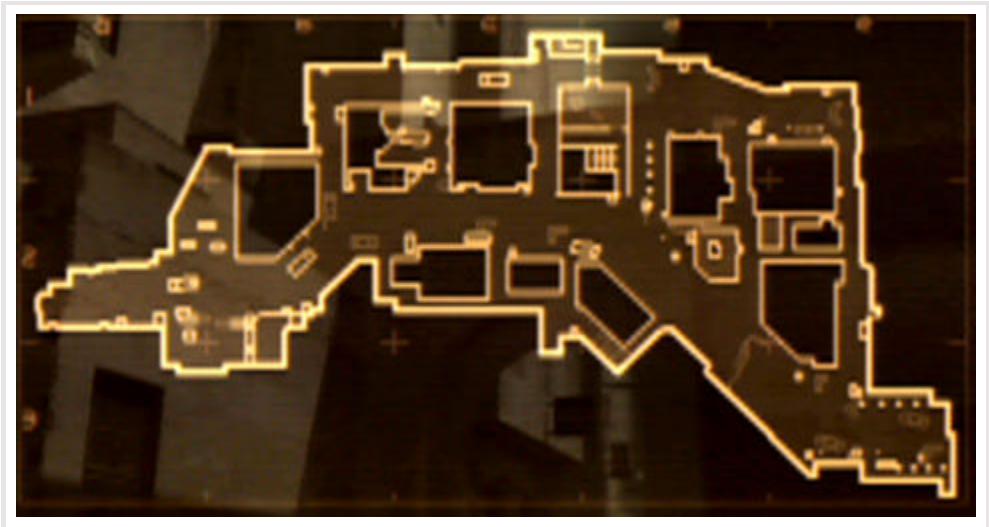
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OVERVIEW

This map was introduced midway into the public beta, and it featured a Sneaking Mode (with Snake) that let players play as Snake against other PMCs, although the map itself is geared more for an epic long ranged battle. Midtown Mayhem is a sniper's heaven, with very little CQB. Sneaking is somewhat favorable, depending on the number of idiot *Metal Gear* fanboys who decide to venture where they shouldn't.

LAYOUT

Midtown Mayhem is essentially one long street with one central building, two side streets, and a few sniping nests on both ends. Notice that there is little elevation change here until you get to the center building (the one with all the dark stairs). Hence, you'd better sharpen up your sniper skills and be ready to be drilled from long range.



However, this doesn't mean there are no opportunities for CQB. It means you should rely on it only in the center building, or in some cases, the side streets when your sniper rifle is zooming in too far. Traps and CQB are what's required in the center building. Assault rifles and sniper rifles are devastating in this map. Enable Drebin's mode for even more firepower.

SNAKE IN SNEAKING MODE

This stage is semi-hard for Snake. Obviously, the center building is the best hunting spot, but you need to be careful with the PMCs' traps. The building offers three floors of hiding spots, and unless you are taking too much time, you can afford to pass by a bad opportunity if there are too many PMCs "in the haus" and opt to nab a single tag without dying later.

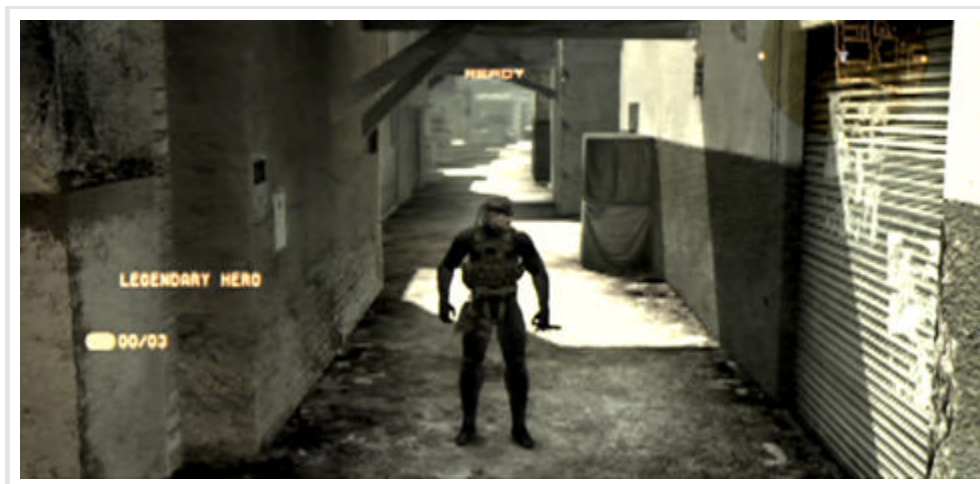
PMCs should take the center building, but patrol it aggressively by clustering into one room. This may leave your team short-handed when it comes to Snake going out to the dark narrow side street and nabbing tags there, but it's better than letting Snake have run of the center building, as it is more populated. Given half a chance, a Snake player will headshot the lone survivor of a furious firefight and grab his dogtag.

