

VIEW AND PERSPECTIVE

The standard perspective used in MGS3 (and its predecessors) is called the Overhead View. This "virtual camera" follows the action from a position diagonally above Snake, and offers a

clear view of a small part of his current location. Whenever you use the left stick or directional buttons, the camera automatically follows him.

ADJUST THE CAMERA

You can move the camera in all directions with the right stick. Press the right stick down (R3) to "hold" this view position. The area behind of Snake is always somewhat limited, due to the nature of the forced perspective.



CORNER VIEW

Press Snake close to an obstacle (such as a tree or box) or next to a wall. The camera will switch to the Corner View. This gives you a clear view of the area behind Snake. Additionally, you can adjust your line of sight with the right stick.



FIRST-PERSON VIEW

Keep **R1** depressed if you want to see the environment through Snake's eyes. This first-person view is limited in the sense that you can't move Snake around while you use it, but it is extremely useful if you want to survey the scene ahead, or aim and shoot at an opponent.



INTRUSION VIEW

When Snake is lying in, or crawling through, long grass or a restricted space (tunnels, hollow trees), the perspective will automatically switch to the Intrusion View. Unlike the "manual" first-person view, you can move around while Snake remains in a prone pose. The Intrusion View changes back to normal when you leave the cramped environment or patch of long grass.



CUTSCENES

The story of MGS3 unfolds via many spectacular cutscenes (movie sequences), during which your role is that of an observer. You don't have to be completely passive, however: you can zoom into the picture with **A**. Whenever you see a **R1** symbol in the upper right of the screen, press **R1** to (optionally) view the scene through Snake's eyes. Press **START** or **X** to cancel a cutscene.



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- FOOD
- CURE
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# MEDICATION

02. 03.

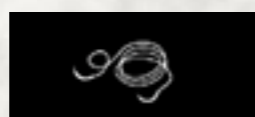
Doctor Snake can heal almost every conceivable ailment with both standard issue and cleverly improvised surgical instruments and accessories. Some staples, such as the Survival Knife, are already at his disposal; others can be found throughout the game, or stolen from enemy soldiers with a quick

shake once they are defeated. Mother Nature also contributes a considerable amount of supplies. In this section you'll learn how to treat any injury that Snake might sustain. For more information on field surgery and natural remedies, consult the How to Play chapter on page 33.

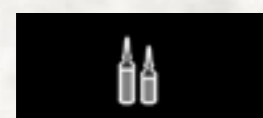
## HEALTH



**SERUM**  
Poisoning inflicted by snakes, spiders or scorpions



**SUTURE KIT**  
Cuts – stitches up the wound



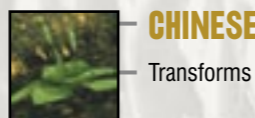
**ANTIDOTE**  
Food poisoning



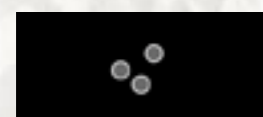
**HONEY**  
Transforms into Ointment



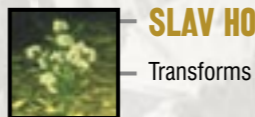
**COLD MEDICINE**  
Colds



**CHINESE PLANTAIN**  
Transforms into Styptic



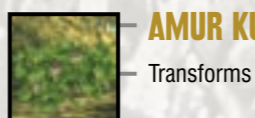
**DIGESTIVE MEDICINE**  
Bellyaches



**SLAV HOREHOUND**  
Transforms into Disinfectant



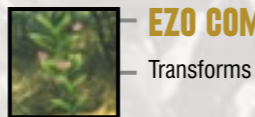
**OINTMENT**  
Burns



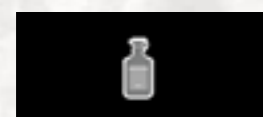
**AMUR KUDZU**  
Transforms into Cold Medicine



**SPLINT**  
Fixes broken bones



**EZO COMFREY**  
Transforms into Splint



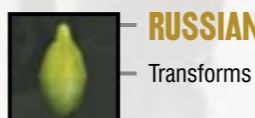
**DISINFECTANT**  
Cuts and bullet wounds



**BAIKAL SCALY TOOTH**  
Transforms into Antidote



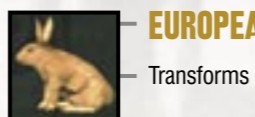
**STYPTIC**  
Cuts and bullet wounds – stops the bleeding



**RUSSIAN FALSE MANGO**  
Transforms into Digestive Medicine



**BANDAGE**  
Burns, cuts, bullet wounds, fractures



**EUROPEAN RABBIT**  
Transforms into Serum

# ANIMALS AND PLANTS

02. 04.

