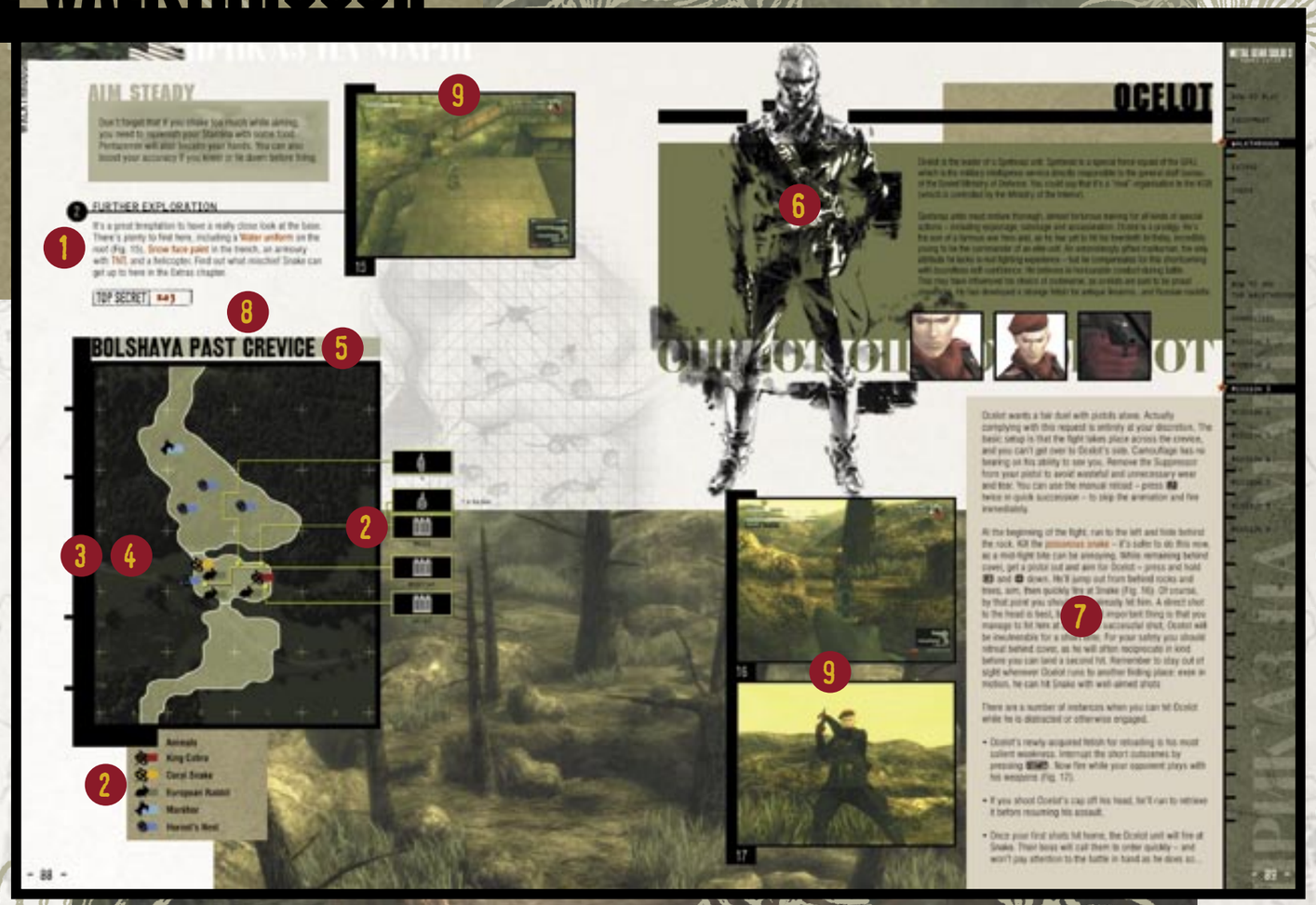
HOW TO USE THE WALKTHROUGH

The following text explains how the walkthrough works. This step by step guide has been designed to help you follow an "ideal" route through Metal Gear Solid 3. If you want to see every sight and sound that the game has to offer, it also provides useful cross-references to the secrets contained in the Extras chapter.



USING THE WALKTHROUGH

This walkthrough has been designed to guide players safely through Metal Gear Solid 3, detailing everything that is necessary, but also highlighting things that might be useful or interesting. We have been careful to avoid the inclusion of spoilers: the story is much more enjoyable when you experience it first-hand. Items that you can collect are highlighted red in the text. Essential step by step instructions are marked with numbers, while background information, interesting features and optional activities appear in grey boxes.

The walkthrough is designed to guide players through on the Normal difficulty setting. If you desire a greater challenge and decide to play on Hard, the text is still an invaluable reference tool. However, guards are more attentive and can see Snake from a greater distance on this setting – and furthermore, additional enemy soldiers will patrol in certain areas.

SYMBOLS

When a symbol represents similar items (as with Chaff Grenades, Smoke Grenades and Stun Grenades), the specific type will be indicated beneath the picture. The same applies to ammunition. When items are either hidden or not in plain view, their exact positions will be described in footnotes.

Plants and animals are represented by coloured symbols. A number next to the picture will tell you if there are several specimens of one species in close proximity. Use the legends to find which coloured symbol denotes a particular animal or plant.

DIRECTION

To maximise ease of use, the top of every map faces north. Directions within the walkthrough use compass directions or, when applicable, simple pointers such as "left" or "down" – which, respectively, mean that you would need to move west or south.

MAP

The walkthrough for each area begins with a complete annotated map of your surroundings. Exits to neighbouring regions are marked with arrows. To avoid needless confusion, the positions of weapons and items are indicated with the same symbols used in the menus of the game. You can find a legend for these icons on the foldout cover at the back of this book.

LOCATIONS

The walkthrough is divided into manageable sections, each covering (and named after) areas that Snake visits. These names are displayed when you enter a new locale. They also appear in the Map menu and are used to identify saved games. If you need to find a specific map, refer to the index starting on page 228.

CHARACTERS

Important characters are introduced as and when they appear in the game. Their profiles do not contain spoilers.

BOSSES

Each encounter with "boss" characters is explained in painstaking detail: their strengths and weaknesses, the attacks they will make, and how you can beat them. You can find additional tricks and tactics in the Extras chapter.

TOP SECRET

Fun tricks, secrets, optional activities and other miscellaneous features that are not an intrinsic part of the main mission are detailed in the Extras chapter. Watch out for cross-references marked by "Top Secret" symbols.

PICTURES

Numbered screenshots – signposted by easy-to-follow (Fig. X) references – are used throughout the walkthrough to illustrate instructions or directions outlined in the text. You may notice that Snake is often wearing an eye-catching outfit. This is purely to increase the clarity of the picture. Don't regard it as an indication that you should be wearing that particular camouflage!'

WHERE TO FIND ITEMS

There are sometimes several different opportunities to collect certain items – for example, the Thermal Goggles and Mine Detector. If you have one of these items in your possession, it won't appear in subsequent "potential" positions. The same is true of weapons, but with a key difference: you will find ammunition for a specific gun at the locations where the weapon would have appeared.

GUARDS

Arrows indicate guard patrol routes that begin when you enter an area. Obviously, these will be different if you move to a new map with an alert condition triggered.

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