Basics	CQC	Weapons & Gadgets	General Tips	Maps
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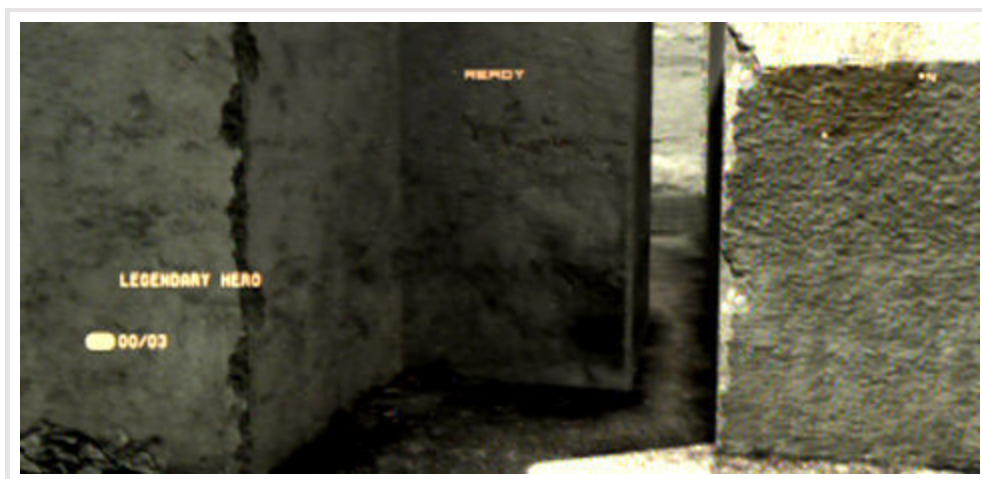
FEATURES

One wide open street has many back alleys enemies can lurk in. An ENVG is behind one of the team spawns for Team Deathmatch (forget which end). Near one of the team spawns is a ladder that leads to a very good sniping spot that has clear line of sight down the street. A multi story building is in the middle -- do not jump out of any since you cannot reduce damage by mantling out the window. The third level has a window that leads out onto a walkway that serves as a sniping point for the back street. This level is best for sniping (with Drebin Points). If you are insecure about your aim, it would be best to impart weapon restrictions when you are hosting this map.

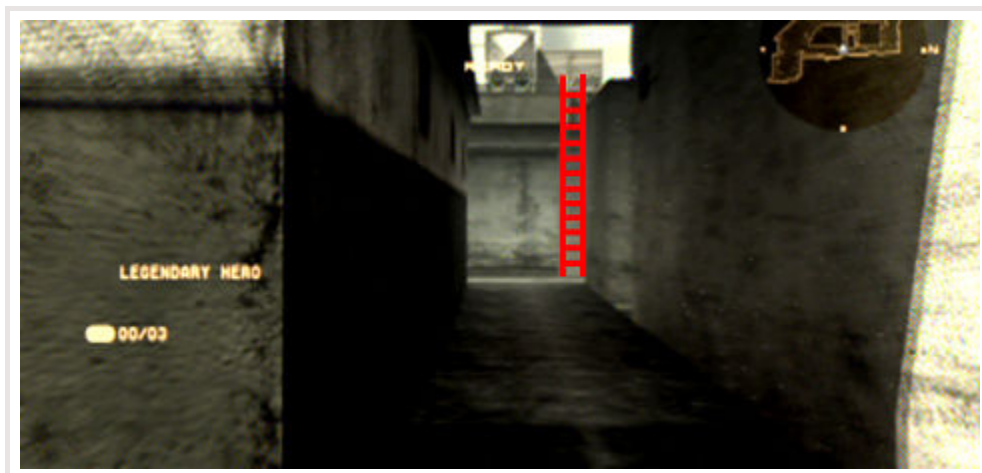
There are two ways into the building -- the alley ladder and the interior stairs. Make use of the alleys to get by the snipers and raze them with close range fire; just watch out though, as some alleys are better ambush points for one side than the other. Additionally, any character in the main street can fire into the alley exits if they happen to spot you. As Snake, the dumpsters can be used as a hiding place; however, use care as they are in plain sight and can be pierced by explosives.



E2 TEAM SPAWN ALLEY - Let's start with the alley that holds the E2 spawn point. Notice that there is literally no cover here. If your newly spawned character is caught by spawn campers here, you might as well die. The buildings here are not difficult to navigate until you have a bunch of skilled jackasses sitting on the spawn and wasting everyone. Naturally, the best counter is to spawn in when another ally spawns in (look past your weapon menu, since if you press Select to clear the screen, you have to press it again before you can press Start to respawn) and jump in when the enemy is distracted.



This narrow easement can fit a character through if he presses against the wall. However, he cannot attack until he comes out of it. Notice the bright ground. If Snake hides there, his shadow will be visible.



The red marked ladder leads up to a sniping spot for the team at E4. It is a generally good spot to shut down enemy advances on the main road. Even if it is obvious, sit one or two snipers here. Having them will help you shunt the enemy advance from team spawn A3 to the side streets -- and let them kill a few novice players.



Stay back from the edge and trap the ladder with something. If the firefight is furious, but the enemy doesn't advance towards you, you can skip the trap. Enough spawning players on your team will keep most enemies away from the

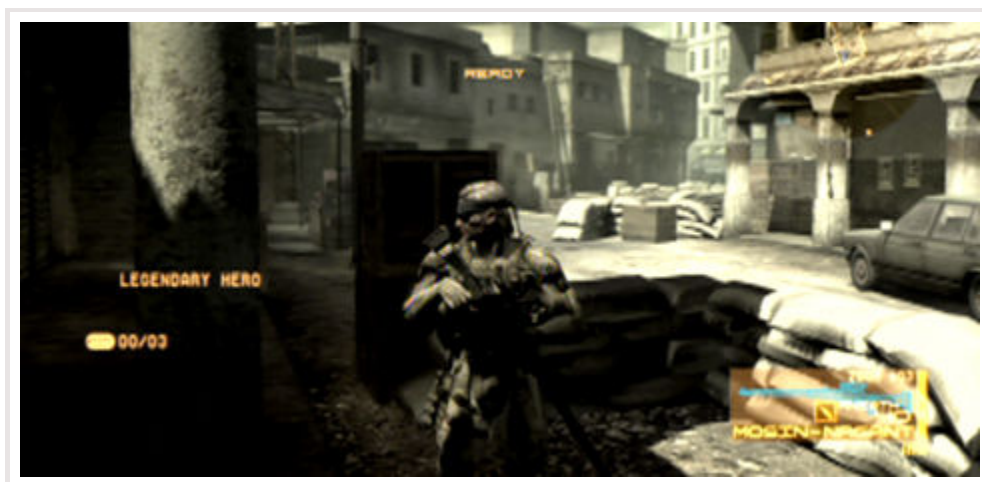
ladder. Beware the alley to the left -- it connects to a sidestreet leading all the way to A3.



