

BASICS



What's new about "Metal Gear Solid 2: Substance"?

INTRODUCTION

"Metal Gear Solid 2: Substance" is an extended version of the PlayStation®2 classic, "Metal Gear Solid 2: Sons of Liberty". The following PDF file document is an addendum to the "Metal Gear Solid 2: Sons of Liberty" Official Strategy Guide. All angles to this action packed, tactical espionage epic are revealed throughout the 212 pages of the Official Strategy Guide featuring official artwork and including...













- Top Secret hidden sequences, dialogues and bonus items
- A complete, step-by-step walkthrough from the Tanker to the Big Shell
- 3D and 2D maps revealing the location of each and every enemy and item.
- How to master the controls and maximise your performance: jump backwards, shoot while running
- Table topping high score tips for every section: like take out Olga with just 4 shots
- Get unlimited ammunition: Tips and tricks for novices and hardcore gamers alike
- A complete list of "Dog Tags"
- Crystal clear, high resolution screenshots illustrating all of the tactics perfectly
- Detailed information about the characters and the plot

The following pages describe the content and additional features of "Metal Gear Solid 2: Substance".

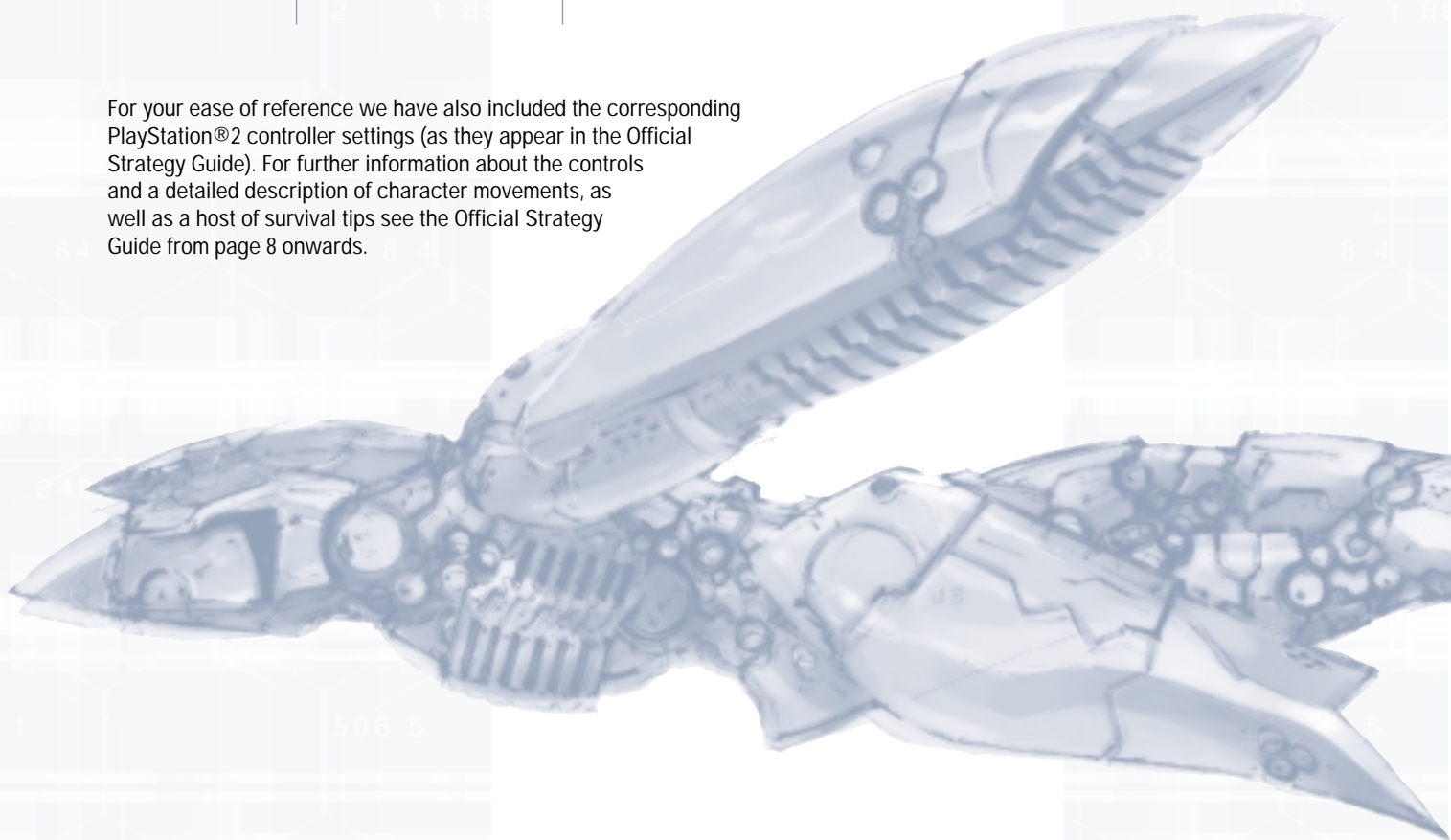


All page numbers in this document refer to the pages in the Official Strategy Guide "Metal Gear Solid 2: Sons of Liberty" published by piggyback. The Official Strategy Guide is available in all video game retail outlets. Free sample download pages are available at www.authorisedcollection.com

