



Wiki Guide PDF

Metal Gear Solid HD Collection

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Metal Gear Solid 2

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Background

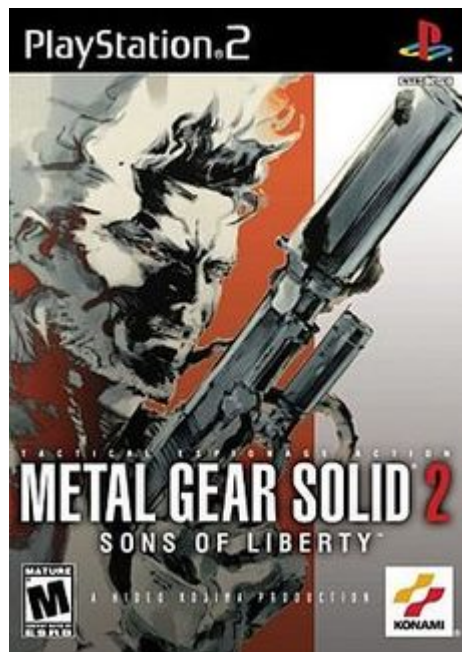
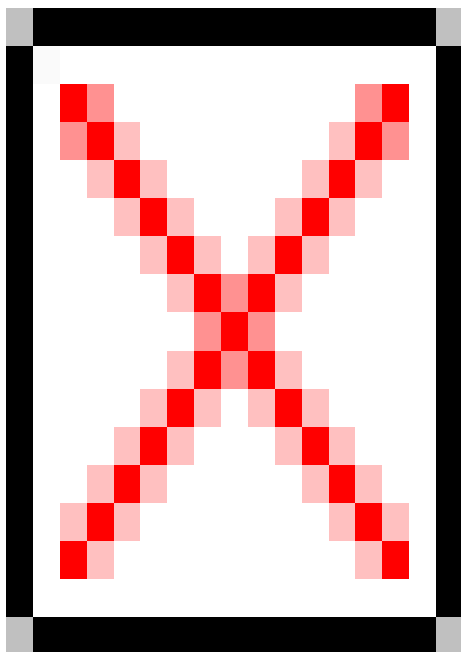
After the events in Metal Gear Solid, Revolver Ocelot (the sole survivor of FOX HOUND) sold the plans for Metal Gear Rex to anyone who would fork up the cash. After a short while every country and global company had their little pet Metal Gear that is capable of launching a nuclear strike anywhere on the planet.

Knowing that having tons of Metal Gears running along the planet is a very dangerous situation, the United States Marines secretly began to develop their own Metal Gear. They developed one that will be able to take down and destroy any Metal Gear Rex that it needs to. Code-named "Metal Gear Ray" the impressive new weapon is able to fire off a plasma blast as well as swim underwater.

This is where Solid Snake returns to the scene. After escaping the Alaskan base with Otacon, the two have become members of the secret anti-Metal Gear society known as "Philanthropy". Snake's new job is to investigate this new prototype, which apparently is on the way to New York. Using the Stealth Camouflage that he received from Otacon at the end of the original MGS (if you beat it and got the "bad ending"), Snake bungee jumps off the George Washington Bridge and lands on the deck of a cargo ship where the Metal Gear Ray prototype is held.

As Snake lands on the ship and begins to scope out his surroundings, a group of elite Russian soldiers hijack the ship and slaughters the Marine crew. With the cargo ship now in their hands, Snake must wage yet another one-man war against a deadly enemy. But the terrorists have begun to sink the tanker, and Snake must fake his death using the body of Liquid Snake.

Two years later, Dead Cell, The terrorist unit's, leader identifies himself as Solid Snake, and it's up to Raiden, a soldier who's skills have honed to the highest level using VR training, must stop Dead Cell, who is threatening to Sink the Big Shell cleanup facility unless they are given a large sum of money, from activating the new metal gear.



Basics (MGS2)

Metal Gear Solid 2: Sons of Liberty is a game of stealth. The less you are seen, the easier the game will be and you will receive a better ranking at the end of the game. In this section we will explain the basics of the game interface, as well as some tips on how the guards behave in game.

Controls

Walk/Run: Use the directional buttons or left analog stick to move Snake. How long you press or hold the stick determines whether you walk or run.

Punch/Kick: Press the CIRCLE button to punch. Tap the button repeatedly to perform a punch/kick combo.

Strangle: Walk up to an enemy from behind (without a weapon) and press the SQUARE button without pressing any direction. Then tap the SQUARE button to snap the enemy's neck, or hold the SQUARE button to drag them.

Throw: Press a direction and the SQUARE button (without a weapon in hand) near an enemy to throw them.

Corner View/ Peek: Press up against a corner to see around it. You can then use the RIGHT ANALOG STICK to move the camera slightly to give you a better view. Then you can press the L2 or R2 button to peek around the corner.

Soliton Radar

The Soliton Radar located in the upper right hand corner of the screen shows the area that you are currently in, as well as any enemies, turrets, or cameras that are near by.

Guards, cameras, and turrets all have a "cone of vision." When Snake enters this cone, they will be alerted to his presence. Naturally, when this happens, they will hunt Snake down until he leaves their immediate sight. During the "caution" mode, they attempt to search for Snake, but as long as he continues to elude enemy sight, everything will return to normal.

Note: On the "Extreme" difficulty level, you do not have radar.

Weapons and Items

You can access his weapons and items from menus in the lower corners of the screen. The left side contains the items, and the right side contains weapons.

Tip: is to keep your rations selected during combat, and you will automatically use them when your life gets down to zero.

Codec

The Codec keeps you in contact with various characters throughout the game. In that screen, the lower option stores Codec numbers that you have already used in memory, while to the top one pages the number you currently have selected. The Codec numbers for each character in the game can be found in the Characters section.

Guards

The various guards throughout the game all act differently. You need to be careful around them. Here are a couple tips about guards:

- If you run through a puddle of water or over a metal grating, a guard will hear him and come to investigate. Wet footprints can also alert guards and cause them to investigate. Guards are not deaf, so if you walk behind them they will hear you and probably turn around...
- Be careful about knocking out all of the guards in a room. They send status reports to their superiors, and if they fail to do so an attack team will come to investigate.
- Dead bodies can cause alerts. If you have to kill a guard, make sure to move the body out of the way where another guard or a camera would not see it.

Walkthrough (MGS2)

This walkthrough will take you all the way through the game, from the beginning of the Tanker episode to the very last battle.

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Tanker, Part 1

Discovery Deck

When Snake finishes his conversation with Otacon, his one-man battle will begin. You will gain control of him standing in front of an anchor windless on the ship Discovery.

Before you even move an inch, equip your M9 and look up towards the top level of the ship's infrastructure. You'll see a guard's flashlight beam, which naturally means that there is a guard attached to said beam.

Aiming towards his head is tricky due to the flashlight beam, but it can be done. If you have trouble, you can also shoot him in his thigh or legs. While he won't drop to the ground as fast as a headshot, it will immobilize him after a minute or two. You can go either way around the infrastructure to get inside the ship, but before you do that there are some items that you can get in this area that can help you out.

Walk forward towards the infrastructure and head to the right where you will see a small staircase. Run up the stairs and then use the TRIANGLE button to hop over the box to find some Chaff Grenades. You can either hop over the railing using TRIANGLE or go back over the box and down the stairs, but either way you want to get on the other side of the platform that you are on.

On the other side of that platform is a door leading inside the ship, and stairs leading up another level. Before you move, look up and you will see a guard at the edge of the railing just above. Use the M9 to knock him out, and then (while still on the deck of the ship) run to the farthest back portion that you can get to and you will find a Diazepam in the corner.

Next return to the staircase where you just KO'ed the guard and run up it. Run to the back part of this platform to find a Bandage. Run back to the door against the wall, but don't go inside just yet (there are still a couple of items to get out here). Run up the stairs that are next to the door, and then follow the walkway as it curves around the entire infrastructure. You'll find that it leads you right to the very first guard that you shot.

Follow that walkway along to the left to come to the opposite side of the infrastructure, which is a carbon copy of the right side. Run down the stairs to come to another door (pass by it again . we'll get inside shortly), and then slowly walk forward to the railing and stairs in front of you. Look carefully below as there will be one guard patrolling. Pop a dart into his head and then climb down the stairs. If you want to have some fun, you can un-equip your gun and pick up the guard with the SQUARE button. Then you can drag him to the small area near the edge of the ship (It is outlined in white paint), and toss him off. In the back corner, behind the containers, you can find a ration (it's located just like the Diazepam was earlier).

With all the items collected on the deck of the ship, now it's time to head inside. Right near where that last guard was patrolling is a door that you can use to do just that. To open the door, tap TRIANGLE while at the wheel. If you hold down the button, Snake will slowly turn the wheel. However, if you quickly tap the button, he will open the door quickly.

Deck-A, Crew's Quarters

Once inside the door you can either go to the left or right. Heading left leads you to a door that cannot be opened since the wheel is broken. Head right and run down the hall until it turns. You will then come to two doors that lead inside to a locker room.

The lower of the two left most lockers contains a ration, while the lower of the right most lockers has some darts for your M9. Collect both items and then exit out of the locker room. Before turning the right corner, pause and wait for the guard to have his back turned to you. Then shoot him with a dart and run down the hall to exit into a near area.

Deck-A, Crew's Lounge

As soon as you enter, Snake will lean up against the wall so that you can see the two guards in the next room. You can KO either one first, but shoot them in the head so that they drop instantly. With both of them down, you can then be free to explore and mess around in this room as much as possible. Before going in however, run down the stairs that are in front of you to locate some Stun Grenades, and then go into the room where you KO'ed the two guards. Behind the bar you can find some M9 darts, while on the other side of the room you can find a Ration near the couches. In this room you can do many fun things such as breaking the bottles at the bar, shattering the glass, watching ice melt, or shooting up the magazines.

On the opposite side of the room from where you entered is another doorway that leads to a staircase. At the bottom of that staircase is a sleeping guard with his back to you. KO him however you feel like, but remember to return here later to collect the USP bullets and return upstairs. Go back into the bar room and run up the stairs at the bottom of the screen and enter the door to the right (it is the only one that will open).

This room is actually two corridors surrounding a center area (from which you just exited). The north pass has one guard and no items, while the southern pass has a guard, a ration, and USP bullets.

Deck-B, Crew's Quarters

To start, head into the small hallway that is across and to the left of the door that you just exited. Run through the doorway to find some M9 darts under the staircase. Return to the hallway and run down into the lesser-lit area.

Follow the hall down to the point where it first turns right. Pause for a second and look towards the windows in the hall to the south as there is a guard patrolling there. From this vantagepoint you can see the muzzle of his rifle so you can tell when he is there and when he is not. Directly across from this corner, you can find a ration in a small alcove.

Wait until the guard is walking away, and then run into the southern hall and pop a dart into his skull to knock him to the ground. Then open the locker that is in the alcove in the hall to find some USP bullets for later uses.

Follow the hall to the end and then turn at the corner and run up the next hall until you come to a small passage to your left. Turn in it, and then run up the staircase to enter the next area.

Deck-C, Crew's Quarters

Before Snake can reach his goal of the bridge, he must pass through two more decks. This first one is very short, and is really only one hallway, but it does have one obstacle to pass . a security camera.

You can get by the camera a couple ways. Sliding up against the wall is the most natural, or you can shoot it with your USP, or you can shoot the fire extinguisher to create a fog where you can quickly run past the camera. Since you don't yet have the USP slide along the wall to get past the camera, and run into the next room where you'll find a locker and a staircase. Quickly open up the locker to find a Chaff grenade case, and then before you run up the stairs go down the next hall to find a Ration in a small hole against the wall (crawl into it to get it). Then return to the staircase and go upstairs.

Deck-D, Crew's Quarters

Despite being the final area before the bridge and the boss fight, this deck has quite a lot to do, but at the same time it can be cleared rather quickly. Through the door after the stairs you will enter the kitchen, but if you go the opposite direction, and turn left, you will enter the famous storeroom from the MGS2 E3 Trailer. Be careful before turning left into the entrance hall for the storeroom, as there is a guard that patrols the southern hall. If you see him, simply dart him to the ground.

When you enter the storeroom, a guard will appear in the hallway outside and then enter the room for a little break. Tag him with a dart, and then collect the M9 darts and the Box 1, both of which are in the southern part of the room.