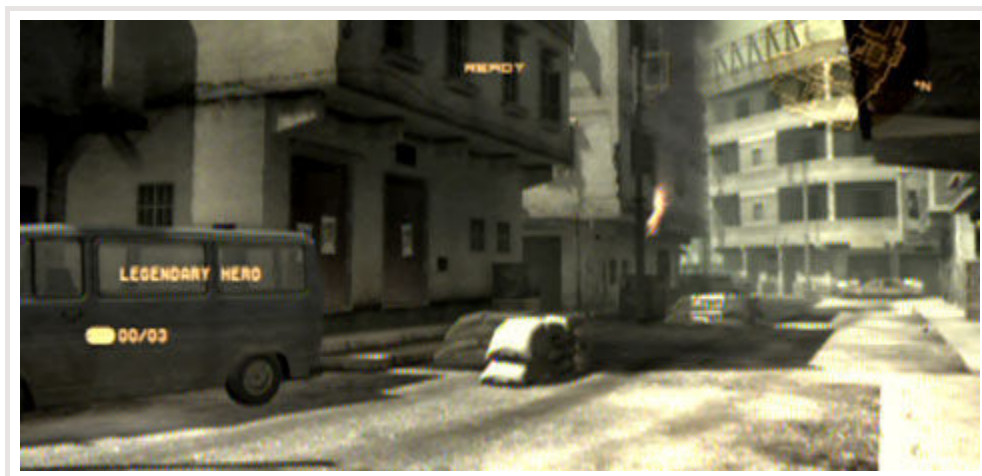
This is the barricade by the E2 spawn. Enemies from A3 will occasionally camp here and fire down the alley to kill the team at E2. Behind the camera here is a very dark and shaded area that makes for a good sniping spot for characters on the E2 team. Duck down and take headshots at the opposing team. Just be sure to cover your area with magazines or traps; enemies occasionally slip by to neutralize you.



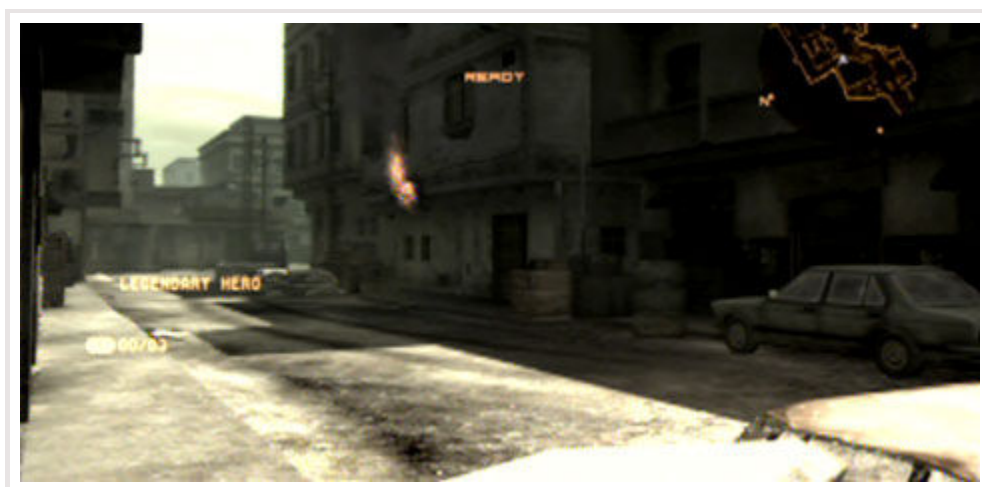
MAIN STREET and SIDE STREETS - Unless you are retarded or the lord of the battlefield, stay off this street.



If you are stuck out here, use the minimal cover you have to stay out of sight and behind cover.



Pre-explode the vehicles on the street, or the explosion generated from a grenade will be more damaging.



This is another view of main street. Notice the low building on the left side of the picture (where the street turns right). This is the E2 team's sniping post.



There are several entrances to the narrower southern side street. Beware of enemies who pop out and fire, then run off

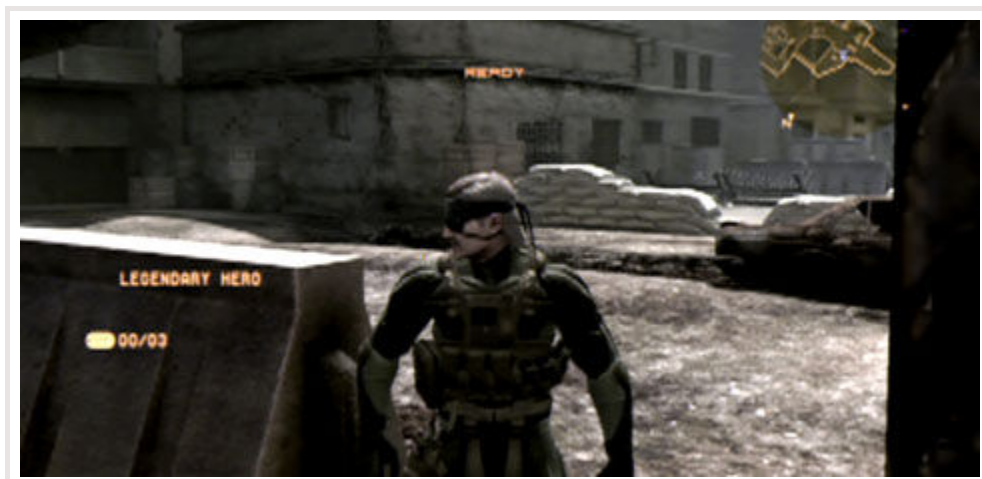
to lure you. They are probably luring you into an ambush.