THE CONTROLS

PC	PlayStation®2	
S		Using a weapon / Throwing / Choking / Ending a Codec conversation
D		Opening doors / Climbing / Swinging over railings
X		Punching / Kicking / Knocking / Calling a Codec frequency / Menus: Confirm
Z		Crouching / Standing up / Rolling / Interrupting Codec / Menus: Abort or back
A		Aiming at the enemy / Shooting while running / Using your blade to block
W		Items Menu / Switching items / Sideward movement
F		First Person View
E		Weapons Menu / Switching weapons / Sideways movement
Number keys: Up: 8 Down: 2 Right: 6 Left: 4	Left analog stick 	Movement / Change View Direction / Menus: Select
Keyboard: Up: I Down: M Right: L Left: J	Right analog stick 	View Corner View / Turning when diving / Using your blade to hit
Enter		Opening and closing the Codec menu
Tab		Pause / Start / Skip

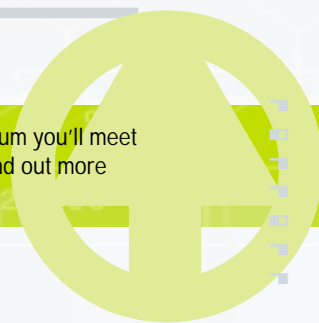
For your ease of reference we have also included the corresponding PlayStation®2 controller settings (as they appear in the Official Strategy Guide). For further information about the controls and a detailed description of character movements, as well as a host of survival tips see the Official Strategy Guide from page 8 onwards.



Should you experience any software technical problems, kindly contact the Konami Hotline. You will find the telephone number in your game manual.

THE MISSIONS

Need help with VR Missions? Stuck on the Alternative Missions? At the www.authorisedcollection.com forum you'll meet fellow "Metal Gear Solid 2" fans from around the world with whom you can exchange tips and tricks and find out more about the game and guide.



The VR Missions

The so-called VR Missions constitute a virtual reality training environment. Here you'll practice sneaking and handling weapons against the clock. Initially, Solid Snake and Raiden are the only player characters at your disposal.

See the "Secrets" chapter on page 15 of this document to find out how to activate the remaining characters. The following table provides a summary of all VR Missions and which characters are at your disposal.

Mode	Level	Raiden	Raiden (Ninja)	X Raiden	Solid Snake	Pliskin	Snake (Tuxedo)	Snake (MGS1)
Sneaking Mode	Sneaking Level 1-10	✓	✓	-	✓	✓	✓	✓
Sneaking Mode	Eliminate All Level 1-10	✓	✓	-	✓	✓	✓	✓
Weapon Mode	Handgun Level 1-5	✓	-	-	✓	✓	✓	✓
Weapon Mode	Assault Rifle Level 1-5	✓	-	-	✓	✓	✓	✓
Weapon Mode	C4/Claymore Level 1-5	✓	-	-	✓	✓	✓	✓
Weapon Mode	Grenade Level 1-5	✓	-	-	✓	✓	✓	✓
Weapon Mode	PSG-1 Level 1-5	✓	-	-	✓	✓	✓	✓
Weapon Mode	Stinger Level 1-5	✓	-	-	✓	✓	✓	✓
Weapon Mode	NIKITA Level 1-5	✓	-	-	✓	✓	✓	✓
Weapon Mode	HF.Blade Level 1-5	✓	✓	-	✓	✓	✓	✓
Variety Mode	Level 1	✓	-	-	✓	-	-	-
Variety Mode	Level 2	✓	-	-	✓	-	-	-
Variety Mode	Level 3	✓	-	-	✓	-	-	-
Variety Mode	Level 4	✓	-	-	✓	✓	✓	✓
Variety Mode	Level 5	✓	✓	-	✓	✓	✓	✓
Variety Mode	Level 6	✓	-	-	✓	-	-	-
Variety Mode	Level 7	✓	-	-	✓	-	-	✓
Streaking Mode	Level 1	-	-	✓	-	-	-	-

The Alternative Missions

The Alternative Missions present a further training environment. This is a restricted terrain that may be familiar to you from the main game. Here it will be necessary to defuse bombs and eliminate guards – and always in a race against the clock. See the "Secrets" section on page 15 of

this document to find out how to activate the Photograph Mode. The following table provides a summary of all Alternative Missions and which player characters are at your disposal.

Mode	Level	Raiden	Raiden (Ninja)	X Raiden	Solid Snake	Pliskin	Snake (Tuxedo)	Snake (MGS1)
Bomb Disposal Mode	Level 1-5	✓	✓	-	✓	✓	✓	✓
Elimination Mode	Level 1-10	✓	✓	-	✓	✓	✓	✓
Hold Up Mode	Level 1-10	✓	-	-	✓	✓	✓	✓
Photograph Mode S	Level 1-7	-	-	-	✓	-	-	-
Photograph Mode R	Level 1-7	✓	-	-	-	-	-	-

THE SNAKE TALES

The Snake Tales present a special challenge even for advanced gamers. However, with the following tips and tricks, novices can also master these sophisticated episodes.



