

Under water

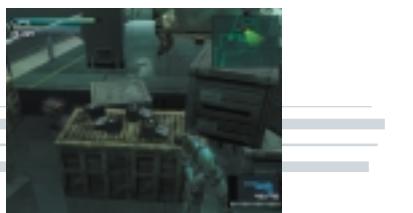
O2 Gauge: The O2 Gauge shows your oxygen supply while under water. Physical exertion requires more oxygen, causing the display to fall more quickly. Once the display reaches zero things start to get serious and your Life Gauge begins to fall!



Friend and foe

Your opponent's Life Gauge

Like you, "bosses" have a Life Gauge. Your task is to do everything possible to reduce their Life Gauge to zero. The chapter on "The Mission" contains all the information you need to achieve this aim.

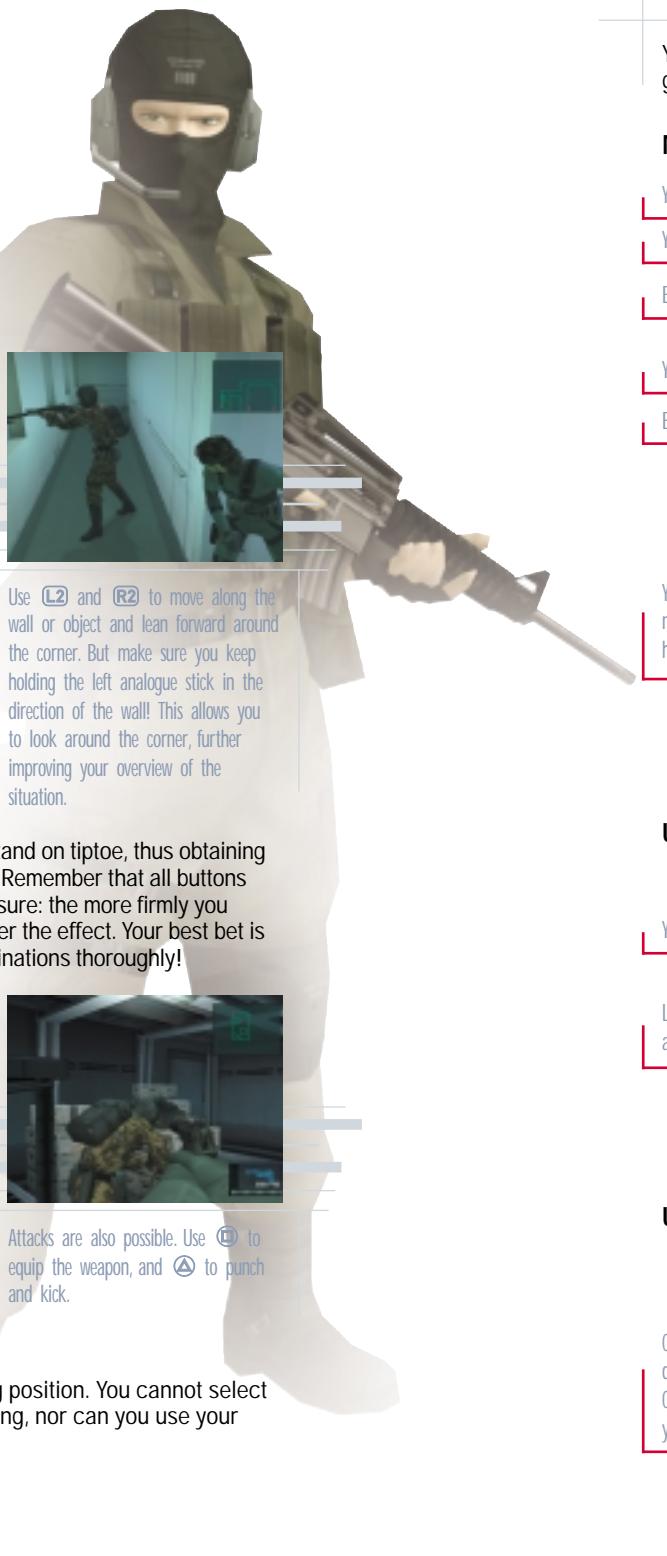


Your opponent's Stun Gauge

If you use tranquiliser darts against a boss, his or her Stun Gauge will drop. Your opponent will lose consciousness once it falls to zero.