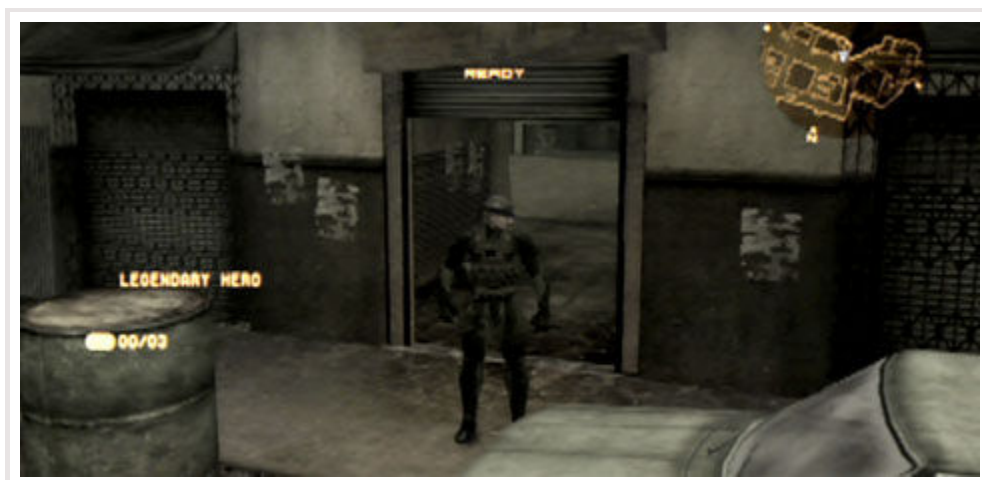
A view from the broader northern side street looking into the main street. While the walls are dark, the ground is not. Snake may sometimes be found in the corner, but never be sure of it.



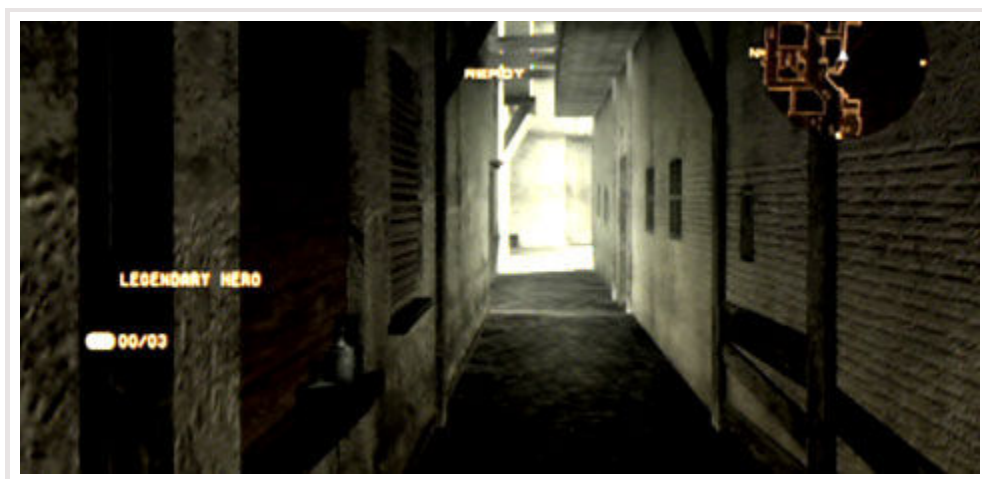
A3 TEAM SPANW - The "Dragon's Teeth" tank-breaker blocks are where the team at grid A3 spawn. The sandbags here are often host to the other team (from E2) who spawn camp the suckers here.



View from the roadblocks to the sandbags pictured above. If you are caught here, bring grenades on your next life to root out the problem. A few intrepid soldiers from the other team can rack up a very good score if you are sloppy.



This is the entrance to the narrow southern side street from the A3 spawn. It is possibly your best way to approach the E2 spawn without being killed.



View of the narrow street. This is a very dangerous trip. Bring something hard-hitting or don't draw too much attention.



Ambushes can be set in the middle area of the narrow street. Enemies can hide beyond the blast radius of the obviously

crappy frag grenade (actual frag grenades would have pellets covering the whole street). Beware as you venture here. The view is looking back towards where the above image was taken, so be aware!