These five episodes are not part of the main game (Tanker and Plant), rather they can be seen separately as five additional stories.

You'll have neither the Radar nor Codec-Radio system at your disposal in the Snake Tales, hence you'll only be able to save your game during the text inserts.

All page numbers refer to pages in the Official Strategy Guide "Metal Gear Solid 2: Sons of Liberty" published by piggyback.

The comments under "Your Mission" are limited to the most crucial points in the Snake Tales. Unimportant and obvious points have been deliberately omitted and of course, alternative routes are available to you.

The tables under the heading "Quick Walkthrough" list the areas, which must be passed through (in their order of occurrence) including all the items, which must be picked up within these areas. We have dispensed with a location description in those instances where the items are easily found (eg. when they are lying conspicuously on the floor or are in lockers). However, in the case of important items, such as weapons, you will still find a location note.

A WRONGDOING

Your Mission

You begin this mission with merely an AP Sensor, Cigarettes and Binoculars. As an experienced player, you shouldn't spend time collecting pointless items, but rather, if possible, make your way directly to the FA connecting bridge. Once there, wait for a short while until both Cyphers on the left side of the bridge start to swivel downward. Then run to the upper entrance of Strut F. You'll have no problems getting past the guard maintaining radio contact with the enemy control centre at the Warehouse. If the soldier turns toward the middle of the area, simply crouch down behind the crate and wait until he moves past you. Ames is hiding in the room on the left on the upper level. Among other items, you'll receive a **USP pistol** and a **Coolant Spray** from him.

The three Cyphers on the EF connecting bridge should pose no problem to you. All that remains is to decide

whether to first rescue the hostages in Shell 1 or to go directly to Strut E in order to defeat Fatman. As a rescue measure, you must pick up the **Microphone** on 1F of Shell 1 Core, which you'll find in one of the Lockers in a small room. Then take the lift to the Hall on level B1. The hostage you're looking for is a young woman called Jennifer. Use the **Microphone** to pick up the sound of keypunches Jennifer makes on her cellphone. To defuse the bomb on level B2 you must get past the guards and through to the Computer Room –the explosives are located under the table!

The end of this mission will lead you to Strut E. If you can forgo the items lying about, proceed straight up to the Heliport. Here, in the open air, you'll face Fatman in a showdown. For a detailed combat strategy see pages 119 – 121 of the Official Strategy Guide.

Quick Walkthrough



Strut A roof See map on page 74

Enemy / Item	Remark / Location
1 Guard	-
Ration	-

Strut A Pump Room See map on page 76

Enemy / Item	Remark / Location
2 Guards	At the Terminals
1 Guard	In the Pump Room
1 Surveillance Camera	In the Pump Room
Chaff Grenade	Terminals, under the table
Cardboard Box 3	Pump Room, between the pipes
Ration	Pump Room, between the pipes

FA connecting bridge See map on page 90

Enemy / Item	Remark / Location
1 Guard	-
2 Cyphers	-
Stun Grenade	-

Strut F Warehouse See map on page 92/93

Enemy / Item	Remark / Location
4 Guards	The guard on the upper level (corridor) is in radio contact with the control centre
Ration	Lower level, right room, locked Locker
Cardboard Box 4	Lower level, left room
USP Suppressor	Lower level, using Cardboard Box 4 can be reached from Strut E
Stun Grenade	Upper level, top right room
Claymore	Upper level, right room
USP bullets	Upper level, bottom right room
Book	Upper level, bottom left room
Chaff Grenade	Upper level, left room
Ames	Upper level, top left room
USP	Obtained from Ames
Coolant Spray	Obtained from Ames
Card Key Level 1	Obtained from Ames
Sensor A	Obtained from Ames

EF connecting bridge See map on page 96

Enemy / Item	Remark / Location
3 Cyphers	-

Shell 1 Core, 1F See map on page 126

Enemy / Item	Remark / Location
2 Guards	-
2 Surveillance Cameras	-
USP bullets	-
Book	In the room between the crates
Microphone	In the room in one of the Lockers
Chaff Grenade	-

Shell 1 Core, B1 See map on page 130

Enemy / Item	Remark / Location
3 Guards	Alternating patrol
Stun Grenade	-
Chaff Grenade	-
Ration	-

Shell 1 Core, B1 Hall See map on page 132

Enemy / Item	Remark / Location
1 Guard	Do not tranquilize or kill him
M9 bullets	-
USP bullets	-
Ration	Under one of the tables
Jennifer	A young woman
Card Key Level 2	Obtained from Jennifer

Shell 1 Core, B1 See map on page 130

Enemy / Item	Remark / Location
3 Guards	Alternating patrol

Shell 1 Core, B2 Computer Room See map on page 128

Enemy / Item	Remark / Location
4 Guards	-
Book	-
Bandage	-
Bomb	Under the table in the centre of the room