Exit out of the storeroom and continue to the kitchen, but first make note to the explosives on the wall to the south of the storeroom opens. Laser tripwires guard these boxes of boom-boom. You can see the lasers by either using the Cigarettes or shooting the fire extinguisher. Since you don't have to pass by this way, you can simply ignore them for now.

Go into the kitchen, and you'll see a guard patrolling the room. KO him and then take notice of the security camera against the east wall. You can ignore this one if you want, but if you need the USP bullets that are in front of it, you need to get it out of commission in some way.

Since a gunshot can attract a guard, use a Chaff Grenade to confuse the camera long enough to grab the bullets. If you need a ration, you can find one behind the stove in the top of the room, while one table holds M9 darts under it and the other has USP bullets under it.

With the room cleared, go through the southeast door, and then run up the stairs to the left to enter the bridge.

Deck-E, the Bridge

As Snake enters the bridge a long cut-scene will begin with more troops arriving onto the deck of the Discovery. Snake will have some communications with Otacon, and then you will have control of him. Run over to the west part of the room and open the door to exit out onto the deck of the ship for the fight against Olga, the first boss of the game.

Boss Fight: Olga

There are actually a couple items you can get in this area that can come in handy. Between two boxes you'll find a pack of M9 darts, while the southwest corner of the area holds a Ration that you can use.

Olga will run around her little area using the boxes and large tarp-covered metal beams for cover. When she peeks her head out to shoot at you, that is the time to strike. Since you only have the M9 right now, it can take anywhere from six to eight shots to down her.

To survive this fight, use the boxes to cover and then snipe her when you see her pop her head out. If you want an easier time with the tarp, you can shoot the two fasteners at the bottom of it, and then it will fly away.

At the end of the fight, Olga will appear to be dead, you will finally get a weapon better than the M9, and then Snake will spot a CYPHER spying on them. The CYPHER is a mobile camera that the US uses, which means that Snake and the Russians are not the only ones that are after the Metal Gear...

When that cinema ends, don't go back inside the bridge right away. You can run up a staircase and climb the mast to find the Thermal Goggles, and the wet cardboard box can also be found on the other side of this area (but there will be an enemy there guarding it).

However, now that you have defeated Olga a whole new area of the ship is open to you. Remember that door in the Deck A Crew's Lounge that was locked near where you found the Stun Grenades? Now it is open and you can use it to get into the lower holds of the ship.

Tanker, Part 2

Engine Room

To get here, return to the Deck A Crew's Lounge and go down the right staircase to go through the newly unlocked door.

As soon as Snake arrives in this hall you'll see a humorous little reappearance of a favorite character from the original game. Open the left most locker to find a dead body, while there are some USP bullets on one of the boxes.

There really isn't anything else to do in here, so go through the only door to find a sole guard slacking off against the railing. Pop him in the head with a dart, then slowly move into this large room.

Guards are everywhere in this room. If you want to be more precise, there are about six lurking in the darkness here. That is one for each level of the catwalk, with three being on one side of the room and the other three being on the far side.

The guards are easy to notice thanks to their flashlights and the low lighting in the room, so you can easily dart them from a distance. Your target here is a door on the upper level of the far catwalk.

Once you go through the door, immediately run to the top part of the screen where there is a small room. You'll then see a short cinema of a guard appearing and talking into his radio.

KO that guard, as what you're about to do would get his attention if he was conscious.

You are now at a part that stumps quite a few people this early in the game. There is a series of IR tripwires guarding the door that you need to get through. The problem is, these IR sensors are wired to Semtex and you can't crawl under the beams. What you need to do is knock out the three control boxes that are keeping the sensors active.

Equip your USP and drop to your belly. You should see a small green light to the left of the room, right above some explosives. Line up your shot and aim at the green light and fire. That takes care of sensor #1.

The second sensor is a bit trickier. Climb up on the nearest box, move to the left edge of the box then go into first person view with your USP, and then press L2 and R2 to stand on your tiptoes to see it in between some explosives.

Finally drop to your belly again and take aim. You'll see the final sensor on the right side of the hall. The green light will be noticeable from a small box.

With all three disabled, you can now safely run to the end of the hall to enter the next area.

Deck 2, Port

If you got the IR goggles earlier, you can use them here for a little bit of help noticing the guards in the darkness. Throughout this long hall there are small alcoves. Most hold USP bullets (you'll need them soon), but there is a ration to be found.

As for guards, your first enemy will be patrolling right in front of you after the second alcove (the one with the dead body). By using the IR goggles, you can see him coming from quite a distance away so just pop him with a dart.

After him, the hall will turn to the right and you'll encounter a guard that is jamming to some music on his headphones. Again, you'll be able to see him coming from quite a distance away.

Finally, you'll find one more guard after that one and you'll be able to see him snoozing at the end of the hall, right in front of the door that you must go through.

Deck 2, Starboard

This area here is pretty much a battle against Snake and a small horde of enemies. After you run down the hall a little ways, you'll see a cinema of a group of guards entering this hall, and you'll appear to be trapped as they get closer and closer to finding you.

You'll have to fight off seven or eight guards here. Use your crate for cover and pop out whenever you feel it is safe. The first three or four guards will use their crates for cover, and once you kill those, the fifth one will start to lob grenades at you from behind a crate.

The final three guards appear around the corner and charge at you. You can use either your USP or M9 to take each one of the guards out in this battle.

Hold No. 1

With that out of the way, you now have one final task on the tanker. You need to get four shots of Metal Gear Ray. The Marine commander is giving a speech right now, so you have time to do it.

In the first hold, climb down the ladders to your right and quickly run along the back area of the room until you come to the projector. Carefully drop to your belly and crawl under the beam. If you don't, Snake's silhouette will appear on the big screens that the Marines are watching and it will be game over.

Next run over to the left side of the room and SLOWLY sneak behind the boxes and the Marine near them. Be especially slow when you walk over the metal grating. If you run, everyone will hear your footsteps. Finally enter the door at the top part of the room.

Hold No. 2

This hold is very similar to the last one and the exact same strategy can be applied, with one very minor change. The speech is being presented here on two different screens, which the projector has to switch around to view. So, you just need to time your movements so that the Marines will not be

looking in your direction when you sneak through the door in the upper right section of the room.

Hold No. 3

Finally, this is it. You get to see the Metal Gear Ray and you now need to quickly get into action to get your photos before the speech ends.

You need four shots, one of the Marine Corps. marking, one from the front right, front, and finally the front left. The Marine Corps. logo can be found by sneaking along the right side of the room, past the sleeping Marine, to the rear section of the Ray. The next three are easy. Just take a shot at each angle while sneaking behind the Marines who are listening to the speech.

Once you have all four shots, go activate the small computer near the door that you entered through and upload them to Otacon. Then you will view a very long, and awesome, cinema that will bring Snake's adventure on the Discovery to a close.

Plant, Part 1

Strut A Deep Sea Dock

When you first arrive here you will be experiencing some series deja vu if you played the original Metal Gear Solid. This first room is devoid of enemies, but if you crawl through the little open vent on the ground and follow it to the right you can find a Ration. Then flip over the railing near the water and shimmy over past the grating to find a Shaver that will affect a cinema later in the game. Finally, the middle locker holds another Ration.

After you collect those items, open the door to the north of the room (if you look through 1st person, you can see at the top of the door, it reads "Metal Gear 2 Guns Of Patriots) and you'll see a short cinema and codec conversation. Then run through the short hall, and follow it to the right to enter the elevator room where you'll find two KO'ed guards. Activate the node in the top right area of the room, and then leave the room as the guards regain consciousness.

Once the elevator arrives either dodge or knock out both guards and run directly into it to see the next cinema that will take you to the roof.

Strut A Pump Facility Roof

Not much to do here right now. There is a bandage on a box in front of you, but to continue to the next area walk over to the left fence and crawl through the hole near the ground.

Strut A Pump Room

As you climb down the stairs, you'll see a short cinema to reveal the lone guard in this room. The right locker near that staircase holds Socom bullets that you cannot use yet, so follow the codec instructions and distract the guard so you can access the node.

Now, you need to go through the upper left door in this room, but you do need a weapon to defend yourself (and make this initial part of the area much easier), so go through the upper right door to access the FA Connecting Bridge.

FA Connecting Bridge

Since you don't have a Chaff Grenade, wait for the CYPHER to lower itself down to the second level of the bridge and then quickly run across to the far door to enter the Strut F Warehouse.

Strut F Warehouse

There are guards in this area, but if you are careful you don't have to deal with them much while you are here this first time.

Right after the doorway will be a level 3 door that you can enter. The hall then turns to the left and there is usually a guard patrolling there. Wait until he turns his back, and then run across to unmarked door at the end of the hall. Inside you'll find a M9 Tranquilizer Pistol, and two boxes of ammo. Now you are prepared to deal with any guards that you have to.

Leave the room, collect the Ration behind the nearby boxes, and then return to the Strut A Pump Room. This time go through the upper left door.

AB Connecting Bridge

This bridge has two guards patrolling, one on each side of the walkway. Simply use your M9 to KO them and then run across the to far door to enter Strut B.

Strut B Transformer Room

After the extremely long cinema, you'll be able to collect some Socom bullets for your newly acquired gun and activate the node near Pliskin. Nearby the transformers is a container of M9 bullets.

Then head to the north of the room and go through the door. The left locker holds Socom bullets while the middle has another Ration. With those items collected, go through the north door to the BC Connecting Bridge for another long cinema. When that ends, simply run across the bridge and enter the Strut C Dining Hall.

Plant, Part 2

Strut C Dining Hall

Once yet another never-ending cinema comes to a close, you'll have to hunt down and find six bombs scattered around this section of the Big Shell.

There is one in each Strut, beginning with this one. Before you leave this kitchen, activate the node in the left part of the room, and then head down towards the restrooms where you first entered this area. Go into the Woman's (the one on the right) and look up at the light fixture near the right mirror to find the C4.

Then run through this area through the north door to exit to the CD Connecting Bridge. Once you get there you'll see Pliskin sneaking across the bridge in a cardboard box, then run across the bridge to find a camera guarding the far door. Use your Socom to knock it out, and then go inside to Strut D.

Strut D Sediment Pool

There are three guards here. One in the center of the area, another one patrolling very close to the left of where you entered the room, and another directly below you on the lowest level of the area.

The bomb here is located under a grate where the lower level guard is patrolling. Once you KO him, run to the far end of the walkway and use the action button to open the grate. You can then freeze the C4.

With the bomb here disabled, exit through the door on the far side of the room to exit onto the DE connecting bridge.

DE Connecting Bridge

There are actually three guards here. One is patrolling the bridge right in front of you, the other is on top of the doorway, and the third is way up on the heliport near the crane. Just dart each one and then run forward into Strut E.

Strut E Parcel Room, 1F

The bomb that you are looking for is not in here, but there are two guards patrolling around the conveyor belts in the middle of the room. Once you KO both guards, run over to the right side of the room and activate the node. Then run up the staircase to the heliport.

Strut E Heliport

There will be three guards patrolling the heliport, but if you shot two of them when you were crossing

the connecting bridge you'll only have one to worry about. The area is very large so you'll have no trouble taking out the other guard.

Once they are down, you can find the bomb under the harrier at the top part of the heliport. After it is disarmed, continue back into the Parcel Room and go to the lower left corner of the room where there is a staircase that leads down to a level 5 door. Near that door is a Mine Detector, which you will need as you exit the Parcel Room through the lower right door and find yourself on another connecting bridge.

EF Connecting Bridge

When you arrive on this bridge you'll get a call from a mysterious "Mr. X" who warns you of cloaked mines ahead. Activate the Mine Detector and drop on your belly to collect each of the mines so you won't have to worry about them later in the game. Then head south to re-enter the Strut F Warehouse.

Strut F Warehouse

As you enter this area there will be one guard patrolling ahead and to the left, and another one way across on the far side of the room. Quickly KO the near guard, but wait until the far guard sends his status report before firing your dart.

The bomb here is hidden slightly. It is behind some boxes on the lower level that you have to drop down into. Go to the left side of the room, and then flip over the railing to get to it. With that taken care of exit the warehouse and return to the Strut A Pump Station.

Strut A Pump Facility

The bomb here is found by going through the south door in the main room to an area filled with pipes. Climb over the small stairs and then crawl along the pipes until you come to a red one. Crawl under that red pipe until you find the C4.

After that is completed, return to the Strut B Transformer room.