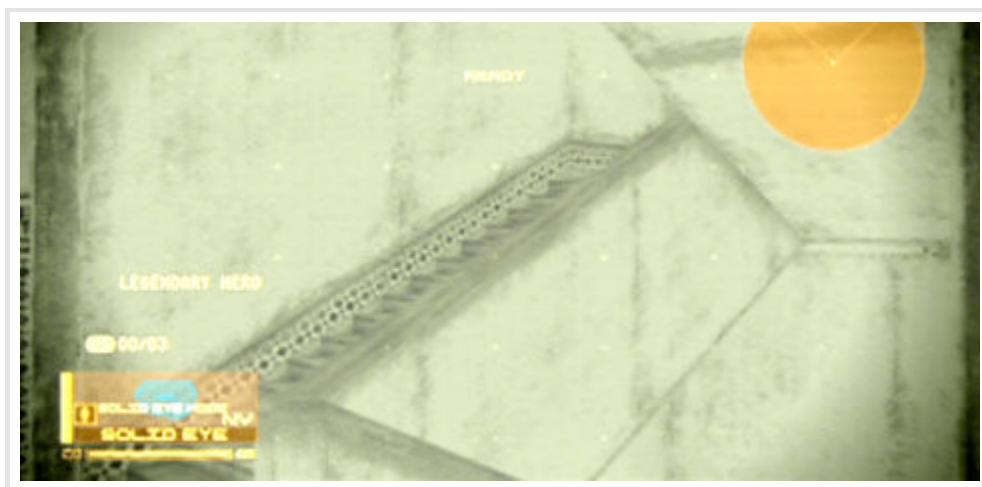
CENTER BUILDING and ATTACHED ELEMENTS - A view of the northern side street. Blow the van and notice the walkway looming over the alley. The walkway is a sniper post for either team and it works effectively regardless who holds it. This area effectively delves into the center building and its strategic importance in all battles.



The ladder to the walkway top. The center building's stairs are the second method of egress. Notice the trashcan? Players can hide inside to avoid detection.



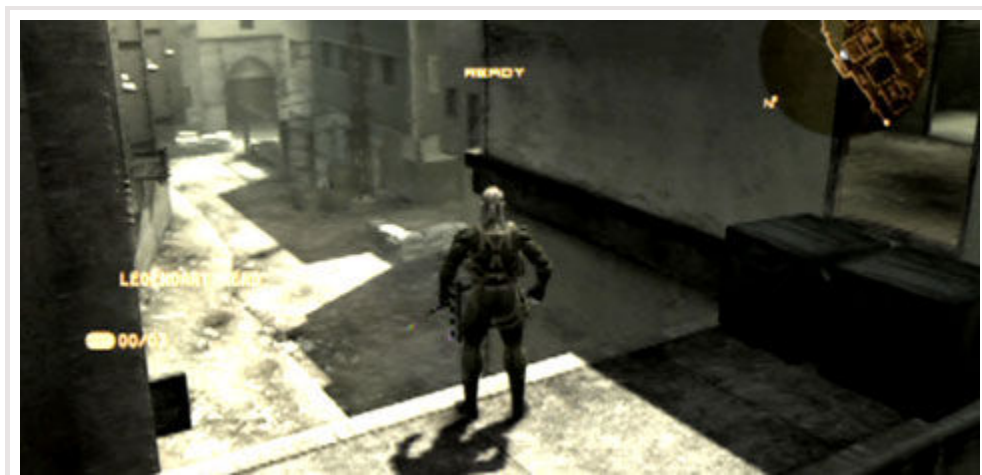
The infamous center building. All five open windows face the side against team E2 and all are sniper capable. Dive into the lower window to enter the building, but watch for traps and waiting enemies.



Without Snake's ENVG or the ENVG goggles, this stairwell is almost completely dark. There are three stories to this building, and the very top allows players to access the walkway outside.



Walkway view looking down at the unexploded van and towards the direction of team A3. You can see the trashcan over Snake's right shoulder.