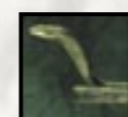
As you will undoubtedly notice, there are quite a lot of species in the mission area that are actually native to other continents. We can safely speculate that they were probably imported for laboratory tests, or as pets. Some evidently escaped their cages, were abandoned during the course of experiments, spread their seeds to the willing winds... pick your own plausible explanation. While many are thriving in their adopted ecosystem, they are poised to meet their most dangerous natural enemy yet: Naked Snake. To him, flora and fauna are but a tasty meal, irrespective of origin.

The rumbling of his stomach would certainly strike terror into the hearts, were they to have them, of even the most inconsequential funguses...

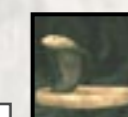
Snake needs food to keep his Stamina Gauge on a high level. The better the taste, the better it is for his Stamina. You can read why this is so important on page 10. Here you can learn what's on the menu, how you can treat Snake with a real delicacy, and which snacks have unpleasantly deleterious side effects.

## ANIMALS

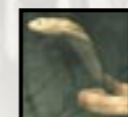
1. Appearance 2. Description 3. Taste 4. Habitat



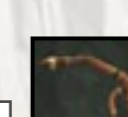
**KING COBRA**  
1. A large grey snake  
2. One of the largest snakes in the world. Native to Southeast Asia. Its bite can even kill an elephant  
3. Not bad  
4. Dremuchij Nord, Dremuchij South, Bolshaya Past Crevice



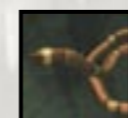
**TAIWANESE COBRA**  
1. A snake marked with a spectacle pattern  
2. A snake that inhabits Taiwan and southern China. Very aggressive. Contains a strong neurotoxin  
3. Not half bad  
4. Chyornaya Peschera Cave Branch, Graniny Gorki Lab Exterior: Outside Walls



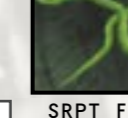
**THAI COBRA**  
1. A brown snake  
2. A viper native to Thailand, Indochina and South China. Contains a strong neurotoxin  
3. Not half bad  
4. Chyornaya Peschera Cave Entrance, Krasnogorje Mountain Base, Krasnogorje Mountain: Side



**CORAL SNAKE**  
1. A brightly coloured snake  
2. A viper native to North and South America. Contains an extremely strong neurotoxin  
3. Not bad  
4. Chyornyj Prud, Bolshaya Past Crevice



**MILK SNAKE**  
1. A brightly coloured snake  
2. Native to North and South America. Similar to the coral snake, but not poisonous  
3. Terrible  
4. Chyornyj Prud, Graniny Gorki Lab Exterior: Outside Walls



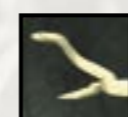
**GREEN TREE PYTHON**  
1. A large green snake  
2. A large snake native to Australia and New Zealand. Not poisonous  
3. Pretty tasty  
4. Samples: Dremuchij Nord, Graniny Gorki South, Rokovoj Bereg



**GIANT ANACONDA**  
1. A large snake with black spots  
2. The largest snake in the world in terms of weight and diameter. Not poisonous. Native to South America  
3. Quite tasty  
4. Samples: Dremuchij South, Sokrovenno West, Tikhogornyj



**RETICULATED PYTHON**  
1. A large snake characterized by a mesh pattern  
2. The longest snake in the world. Can grow up to 32 feet long and devour prey up to the size of a pig  
3. Fairly tasty  
4. Samples: Dremuchij South, Graniny Gorki South, Zaozyorje West



**SNAKE SOLID**  
1. A mysterious white snake  
2. A rare snake that can only be found in fields of daffodils  
3. Unbelievably tasty  
4. Rokovoj Bereg



**SNAKE LIQUID**  
1. A mysterious white snake  
2. A rare snake that can only be found in fields of daffodils  
3. Unbelievably tasty  
4. Rokovoj Bereg

HOW TO PLAY

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# 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.