Strut B Transformer Room

Your second time in this area will find two guards patrolling. One is in the hall, with another inside the transformer room itself. Take out both so you'll have time to deal with the C4.

To find it, go near the northern door in the transformer room to find a fuse box door open. Punch and kick that door until it falls to the ground, and the final C4 will be revealed. After that is disarmed, you need to return to the Strut C Dining Hall to get a new sensor to find a new bomb. The sensor is in the closet near the top of the room.

Once you have it, you need to go all the way back to the Strut A Roof, and return to the Deep Sea

Dock.

Strut A Deep Sea Dock

The bomb is under the submarine at the bottom part of the room. To freeze it, go to the walkway closest to the screen, go towards the rear to the vehicle, and look towards the center of its belly. As before, use the Coolant to freeze it and disarm the bomb.

With the bomb taken care of, return to the elevator room for a short, and very easy, boss fight.

Boss Fight: Fortune

This fight is incredibly easy. You cannot harm Fortune with your weapons, so just avoid her shots and dodge the debris until the battle ends and the next cinema begins. You can use the two large crates nearby for cover, but be careful of any fire that may pop up, as it will damage you.

Boss Fight: Fatman

After you "defeat" Fortune, you'll have 400 seconds to make it to the Strut E Heliport to fight Fatman. The path there is just as you remember it, except for one thing. The paths leading to each door on the Strut A roof are now lined with two mines. Use the Mine Detector to see them, and then crawl on the ground to collect them safely. After that, get to the Strut E Heliport as fast as you can to fight Fatman.

When you arrive on the Heliport, you'll find one lone C4 lying on the ground. Once you freeze it, Fatman will appear and the fight will begin.

This terror on skates will speed around the heliport and plant two bombs at once, which you will have about 40 seconds to disarm with the Coolant. Use your Sensor A to find each one, and some may be hidden under the crates - the placement is somewhat random.

To damage him, you can either combo punch him when he is standing still to have him fall to the ground and open him up for a Socom head shot, or you can also drop him on the ground with four shots from the gun. Just shoot him in the head when he is getting up to take away a bit of life. Repeat that pattern while diffusing bombs to defeat Fatman.

Heliport

After Fatman is dead, you will have one last bomb to take care of. This one is located right under his body, so you have to pick him up and drag him to reveal the bomb.

As you leave the helipad, a pretty cool and familiar character'll stop you. You're going to need to disguise yourself as a terrorist in order to get into the Shell 1 Core and find the location of the President by getting a Directional Microphone and talking to a Secret Service agent named Ames. Your "friend" will give you the clothes that you need, but you'll have to find the AK yourself.

To get the AK, you must return to the Strut F Warehouse to use your new Level 2 card to enter some rooms. There are two on the upper level. The first is near the door to the connecting bridge and holds C4 and Claymores. The other one is nearer the FA Connecting Bridge door and holds a M4 Rifle behind some IR beams. You need to once again shoot out the sensor, but be sure to subdue the guards in the area or they will hear you.

The AK is located in the lower level room marked by a Level 2 door. You can pick up the weapon as well as a bit of ammo down there. Once you have it, return to the EF Connecting Bridge. To get to the Shell 1 Core, take the left path. The floor will fall, so use your flip move to quickly make your way across the bridge and reduce the number of falling panels.

Plant, Part 3

Shell 1 Core, 1F

Immediately after entering, put on your Terrorist suit and equip the AK. This way the cameras won't bother you and as long as you don't bump into a guard, you'll be fine.

There will be two guards patrolling the doorway right ahead of you, so wait for them to move away before you enter the hall to prevent you from bumping into them.

Run down the hall towards the screen, and turn at the end to enter a small room. Activate the node at the top right of the screen, and then exit through the left door. Then run up the hall while avoiding the guard, turn left, and enter the elevator. Go down to Floor B2 to reach the computer room where you can find the Directional Microphone.

Shell 1 Core, B2 Computer Room

When you get out of the elevator you can go through either the left or right doors as each one leads to the same place. The computer room is an area surrounded by glass, with three guards patrolling the center area.

The Directional Microphone is in the upper left part, while there is a node in the upper right. Slowly move around to avoid the guards, collect the microphone, activate the node, and then return to the elevator to go to floor B1.

Shell 1 Core, B1

Your first job here before you get to Ames is to get past the retinal scanner. Before you tackle that, run through the door to your right and activate the node. Once that is done, go back out in the main hall and wait right by that door.

There will be a guard patrolling the hall and he will stop in front of the door and wait. That is your chance to act. Quickly put him into a choke hold (but don't kill him) and drag him over to the retinal scanner to open the door and give you access to the room with the hostages.

Now it is time to find Ames, but it can be tricky. You need to use the Directional Microphone to seek out the sound of his pacemaker, but you need to do it without the only guard in here noticing you. Also, you cannot take out the guard, as it would cause trouble.

Ames' location is random, but he is easy to tell apart from the others. In addition to having the mechanical sound in his heartbeat, he has a full head of brown hair and a mullet.

After you find him there will be an extremely long cinema. When Ames tells you to equip your AK, do so and do not move as the counter ticks down. When Ocelot gets near you another cinema will play and you'll continue on to the next area.

When you leave the hostage room, you will no longer have your mask so the disguise won't do you much good. Quickly run back up to the elevator and KO the guard in front of it. Then run as quickly as you can back to the EF Connecting Bridge.

You need to get to Shell 2, but first go into the Strut F Warehouse to use your new keycard to get into the Level 3 Doors and get the PSG1 Sniper Rifle and the RGB. Once those are acquired, head to the Strut D Sediment Pool and exit through the north door.

Plant, Part 4

Shell 1-2 Connecting Bridge

Your task here is to once again shoot sensors to disable IR beams, but there are more here to deal with than ever before. There are eleven sensors in this area. One is right above the doorway you come through, two more are at the foot of the stairs, one is on the round cylinder, another is to the upper left near the one on the cylinder, another is right through the doorway ahead of you, one is to the left of that one, another is behind some seagulls on a ledge to the far right, there is one behind the flag to the far left, and the final one is on a CYPHER that is floating above shell 2.

The first four or five you can easily hit with your Socom. The rest need use of the PSG1. You can shoot the one behind the flag right through the cloth, while the one on the CYPHER is tricky. You must hit it perfectly or else it will blow. So you should save your game and try to hit the CYPHER one FIRST just incase you mess up. That way you won't go through the stress of disabling all of the others only to have to do it all over again.

When you get all of the sensors, you will see a short cinema. Do not move forward onto the bridge until you see that.

Boss Fight: Harrier

As long as you have some Rations on you, this fight won't be too tough. Your buddy will toss you the Stinger missile launcher before the battle and will keep you full of ammo throughout the fight.

The Harrier will fly around the bridge and attack you with machine guns and missiles. You can usually see the missiles coming from a distance, so that will give you time to dodge their impact.

Once in a while the Harrier will hover above you and when that happens you will have an opportunity to hit it multiple times with missiles.

When the fight is over, you'll view another cool cinema and be safely at the halfway point of the Plant.

To get to the next area, flip over the railing to your right, shimmy over to the large pipe, and then drop down. Next slowly walk along the pipe until you get to safe ground on the Shell. Then run quickly along the collapsing parts of the bridge to your right, and then jump over the rail to the lower ledge.

Two guard will appear on the upper walkway, so use your M9 to deal with them from a distance. Then run along the bridge ahead to find two gaps. The first can be flipped over, while you need to dangle from the railing to get past the second.

Strut L Perimeter

This next area can be tricky. You need to time your movements past the windows so that the two guards inside do not see you. The best way to do this is move when they do, and flip past the two

loose tiles in the walkway.

As you turn the corner, you need to flatten yourself against the wall, and then crouch to get past the vent. Follow the path around the shell, and then drop down to the next walkway.

Wait until the CYPHER is in view and take it out with either your USP or PSG1. Then slowly creep up to the staircase and take out the other CYPHER cameras that are hovering near the Shell 2 Core. Next cross the gaps in the walkway as you did earlier in this level, and head inside.

Shell 2 Core, 1F Air Purification Room

The President is in a room guarded by an electric floor. If you've played MGS1, this would be familiar to you. What you need to do is find a Nikita launcher to disable the floor.

Run down and around the southern part of the room and head up to the elevator. There are no guards here yet, so you don't have to worry about them yet. Right before the elevator is a small room with the note, so activate that and then head down to floor B1.

Shell 2 Core, B1 Filtration Chamber No 1

As you exit the elevator, activate the node that is right next to the doors, and then it is time to go swimming. The blue spots on your radar are air pockets, so be sure to get to one when your O2 begins to dwindle.

The Nikita here is very easy to find. Simply swim straight ahead from the staircase and you'll find it floating at the end of the hall. After you grab that get some air and then submerge again, as there are more items down here to find.

Swim forward from where you got the Nikita, turn left into the corridor, and then left again into the little alcove to find the Night Vision Goggles. If you explore this area more, and head down to the far southern room you'll find a door that you can open. Inside is a collapse area with scaffolding that you can swim over, under, and through to find the PSG-T floating near the air pocket.

Exit the way you came in, and then return to Floor 1 to save the president.

Shell 2 Core, 1F Air Purification Room

You need some ammo for the Nikita; so on your way down the hall after the elevator there will be a closed door. Put on your NVG, arm the Socom, and look up while standing in the doorway. Take out the two sentry guns, and then collect the Nikita rockets.

Your target is a small air duct near some crates at the southern end of the room. Stand on the crates and guide the missile through the duct. When you get it into the President's room, be careful not to hit him, and then slam it into the electrical panel to shut down the floor that is guarding his room.

After another very long cinema, you'll be given a new mission. You must find Emma Emmerich and

stop Arsenal Gear. Emma is being held on floor B1, so you're going to have to get wet again. To get to Filtration Chamber 2 where Emma is being held, you need to swim through the rubble where you found the PGS-T and open the door on the other side of the room.

Plant, Part 5

Boss Fight: Vamp

Before you can get to Emma, you must first fight Vamp to the "death". This fight isn't overly tough, but it can just be a bit tedious.

Vamp has a few ways of causing you pain. He will walk along the railing near the roof and toss knives at you. When he is up there, use the M4 or AK to hit him as well as deflect the knives away. While he is underwater, lob grenades or RGB rounds into the pool to damage him.

When he walks around the area glowing red, you can't hurt him but you need to hit him with one shot to knock him out of it. Occasionally he'll run quickly at you and try to slash you with his knife. Unless you want some big damage, hit him with a bullet as fast as possible.

Shell 2 Core, B1 Filtration Chamber No 2

After you defeat him, go through the door in the back part of the room to find Emma. You have to swim through some more tunnels with a couple mines, but you can grab the Body Armor here, and then enter the room where Emma is hiding in a locker. Be sure to activate the Node before leaving.

Once you have Emma you swim with her on your back and you have to watch her O2 in addition to yours. She can hold her breath for a shorter period of time, which means you'll have to surface more often.

Continue back through Filtration Chamber 1 until you get up to the elevator. Once there, you need to use the Coolant to clear the bugs away from the door before you can continue on.

Shell 2 Core, 1F Air Purification Room

When you arrive back up on the first floor, stash Emma in the little alcove at the end of the hall to the right. Keep her there until you have KO'ed all of the guards in this area, for her own safety.

There is one guard patrolling the small snack room where the node is. Dart him then run down the hall to find another one near the crates where you fired the Nikita earlier. Once you down him, another guard will appear from the elevator so rush back up there and knock him out before he finds Emma or the sleeping guard.

Next go back down to where you darted the guard near the crate to find another one snoozing nearby. After he is down, return to Emma and begin to guide her towards the exit. By the time you pass the snack room, you should see a guard ahead on your radar so stop guiding Emma and run down the knock him out. After that there will be one guard near the entrance, and you'll be able to guide Emma out to the KL connecting bridge.

KL Connecting Bridge

Firstly, have Emma wait until you destroy the CYPHER sentry guns. Then guide her across the bridge and dart the sole guard up ahead. There is a fire blocking your way to Strut L, so use the Coolant to put it out. Emma will then give you a card to open Level 5 doors and you'll be able to continue on into Strut L.

Strut L Sewage Treatment Facility

Have Emma wait by the door as you carefully take out the two guards ahead, then lead her through the room to a hatch that will take you down to the Strut Oil Fence.

Strut L Oil Fence

This is one of the longer and more testing sequences in the game. You must provide sniper cover to Emma as she slowly walks across the Oil Fence to Shell 1.