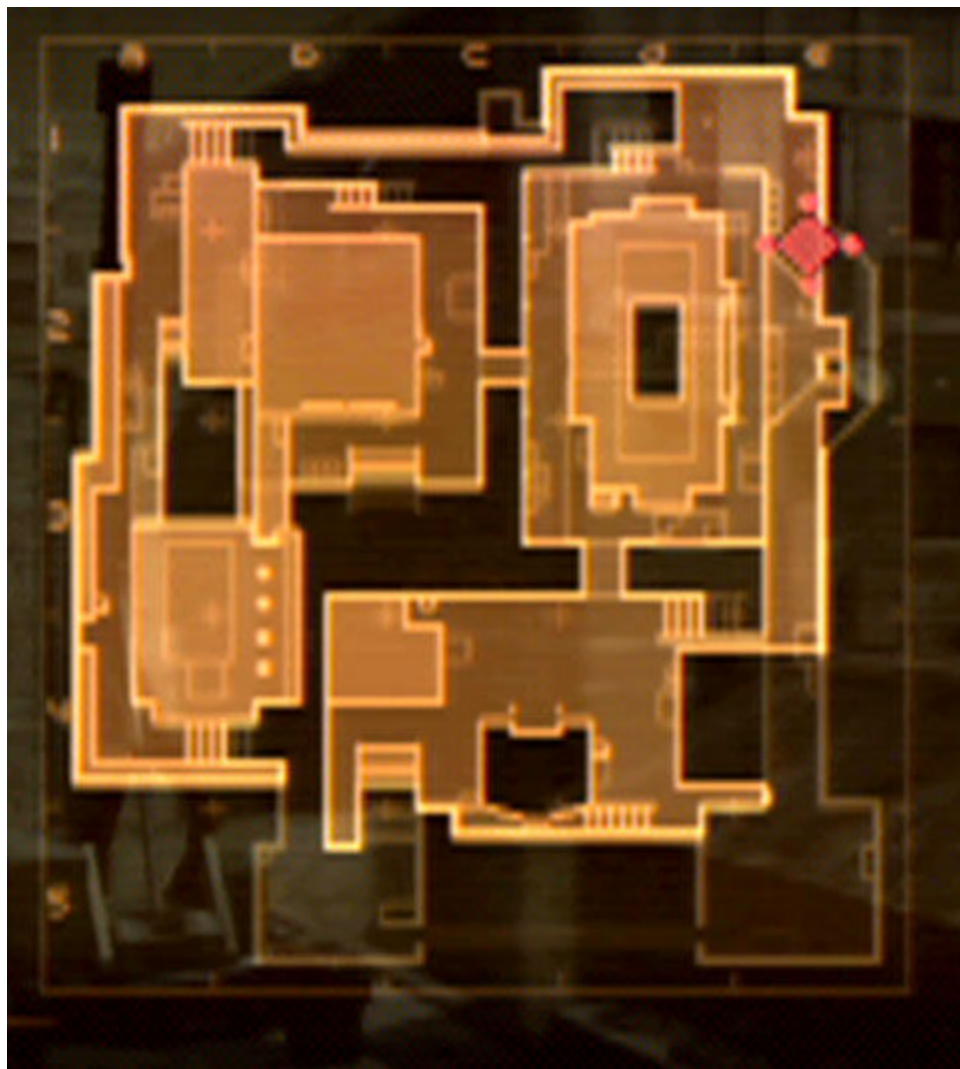


Walkway view towards the direction of team at E2. You can see the open window to Snake's right leading into the center building.

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OVERVIEW
Urban Ultimatum may be familiar to Metal Gear Subsistence players who got over the frame rate issues and played enough rounds to recognize the place. The new map is more or less the old map (so I'm told), but since it wasn't in the beta, it's news to me.

LAYOUT
Vertically challenging is the best description of this map, since there are two buildings that tower over the grounds below. The streets are narrow, meaning sniping cannot be done unless it's on targets in the open, but that means a literal bloodbath can occur in the narrow alleys near each building.
There are several tunnels here (actually three that I know of), as well as some good spook spots to ambush enemy players, depending on their direction of travel. Recognizing the limits of the other team's spawn is vital here as on every map, as the distances between the two spawns are fairly close together. Only the presence of high sniping spots prevents this map from becoming a rat-maze with bullets.



Snake in Sneaking Mode

Snake can hide in the tunnels and such, but since this is a closely knitted map, you may not survive on the ground. I've seen successful Snake players hang on the rooftop(s) and nail single snipers with hold-ups and stuns. Once they grab their tag, they find a suitable method to leave the rooftop undetected. Note that there are occasionally ledges and fire escapes where Snake is halfway between the roof and ground, so he can hide above the fray and see which direction to strike.

PMCs should stick together in the map more than not, since getting around is tough. Snipers always should be accompanied by a gunner guarding him (SOP a must) and be ready to rack up no kills in order to guard their sniper. Hiding and ambushing during sneak matches is tougher, since Snake can find your location easily using Solid Eye; however, if you are quick, you should be able to avoid most of Snake's depredations without much fuss.

Basics	CQC	Weapons & Gadgets	General Tips	Maps
Ambush Alley	Blood Bath	Groznyj Grad	Midtown Maelstrom	Urban Ultimatum
<<	Overview & Layout	Features		>>

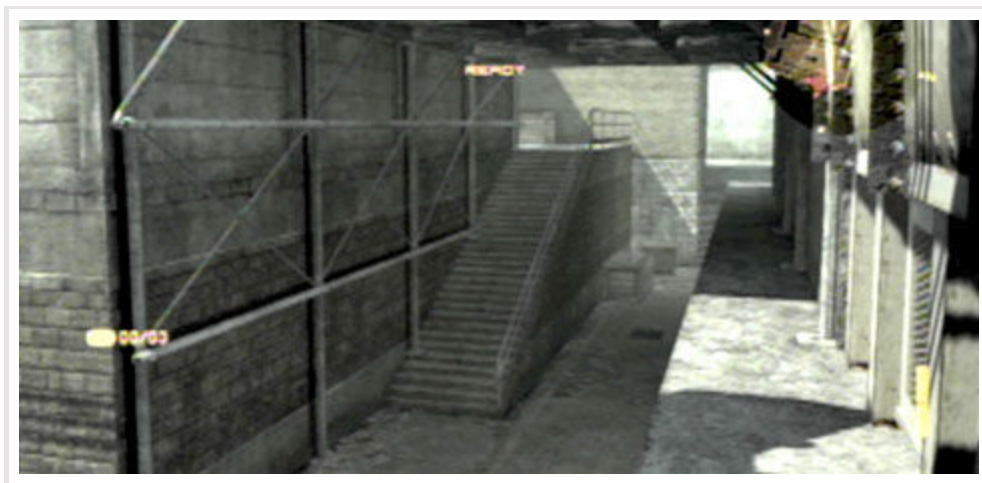
FEATURES				
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E2 SPAWN POINT - This team's spawn is in the underground tunnel. A ladder leads up to their sniping building, and a tunnel here leads out to the main corridor where most of the murders occur. C4 is a great spot here to spawn camp -- you just need to time the enemy's invulnerability period so your explosion hits them.



E2 SPAWN POINT RIGHT... - ..towards the north end. This leads to a long corridor emptying out the main murder hall, as well as a back alley running along the north side of the map. The north side will have boxes allowing you to clamber onto the rooftop of one of the opposing team's sniper perch, but you will be vulnerable. It would be better then, to set up ambushes along this route and wait for them to come to you.



While we're at it, the above shot shows the entrance of the second tunnel. The wood box and cardboard box next to the stairs hides the passage that leads near the opposing team's spawn. Great place to go through if you are Snake, but you need to be wary of enemies who go through.



The exit from the above tunnel. The garbage dumpster here offers good cover to ambush enemies, but you need to make way from the tunnel to the dark spot on the left. Note that you can be seen from the rooftops if someone looks down, so if you are shot at and cannot see anyone around your sides, flee for cover, since your attacker is above you.