Your partner's Life Gauge

If you are working directly with a partner (for example during a battle), you'll also see your partner's Life Gauge. Caution: your mission will fail if your partner's display drops to zero!



Perspectives and angles

During your mission, you'll generally be looking down on your character from an angle - the Normal View. As soon as you move in a particular direction, the camera will follow you and keep you in the centre of the picture. But there are also a few special perspectives.

Corner View

As soon as you press yourself against a wall (holding the left analogue stick against the wall), the perspective will switch to Corner View. The same applies to objects such as large crates or drums.



Keep exerting pressure on the stick. The camera will swerve to the level of your head and then dip beside you. You'll see yourself, as well as the areas immediately to the left and right.

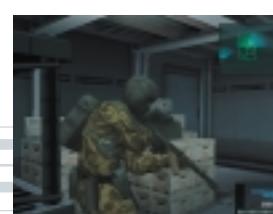
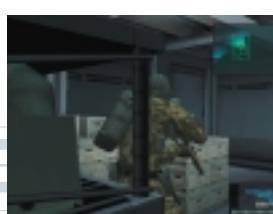
This allows you to see whatever or whoever is lurking behind a corner. Use your right analogue stick to adjust the view in order to obtain an even better perspective.

Use **L2** and **R2** to move along the wall or object and lean forward around the corner. But make sure you keep holding the left analogue stick in the direction of the wall! This allows you to look around the corner, further improving your overview of the situation.

First Person View

If, at the time, an overview is more important to you than freedom of movement, use **R1** to switch to First Person View. Although you won't be able to move, you will be able to look in all directions (using your left analogue stick). In order to orientate yourself, take a look at your Radar where you'll see a green cone, representing your current Field of Vision.

If you also hold down the **L2** button, you'll be able to Strafe to the left, while holding down the **R2** button enables you to Strafe to the right. This is a useful function if you want to spy (or shoot!) around a corner. If you press **L2**



Holding down **R1**: the First Person View.

Holding down **R2** as well: Strafe to the right.

Attacks are also possible. Use **□** to equip the weapon, and **△** to punch and kick.

Looking out of hiding places

You'll find that the perspective, and thus your options, changes in certain hiding places such as lockers! Fighting becomes impossible, and you cannot Strafe. Use **R1** to obtain a somewhat restricted First Person View. The view will change as normal, and you can also stand on tiptoe.

Use **X** to assume a crouching position. You cannot select items or weapons while in hiding, nor can you use your Radar.

Intrusion View

You find that the view switches to Intrusion View if you crawl into a shaft or under an object. While you cannot use your Radar, you can generally move in all directions. Move the left analogue stick up in order to crawl forward.



While you cannot Strafe, you can use **R1** to switch to First Person View.

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Film sequences

Sometimes the action proceeds automatically and you cannot influence what happens. As in the cinema, you'll see a black strip at the top and bottom of your screen. If you want to skip these sequences, just press **X**.

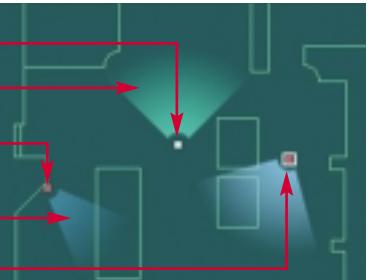
The Soliton-Radar

Your Soliton-Radar projects structures and opponents onto a map: an important gaming aid. However, your Radar can be disabled.

Normal mode

Your position

Your Field of Vision in First Person View

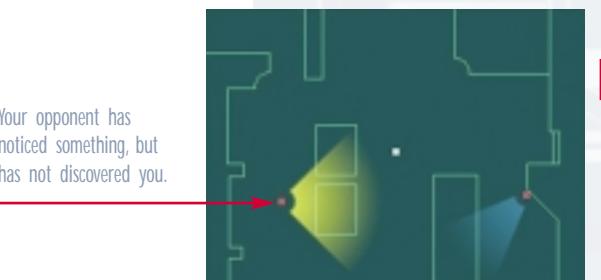


Enemy, or enemy camera lenses



Your opponents' Field of Vision

Enemy contacting central command by radio

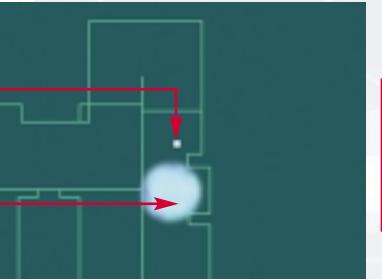


Your opponent has noticed something, but has not discovered you.