Grab the Thermal Goggles and put them on. Then arm the PSG-1 and take out the mines that are in Emma's path. Next look at the Strut ahead and snipe any enemy that could possibly see her. You also have to worry about CYPHERs hitting her.

Just keep a close eye on things and take out each target and mine before it is too late. If it gets too hard, you can call your buddy after she reaches the second fence and he'll start to snipe people as well.

As she crosses the final fence, Vamp will make a return appearance and take her hostage. It is very easy to hit Emma in this fight, so use the PSG-T for safety reasons. Just shoot him when you have a clear shot until he is down.

When the fight ends, you'll have 300 seconds to run to the Computer Room in Shell 1 Core. Then you'll be forced to view the longest cinema in history before moving to the final areas of the game.

Plant, Part 6

Arsenal Gear - Ascending Colon

The only thing you need to do in this long hall is listen to each Codec transmission until your buddy shows up. He'll give you the items that you lost, as well as a very cool sword.

You'll have to practice with the sword for a few minutes before you'll be able to go through the door at the end of the hall and head towards the final battles of the game.

Arsenal Gear - Ileum

These next two rooms will be just you and your buddy against a whole army of super guards.

The first room is a long section broken up with boxes that you can use for cover. You have to fight through nearly twenty guards before the alert will decrease. If you want the easiest time, use a normal weapon such as the USP, AK, or M4. This way you can take out the guards that are high above you. However, if you want to be the ultimate bad ass, use the sword to slash through enemies.

Your buddy will toss you ammo and ratios to keep you going. Once the alert falls, you can go through the door at the top end of the room.

Arsenal Gear - Sigmoid Colon

Similar to the last section, you once again have to fight off a large army of enemies. However, thanks to the large area the sword is an extremely deadly weapon and you have ample room to tear through the enemies as they come.

At three or four times during this fight, it will look like you have died and the Game Over screen will appear. However, you are still able to fight, but you'll just have to do it in a much smaller window.

Arsenal Gear - Rectum

This is actually a boss fight against multiple Metal Gear Rays. You need to defeat about five of them before you can move on, but there is an easy pattern to follow to defeat each one.

Arm your Stinger Launcher and fire at one of the mech's knees. Then immediately fire at the open mouth on its head.

The Rays will fire missiles at you that you can dodge, as well as use their machine gun to attempt to kill you. Also, they will occasionally fire off their blue laser at you when they get close, and try to stomp you with their legs.

Just repeat the pattern of hitting the knee, then the head, and you'll breeze through the Rays. If you

need health, a Ration will appear in the middle of the area when you get low.

The Final Battle

After yet another long (but very cool and shocking) cinema, you will finally be at the last battle in the game high on top of Federal Hall in New York City. This fight is actually the easiest one in the entire game, but it must be done to see the ending cinema.

Your foe will attack you with his swords, dash around the rooftop while trying to knock you off, and fire missiles at you from his tentacles. To fight him, arm your sword and block his slashing attacks. As soon as he finishes, immediately counter attack with regular quick slashes of your own.

Just block, counter attack, and repeat and eventually he'll fall off the building and the long ending cinema will begin.

Weapons (MGS2)

M9: Tranquilizer with suppressor. Press SQUARE button to aim, and release to fire. Equipped with a laser pointer. This weapon has been converted from a Beretta M92F.

USP: 9mm auto. Press SQUARE to aim, release to fire. Firing noise can be heard by enemy. Beware.

SOCOM: .45 handgun. Press SQUARE button to aim, release to fire. 12 rounds per magazine.

PSG-1: Sniper rifle. Aim in First Person View, fire w/ SQUARE button. Zoom in w/ O button, zoom out w/ X button.

PSG-T: Tranquilizer rifle. Aim in First Person View, fire w/ SQUARE button. Zoom in w/ O button, zoom out w/ X button.

M4: Assault rifle. 30 rounds per magazine. Press SQUARE button lightly to aim, strongly for full automatic fire.

AKS-74U: Assault rifle. 30 rounds per magazine. Press SQUARE button lightly to aim, strongly for full automatic fire.

C4: Plastic explosive w/ remote detonator. Press SQUARE button to set. Press O button to detonate.

Grenade: (Frag) Grenade. Press SQUARE button to hold, release to throw. How strong button is pressed varies distance.

Stun Grenade: Disables all enemies. Hold down SQUARE button to hold, release to throw. The harder you hold SQUARE, the farther it will be thrown.

Chaff Grenade: Disables electronics. Hold down SQUARE button to hold, release to throw. The harder you hold SQUARE, the farther it will be thrown.

Claymore: Anti-personnel landmine w/ front sensor. Press SQUARE button to set. Can be retrieve if crawled over.

Nikita: Press SQUARE button to aim in First Person View, release to fire. Missile can be controlled with left analog stick.

Stinger: Portable surface-to-air missile. Aim in First Person View, fire w/ SQUARE button. Align sight on target to lock on.

RGB6: 6-round grenade launcher. Press SQUARE button to aim, and release to fire. Grenade will explode upon impact.

SECRET WEAPON: There is one other weapon in the game, but to preserve the surprise, it's not being mentioned here. Once you get said weapon, the game will give you are minute or two to practice with it before you head into combat.

Items (MGS2)

Ration: Refill a little bit of Snake's life. Press CIRCLE to use. They will also be automatically used when your life is depleted and the ration is highlighted as your selected item.

Diazepam: Anti-anxiety medicine. Muscle-slackening & autonomic nervous system stabilizing effects.

Bandage: Blood-absorbing pad. Stops blood loss when used. Use with CIRCLE button.

Book: Publication w/ adult-oriented material. Full of girly photos and interesting columns. Press SQUARE button to set.

Box Wet/A/1 through 5: Cardboard Box. Box made out of cardboard. Can be used to hide from enemies.

Empty Mag: Magazine/Empty Magazine. Press SQUARE button to hold, release to throw. How strong SQUARE is pressed changes distance.

Body Armor: Bulletproof vest made of special fibers. Damage incurred while equipped is reduced by half.

Coolant Spray: For bomb disposal. Hold in First Person View, spray w/SQUARE button. How strong button is pressed varies spray amount.

B.D.U. Field Uniform: Same uniform as Shell 1 Core Gurlukovich soldiers. Equip AK at the same time to disguise as enemy soldier./Equip to wear.

Tobacco: Cigarettes. Can be hazardous to your health, but they can also help reveal laser trip-wires.

Military binoculars: For scouting from a distance. Zoom in with CIRCLE button. Zoom out with X button.

Thermal Goggles: Visualizes heat source distribution.

Night Vision Goggles: Electronically amplifies weak dim light for visualization. Allows one to see in the dark.

V Sensor: AP Sensor (Anti-personnel sensor). Vibrates when approached by enemy. Other vibrations will be turned off.

Sensor A: Ion mobility spectrometer explosion detector. Activates when equipped.

Sensor B: Neutron scintillator explosive detector.

Mine Detector: Chemically detects mines. Activates when equipped. Displays position of Claymore mines on radar.

Phone: Mobile phone w/ vibration feature. Allows receiving of E-mails.

Metal Gear Solid 3

Follow this link to the IGN Guide for Metal Gear Solid 3: Snake Eater

<http://guides.ign.com/guides/536086/>

Basics (MGS3)

This time around, Snake not only has a health meter, he also has a stamina meter. You can increase stamina by eating food, which is discussed in depth in food in curing. Activities like swimming and hanging from items will bring up another meter which is dictated by how much stamina Snake has at the time. This will steadily decrease, until Snake either loses his grip or starts losing health.

CQC

Close quarters combat is a form of fighting developed by Snake and the Boss that handily whoops the tar out of anyone within arms reach. It also provides Snake with a number of options when he approaches an enemy.

- Slam: Press the CQC (CIRCLE) button along with the analogue stick to slam an enemy on their face and knock them out.
- Grab: Press the CQC when sneaking up to someone to grab them.
- Threaten: After grabbing an enemy press in L3 to threaten a guard and they will give up information.
- Slit Throat: Hold the CQC button with pressure to quickly kill the guard.
- Break Neck: Tap the CQC button to break a neck.
- Throw Down: After a grab, move the Left Analogue stick to throw the guard down.
- Human Shield: You must have a gun equipped, then use the CQC button to grab someone and hit the fire button to bring out your pistol.

Beyond CQC

Snake has a number of ways to dispose of his enemies besides CQC. When using any type of gun, aim for the head to take guards out with one shot.

Stars or ZZZ's over a guard's head will slowly disappear. You can kick a knocked out guard to wake him up purposely.

Guards can also have their weapons and radios shot from their grip. Shooting a radio will allow Snake to make sure that HQ is not notified of his presence.

After a guard has been knocked out or killed, pick him up and put him down to receive items. Do the same to scientists to receive healing items.

Snake can blow up the various store rooms in the game with TNT. After doing this, the guard's in the area will have very low stamina and will complain about how hungry they are. At this point if you throw food to the guard they will run after it. It would be a shame if that food were not in the best shape...

There are two ways to go about every boss battle. You can either take them out lethally or non-lethally. There are rewards for the non-lethal method.

Use your radio for game hints and saving. Many of the conversations are funny and worth listening to.

Alerts

- Alert Phase - When Snake is seen by a guard the game will go into Alert Phase. This means that they have seen Snake and are currently trying to kill him. The counter will now go down from 99.99 seconds. It will count down faster if Snake kills the guards in the surrounding area or if he stays completely out of sight.
- Evasion Phase - The guards do not see Snake, but they know he is in the area. They will leave their scripted routes and look in strange places for signs of an intruder.
- Caution Phase - The guards do not see Snake but they see evidence of an intruder. They stick to their routes but are more alert. It remains in caution phase if you leave evidence of passing through an area.

Walkthrough (MGS3)

This page covers the walkthrough for **Metal Gear Solid 3: Snake Eater**. The walkthrough is based on the original PlayStation 2 version and has been divided into five parts. Click on a link below to begin.

- [Part 1](#)
- [Part 2](#)
- [Part 3](#)
- [Part 4](#)
- [Part 5](#)

Part 1

Play Along

All of the cut scenes in the game are interactive. Be sure to hit everything but the face buttons (X, CIRCLE, SQUARE, TRIANGLE) during the cut scenes and Snake will receive extra information as well as influence changes in the GUI. On the title screen the L3 button changes the pattern in the background. R1 speeds up action and R2 slows it down. L1 switches the black silhouette from the foreground to the background and L2 changes the color of the silhouette. L3 changes the color of the pattern in the background.

Falling to Earth

As snake makes his halo jump there will be two instances where the R1 button will appear in the upper right hand corner of the screen. Press it to view the jump from snake's eyes.

Snake lands and gets instructions from the major to retrieve his backpack. Trees that are lined with ivy can be climbed by using the action button. Snake can crawl under the fallen tree across from the ledge that looks out onto the jungle. He can also walk down a path to the right of the fallen tree that leads to the same area and hides life medicine. Straight ahead is a large tree with a cross hatched pattern on it. This indicates that snake can climb the tree by pressing TRIANGLE.

Snake grabs his pack which contains:

- AP sensor
- Motion D
- Sonar
- Scope
- Cigar

Dremuchij Swamp

On the other side of the tree there is a path leading to the swamp. When snake walks in the water covered areas he will slowly sink into the mud. If he sinks below his waste, snake will drown. The swamp is filled with alligators which must be avoided. They swipe with their tails and bite. There is bug juice near the alligator to the right when snake enters the swamp. There are MK 22 bullets on the island with 2 alligators and on the path out of the area there is a frog hidden on the right side.

Dremuchij North

As you enter this area snake will come across some guards. He will also receive information regarding his camouflage. From the start menu, equip the camo that has the best rating for his area. This changes with the environment, so pay attention to his stealth meter. Check the map from the

start screen, there is an area that branches off to the right which takes snake up an incline. At the top of this area there is a Dragunov Siper Rifle. At the base of this area there is a hallow log that Snake can crawl in to receive some bug juice.

The area ahead is a circle. By taking a right, go around the circle in a counter clockwise pattern. Snake will approach a fallen tree that cradles some stun grenades. At the right side of the circle there is hallowed out standing tree that contains more smg ammo. In front of this tree there is another hallowed-out log in between two grass patches that contains the thermal goggles. You are better off turning around and heading north from the other direction, as there is more cover.