This is the exit of the E2 tunnel. It is fairly exposed, but if you pop out after someone runs by, it can be a usable ambush

spot.



The ladder above the E2 spawn. The hole here can be crawled through prone, and the fence interferes with your targeting (but not your shots). If you need to, stand on a crate and fire downwards, as enemies and friends will not have their names displayed when separated by the fence.



TYPICAL LADDER - This ladder is but one of many to lead to the rooftops. Climb on one and start your ascent. Just beware of enemies who can see you climbing and shoot you down. Sometimes, it is more efficient to wait for enemies to start climbing, then start firing on them as they are going up.



NORTH ALLEY TOWARDS THE B5 SPAWN - This is the spot to start your ascent to the B5 team's rooftop. There is a man-cannon atop the structure here, but don't bother using it unless you are sure your destination is clear. Unlike Groznyj, the man cannon here is more useful since the ladders are so dangerously exposed. This is the outer limit of the B5 spawn, so hiding here for ambush is logical.



The boxes here are also serviceable, but watch for fire from the stairs and from the opposite rooftop (enemies can see and fire on you). Sometimes, you can wait under the catwalk here and wait for members of the B5 team to jump down before ambushing them.



B5 TEAM ROOFTOP ACCESS - This alley is generally where players from B5 will go to for sniping. They climb the ladder and have access to the rooftop. Hiding here is plausible, but dangerous, since a B5 spawn spot is right here on this corner. Instead, hide in the alcove on the left (you can barely see it in this picture). Wait for them to pass and whack them. Similarly, B5 players will want to wait here at the ladder for any E2 players who attempt to spawn camp.



B2 CORNER SPAWN POINT - ...looking south. To the right of the above corner, you can see across to the other side of the map. A bad idea if snipers are combing your spawn point. Avoid standing out in the open unless required.



B5 SPAWN POINT - This is the B5 spawn point. The corridor opens out to the main murder corridor, so avoid going out unless you are backed up with buddies. Up the stairs and right leads to the grassy courtyard (another bloody spot). Try to go left and force enemies to come down the stairs so you can nab them, as going upstairs with snipers around generally means a high death count.



A higher shot of the same area, showing where the snipers would be (white building). The crack in the wall can be dove

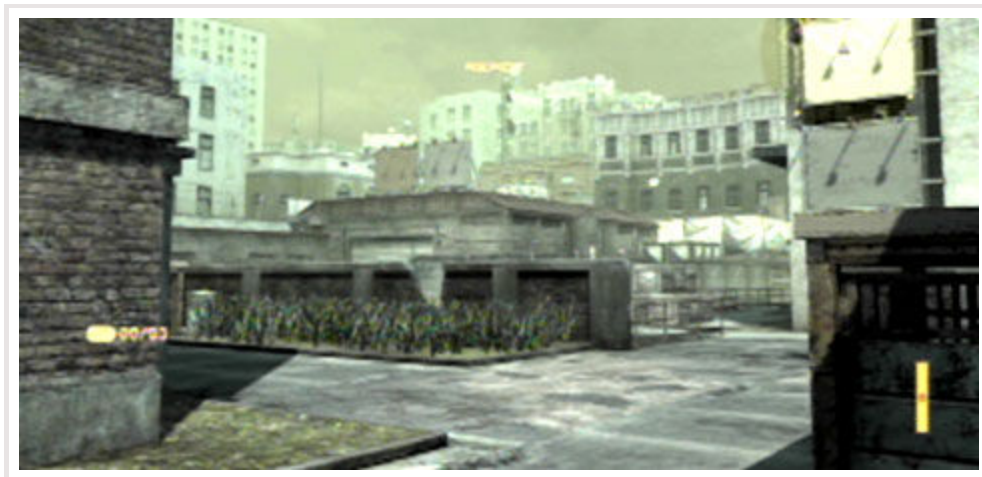
through, but that only leads down to murder avenue. Hiding in the grass though, is a valid tactic if no one sees you doing it. The grass though, will generally not be thick enough to cover you if you decide to move to aim.



This tunnel connects the two team's spawn points. This is the B5 tunnel entrance; when you respawn on this side of the map, check the tunnel entrance briefly to make sure you are not watched.



The tunnel to E2's spawn. It's a short ways away, and it's actually a good spot to get to the E2 spawn and camp on their tunnel. When people spawn and run into murder avenue, you can chase them and nail them. If anyone comes towards your position, ambush them with CQB.



GRASSY YARD - This yard is where the most bloodshed can occur, apart from the corridor under it. Snipers from the metal rooftop can fire into this spot, as well as from the stairs past the wall. It is a good spot for E2 players to ambush B5 players however, and can serve as a kill funnel for teams with no plan.



C4 SPAWN CAMP - Any player can spawn camp B5 or E2 from the top of these stairs. It fires into the grassy yard. Cover yourself with a trap or a buddy in this corridor, or players can eventually get around and kill you.



ROOFTOPS - Once you're on top, you will recognize the rooftops. This is the one near the B5 spawn. Notice you can see to the other rooftop and that there are several spots to climb up here, so you need to be alert.



The E2 building from the other side. A set of three or four snipers on those rooftops can be all the team from E2 needs to shut down the enemy team. B5 operates at a disadvantage unless they know where to counter-snipe from the ground.



View from the E2 team's building. The white building is dangerous and difficult to get into, so counter-sniping is almost a given when fighting skilled snipers.