**1** FURTHER EXPLORATION  
It's a great idea to have a really close look at the base. There's plenty to find here, including a **Water umbrella** on the roof (Fig. 15). **Show face paint** in the trench, an armory with **TNT** and a **Antidote**. Find out what **Snake** can get up to here in the Extras chapter.

**2** **TOP SECRET** **443**

**3** **4** **5**

**6** **OCELOT**  
Ocelot is the master of a **Sophisticated** suit. **Sophisticated** is a special force squad of the GDI, which is the military intelligence service directly responsible to the general staff command of the Soviet Ministry of Defense. You could say that it's a "head" organization in the GDI branch is controlled by the Ministry of the Interior.

**7** Ocelot wants a fair duel with pistols alone. Actually complying with this request is entirely at your discretion. The basic setup is that the fight takes place across the crevice, and you can't get over to Ocelot's side. Camouflage has no bearing on his ability to see you. Remove the Suppressors from your pistol to avoid wasteful and unnecessary wear and tear. You can use the manual reload - press **R2** before or quick successive - to skip the animation and fire immediately.

**8** **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.

**9** **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!

**10** **11** **12** **13** **14** **15** **16** **17** **18** **19** **20** **21** **22** **23** **24** **25** **26** **27** **28** **29** **30** **31** **32** **33** **34** **35** **36** **37** **38** **39** **40** **41** **42** **43** **44** **45** **46** **47** **48** **49** **50** **51** **52** **53** **54** **55** **56** **57** **58** **59** **60** **61** **62** **63** **64** **65** **66** **67** **68** **69** **70** **71** **72** **73** **74** **75** **76** **77** **78** **79** **80** **81** **82** **83** **84** **85** **86** **87** **88** **89** **90** **91** **92** **93** **94** **95** **96** **97** **98** **99** **100**

## 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.

## 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.

## WALKTHROUGH

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- MISSION 8
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# ИПРИКАЗ НА МАРИИ

## SNAKE

Age: top-secret  
 Birthday: top-secret  
 Birthplace: top-secret  
 Residence: top-secret

SNAKE is a member of the elite FOX unit, an armed forces agency that specialises in secret operations. The last apprentice of legendary war hero The Boss, Snake worked for the CIA, served several years as a Green Beret, and demonstrated exceptional prowess in urban combat missions. He is, without question, a one man army. His age, name, birthplace and other such personal details are unknown. His first name appears to be Jack, but that may be little more than a nickname. Given his chosen vocation, such details are immaterial. As Snake himself says: "A name means nothing on the battlefield. After a week, no one has a name." (Incidentally, MGS2 fans will doubtless recall a very similar sentiment expressed by his future genetic progeny...)

Snakes's assigned objective is to infiltrate Tselinoyarsk, save the Soviet scientist Sokolov, then escort him safely to the West. This mission is under the highest security classification and, as an illegal incursion into a sovereign state, could lead to explosive political consequences. Snake's presence alone on Soviet turf is a violation of international law. Aware that his capture by Soviet agents could lead to a diplomatic flashpoint between the two superpowers, the US government is "officially" not involved in the mission in any way. For this reason, Snake is not allowed to take any equipment that might betray his country of origin, and must adhere to an "on-site procurement" policy. This is the rationale behind his codename, Naked Snake. With basic weapons, little in the way of useful technology and no hope of meaningful support in the cold Soviet forests, he's effectively "au naturel" in a military sense – but not, as we soon discover, in any way defenceless...



## СНАЙК

## MAJOR TOM / MAJOR ZERO

Age: 55  
 Birthday: 12.8.1909  
 Birthplace: Exeter, England  
 Residence: Portsmouth, New Hampshire  
 Frequency: 140.85

The commander of FOX unit chooses the codename Major Tom at the beginning of the Virtuous Mission. Later, realising the inauspicious nature of that moniker, the former British SAS man reverts to his traditional codename: Major Zero. The Major maintains contact with Snake via radio from a command post aboard a plane – situated, of course, at a safe distance. He'll supply Snake with operational information during his mission. Freeing Sokolov has a personal dimension for the Major: it was he who masterminded a previous attempt by Sokolov to defect to the US two years previously, foiled by political manoeuvring that necessitated his immediate return to KGB agents.

Major Zero founded FOX to be a unit that specialises in undercover missions conducted in absolute secrecy. Drawing its operatives from the cream of other special forces units, FOX sends its experienced soldiers on solo missions where efficiency and discretion are of paramount importance. Major Zero's nascent outfit has been given the green light by the CIA (the USA foreign secret service) to conduct its first significant assignment. The Virtuous Mission, as it is called, will be a practical test for FOX. If it succeeds in the required objectives, FOX will become an official detachment of the CIA. But if the mission fails...