Under water

Your position



Locations for surfacing and drawing breath

Using your Sensor

In this area, your Sensor can detect the smallest explosive particles ... as long as you first copied the map from a "Node" terminal.



Using your Mine Detector

Claymores and their detection radius: the Claymore will explode if you enter this area.



"YOUR MISSION"

HOW TO USE THE WALKTHROUGH

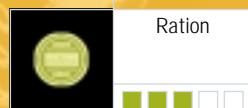
General

This Walkthrough is based on the "Normal" difficulty level. Any differences from other Difficulty Levels are mentioned in the text. Like the game, the Walkthrough is divided into individual sections. For each section, you'll find a 2D map showing entrances, Surveillance Cameras, items and guards (as well as the guards' patrol routes in "Normal" mode) and a general 3D map.

Your route through the "Tanker" starts on page 26, while your route through "Big Shell" starts on page 68.

The "five boxes system"

The little box beneath an icon indicates the Difficulty Level in which you will find the item or guard in question. The first box indicates "Very Easy", while the last box indicates "Extreme". Filled boxes mean: "present". For example: you'll find this Ration in "Very Easy", "Easy" and "Normal" modes, but not in "Hard" or "Extreme" mode.



Ration

Your optimum route

The optimum route through each section is described to ensure that you get through in record time and (where possible) without a fight. On the Big Shell, you'll have to seek out Nodes in order to obtain Radar data, but you can ignore these details if you feel that you can get by without Radar. Take a look at the "Secrets" chapter to see how advanced gamers can even improve the optimum route!

Legend

- Door
- Surveillance Camera
- Guard
- Patrol route
- Cypher

You are in this game section.

Items and weapons to be used are marked in blue in the text.

A guard's patrol route in "Normal" mode.

3D overview map of the section.

TANKER DECK-C

Two methods of avoiding the Camera

You'll have to think up something, since any movement in the passage is noticed by a Surveillance Camera in the room. If you hold the Cliff Grenade, hold the M16, and are the left entrance side to make your enemies believe the M16 is yours...

... and press **Q** to throw the grenade. All enemies around will be stunned for around 20 seconds after the explosion.

The Camera remains stationary up to Difficulty Level "Normal". From "Hard", the Camera analysis and cameras detect you if you press against the wall. Wait until the Camera has moved to the left before passing it.

Well-hidden items

Although there's apparently just one Surveillance Camera waiting for you in this section, you can also find Cliff Grenades and - depending on the Difficulty Level in question - a Ration.

• Hold the **Q** button in the short to the right of the stairs leading to Deck-B.

• Hold the **Ration** on the corridor side of Deck-B. At the opening leading to a window, jump off the ground floor.

Your optimum route

• Pressing your back to the wall, move to the right. From Difficulty Level "Hard" on, wait behind the camera...

... until it moves to the left. Now you can move to the right and go around the stairs.

Items and weapons to be found are marked in red in the text.

DECK-D CREW'S QUARTERS

Seek, your options here depend on the Difficulty Level in question. As well as a Surveillance Camera, you will have to deal with up to three guards!

The guard and Camera in the mess hall

A series of the mess-hall is monitored by a Surveillance Camera. From Difficulty Level "Normal" on, the camera switches to the left and right - and the room is also patrolled by a guard.

• Take care of the soldier by being near a munition chest.

• To avoid being detected by the Camera, take care to disrupt the guard's route in total or part.

... otherwise a guard will approach from Deck-D and make his standing rounds.

• The left of room does not count in the lower deck. Pay attention to the guard in the passage, and don't step on the floor and let's nothing in the other direction.

Step-by-step help: the and icons indicate a picture sequence.

Icon indicating a patrolling guard and the Difficulty Level in which you can expect to encounter him.

2D overview map of the section, showing all entrances and exits. These maps correspond to the image displayed by your Radar. In the case of multi-level sections, each 2D map shows one level.

Icon indicating an item and the Difficulty Level in which you can expect to find it.