Shell 1 Core, 1F See map on page 126

Enemy / Item	Remark / Location
2 Guards	-
2 Surveillance Cameras	-

EF connecting bridge See map on page 96

Enemy / Item	Remark / Location
3 Cyphers	-

Strut E Parcel Room See map on page 98

Enemy / Item	Remark / Location
3 Guards	The guard on the right maintains radio contact with the control centre
3 Surveillance Cameras	-
Cardboard Box 5	-
USP bullets	Under a conveyor belt
M9	In the middle of the room between the crates
Claymore	Under a shelving unit
Chaff Grenade	-
Book	Lower level, in a shaft
Ration	In a small room, reached using Cardboard Box 5

Strut E Heliport See map on page 100

Enemy / Item	Remark / Location
4 Claymores	At the end of the access route

BIG SHELL EVIL

Your Mission

You complete your mission with the help of a USP Pistol, AP Sensor, Cigarettes and Binoculars. On the Heliport, move to the left and then in a wide curve towards the steps, which will lead you to a staircase where you must avoid the lower level guard. The first of the three guards awaits you at the foot of the stairs. Run across the area to reach the door leading to the DE connecting bridge. With the help of your **AP Sensor** keep an eye on the guard above the entrance area.


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Enter Strut D through the upper entrance, and then briefly wait at the foot of the first set of steps until the guard in the centre turns around. Run to the centre of the strut and position yourself on the other side of the cage, opposite the guard. Wait until the guard moves away and the route to the exit is clear. In Strut C you'll look for Emma. She's keeping herself hidden in the food storage locker of the Dining Hall. After finding her, six soldiers, one after the

other, will storm into the area. Your best firing position is maintained by assuming a crouching position along the left wall of the Dining Hall (Fig. 1).

After you've activated the Node in Strut B, two guards will appear in the Transformer Room. Now you'll have to go back the entire way through the Parcel Room to Strut F. Before you go to find Emma (she's in the right room on the upper level), take the time to pick up **Claymore mines** and **M4 ammunition**. Afterwards you'll flee from the area with Emma over the EF connecting bridge.

Following this, hordes of guards will storm the Parcel Room. Your only chance against them is to eliminate those nearest using your **M4** or **USP** and to pick up some **Claymores**. Afterwards, place some Claymores at small intervals from each other on the floor in the passage near the right wall (until the staircase) – this should hold off the approaching soldiers. Then take Emma by the hand and proceed to the saving exit on the left. You'll ultimately find yourself reaching for your weapon and the mines from time to time. For information on how to successfully engage the Harrier in a showdown, see pages 140 –141 of the Official Strategy Guide.

Quick Walkthrough



Strut E Heliport See map on page 101

Enemy / Item	Remark / Location
3 Guards	Two on the roof, one on the strut

Strut E Parcel Room See map on page 98

Enemy / Item	Remark / Location
3 Guards	The upper level guard is in radio contact with the control centre
Cardboard Box 5	-
Stun Grenades	Under a conveyor belt
Frag Grenades	Under the shelving unit near the Node
USP bullets	Under the shelving unit near the door leading to DE connecting bridge
Ration	Lower level, shaft
M9 bullets	Lower level, small room

DE connecting bridge See map on page 104

Enemy / Item	Remark / Location
3 Guards	One guard patrols above the Strut E entrance
Stun Grenades	-
USP bullets	-

Strut D Sediment Pool See map on page 105

Enemy / Item	Remark / Location
3 Guards	The guard patrolling the lower level is in radio contact with the control centre
Ration	-
USP bullets	-
Bandage	-
M9	Underneath the stairs

CD connecting bridge See map on page 107

Enemy / Item	Remark / Location
2 Guards	-
1 Surveillance Camera	-

Strut C Dining Hall See map on page 83

Enemy / Item	Remark / Location
1 Guard	Patrols the corridor and the toilets
Stun Grenade	Toilets on the right
M9 bullets	Toilets on the right
USP ammunition	Toilets on the left
Ration	Under one of the tables
Emma	In the food storage locker of the kitchen area
Ration	Obtained from Emma
Card Key Level 2	Obtained from Emma

BC connecting bridge See map on page 81

Enemy / Item	Remark / Location
1 Guard	Is in radio contact with the control centre
1 Cypher	-
Chaff Grenade	-

Strut B Transformer Room See map on page 79

Enemy / Item	Remark / Location
2 Guards	First, after the Node computer has been activated
2 x USP ammunition	-
Ration	-

BC connecting bridge See map on page 81

Enemy / Item	Remark / Location
1 Guard	Is in radio contact with the control centre
1 Cypher	-

Strut C Dining Hall See map on page 83

Enemy / Item	Remark / Location
2 Guards	One is in the corridor, while the other patrols the area near the tables

CD connecting bridge See map on page 107

Enemy / Item	Remark / Location
2 Guards	-
1 Surveillance Camera	-

Strut D Sediment Pool See map on page 105

Enemy / Item	Remark / Location
3 Guards	The guard patrolling the lower level is in radio contact with the control centre

DE connecting bridge See map on page 104

Enemy / Item	Remark / Location
3 Guards	One guard patrols the area above the Strut E entrance

Strut E Parcel Room See map on page 98

Enemy / Item	Remark / Location
3 Guards	The upper level guard is in radio contact with the control centre