## ТОМ

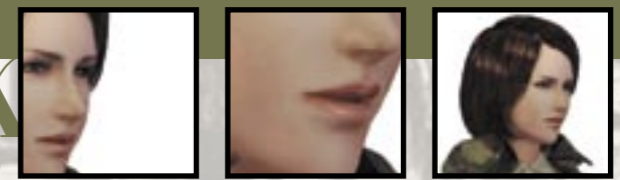


## PARA-MEDIC

Age: 28  
 Birthday: 22.6.1936  
 Birthplace: Boston, Massachusetts  
 Residence: Boston, MA.  
 Frequency: 145.73 / 140.96 (Save)

Para-Medic – her name, incidentally, is derived from the words "parachute" and "medic" – is an expert assigned to help Snake maintain his physical wellbeing. She monitors his vital signs from the command post, offering guidance when required. She's also responsible for "saving" the progress of the mission when contacted via radio. This useful task actually has its own frequency which is kept free at all times: 140.96.

Even though Para-Medic isn't acutally parachuted in like an angel of mercy from above, to offer succour during Snake's darkest hours, she's always on hand to provide advice over the airwaves. Her knowledge of flora, fauna and medical procedures is comprehensive, making her an extremely useful assistant. She also has another area of expertise: she knows a lot about movies. On this topic, Para-Medic is ever-willing to demonstrate her astounding knowledge to Snake – as frequent contact via the 140.96 radio frequency will reveal.

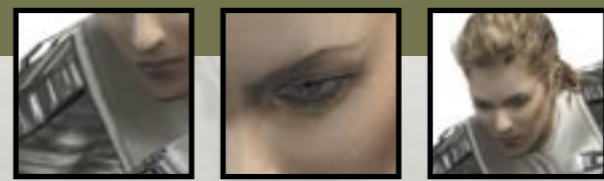


## THE BOSS

Age: top-secret  
 Birthday: top-secret  
 Birthplace: top-secret  
 Residence: top-secret  
 Frequency: 141.80

The Boss is a living legend. She formed the Cobras special unit, who fought in the Second World War and made a crucial contribution to the success of the Allied Forces. Later, this war hero undertook operations for several different secret service and special forces outfits in the western hemisphere. During her time at the SAS, The Boss founded the 22nd regiment with Major Zero. She later supported his initiative to establish FOX, with her support ultimately leading to provisional CIA approval and funding.

During the 1950s, The Boss spent many years as Snake's mentor and instructor. With his help she developed the fighting technique known as CQC (Close Quarters Combat). During the Virtuous Mission she acts as his mission consultant, sharing her inestimable knowledge of weapons and combat techniques via radio. Snake couldn't hope for a better advisor: universally revered, the Boss is regarded as the mother of the modern special forces. Her abilities are honed to virtually superhuman levels of perfection; she is a warrior who has succeeded in each and every one of her countless missions.



## БОСС



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## DREMUCHIJ SWAMPLAND



- | ANIMALS |                    | PLANTS |                  |
|---------|--------------------|--------|------------------|
|         | Indian Gaviol      |        | Golova           |
|         | Reticulated Python |        | Siberian Ink Cap |
|         | Tree Frog          |        |                  |
|         | Magpie             |        |                  |
|         | Hornet's Nest      |        |                  |

### 1 THE BOTTOMLESS SWAMP

Your objective in the Swampland is rather elementary, but no less important for that: you must avoid being sucked down into the mud, to an unpleasant death! As you move slowly through the brown ooze, you will notice that with every step you sink a little deeper (Fig. 5). As soon as the mud reaches Snake's throat it's goodbye Snake – and Game Over for you. Nonetheless, you've got to pick a suitable path through it.

Once you are in the swamp, move quickly and directly to your chosen destination. The best advice is to remain on dry land as much as possible, and only wade through short stretches of quicksand. At the bank, walk to the right through the fern, past the crocodile, then up left to the small island with the two crocodiles. From there, it's a stone's throw to the path leading north – and out of the swamp area.