Dolinovadno

Snake must maneuver his way across the bridge in this area. First, notice the hornets nest just in front of the bridge. Shoot it down with the tranq gun to clear the area. When they leave pick up the ointment and the nest left behind.

Maneuver Snake across the bridge, keeping him in the center so he doesn't fall off. The guards should have retreated fully into the next area, but one may stay behind, so stick to the grass. Travel to the left before entering the next area and Snake will come across a path that leads under the bridge where he finds an XM16E1, pentazemin, and Mk22 Ammo. Move quickly, because a large number of troops will return to the area after a time. Rush to the next section.

Rasvet

There are two ways to attack this area. Sneak around the left side for a more confrontational approach, and sneak around the right side to only face one guard. There are birds hanging about the ruined building that can be tranquilized and captured alive.

On the left side, hug the fence and crawl under the wall to an area that sits under a platform reached by some stairs. Notice a hole in the wall under this platform, look through the hole to see one of the hidden frogs. From here snake will most likely be seen by the guards above him, you may want to return to the right side. Along the right side, hug the fence until snake comes across the right side of the building and a ladder to the roof. Once snake reaches the roof, drop down in front of the red door to trigger a cut scene. The scene will not play if Snake is in alert mode, so make sure you reach the door after neutralizing any guards that are chasing you.

After the scene, Snake will be able to roam freely about the area. Crawl under the building and check the northeast corner to find a mousetrap. There are also plenty of rats and snakes to be caught in this area. Return to Dolinovadno to trigger another movie.

Snake will now have to heal himself. For broken bones, use the splint, then the bandage. For cuts use the disinfective, Styptic, bandage, and suture in that order and the game will really begin.

Part 2

Dremuchij East

First, change up Snake's Camouflage, and begin sneaking through the area. On the left, enclosed under a pile of wood there is another hidden frog. Advance through the next area to trigger another scene.

Snake has lost his weapons, and will now have to maneuver Dremuchij North once again but this time without all of the extra firepower. Once again, take snake over the bridge and search the cave under the bridge to find the rain camouflage and a smoke grenade. There are also three frogs back in the areas from the virtuous mission. One of them is on the northeast post of the bridge. Get these now, the area will be closed off later.

Rasvet

This area is devoid of troops. At the top of the steps there is an AK-47 assault rifle. Look under the steps in first person mode to find another hidden frog. Inside the building to the left of the room that the professor was in there is "cardboard box A" on top of the crates. In the very northeast of the area there is some bug juice next to a close gate. In the room with the door to where the scientist was being held there is a mine detector. Enter the room, open the locker for the thermal goggles, and then exit the room with the red door to trigger the next scene.

During these scenes, tap R1 when prompted to see what Snake is really interested in when talking to his female accomplice. She escapes, leaving Snake to deal with 8 enemies. Here's where your combat training will come in hand, you will have to kill these enemies to advance. An easy way to start this off is to crawl under the bed and wait for the troops to enter the room. Toss out a stun grenade to put as many of them down as you can. Then finish the stunned soldiers off with your AK. Another soldier can be shot from the window, by standing on the bed. Shoot the door off the short fat locker in the corner to reveal the thermal goggles.

Stand on the bed and dive out of the window. Then climb the ladder on the side of the building and run towards the sniper on the roof. Punch him off the edge and he will die. From here, you can take out remaining soldiers in the area. Be sure to look behind the building to find the zombie face paint. One soldier waits on the left side of the map, so grab the smoke grenade on the left side of the building and the AK-47 ammo at the top of the steps. Remember, the barrels in the area will explode when shot, so be careful taking cover behind them and use this against your enemies. When the last villain is put down a scene will play.

Chyornyj Prud

In this area, Snake will lose a lot of stamina while swimming, so be sure to kill and stash a few snakes before venturing into the water. A few feet into the water on the left side there is a smoke grenades and AK-47 ammo, white phosphorous grenade.

On the left side of the area, there is an inlet that leads to some logs that Snake can swim under. On

the other side there are MK 22 bullets and a grenade. Swim out into the water on the left side to reach an island where Snake can find a stun grenade and M1911A1 bullets. Walk up the embankment to find a tree the Snake can climb. Walk out onto a branch and tap TRIANGLE to hang from the rope tied onto the branch.

Shimmy along the rope until a second rope appears below the first one. Drop onto this rope and follow it to a land mass, here snake can find a croc hat. Under water in the northern section of the map there is a frog underwater. Underwater in the northeast is the Ga-Ko Camouflage and some chaff grenades. Be careful when entering the next area, there is a trip wire which will bring down a spiked log.

NOTE: Remember to treat Snake's wounds. After going in the water he will be covered in leeches which can be burned off with the cigar.

Bolshaya Past South

In the next area, crawl under the electric fence on the right side. Then equip the thermal goggles or use the mine sweeper in the next area until snake finds the break in the fence. Be aware that a dog awaits snake on the other side, along with a soldier. Go to the right, the left path leads to a dead end. Along the right wall, Snake will find ledge, walk along it to find the uniform splitter.

Ahead of this area there is another electric fence with two guards in front of it. Dispose of them and move past the fence. Take Snake along the fence to the left until he reaches the wall, and then travel along this. Find a hollowed out tree stump with the choco-chip uniform.

Bolshaya Past Base

You can now either take the right or left path into the base. Infiltrating this section of the base can yield some valuables. Go around the left side, and stealthily take out the guard on patrol and the guard at the turret. There is a tunnel that leads from the trenches on the left to the supply shed in the north of the map. Then, notice the small shack on the left side of the main base. Underneath the shack there are some smoke grenades. Inside of the shack there is an RC mate, a mouse trap, and a ration. Under the shack there is a stun grenade.

In the fox hole on the left side of the building in the middle is the snow face camouflage. In the shack in the back, or north of the area there is TNT

In the center building with the beds there is SP ammo, a mouse trap, and Mk 22 bullets. In front of the main building there is ladder that leads to the roof where you can find the water camouflage. In the office, look under the desk to find another frog.

Bolshaya Past Crevice

Here snake must face Ocelot in a duel across a ravine.

Ocelot will hide behind three different barriers, and peak out to shoot Snake. When he comes out in

the open, shoot the hornets nests that hang above him to cause a distraction. This will leave him open to be shot down. Taking cover is only somewhat helpful, because Ocelot can bank his bullets off rocks to hit Snake anywhere. If you decide to use powerful weapons like the AK-47 he will also order his men to shoot from the woods, so you may want to stick with your MK22 to keep the fight fair. It should also be noted that defeating Ocelot with the Mk 22 will yield the Animals camo. It is also a good idea to remove your silencer for the fight so you dont waste it.

Part 3

Chernoya Peschera Cave Branch

After the battle, Snake fall into some caverns that are filled with water. The floor is covered with nutritious crabs that can easily be found by putting on the thermal goggles. Follow the cavern to the water, and swim to find an underwater passage.

This leads to a dead end, but reveals a ration. Return to the watery room at the entrance of the underwater tunnel, return to land and walk to the room with the above water tunnel that Snake has to crawl through. To the right of this there is a tunnel that reveals a skeleton, a grenade, and ammo. Now, crawl through the tunnel into a room with waterfalls. Underneath the waterfalls there is a torch. Now walk through the tunnel across from the torch and find a battery and some more ammo and walk in a circle back to the tunnel that Snake must crawl through.

Return to the waterfall room again and head towards the batteries, but this time stay along the wall to find another tunnel. This leads to an opening that has serum and a c-med pack. Continue through a tunnel across from this tunnel to come out on a ledge holding the night vision goggles and AK-47 ammo. Return to the waterfall room once more and this time, stay oh top of the waterfall and enter the hall to find more AK 47 ammo and some bug juice.

Chernoya Peschera Cave

The next set of caves has a corridor to the right which yields the M37 shotgun. Crawl under ledge behind the shotgun to enter a tunnel and go through a room which has the snow camouflage. Continue through the tunnel and there is some more AK-47 ammo. At the entrance to the main corridor, check to the right and there is a medpack.

The Pain

The best way to fight this boss is a slow and steady routine, fighting him from the water. Staying in the water is a good bet because it allows Snake to duck under most of the Pain's attacks.

The weapon of choice for this boss is the AK-47 which damages him when he isn't covered in wasps. Grenades are useless, because the wasps will pick them up and carry them back to Snake. The pain has a number of attacks to look out for. Tommy Gun means he will fire off quick rounds of bugs, Snake should duck under the water or wait behind a rock for this attack to end. The Pain's grenades take away the largest amount of life, so when he screams "grenade!" keep moving or Snake will suffer.

After half of his life bar is gone, The Pain will start the second round of his assault. When two of him appear, shoot both until you hit the decoy and scatter the wasps. Be sure to heal Snake's burns and bee, bullet holes as the battle progresses. This way he can continuously regain health as he swims away from attacks.

Defeating The Pain in a non-lethal manor will yield you the Hornet Stripe camo. Again use the Mk 22 and remember to remove your silencer.

After the pain is taken care of, look up through the largest hole where sunlight comes into the cave to find a frog. Then continue through the caves. In a red lit area in the Peschera Cave Entrance Snake will receive ammo for all three of his guns, but watch out for the claymores in between the boxes. Look back to a ledge from this room to find another frog. There is also Russian false Mangos on the ground, which not only provide food, but also give Snake medicine.

Ponizovje South

Snake leaves the caves and enters a Mangrove swamp. After entering the swamp, look to the left to find another hidden frog. Then swim along the bottom of the path straight ahead until Snake can enter Ponizovje West on his left. This area has a couple of guards and a floating patrolman that are easily shot down. At the dock, there is a grate leading into a tunnel where there is another hidden frog.

Climb onto the dock on the left and pick up the ammo in the three boats. There is also suppressor muzzle behind the crates behind the dock. Enter the door on the right side of the area to find the Dragunov Sniper Rifle, some grenades, and Ammo. Use the TNT to blow up this supply room and damage the flow of supplies to the Russian troops.

Return to Ponizovje South and this time take a left to enter the Warehouse exterior. Enjoy the cut scene, and then take out the guards with your sniper rifle. There is ammo underwater and in the boats by the dock. Look back to the water gates in this area to see another frog on the left post.

Enter the Warehouse and walk down the hall to enter a large room filled with crates. To the south of the room there are bandages and the dessert face camouflage, just outside of the entrance to the room there are med pacs. When guards in this room are alerted, they will call in backup guards that carry bulletproof shields.

With expert aim at a close range, it is possible to shoot through the eyeholes of the shields and get a headshot on the guards. In the northern section of the room at the mid level of the staircase there is stypic and disinfectant. Jump off of this level to land on some crates and get muzzle suppressant. The frog in this area is on the ceiling and can only be seen by standing on the crates in the southeast corner. Also, you can blow up the food store room on the second level of this area with some TNT.

Graniny Gorky South

At the top of the steps, leave the warehouse and Snake will again be in the jungle. Equip the thermal goggles because the area is covered in booby-traps. On the right side, there is a hill that contains some meds and on the left there is a stash of rabbit food. Towards the middle, near a tripwire there is a book for "gentlemen". The exit is in the center of the area on the opposite end.

Graniny Gorky Lab, Exterior

The lab is enclosed in an electric fence that has a small hole in it on the left side. Equip Snake with his Black camouflage for the best stealth rating. Before attacking the guards, grab the suppressor on

the left side of the building. Remember, this can be equipped using the CIRCLE button when selecting the Mk 22. There are two guards, and a dog inside the fence that must be dealt with before Snake reaches a door on the right side of the building. Knock on the door to alert a guard inside, then sneak into the shadows as he comes out to investigate, and gain entry.

Graniny Gorky Lab, Exterior

The next area is still outside and is patrolled by three guards. The next doorway is in the middle of the front of the building and is fairly close to where Snake starts in the area. On the right side, down an alley way there is a supply closet that contains ammo, TNT, and the XM16E1. There is also a small building with a boarded up door. Look in the window to find another hidden frog. You can sneak around the left side of the building to find a claymore mine and a smoke grenade. This alcove also has a vent shaft that snake can crawl through to gain entrance to the building and find the face: Oyama.

Once snake is inside the building, change your camouflage to the scientist outfit with no face paint. With this disguise, the guards ignore him as he walks around the Lab, but make sure you don't bump into anyone, or they will treat Snake as an intruder.