EF connecting bridge See map on page 96

Enemy / Item	Remark / Location
1 Guard	Above the Strut E entrance
3 Cyphers	-
Chaff Grenades	-
M4 ammunition	In front of Shell 1 Core

Strut F Warehouse See map on page 92/93

Enemy / Item	Remark / Location
4 Guards	The guard at the middle of the lower level is in radio contact with the control centre
2 x USP ammunition	Upper level, upper left room
Ration	Upper level, upper left room
M9 ammunition	Upper level, lower left room
3 x Stun Grenade	Upper level, lower right room
Frag Grenade	Upper level, upper right room
2 x Claymores	Upper level, upper right room
M4	Lower level, upper room
4 x M4 ammunition	Lower level, upper room
Ration	Lower level, upper room
USP Suppressor	Lower level, right room
Emma	Upper level, right room

EF connecting bridge See map on page 96

Enemy / Item	Remark / Location
1 Guard	Above the Strut E entrance
3 Cyphers	-

Strut E Parcel Room See map on page 98

Enemy / Item	Remark / Location
2 x Claymores	-

Shell 1-2 connecting bridge See map on page 138

Enemy / Item	Remark / Location
Stinger and missiles	-

CONFIDENTIAL LEGACY

Your Mission

Equipped with USP pistols, an AP Sensor, Cigarettes and Binoculars you'll reach Deck-E from the Aft Deck (as in the Tanker chapter of the main game) by crossing the Bridge. You'll infiltrate the ship's interior through the port side door leading to the Crew's Quarters on Deck-A (seen from your left). It is not broken (as in the main game). There are a



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number of guards on the inside, but they'll be easily avoided. Proceed to the Crew's Lounge on Deck-A where you'll find a rather inconspicuous **AKS-74u** rifle behind the bar counter. Reaching it will however demand some careful timing on your part, as will obtaining the **M4** at the top (right hand) of the Deck-B starboard staircase.



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Make your way up to the Deck-E bridge, passing through the Crew's Quarters on

Deck-C and Deck-D, where you'll encounter Meryl.

Afterwards retrace your steps and proceed to the Deck-2 port door, by passing through the Engine Room. There you can pick up three extra weapons: an **M9 pistol** as well as **PSG1** and **PSG1-T rifles**. As in the main game, the Deck-2 port door is rigged with three explosive traps, but they are now arranged differently: Destroy the first flashing, green control box with a precisely aimed shot. The second control box is located on the right corridor wall (Fig. 1), while the third is on the left wall. After shooting each control box, carefully move a few paces forward.

Move on to the starboard section of Deck-2 where you'll be faced with the same battle as in the main game (see page 62 of the Official Strategy Guide). Use your **PSG1 sniper rifle** and save your M4 and AKS-74u ammunition as often as possible. You'll have to fight hard to make your way back through the port section of Deck-2. Should you run out of either M4 or AKS-74u cartridges, you'll find more ammunition where you found the USP cartridges. A good strategy is to slowly advance along the corridor and use the "Jump out Shot" technique (also see page 20 of the Official Strategy Guide) (Fig. 2). After this, return to Deck-E to face Meryl on the Navigational Deck Wing. This battle is similar to that against Olga Gurlukovich (see the Official Strategy Guide at page 49), but it is harder to injure Meryl and sustaining a hit from her pistol will diminish Solid Snake's Life Gauge by roughly 50%.

Quick Walkthrough



Aft Deck See map on page 29

Enemy / Item	Remark / Location
3 Guards	-
Chaff Grenades	Deck-C, left
Wet Cardboard Box	Deck-C

Deck-A Crew's Quarters See map on page 35

Enemy / Item	Remark / Location
2 Guards	-
USP ammunition	-
Medicine	-
Ration	-

Deck-A Crew's Lounge See map on page 38

Enemy / Item	Remark / Location
3 Guards	One is patrolling, two are sitting on the large staircase
AKS-74u	Behind the bar counter
3 x Books	-
AKS-74u ammunition	-
M4 ammunition	-

Deck-B Crew's Quarters See map on page 41

Enemy / Item	Remark / Location
4 Guards	-
M4	In front of the Aft Deck door, on the stairs
AKS-74u ammunition	-
M4 ammunition	-
Medicine	-

Deck-C Crew's Quarters See map on page 43

Enemy / Item	Remark / Location
1 Guard	-
3 Surveillance Cameras	-
Thermal Goggles	On the right

Deck-D Crew's Quarters See map on page 45

Enemy / Item	Remark / Location
3 Guards	Two in the mess hall, one in the pantry
1 Surveillance Camera	-
1 Explosive trap	(As in the Tanker episode of the main game)
Cardboard Box 1	-
M4 ammunition	-
AKS-74u ammunition	-

Deck-E The Bridge See map on page 47

Enemy / Item	Remark / Location
Ration	-

Deck-D Crew's Quarters See map on page 45

Enemy / Item	Remark / Location
3 Guards	Two in the mess hall, one in the pantry
1 Surveillance Camera	-
1 Explosive trap	(As in the Tanker episode of the main game)