OLGA GURLUKOVICH

オルガ・ゴルルコビツチ

Olga's weapons	USP 9mm, grenades
Recommended weapon	M9
Useful items	Rations

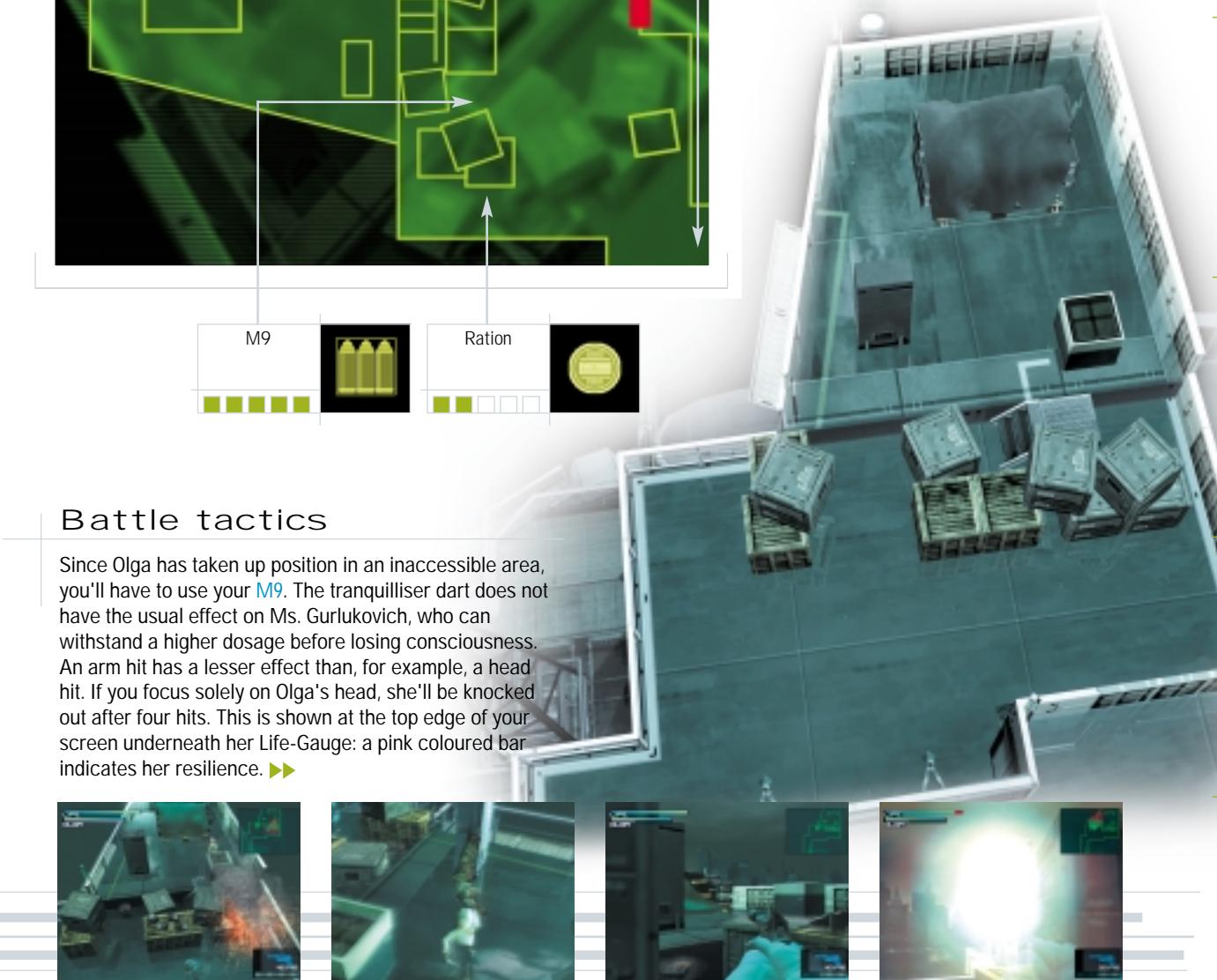
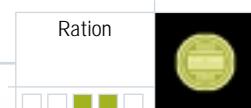
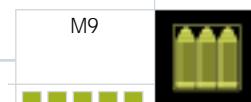
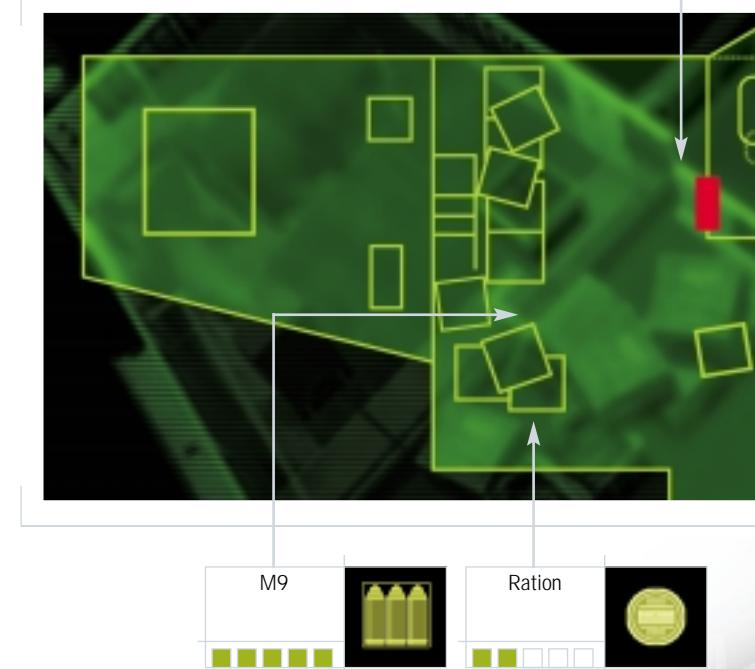
As the daughter of Colonel Sergei Gurlukovich, Olga grew up in the army. She knows nothing but war, and the unit is her family. Given her background, it is no wonder that Olga has developed into a formidable fighter. Yet the Colonel is anxious that Olga should not come under fire during the assault on the tanker - mainly because she's carrying his grandchild. However, Olga refuses to leave the unit before the mission is concluded. Her refusal may have something to do with her father's partner, whom she does not quite trust ...