From the courtyard that Snake enters from the vent, walk upstairs to the second floor. In the north hall there are bathrooms and a library. There is also a room with lockers at the end of the hall which can be opened and hid in. Two of the lockers have ammo for the AK-47 and the M1911A1. This room also has a door that leads back outside. Head to the west to walk around a balcony overlooking the first floor. Follow this path to find a door that leads outside where there is another book. The other door leads to a small room containing noodles and a Russian calorie mate.

Return to the ground floor and this time, enter the door to the south of the one leading to the courtyard. This room contains a plethora of healing items including bandages and serum. The lockers across from this room hold ammo for the cigarette gas spray.

Now, go down the stairs to the eastern floor of the basement. In the first small room there is some MK 22 ammo and an antidote. Walk down the hall into the jail cell with the open door and crawl under the bed to find a vent shaft which is handy for hiding. In the next two cells there are mousetraps, and in the third open cell there is another hidden frog.

Return to the ground floor and in the hall north of the lobby there is a doorway that leads to a larger room with stairs to the basement. In the first small room in the basement there is Cig gas spray. Continue into the room with the TV and the scientist, be careful not to let the scientist see Snake's face, or he will alert the guards. In the locker in the northwest corner of this room there is a knock-out handkerchief. This is also the only weapon that can be equipped when Snake is dressed as a scientist. <>In the next room there are cubicles where scientists are working. Search them to find a battery and a muzzle suppressor. Continue through the door in this room to trigger a cut scene.

Back to the Warehouse - Snake's new objective is to return to Graniny Gorky South and use a keycard to enter a door that that was previously locked. Leave the lab and walk out into the woods to face...

The Fear

At the onset of the battle, cure Snake's arrow wound and his venom poisoning. Then, equip the thermal goggles. This will make The Fear, and the traps in the surrounding area stick very easy to see. The Fear will jump from tree to tree, and occasionally stop to fire darts at snake. The best way to face him, is to position Snake in the center of one of his jumping patters, so he can be in range wherever the enemy lands. Then use one of the machine guns to shoot the Fear with short bursts whenever he stops on a branch. If you lose site of him, just run around with the thermal goggles until he becomes visible again. Remember to remove arrows if you are shot.

Trying to beat him with the Mk22 is difficult because he will restore his stamina every so often. You will have to be a quick shot to get it down to zero. If you are able to do it, you will get the spider camouflage after the battle.

Return to the warehouse, kill the guards and go through the previously locked door and into the woods. Use the thermal goggles in this area to find a book. In the next section of woods which is called Svyatogomyj West there are a number of guards hiding amongst the grass. Look out for traps along the left side. Walk north and take the path to the east to enter the next are.

Svyatogomyj East

Here there is a path on the right that leads to a wooden house surrounded by turrets. Stick to the left side of this area, walking north, and snake will drop down onto a small shack. Get the rations inside and lay waste to the rest of the supplies with TNT. Then, sneak under the large house to find a trapdoor that leads to a room holding the M63. Snake can also climb the tree behind the house to reach the roof and snipe out surrounding guards. The main rooms of the cabin are filled with ammo. In the room with the bunk beds be sure to look under the beds, and find the hidden frog on the bookshelf.

The End

Return to the west and take a right, to enter Svyatogomyj South where Snake will face The End.

This boss fight is set over a huge area of woods, so large that they load as separate areas. Use the map screen from the star menu to view the sniper positions in each area. These are the only places that The End will camp during the fight. Once Snake locates The End, either by using his wide array of tools or being shot, the End's location will be marked as red on the map. Using the sonar in conjunction with the binoculars can be used to locate the enemy as he camps. If Snake does not move stealthily however, the End will find him first and put a few darts in him. Always remember to remove the darts with a knife or Snakes Stamina will rapidly deplete.

A quick and easy way to dispose of this boss without the tedious business of sneaking up on him is to draw his fire by shooting off a loud weapon. The End will then be marked on your map. Run in that direction with a powerful weapon like the shotgun and try to corner him at his sniper position. When the End runs away, strap on the thermal goggles and follow his glowing footprints to the next location.

Notes: You can hear The End snoring with the directional microphone. Simply point it the direction of any sonar blips that come up to check if he's in the area. Also, the End's sniper positions are not always reachable by foot in every area. You may have find a path from another area that climbs up to his level. If you are able to beat The End without killing him you will be rewarded with the Mosin Nagant, a tranq sniper rifle.

Part 4

After The End fades back into the forest, a new area will open that will be marked on Snake's map. He enters a tunnel with a ladder at the end of it. Turn and face the entrance before climbing the ladder to find another hidden frog. At the top of the ladder there is some serum and a smoke grenade. In this mountainous region, throw on Snake's Choco- camouflage and hug the cliff side on the left. By staying low, Snake will avoid every enemy in this area, and it's a good thing too because the soldiers are armed with RPG's.

Krasnogorje Mountainside

In this area, be careful not to alert the guards, they will call in an attack helicopter as backup and its firepower is more than Snake can handle. Along the mountainside on the right there are small caves with ammo for almost all of the major weapons. The winding cliff path has numerous crawlspaces that are filled with supplies and good for hiding.

Or, shotgun blasts handily knock enemies over the edge as you advance. At the top of the winding road, there is a path to the left that leads to an excellent sniper position that rids the area of enemies outside of the doorway leading into the mountain.

From the sniper position, Snake can reach another hidden frog that is sitting on top of the storage room. Raid the storage buildings for a bundle of recovery items and be sure to blow up the storage room before moving into the next area.

Krasnogorje Mountaintop

Upon entering this area, walk as far to the right as possible on a small path and face the bottom of the screen to find another hidden frog. Sneak up the right side of the area until snake reaches a small shack. Grab the supplies and crawl through the hole at the back of the shack. Snake enters another tunnel, then Snake emerges in front of a supply room.

Pillage the room and blow up the building, then enter another tunnel across from the one Snake came out of. Follow the trench up to the top of the mountain where there is a door. Enjoy the cut scene. Backtrack to the previous area while picking up the items on the way. The trench that Snake used to sneak up the mountain is now patrolled by guards with flame throwers. These do a large amount of damage, so try to knock them out without having to fight them. Check the map screen to locate the entrance to the tunnels, it is marked with an X.

The Fury

As you travel down the tunnel be sure to pick up all of the items, especially the ointment and bandages. When snake exits the hallway, there are barrels to his right, blow them up to reach a battery.

This battle takes place in a row of halls. The can fill an entire hallway with fire, so when he gets ready to attack, make sure snake isn't in the direction the Fury is facing. There are some exploding barrels on the right side of the area that can be used to set off a chain of explosions for an easy hit. Jump and roll to avoid the large plumes of fire, and roll to put snake out if he catches fire.

Groznyj Grad Southwest

The next area puts Snake in a concrete depression, surrounded by storage train cars. Get the ammo under the stairs to the left of Snake. There is also equipment under the train cars, but the best route is a hole that snake can crawl through on the eastern wall which leads to Groznyj Grad South East.

From here, crawl under the vehicle to the north and tranquilize the guard. Go to the east again, and find the alleyway between the wall and the building to the north. Take out the guard in the alley and grab the cardboard box c. Then on the northern side of the building, fall into a crawl space in the ground and head to the north.

Groznyj Grad Northeast

The crawlspace has a branch on the left that leads to a hidden frog. Come out of the vent, and go to the south around the edge of the supply room, tranquilize the guard and grab the supplies inside the building. Then blow up supply room, if you can handle there being a caution. Sneak along the south wall of the building to the west of the supply room to find a door leading into the facility. This is another area in which Snake will be able to blend in by putting on the scientist's outfit.

On the first floor of this area to the east there is a dark store room, and a door that is locked and will only respond to a certain frequency on Snake's radio. Interrogate the guards to learn the frequency which is 148.13. Behind the locked door there is another store room that contains the Scorpion, a 32 caliber sub machine gun. There is also another book in the library in the northwest corner of the first floor.

Officer Raikov will wait on the second floor near the locker room if no alarms are set off. If he is alerted to Snake's presence he will hide in the bathroom on the first floor of this area. Snake's objective is to knock him out and carry him to the locker room at the southeast corner of the second floor.

This can be tricky because of the large number of people around. It can be made easier by knocking out everyone in the area first, then dragging the officer to the locker room. Make sure snake cannot be seen when he is in the locker room with the officer, or the cut scene will not play. If you approach Raikov on the second floor without setting off the alarm, the only person to worry about is a nosy scientist.

To escape the jail cell there are a few methods to use: First method: In the cure menu, spin snake in circles and he will throw up when you go back to the game. The guard will come to clean it up, at this point, take him down.

Second Method: During the cinema where snake is being beaten, when R1 appears on the screen, press it to see the sorrow holding a sign that has the frequency 144.75 written on it. This will allow

Snake to open the door to his cell. Be sure to pick up the fork on the floor of his cell which can be used as a weapon.

Third Method: A guard will bring Snake food, toss this food back at the guard to initiate a dialogue. Then press R1 during the cinema.

Captured

In the northeast of this area is an office with a hidden frog under the desk and some interesting magazines on top of it. Grab the revolver. In the southeast room, there is a guard and healing equipment. Once outside, go south with snake and follow the southern wall to the west and then north until Snake comes to a crawl space under the wall. This leads him into Groznyj Grad Northeast.

Walk along the wall to the west, behind some hangers and Snake will reach a red door that leads to Groznyj Grad Northwest. From here, hug the eastern wall and travel north. In the distance you should be able to see a sleeping dog, he guards the entrance to the sewers. Avoid him and crawl under the pipes to reach the entrance. In the sewers, move north to reach the entrance. If you get stuck, look for small crawl spaces to take you under walls. In the first area with water, swim to the bottom to find various healing equipment. Leave the sewer to enjoy another movie.

The Sorrow

Change into the General's clothing and walk through the door in the southwest of the locker room. Walk down the hall to trigger a long scene. In this scene there is a clue as to how to escape the cell. When Snake faces the Sorrow, the only way to "beat" him is to die and at the death sequence press the R1 button to access the revival pill. Without this technique, snake will walk endlessly through a swamp of horrors.

Tikhogornyj

If you have removed the transmitter from Snake in the previous scene, this area will be empty. Snake wakes up and must walk upstream. Cross the river and walk north. This area is filled with plants that can be chopped up with the fork to create healing items. Cross a log to the hill on the other side of the river and keep walking north. When snake reaches the waterfall, swim to the bottom of the pool underneath it to get the kabuki face. Walk behind the waterfall to trigger another movie.

After the movie, walk down the hallway picking up items as you go. At the end of the hall, be sure to grab cardboard box B. Then enter the doorway on the left. Behind the door there is a ration and MK 22 ammo. Climb up the ladder to reach the next area.

Groznyj Grad Northeast

Snake must once again make his way into the Lab. You may find it easiest to return to the Northeast passage and use the tunnels again. Once inside the lab, put the scientist uniform back on. Walk upstairs to the locker room and search the locker with the red stripe to find a sneaking uniform and a

Metal Gear Solid 2 poster. In a locker across from this one there is the maintenance uniform.

Leave through the door in the southern section of the locker room to enter the warehouse where Snake must plant the C3. There are four tanks, two of them are on top of the platform in the middle of the room and two are against the northern wall. If you have the maintenance uniform you can walk around the area almost without any problems. The other way to attack this section is to put as many of the guards and scientists to sleep as possible. Plant the C3 and a scene will play.

Part 5

Vulgan

Vulgan's main attack is a blast of lightening bolts. When he is charged with electricity the screen will be light blue. Volgin is impenetrable when he is electrified. . If Snake is holding a weapon the bolts are more likely to hit him.

The best method is to bait Volgin by equipping a weapon, then quickly unequip it and run or dive from his attack. After an attack he will be temporarily vulnerable, so quickly blast him. If you want to beat him non-lethally, some well placed stun grenades will take him down very quickly and if you need that last bit of stamina to go down, try hitting him with some knockout-cig smoke.

Motorcycle Chase

Snake has unlimited ammo for this section, so equip a machine gun like the AK-47 and blast away. Your only objective is to clear the troops who surround the bike, leave the driving to EVA. After a few segments of driving, Snake will make it to the runway where other motorcycles will chase him. You can shoot the drivers in the front and they will crash into the enemies behind them. You cannot hurt the Shagohad yet, so don't bother shooting at it.

Once Snake crosses the bridge he will use the sniper rifle to shoot out the right piece of C4. Listen to Eva's commands to find the blinking red light. Then wait for her to tell snake it's the right time to shoot the C4 on the left.