CENTER ROOFTOP - You can only get to this rooftop by rolling off from the E2 building (above) and you will barely make it (you have to do this at the edge of the metal catwalk). Notice there's no cover and getting off is difficult without

lowering yourself first. However, it is sufficiently difficult to get onto (one way in) that you should consider leaving a GA-KO and KEROTAN on this rooftop while your buddies score with the other target. Alternately, leave annoyance items like the ENVG and Drum Can here so other players cannot get to them. Hold L2 and press Circle to drop items.

Metal Gear Solid 4 Secrets

DOUBLE LIFE BATTERY

You can find a double strength battery in the Mission Briefing mode of the game that you can carry over to the main game. With a save file in Act 1 already created, load up the Mission Briefing and select the Act 1 save. During the sequence on the cargo jet, press SQUARE to take control of the Mk. II. Maneuver the Mk. II upstairs and looking for the extra battery. This will double the life of all battery operated devices in the main game.

BIG BOSS EXTREME

Complete the game on any difficulty to unlock the Big Boss Extreme difficulty.

RESET CAMO

Shake the SIXAXIS controller to reset Snake's OctoCamo. Clearing the camo will let a new pattern appear a tad more quickly. You can also do this during cut scenes to affect Snake's appearance.

EMBLEM REWARDS

There are forty emblems to earn by completing the game under a variety of circumstances. Earning certain emblems will unlock special rewards, as listed below.

Emblem	Alerts	Kills	Con. / +*	Time	Other	Unlocks
Ant	---	---	---	---	Must frisk 50 enemies for items.	---
Assassin	≤ 25	---	---	---	Must defeat 50 enemies with CQC holds <i>and</i> 50 enemies with knife kill/stuns.	Assassin's Creed outfit
Bear	---	---	---	---	Must use CQC chokes to defeat 100 enemies.	
Bee	---	---	---	---	Must use scanning plug or syringe on 50 enemies.	---
Big Boss	0	0	0 / 0	≤ 04:59:59	Must be on Boss Extreme difficulty. Cannot use stealth camo or bandana.	Big Boss FaceCamo, Big Boss iPod song, Patriot
Blue Bird	---	---	---	---	Must give rebel soldiers 50 items. (To do so, equip item and press TRIANGLE near soldier.)	---

Centipede	≤ 75	≤ 250	≥ 26 / ---	---	Must continue 26 times.	---
Chicken	≥ 150	≥ 500	≥ 50 / ≥ 50	≥ 35:00:00	Must trigger 150 alerts, kill 500 enemies, continue 50 times, use 50 health items, and complete the game after 35 hours of play.	
Cow	≥ 101	---	---	---	Must trigger 100 alerts.	---
Crocodile	---	≥ 400	---	---	Must kill 400 enemies.	---
Eagle	---	---	---	---	Must land 150 headshots.	---
Fox	≤ 4	0	0 / 0	≤ 05:59:59	Must be on Solid Normal difficulty or higher. Cannot use stealth camo or bandana.	Desert Eagle
Fox Hound	≤ 2	0	0 / 0	≤ 05:29:59	Must be on Big Boss Hard difficulty or higher. Cannot use stealth camo or bandana.	Thor .04-70
Frog	---	---	---	---	Must roll or dive sideways 200 times.	---
Gecko	---	---	---	---	Must attach to walls for a total of 60 minutes.	---
Giant Panda	---	---	---	≤ 30:00:00	Must complete the game after 30 hours of play.	
Gibbon	---	---	---	---	Must hold up 50 enemies.	---
Hawk	---	---	---	---	Must be praised by rebel soldiers 25 times.	---
Hog	---	---	---	---	Must get 10 combat highs—firing your weapon 100 times during an alert triggers one combat high.	---
Hound	≤ 2	0	0 / 0	≤ 06:29:59	Must be on Naked Normal difficulty or higher. Cannot use stealth camo or bandana.	Type 17 Pistol

Hyena	---	---	---	---	Must pick up 400 dropped weapons and/or items.	---
Inch Worm	---	---	---	---	Must spend 60 minutes crawling.	---
Jaguar	≥ 76	≤ 250	$\leq 25 / ---$	---	Must trigger 76 alerts.	---
Leopard	≥ 76	≤ 250	$\geq 26 / ---$	---	Must kill 76 enemies and continue 26 times.	
Little Gray	---	---	---	---	Must collect all 69 weapons in the game.	---
Lobster	---	---	---	---	Must spend 150 minutes crouching.	---
Mantis	0	---	0 / 0	$\leq 04:59:59$	---	---
Octopus	0	---	---	---	---	Stealth Camo
Panther	≥ 76	≥ 251	$\leq 25 / ---$		Must trigger 76 alerts and kill 251 enemies.	---
Pig	---	---	$--- / \geq 40$	---	Must consume 40 food items.	---
Pigeon	---	0	---	---	---	Bandana
Puma	≥ 76	≥ 251	$\geq 25 / ---$	---	Must trigger 76 alerts, kill 251 enemies and continue 26 times.	---
Rabbit	---	---	---	---	Must flip through 100 pages of the nudie magazines by holding L1 + R1 and tapping CIRCLE.	---
Raven	---	---	---	$\leq 04:59:59$	---	---

Scarab	---	---	---	---	Must execute 100 dive rolls.	---
Scorpion	≤ 75	≤ 250	$\leq 25 / ---$	---	---	---
Spider	≤ 75	≥ 251	$\geq 26 / ---$	---	Must kill 251 enemies and continue 26 times.	---
Tarantula	≤ 75	≥ 251	$\leq 25 / ---$	---	Must kill 250 enemies.	---
Tortoise	---	---	---	---	Must hide inside a cardboard box or drum barrel for a total of 60 minutes.	
Wolf	---	---	0 / 0	---	---	---

* Column heading means "Continues / First Aid Items"