NAVIGATIONAL DECK

WING



Snake, Olga Gurlukovich is a formidable opponent. Do not make the mistake of comparing her with the mercenaries who have crossed your path to date. The Russian is as skilled in the use of firearms as in the use of her knife.



Battle tactics

Since Olga has taken up position in an inaccessible area, you'll have to use your M9. The tranquilliser dart does not have the usual effect on Ms. Gurlukovich, who can withstand a higher dosage before losing consciousness. An arm hit has a lesser effect than, for example, a head hit. If you focus solely on Olga's head, she'll be knocked out after four hits. This is shown at the top edge of your screen underneath her Life-Gauge: a pink coloured bar indicates her resilience. ►



Although the crates offer good cover, Olga also throws grenades which fall on or behind your cover: you have seconds to escape the explosion.



Olga fires in the middle of doing a cartwheel. Unless you are under cover at this point there's no doubt that you will be hit.

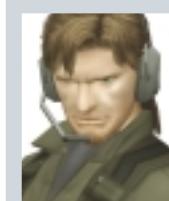


Once Olga's resilience metre has fallen by around 50%, she will loosen the tarpaulin, thus obscuring your view. Using First Person View, shoot at one of the cable anchors: the tarpaulin will blow away, providing you with a better field of attack.

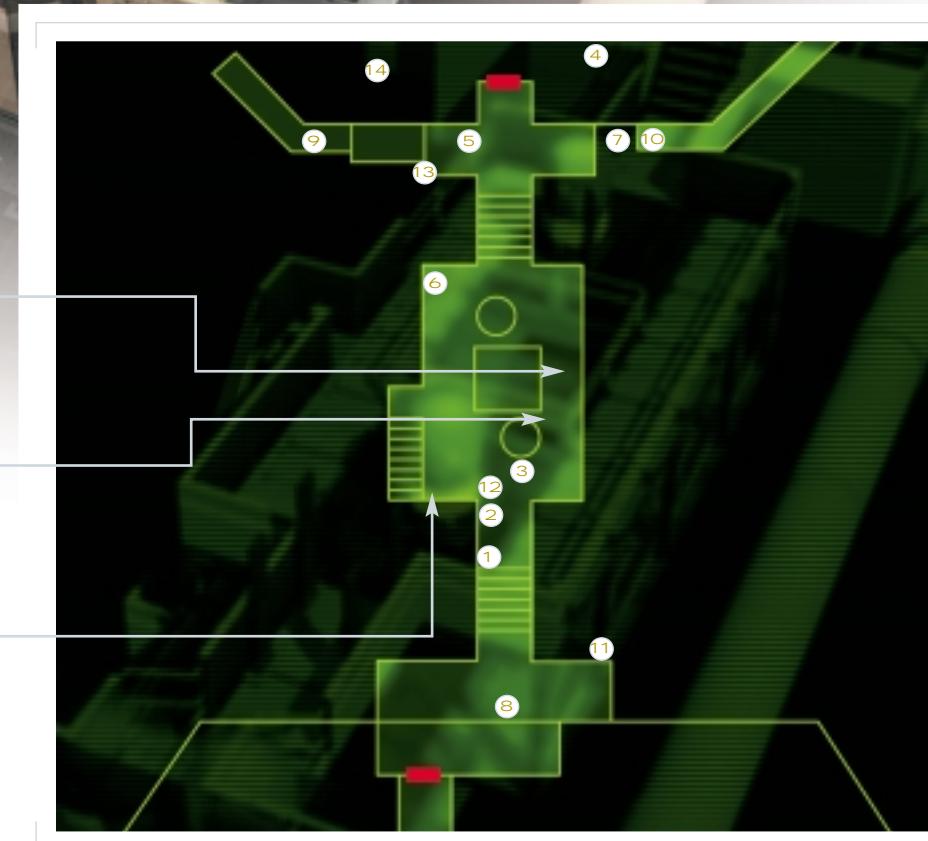


Olga will use the floodlight to blind you: destroy it by taking aim straight at the centre of the light.

CONNECTING BRIDGE SHELL 1-2

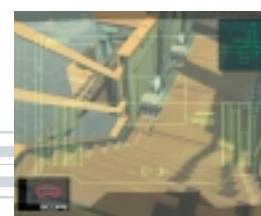


Raiden, explosives have been laid on the bridge. Your task is to disable all Control Units!



A steady hand

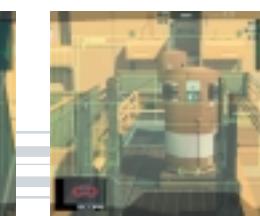