Deck-C Crew's Quarters See map on page 43

Enemy / Item	Remark / Location
1 Guard	-
3 Surveillance Cameras	-

Deck-B Crew's Quarters See map on page 41

Enemy / Item	Remark / Location
2 Guards	-

Deck-A Crew's Lounge See map on page 38

Enemy / Item	Remark / Location
3 Guards	Two are patrolling, one is patrolling in front of the stairs on the right

Engine Room See map on page 57

Enemy / Item	Remark / Location
4 Guards	-
Pentazemin	Right anteroom
Night Vision Goggles	Right anteroom
PSG1	Lower level, on the right
USP ammunition	Middle level, in the middle
M9 ammunition	Lower level, in the middle
PSG-1 ammunition	Lower level, on the right
M9	Lower level, on the right under the container
PSG1-T	Left anteroom
3 Explosive traps	Have been arranged differently to the Tanker episode of the main game

Deck-2 port See map on page 60

Enemy / Item	Remark / Location
USP Suppressor	Second niche, on the right

Deck-2 starboard See map on page 61

Enemy / Item	Remark / Location
AKS-74u ammunition	-
2 x M4 ammunition	-
M9 ammunition	-
Pentazemin	-

Deck-2 port See map on page 60

Enemy / Item	Remark / Location
Stun Grenades	Near the door, 20 grenades
USP ammunition	Near the door
Ration	Near the door
M4 ammunition	On the way to the bend
Ration	On the way to the bend
USP ammunition	On the way to the bend
USP ammunition	In the bend
USP ammunition	In the first niche
USP ammunition	In the second niche
AK Suppressor	In the third niche
USP ammunition	In the third niche
PSG1-T ammunition	In the third niche

Engine Room See map on page 57

Enemy / Item	Remark / Location
4 Guards	-

Deck-A Crew's Lounge See map on page 38

Enemy / Item	Remark / Location
3 Guards	One is patrolling, two are sitting on the large staircase

Deck-B Crew's Quarters See map on page 41

Enemy / Item	Remark / Location
4 Guards	-

Deck-C Crew's Quarters See map on page 43

Enemy / Item	Remark / Location
1 Guard	-
3 Surveillance Cameras	-

Deck-D Crew's Quarters See map on page 45

Enemy / Item	Remark / Location
3 Guards	Two in the mess hall, one in the pantry
1 Surveillance Camera	-
1 Explosive trap	(As in the Tanker episode of the main game)

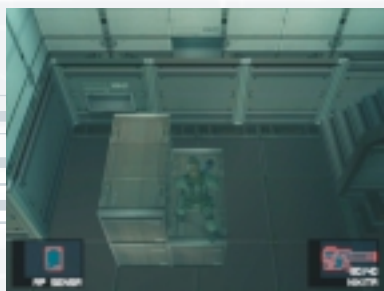
Deck-E Navigational Deck Wing See map on page 49

Enemy / Item	Remark / Location
USP ammunition	In the lower left corner

DEAD MAN WHISPERS

Your Mission

At the beginning of this mission you'll have, in addition to your AP Sensor, Cigarettes and Binoculars, an M4 rifle and a USP pistol – but, without ammunition! Leave the



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Warehouse taking the shortest route through the upper level. Take the lift up to the FA connecting bridge which will lead you to the Strut A Pump Room and on to the AB connecting bridge, to ultimately reach Strut B. Then proceed to Strut C, passing over

the BC connecting bridge where you'll find an **M9 pistol** under one of the Dining Hall tables.

Take the CD connecting bridge to Strut D. Inside, briefly wait at the foot of the first set of stairs, until the guard in the centre turns around. Run to the centre of the strut and position yourself on the other side of the cage, opposite the guard. Wait until the guard moves away and the route to

the exit is clear. Move quickly to avoid being detected by the guard patrolling near the exit.

Use the DE connecting bridge to reach Strut E. In the Parcel Room, make your way directly to the lower level (swing yourself over the railing on the left) and then to the Oil Fence. Your next aim at this stage, is to reach Shell 2 Core via the KL connecting bridge. Be particularly careful of the guard standing on the roof of Shell 2. Inside, in the 1F-Air purification room, you'll first pick up the NIKITA missile launcher in a small passage off the left corridor and then climb on the crate and use it to steer a missile through the only accessible ventilation shaft (Fig. 1) towards the Circuit Panel. Avoid making unnecessary movements so that the missile fuel will be sufficient to reach the target.

Now, you'll have obtained access to the secured room. Take the lift to B1 where you'll confront Vamp. For a detailed description of the optimal combat strategy read page 152 of the Official Strategy Guide. Instead of using the available missile launcher, rather use your NIKITA - but remember, you'll always have to fire early in order to injure Vamp as soon as he enters your view.