Shagohod

This battle will be over in a snap with the correct patter. Equip the RPG, remember that holding L1 brings up a scope for better aiming. Also, tapping R2 twice will quickly reload the RPG by skipping the animation. Snake still has infinite RPG ammo, so don't worry about that aspect. Shoot out the Shagohod's treads to slow it down and get behind it. Then, shoot the dented, back section of the Shagohad with the RPG to damage it. When Volgin fires missiles into the sky, switch to the AK-47 to shoot them out of the air.

Phase 2

Now, Volgin is standing on top of the Shagohad and chasing EVA. Volgin can only be damaged by shot in the back. There are a couple ways to do this. There are turrets in the surrounding area. Run to the turrets and spray Volgin when he goes by for a bit of damage.

A better way to attack him is to hit the tread of the Shagohad with the RPG to temporarily stop it when it goes by. Then switch to the sniper rifle and shoot Volgin in the back. Be warned that once you use a turret, Volgin will ram and destroy it. When Snake is being chased by the Shagohad you have some offensive options. Run at the vehicle and dive under its treads, staying low to the ground. Once on the

other side, spin around and shoot Volgin in the back with the sniper rifle.

Chase 2

Once again Snake is riding shotgun in the motor bike. Fire at the enemy motorcycles and hover craft to take them down. Pay attention to EVA who will alert Snake to obstacles in front of the bike that he has to fire out of the way.

Injury

Eva and Snake are injured from the crash, go into the cure menu and heal both of them. Eva will follow Snake when you press TRIANGLE. Because she is injured, her stamina will constantly go down, so in the first section, pick up as much food as possible.

After a scene, some troops will be following Snake and EVA. Keep moving forward as quickly as you can in order to avoid the troops from behind. Look at the map from the start screen to find Snake's objective. There is another area where Snake should stick to the left wall and sneak around the back of the troops. Snake can also kill everyone in the area in order to advance to the lake.

The Boss

The boss is a dangerous foe. If she gets in close range of Snake she will perform some CQC moves that will damage him, disarm him, and take away a good amount of ammo. Snake can win the CQC battles, if you continuously tap attack. Also, to make sure you don't lose items in your inventory, equip snake with his knife if she gets in close. Mastering CQC will allow you to avoid damage from the Boss at close range and keep her at bay.

At long range, the Boss will hide behind trees and take shots at Snake. A good way to pick the boss out of the flowers is to use the thermal goggles. Then when you see her hiding behind a tree, pick her off with the sniper rifle. It will take two shots to bring her to the ground. The Boss will move close to snake as she hides behind the trees, then will say something like "I'm coming" and move in for some CQC. Switch to the knife.

Note: There are three special snakes in this area which will restore all of Snake's stamina. Also, beat the Boss using only the Mk22 in order to receive the ultimate camouflage.

After the Boss is killed, and Snake is on the plane, there will be one final sequence where Ocelot plays a game of Russian Roulette. Hold R1 to get a better view of the juggling and make your decision. Congratulations! You have completed the mission. The origin of the Metal Gear series has been revealed. For beating the game you will be rewarded with items that are listed in the secrets section. Wait through the credits for some audio at the title screen. There are two sections of audio, so wait a bit after the first one.

Camouflage

Snake will not effectively be able to blend into his environment unless he is wearing the appropriate camouflage. There are many suits and different face paint styles hidden in the game, so keep your eyes open.

Camouflage

Location	Effect
Standard	
Black	Useful in the dark
Leaf	Used in forest
Naked	No shirt, Snake will catch a cold.
Olive Drab	Standard Wear
Squares	Blends in with mountain areas
Tiger Stripe	Good for sneaking in grass.
Tree Bark	For use with back to a tree
Hidden	
Rain Drop	Dremuchij North, under the rope bridge on the far side
Choco Chip	Bolshaya Past South
Splitter	Bolshaya Past South
Snow	Peschera Cave, on the right branch before the Pain
Banana	Get the best time on 5 missions of Snake Vs Ape
Water	Bolshaya Past Base
Maintenance	Groznyj Grad Weapons Lab: East Wing in locker.
Sneaking uniform	Groznyj Grad Weapons Lab: East Wing in locker room. In the locker with the red stripe.
Ga-Ko	Chyornyj Prud, underwater in northeast
Fly	Break down bathroom stall in Graniny Gorky Lab 2nd Floor
Officer	Take from Raikov as part of mission
Scientist	Get from EVA
Animals	Beat Ocelot using only Mk22

Hornet Stripe	Beat the Pain using only Mk22
Spider	Beat the Fear using only Mk22
Moss	Beat The End using only the Mk22
Fire	Beat the Fury using only the Mk22
Cold War	Beat Volgin using only the Mk22 - Russians won't fire on you
Spirit	Get to the end of the Sorrow - Choke people for stamina
Snake	Beat the Boss using only the Mk22
Tuxedo	Beat the game
Stealth Cammo	Find all Frogs

Face Paint

Location	Effect
Standard	
Standard	Black
Woodland	Useful in the dark
None	Useful in forest
Raiden Mask	standard
Splitter	standard
Hidden	
Rain Drop	Dremuchij North, under the rope bridge on the far side
Zombie	Dolinovodno on the snake eater mission behind the building.
Snow	Bolshaya Past Base, In the fox hole on the left side of the building in the middle.
Oyama	Graniny Gorky Lab, Exterior
Kabuki	Tikhogornyj, at the bottom of the pool before the waterfall.
Monkey Mask	Get the best time on 5 missions of Snake vs. Ape
Desert	Ponizovje Warehouse

Weapons (MGS3)

Snake Eater is packed with deadly weapons. While some weapons may look the same, each one has its own qualities that make it useful for a specific task. When a weapon is equipped to Snake's inventory, you can access it by pressing the shoulder buttons and scrolling through different items. Hint: To quickly equip your last weapon, simply tap R2. Double tap R2 to perform a very fast reload. Here is a list of the weapons and their attributes.

A few weapons in the game can have a suppressor attached to make them silent. Select the weapon in the menu and press CIRCLE to put on a suppressor. Be warned that these will deteriorate over time, so use them sparingly.

MK22

This is your weapon of choice. It fires a tranquilizer dart that will put a target to sleep. Use these darts to deplete the stamina of a boss, and win the battle with a non-lethal take down. You can attach a suppressor to this gun by selecting it in Snake's inventory and pressing circle. Hit guards in the head or the crotch for an immediate take-down instead of the delayed effect of a dart hit anywhere else on the body.

Survival Knife

The knife is primarily used in CQC attacks. You can threaten an opponent or slit their throat once you have them secured. The knife is also used in the cure menu to remove projectiles from Snake's body. Knife Handkerchief 60 uses This is a piece of cloth soaked in a drug that will knock out your enemies when applied to their face. You can knock an enemy out immediately in CQC or wave the hanky in the air to create a cloud of the drug. This weapon can also be used when Snake is in the scientist costume. Find this in the Graniny Gorki Lab B1 West in a locker in the room with a scientist.

Knockout Cigars

These cigars can be equipped when Snake is disguised as a scientist. Use SQUARE to blow a small cloud of smoke at approaching guards and they will be knocked out.

M1911A1

- 7 shots in a magazine
- Max Ammo: 35

This is a lethal version of the MK22. It is possible to attach a suppressor for silent encounters. It can also be used during CQC with the survival knife. M1911A1 AK-47 30 shots in a magazine Max Ammo: 151 This machine gun can be switched from manual to automatic in the equipment menu. It packs a punch against multiple enemies, but like all of the heavy artillery, you will have to unequip it to perform CQC. Find this weapon at Rassvet at the top of the metal steps at the end of Mission 1.

M37

- 4 shots in a magazine
- Max Ammo: 21

A devastating weapon that launches enemies backwards when they are hit with a shot. This weapon is first found in the Chyornaya Peschera Cave in the same area where The Pain is waiting. Take the tunnel to the right to find it and some Mk22 bullets. m37 XM16E1 21 shots in a magazine Max Ammo: 101 A more advanced gun than the AK-47, there are three modes of fire for this weapon: single shot, 3 shot, and fully automatic. You can also attach a suppressor to the muzzle of this weapon by pressing CIRCLE in the equipment menu. This weapon can be found in a supply room in Graniny Gorky Lab, Exterior.

XM M63 501

- 21 shots in a magazine
- Max Ammo: 501

The beauty of this gun is that it can continuously fire its entire clip. Use this when you are being swarmed by enemies or have an up-close encounter in a boss battle. This gun can be found in Svyatogornyj East in the back of the run down wooden house.

SVD

- 9 shots in a magazine
- Max Ammo: 51

The Dragunov Sniper Rifle is a lethal and extremely accurate weapon. When the rifle is equipped Snake is forced to be in 1st person view mode. Use the TRIANGLE button to change the level of zoom. This can be found in Ponizovje West inside the munitions shack.

SVD SINGLE ACTION ARMY

- 6 shots in a magazine
- Max Ammo: 30

This single shot weapon fires bullets that will ricochet off of walls even after hitting an enemy. Snake can enter first person mode for more accurate aiming by pressing R1 and then press L1 to zoom in. When holding the gun in first person mode, rotate the right analogue stick to spin the gun.

SCORPION

- 30 shots in a magazine
- Max Ammo: 101

An automatic gun with a laser sighting. This weapon is very accurate for its rate of fire and can be switched from single shot to fully automatic.

RPG-7

- 1 shots in a magazine
- Max Ammo: 20

This shoulder mounted rocket launcher is incredibly powerful. It has a scope mode for accurate targeting and cannot be used when lying down. Find this weapon in the munitions shack on the Krasnogorje Mountainside.

Mosin Nagant

- Max Ammo: 26

A sniper rifle that shoots tranq darts. This can only be obtained by beating The End non-lethally.

Explosives

Grenade

- Max Ammo: 20

These explosives will explode a few seconds after Snake releases them. Press the fire button harder to increase the distance that the grenade travels. grenade

Stun Grenade

- Max Ammo: 20

This grenade is a non lethal weapon that will knock out guards who are close to its detonation.

Chaff Grenade

- Max Ammo: 20

Use this weapon to interfere with enemy radios. Unfortunately it will also render Snake's equipment useless for a short time.

Phosphorous Grenade

- Max Ammo: 20

This weapon will burn anything that is caught in its blast radius.

Smoke Grenade

- Max Ammo: 20

When these are detonated they create a field of smoke that disorients any guards in the area. Use these as temporary cover to sneak up on enemies.

TNT

- Max Ammo: 16

This weapon is an explosive device that can be set by pressing the fire button and then detonated from elsewhere on the map. Use the TNT to blow up enemy storage rooms to cause the surrounding guards to become hungry with decreased stamina.

Claymore

- Max Ammo: 16

These mines will detonate when a person walk over them. Snake can see them by using the thermal goggles. Then, crawl up to them and disarm the mines.

Items (MGS3)

These are the items and gadgets that can be used in Metal Gear Solid 3.

Item Name	Capacity	Description
Life Medicine	Max Amount: 10	Refills one bar of Snake's health meter.
Fake Death Pill	Max Amount: 5	Snake enters a "dead" state that fools enemies. Use the revival pill to wake back up.
Bug Juice	Max Amount: 25	Use this to avoid hornets and leeches.
Anti-Personel Sensor	Depletes Battery Power	Vibrates the controller when equipped and life forms approach.
Book	Max Amount: 10	This is an adult magazine that can be used to distract guards from their duty.
Magazine	Max Amount: 100	An empty magazine that can be thrown to distract enemy.
Mousetrap	Max Amount: 16	Use the mousetrap to catch live animals and keep them in Snake's inventory. Live animals will not rot and can be thrown at enemies.
Active Sonar	Depletes Battery Power	The active sonar reveals the location of all animals on the map screen. This includes snakes and birds as well as guards so don't rely completely on this item for an enemy location. The ping noise it emits is also audible to enemies.
Directional Microphone		Use this to locate enemies at almost any distance. Its handy for weeding out snipers.
Motion Detector	Depletes Battery Power	A sensor that detects moving objects within a certain radius. It runs continuously, so watch your battery power.