05

## CROCODILE DUNDEE

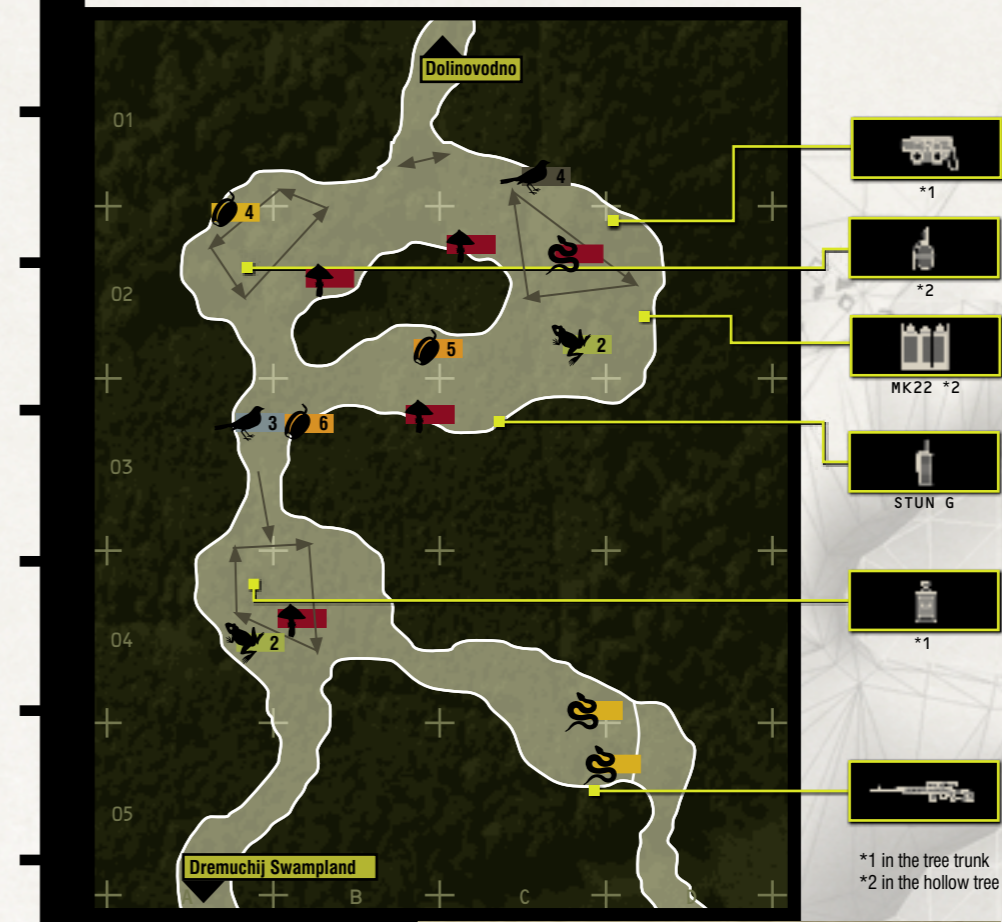
You can only tranquilize the crocodiles for a short time with the MK22: these *Gavialis gangeticus* will rouse very quickly if you get too close to them. You can kill the giants with your knife, but it isn't really necessary: they're lazy and not too aggressive. Take care not to stand around daydreaming right next to the mouth or tail and you'll get past unharmed. Be on your guard when you approach the gaviol that is basking next to the Grenades in the ferns, though. The best thing you can do is to dive-and-roll gracefully (press  $\otimes$  while running) over the crocodiles (Fig. 6). You can also use this dive from the banks to make it through the swamp as quickly as possible.



06

TOP SECRET 201

## DREMUCHIJ NORTH



- | ANIMALS |                        | PLANTS |                  |
|---------|------------------------|--------|------------------|
|         | Giant Anaconda         |        | Golova           |
|         | Reticulated Python     |        | Siberian Ink Cap |
|         | Tree Frog              |        | Yabloko Moloko   |
|         | Magpie                 |        |                  |
|         | Sunda Whistling Thrush |        |                  |

\*1 in the tree trunk  
\*2 in the hollow tree

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Metal Gear Solid 3 positively bulges at the seams with sights, secrets and miscellaneous undocumented features. Even if you've completed the main mission, we can guarantee you haven't seen all that the game has to offer. In this section, we'll introduce the countless hidden tricks, alternative strategies and new items you can enjoy. We begin with tips for the excellent "Snake vs. Monkey" minigame. Skip straight ahead to the "Secrets" section on page 192 if you're desperate to discover other surprises that MGS3 holds in store for you.