Quick Walkthrough



Strut F Warehouse See map on page 92/93

Enemy / Item	Remark / Location
1 Guard	The guard is in radio contact with the control centre

FA connecting bridge See map on page 90

Enemy / Item	Remark / Location
2 Guards	-
Bandage	-

Strut A Pump Room See map on page 76

Enemy / Item	Remark / Location
2 Guards	-
Ration	Under the desk
2 x Bandages	-
Stun Grenades	Right hand stairs, upper corner

AB connecting bridge See map on page 78

Enemy / Item	Remark / Location
2 Guards	-

Strut B Transformer Room See map on page 79

Enemy / Item	Remark / Location
M4 ammunition	-
USP ammunition	-
Ration	-

BC connecting bridge See map on page 81

Enemy / Item	Remark / Location
1 Guard	-
1 Cypher	-
Chaff Grenades	-

Strut C Dining Hall See map on page 83

Enemy / Item	Remark / Location
2 Guards	One is in the corridor, the other patrols the area near the tables
USP ammunition	Left toilets
Bandage	Right toilets
Stun Grenade	Right Toilets
M9	Under a table

CD connecting bridge See map on page 107

Enemy / Item	Remark / Location
1 Guard	-
1 Surveillance Camera	-

Strut D Sediment Pool See map on page 105

Enemy / Item	Remark / Location
3 Guards	The guard patrolling the lower level is in radio contact with the control centre
Ration	-
Bandage	-
M4 ammunition	-

DE connecting bridge See map on page 104

Enemy / Item	Remark / Location
2 Guards	-
Frag Grenade	-
Ration	-

Strut E Parcel Room See map on page 98

Enemy / Item	Remark / Location
3 Guards	The upper level guard is in radio contact with the control centre
3 Surveillance Cameras	-
Chaff Grenade	Under the shelving unit near the door leading to DE connecting bridge
USP ammunition	Under the shelving unit near the Node
Frag Grenade	Under a conveyor belt
M4 ammunition	In the middle of the room
USP ammunition	In the middle of the room
Ration	Before the access route to the Oil Fence

Strut L Sewage Treatment Facility

See map on page 158

Enemy / Item	Remark / Location
2 Guards	-

KL connecting bridge

Enemy / Item	Remark / Location
3 Guards	One guard is standing above the entrance to Shell 2 Core
2 Cyphers	-
Chaff Grenade	-
M9 ammunition	-
M4 ammunition	-
USP ammunition	-

Shell 2 Core 1F Air Purification Room See map on page 146

Enemy / Item	Remark / Location
USP ammunition	-
NIKITA Missiles	-
M9 ammunition	-
NIKITA	Left, in a side corridor
Stun Grenade	-
M4 ammunition	-
M4 ammunition	-
Frag Grenades	-
USP ammunition	Smaller room
Stun Grenade	Smaller room, inside a shaft

Shell 2 Core B1 Filtration Chamber No.2 See map on page 151

Enemy / Item	Remark / Location
2 x USP ammunition	-
Stun Grenade	-
Frag Grenade	-
M9 ammunition	-
M4 ammunition	-

EXTERNAL GAZER

A Mission with a Difference

Rather than a straightforward mission, “External Gazer” is a mixture of a “usual mission”, memory flashbacks and VR Missions, in which you must partly reach a fixed score level in order to proceed further. You’ll start off on the Plant, where you’ll be required to photograph a mysterious monster known as the “Gulugon”. Accordingly, Solid Snake starts this adventure, equipped with an AP Sensor, Cigarettes, an M9 pistol and naturally, the Camera. Run about on the AB connecting bridge until you see the Gulugon approaching in the water – a memory flashback scene will commence.

You’ll now have to master the Alternative Mission “Bomb Disposal Mode Level 02”: You must defuse two bombs in the Engine Room within 10 minutes (see the map on page 57). One explosive is located on the middle level staircase (use First Person View), while the other is left of the door leading to Deck-2 starboard (behind the explosive traps). Your **Sensor A** will prove helpful in the search. Use your **Coolant Spray** to defuse the bombs.

Next, it will be necessary to eliminate eight soldiers within five minutes in the Alternative Mission “Elimination Mode Level 06”. You’ll find yourself on the Shell 1 Core, 1F (see the map on page 126) and among other items, you’ll have at your disposal a USP equipped with a silencer and an M9 pistol.

Back on the CD connecting bridge of the Plant, you’ll come across a guard. Enter Strut C to proceed with the action.

Then pass through the Dining Hall (see the map on page 83), where you will come across two guards: One is patrolling the corridor, while the other patrols the area near the tables. Elsewhere in Strut C you’ll also find a **chaff grenade**, **M9 ammunition** and a **Ration**.

On the BC connecting bridge a guard and a Cypher await you. Next, you can pick up **M9 ammunition** and a **stun grenade** in Strut B (see the map on page 79), before proceeding past both guards to the AB connecting bridge – one guard is patrolling the Transformer Room, while the other patrols the corridor.

It will be necessary to photograph the Gulugon monster from the AB connecting bridge (see the map on page 78). Position yourself near the bridge railing, select Camera and wait until the creature surfaces. Photograph the Gulugon from the front and use the zoom function of the **Camera** to get as large a shot as possible.

As soon as you’ve captured the creature on film, half a dozen soldiers will attack the bridge. You’ll find a **Ration** to the left of you. It’s best to position yourself nearest to the Strut B entrance and make use of your **stun grenade** and some well aimed head shots from your **M9**. Don’t just focus on the soldiers advancing towards you on the bridge, but also look out for those approaching from Strut B.