Night Vision Goggles	Depletes Battery Power	These goggles allow Snake to see in the dark but are useless in areas with even dim light sources.
Thermal Goggles	Depletes Battery Power	This gear will illuminate any object that emits heat. They are extremely useful and can be found in Rassvet, in a locker in the room Snake begins in when the guards storm the area.
Camera		You can use the camera to take pictures and save them onto a memory card. The camera can be obtained by beating the game or found in the office outside of the Groznyj Grad Torture Room. Don't worry, you'll know when you've reached the torture room.
Cardboard Box		Use this around other boxes to hide from guards. Box A (to weapons lab east wing) is found in Dolinovodno on top of the lockers to the left of the room the professor was in. Box B can be found at the end of the hall behind the waterfall after the Tikhogornyj area. Box C is found in Groznyj Grad South East in an alleyway on the eastern side of the area.
Torch		This can be found in the Chernoya Peschera Cave Branch. When lit, this can lead Snake through dark areas, it can also be used as a weapon.
Mine Detector		Use it to find mines. Look for it in Rassvet in the room outside of where the scientist was being held after the Virtuous Mission.

Metal Gear Solid: Peace Walker

Transferring

Players can transfer--sorry, *transfar*--save files from the PSP version of Metal Gear Solid: Peace Walker to the PlayStation 3 version. Here's a video demonstration below.

Click this link to see the video

<http://www.ign.com/videos/2011/11/01/transferring-metal-gear-solid-peace-walker>

Weapons in Metal Gear Solid: Peace Walker MK22, Banana, EZ Gun Psyche Recover, EZ Gun Life Recover, C96, K-Pistol, M19, M1911A1, M1911A1 Custom, PB/6P9, Supply Marker, Strike Marker, CAW, M37, M37 ACM, SPAS-12, Twin Barrel, Twin Barrel Rubber Slug, ADM63, ADM65, G11, FAL, M16A1, M653, RK-47, RPK, SUG, Tanegashima, Patriot, Mac-10, Mac-10 Barrel Jacket, MP5A2, MP5S2D, M1928A1, UZ61, Mosin Nagant, M1C, M1C Psyche Recover, M21, M700, M700 Life Recovery, PTRD1941, PTRS1941, Rail Gun, Rail Gun Dynamo, SVD, SVD Night Vision, Stealth Gun, WA2000, M60, M63A1, PKM, MG3, EMW Gun, M134, LAW, M202A1, M47, RPG-2, RPG-7, Carl Gustav, Carl Gustav Multi-Purpose, Carl-Gustav Fulton Recovery, FIM-43, XFIM-92A, Sling Post, Sling Band, Chaff Grenade, Empty Magazine, EM Net, Fragmentation Grenade, Sleep Gas Grenade, Smoke Grenade, Colored Smoke Grenade, Stun Grenade, Support Supply Marker, Support Strike Marker, Anti-Tank Mine, Aerial Mine, C4, Claymore, Decoy, Fulton Mine, Magazine, MGS Magazine, Solid Magazine, Liquid Magazine, Solidus Magazine, Super Magazine, Cookbook, Stun Rod, Combat Knife, Wire, DShKM.

Achievements / Trophies

The **Achievements / Trophies** in Metal Gear Solid HD Collection are split by game. You can find each complete list linked below. There are 18 Secret Achievements / Hidden Trophies for Metal Gear Solid: Peace Walker, and it appears as though there are many PS3 Trophies that do not have Xbox Achievement equivalents.

- [Metal Gear Solid 2 Achievements / Trophies](#)
- [Metal Gear Solid 3 Achievements / Trophies](#)
- [Metal Gear Solid: Peace Walker Achievements / Trophies](#)

Achievements / Trophies (MGS2)

Extremely Solid

Collect all trophies.

Animal Control

Collect a dog tag.

Bye Bye Big Brother

Destroy 15 cameras.

10G

Down in Smoke

Disorient an enemy with a cloud of smoke from a fire extinguisher.

Vampire Eyer

Catch a glimpse of Vamp standing in the streets of New York during the end cinematic.

To Catch a Predator

Lure a guard with a girlie magazine.

100G

Sexting

Send Otacon a picture of the marine with no pants.

Hurt Locker

Put an enemy in a locker.

Thanks, Ames

Learn the location of the president.

10G

I Think You Need a Hug, E

Find Emma Emmerich.

10G

Don't Taze Me, Bro

Tranquilize 100 enemies.

10G

Nothing Personal

Break the neck of 30 enemies.

10G

Rent Money

Beat 30 enemies unconscious.

Sharing Is Caring

Befriend Olga Gurlukovich.

10G

Piece of Cake

Complete a VR or Alternative mission.

10G

Johnny on the Spot

Hear Johnny's bowl noises in two locations.

10G

Kissing Booth

Kiss a poster in a locker.

Silence Is golden

Shoot 10 enemy radios.

Steamed
Kill 5 enemies with pipe steam.
Yorkie
Get the Bandana.
Poodle
Get the Tanker Stealth Suit.
Beagle
Get the Brown Wig.
Shiba Inu
Get the Plant Stealth Suit.
St. Bernard
Get the Orange Wig.
10G
Snake Beater
Get caught by Otacon stimulating yourself.
Love Hurts
Watch Rose kill Raiden on a rooftop.
Bohemian Candidate
Meet President James Johnson.
Bomb Squad
Learn how to defuse C4 bombs from Peter Stillman.
10G
Spaghetti Cinema
Meet Revolver.
Photo Finish
Acquire the Digital Camera.
10G
Steel Grip
Attain a grip level 3.
15G
Lights Out
Defeat Olga Gurlukovich.
15G
Party's Over
Defeat Fatman.
15G
No-Fly Zone
Destroy the AV-88 Harrier II.
15G
No Ray, Jose
Defeat Metal Gear RAY.
15G
Another Snake Bites the Dust
Defeat Solidus Snake.
15G
Vampire Slayer
Defeat Vamp.
20G
Who Ya Gonna Call?

Take a clear photograph of the ghost image in Hold No. 2.

30G

No Boss of Mine

Complete Boss Survival.

Moving Day

Collect all Boxes.

30G

Tell Me a Tale

Complete all Snake Tales.

In It to Win It

Place first in 50 different VR / Alternative missions.

Complete Stealth

Clear the game without entering alert mode (not including events where alert mode is mandatory).

80G

Great Dane

Collect all Dog Tags.

50G

A Cut Above

Beat the Tanker and Plant Chapters on any difficulty.

80G

Virtually Impossible

Complete all VR and Alternative missions.

Achievements / Trophies (MGS3)

Snake Eaten

Collect all Trophies.

10G

Young Gun

Submit Ocelot.

10G

Pain Relief

Defeat The Pain.

10G

If It Bleeds, We Can Kill It

Defeat The Fear].

The End

Defeat The End.

10G

Houston, We HAD a Problem

Defeat The Fury.

10G

River of Pain

Defeat The Sorrow.

10G

Shagadelic

Defeat Shagohod.

10G

Grounded

Defeat Volgin in a fist fight.

10G

The Patriot

Defeat The Boss.

10G

Mama Said

CQC Slam a guard and knock him out.

Tell Me Where the Bomb Is

CQC Interrogate an enemy.

10G

Like He Just Doesn't Care

CQC Hold up an enemy.

10G

Close Shave

CQC Slit an enemy's throat.

Don't Touch the Sides

Use a knife to remove a bullet.

The Cat's out of the Bag

Catch a glimpse of Ocelot, who's seen behind the president when he tries to shake Snake's hand.

10G

Snake Eyes

See all of the first-person views that are not indicated by the R1 button icon.

Prince Charming

Shoot a Kerotan for the first time.

10G

Ralph Called

Make Snake throw up.

10G

Can I Keep It?

Capture any animal alive.

Just What the Doctor Ordered

Collect every type of medicinal plant.

Everything Is in Season

Collect every type of fruit.

Fungus Among Us

Collect every type of mushroom.

A Bird in the Hand...

Collect every type of bird.

Charmer

Collect every type of snake.

Tall Tale

Collect every type of fish.

Them's Good Eatin'

Collect every type of frog.

10G

Snake Eater

Eat a snake of any type.

10G

A Good Man Is Hard to Find

Achieve a camouflage index of 100%.

I Can Totally See You

Achieve a camouflage index of +90%.

10G

Problem Solved, Series Over

Create the Ocelot Time Paradox.

Snake Bit

Poison a guard.

Serenity Now

Call one Healing Radio frequency.

Tune-In Tokyo

Call every Healing Radio frequency.

Beekeeper

Use bees to harass an enemy.

Just Because

Blow up a munitions shed with TNT.

Mostly Dead

Use the Fake Death Pill.

20G

Believe It or Not

Catch a Tsuchinoko (mythical serpent).

20G

Fashionista

Find every type of Camouflage.

20G

Only Skin Deep

Find every type of face paint.

20G

The Early End

Kill The End before the boss battle.

You Snooze, You Lose

Sneak up on The End and hold him up.

80G

King of the Jungle

Obtain title of MARKHOR.

80G

It Ain't Easy Being Green

Find all 64 Kerotans.

50G

Like a Boss

Finish the game on any difficulty.

30G

PEACE WALKER

Finish the game without killing anyone.

Achievements / Trophies (MGS: Peace Walker)

50G

Vic Boss

Obtain every Trophy.

30G

MAIN OPS All Rank A

Cleared all MAIN OPS missions at Rank A or higher.

MAIN OPS All Rank S

Cleared all MAIN OPS at Rank S.

20G

EXTRA OPS All Cleared

Cleared all EXTRA OPS missions.

30G

EXTRA OPS All Rank A

Cleared all EXTRA OPS missions at rank A or higher.

50G

EXTRA OPS All Rank S

Cleared all EXTRA OPS missions at Rank S.

50G

Big Boss

Cleared all MAIN OPS and EXTRA OPS missions at Rank S.

10G

Fulton Recovery Veteran

Reached 300 Fulton Recoveries.

10G

Hold-Up Artist

Reached 100 hold-ups.

10G

Lethal Enforcer

Reached 100 kills.

10G

Stun Specialist

Reached at least 100 stun attacks or sleep-inducing attacks.

30G

Costume Collector

Obtained every Costume.

20G

Special Staff Recruiter

Assembled all special staff members.

10G

Hideo Kojima

Recruited Hideo Kojima.

10G

Mech Catcher

Captured a Mech.

20G

Paz's Thoughts

Read all of Paz's diary.

10G

Huey's Thoughts

Read Huey's love letter.

10G

Strangelove's Thoughts

Read all of Strangelove's memoirs.

20G

Monster Hunter

Cleared all hunting quests.

20G

CQC Six Shot

Performed CQC six times in a row.

10G

Leap of Faith

Performed a Leap of Faith.

10G

I Feel... Safe

Wearing a Cardboard Box gives you that feeling of inner peace.

10G

Indirect Attack

Attacked enemy soliders by blowing up an oil drum or truck (single-player only).

10G

OUTER OPS Sortie

Carried out a mission in OUTER OPS.

30G

Elite Forces

Cleared "Capture the Enemy Base 06" in OUTER OPS using only soldiers.

10G

Trader

Carried out a trade.

20G

Deliverer

Sent an item using Delivery.

20G

Paz Mania

Obtained Rank S on a date with Paz.

20G

Kaz Mania

Obtained Rank S on a date with Kaz.

10G

That Looks Tasty!

Nicely cooked a ration.

10G

VERSUS OPS All Rules

Played using all of the rules in VERSUS OPS.

20G

Divine Wind

Collected a soldier using a divine wind.

Characters

As with Metal Gear Solid, the sequel has a large cast of characters. Some returning, some new. This section will detail these characters.

Heroes

- Solid Snake
- Otacon
- Raiden
- Colonel Cambell
- Rose
- Emma Emmerich

Enemies

- Revolver Ocelot
- Olga Gurlukovich
- Fatman
- Fortune
- Vamp
- Solidus Snake

Metal Gears

Metal Gear REX (Metal Gear Solid)

Metal Gear TX-55 (Metal Gear)

Metal Gear D (Metal Gear 2: Solid Snake)

Metal Gear RAY (Metal Gear Solid 2: Sons Of Liberty)

Arsenal Gear (Metal Gear Solid 2: Sons Of Liberty)

Shagohod (Metal Gear Solid 3: Snake Eater)

Gekko (Metal Gear Solid 4: Guns Of The Patriots)

Story

Story

Timeline:

1964-virtuous mission & operation snake eater

1970-San hieronymo takeover

1972-les enfants terribles

1974-peace walker incident

1995-outer heaven uprising

1999-Zanzibar land disturbance

2005-shadow Moses incident

2007-tanker incident

2009-big shell incident

2014-liquid sun, solid sun, twin suns, third sun, old sun, & naked sin