# SNAKE VS MONKEY

04. 01.

## ЗМЕЯ ПРОТИВ ОБЕЗЬЯНЫ

### WELCOME TO THE JUNGLE

You can start the minigame Snake vs Monkey from the main menu. There are a total of seven simian-snaring missions for Snake to play through. Initially, only the first three stages are

available to play – you need to unlock the other missions. If you become a primate catcher par excellence, you can even win two bonus items that can be used in the main mission mode.

### The Equipment

At the beginning of the monkey hunt, Snake is equipped with the Monkey Shaker (a handgun with unlimited ammunition), and several Stun Grenades. The Monkey Shaker has a laser sight that helps you to aim with accuracy (Fig. 1). Additionally, you can press **(L)** to zoom in on targets while looking around with the first-person view. Finally, the Binoculars will help you to find the monkeys.

You can find more equipment during the first three levels: namely, the Directional Microphone, Active Sonar and Thermal Goggles. The Camera will become available at a later point. If you finish a mission with one of these items in your backpack, it will be carried forward to the later levels.

### The Monkey Hunter

Each of the seven levels contains a number of primates to find. To catch a monkey, you must first tranquilize and then run over your dazed quarry before it regains full consciousness. The Monkey Shaker is your primary weapon for this task, but a Stun Grenade explosion can work just as well. After being hit, a monkey will sit on the ground for approximately five seconds while small stars circle its head (Fig. 2). You must collect it before this time limit expires, or it will leap to its feet. You cannot collect monkeys unless they are first rendered sufficiently docile with a Monkey Shaker shot or a Stun Grenade blast.

It's important to note that the five second "dazed" period starts after the monkey hits the ground, rather than when the monkey is first hit. Therefore, if you fire at a monkey high up in a tree, you can safely wait until it tumbles down in front of your feet – or, even better, use the extra time to target other apes.

If a monkey spots Snake, it will either run away or start an attack. Snake can't be hurt, but being hit will cost precious monkey-hunting seconds. Some of the simians carry a small wooden shield for self-defence: they can use it to deflect bullets fired from the Monkey Shaker (Fig. 3).

### Missions 4, 5, 6 and 7

Three of the seven missions are available the first time you play Metal Gear Solid 3, with the final four unlocked during the course of the main Snake Eater mission. As soon as you leave an area where a monkey hunt can take place and then save your progress, you can play that level in Snake vs Monkey.



01



02



03

### Hunt for the Record

The maps on the following pages show the initial positions of each and every mischievous monkey. The walkthrough for each level is designed to help you beat the record time. As a rule, you should use Stun Grenades regularly – especially if throwing one enables you to catch several monkeys at once. Tap **(B)** quickly while running to toss a grenade. Snake will pause for a moment while throwing, but an accurate throw will easily make up for any lost time.

You can either turn away from explosions to avoid the blinding flash, or perform a dive-roll at the right moment. The latter technique may be harder to execute, but the time you'll save – especially as you can run directly towards a Stun Grenade you've just thrown – makes mastering it extremely worthwhile.

If you want to restart the level or exit to the title screen, press **(SELECT)** to pause the game. Now select the appropriate option from the menu that appears.

### 1 ESCAPE FROM THE JUNGLE

**Area:** Dremuchij South  
**Monkeys:** 9  
**Time limit:** 1 Minute

Your opening move should be to take care of the three monkeys to the left of your starting point. The first is a few steps away, the second is on the tree trunk further left, while the third crawls around behind it. The quickest way to catch all three is to run to the right, next to the first monkey, and then throw a Stun Grenade to the left (Fig. 4). You can stun all three monkeys this way and collect them all in one go. To save time, you can also jump over the fallen tree trunk with a dive-roll. From the right, though, you'll need to perform the move diagonally from below to clear the log. There's a knack to it: it's easy when you know how.

The fourth monkey will be at the front to the right, on the edge of the drop (Fig. 5). The fifth moves through the long grass in the northeast. At the end of the path, the sixth monkey awaits you. You can knock all three of them out with a Stun Grenade if you throw it early enough.

After you've caught the sixth monkey, fire at his compatriot at the top of the tree (Fig. 6). Another one is climbing on a branch: blast it with your Monkey Shaker. Throw another grenade to stun the last monkey on the ground below, slide down the slope, then quickly collect all three.



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