Fighting the Gurlugon

Your next opponent is the Gurlugon creature in the VR environment. You have 5 minutes remaining, in which to defeat the monster and you will primarily need the **Stinger missile launcher** and the **PSG1 sniper rifle** – both are located near other weapons and ammunition in the nearby surroundings.

Whenever the creature howls it emits a paralysing spiral wave – so keep moving to avoid being overcome. If you are struck by the ray, you must steer yourself to the side and try to execute rolls in rapid succession. With this release manoeuvre you'll overcome the paralysis and should also escape the missile attacks which follow. If the spiral wave misses you, then it's your turn to strike back!

The six target areas of your enemy are: both arms and legs, the chest and head (Fig. 1). Each accurate strike from your **Stinger missile** will remove the target area and briefly expose an underlying internal organ. (Fig. 2). All target areas (except for those on the head) are immovable and must be destroyed by rapid **PSG1 rifle** fire. Use the rifle's zoom function to avoid causing stray shots.

Allow the creature to destroy the blocks serving as your cover, as there is a **Ration** under those to the front, right side. Those to the left, further back will reveal additional **PSG1 ammunition**. If your ammunition runs low, you'll find further supplies at the respective locations.



01



02

Other VR and Alternative Missions

The four VR Missions in Table 1 are listed on Solid Snake's action plan. Take note that you'll have to partially achieve a predetermined scoring level to progress further in the plot.

After completing the fourth mission, you'll change player characters, assuming Raiden's character. But this is only a trick, intended to mislead you. As stated in the dialogues, you must end matters. To do this, select Exit either after the mission ending or in the pause menu of a mission. Should you, however, decide to indeed play the missions, then the four successive missions in Table 2 will be on the programme.

If, after having completed the fourth Raiden mission, you select (as your next mission) the first from the list in Table 3. The missions thereafter will continuously repeat themselves.

Click on "Exit", to finally commence battle against the Metal Gear RAYs.

1

Category	Mission	Remark/Time limit
VR Mission	Sneaking Mode – Sneaking Level 03	2:20 minutes
VR Mission	Weapon Mode – Handgun Level 03	43 targets, 1:30 minutes
VR Mission	Sneaking Mode – Eliminate All Level 05	5 guards, 2:40 minutes
VR Mission	Sneaking Mode – Sneaking Level 08	2:40 minutes

2

Category	Mission	Remark/Time limit
Alternative Mission	Bomb Disposal Mode Level 01	2 bombs, 7:00 minutes
Alternative Mission	Hold Up Mode Level 02	2 guards, 3:00 minutes
VR Mission	Weapon Mode - PSG1 Level 03	13 targets, 2:00 minutes
Alternative Mission	Elimination Mode Level 04	4 guards, 2:30 minutes

3

Category	Mission	Remark/Time limit
VR Mission	Sneaking Mode – Sneaking Level 06	2:40 minutes
Alternative Mission	Bomb Disposal Mode Level 04	5 bombs, 20 minutes
Alternative Mission	Hold Up Mode Level 06	5 guards, 3:00 minutes
VR Mission	Weapon Mode – Grenade Level 04	6 targets, 2:30 minutes
Alternative Mission	Elimination Mode Level 09	7 guards, 5 minutes

The Final Battles

Back in Solid Snake's skin, you'll now go up against six consecutive Metal Gear RAYs. At the beginning, you'll find a **Ration** near a **Stinger missile launcher**. Later, a further **Ration** will appear in the middle of the platform. For a detailed description of the strategy against this robot-like creature, read pages 170 and 171 of the Official Strategy Guide.

The showdown of this mission takes place against Solidus. In contrast to the combat information on pages 172 and 173

of the Official Strategy Guide, this time you'll have to defeat this villain with your bare hands. The tactic of hanging from the side of the roof and wait for Solidus, is admittedly identical. Though Snake's fists will inflict substantially less damage. The **two Rations**, lying about on the roof, should be saved for the last phase of the battle, as you must face Solidus in direct, close combat. Keep moving and rolling to safety to avoid having to suffer unnecessary strikes.



SECRETS

In addition to the "Secrets Chapter" in the Official Strategy Guide, read the following section to find out the latest secrets in "Metal Gear Solid 2: Substance" waiting to be uncovered.

New Characters for the Missions

- Pliskin:** When you master 50% of Solid Snake's Missions.
- Snake (Tuxedo):** When you master 100% of Pliskin's Missions.
- Snake (MGS1):** When you master 100% of Tuxedo Snake's Missions.
- Raiden (Ninja):** When you master 50% of Raiden's Missions.
- X Raiden:** When you master 100% of Raiden (Ninja)'s Missions.

Alternative Missions: Activating the Photograph Mode

To activate the Photograph Mode within the Alternative Missions you'll need to master all levels of the Bomb Disposal, Elimination and Hold Up modes.

Snake Tales: M9 and secret credits

Once you have mastered one of the five Snake Tales, save your game and play the same mission again. This time, you'll have M9 pistols at your disposal from the beginning. If you defeat your current enemy with this weapon, an alternative final story text will be displayed.



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