In order to cross the bridge you'll have to hit up to 14 Control Units. The number varies according to the Difficulty Level in question, and some are very well hidden. You'll be able to hit a few of them using your SOCOM, but you'll need the PSG1 from the Warehouse for more distant targets. It may be a good idea to take some Pentazemin so your hand doesn't tremble when aiming the PSG1. Unfortunately, the calming effect wears off pretty quickly. Incidentally, you'll find it easier to aim with a steady hand if you lie down. Once the bridge is safe your path will be blocked by the terrorists' leader ...and someone seems to have risen from the grave to help you.



1 Below, at the foot of the stairs.



2 Below, a few steps towards the middle of the bridge.



3 On the bridge, right at the first cylinder.



4 On top of the Cypher on the other side of the bridge.



5 To the left of the Strut G entrance.



6 On the bridge - to the left and rear.



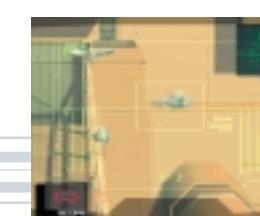
7 To the right of the Strut G entrance.



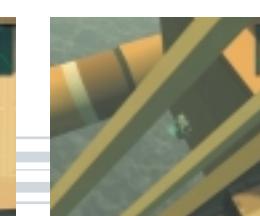
8 Above the entrance to Strut D.



9 Left: behind the "Sons of Liberty" flag.



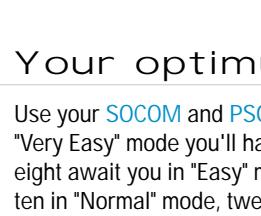
10 Right: among the gulls (scared by a warning shot).



11 Go down a few stairs and then look down to the bottom right.



12 Lower bridge section, front left.



13 To the far left of the Strut G entrance.

14 On top of a second Cypher above Strut G, left.

Your optimum route

Use your SOCOM and PSG1 to disable all Control Units. In "Very Easy" mode you'll have to deal with six targets, while eight await you in "Easy" mode. The number increases to ten in "Normal" mode, twelve in "Hard" mode and 14 in "Extreme" mode. If you have no Pentazemin to steady your hand, lay your weapon down and then pick it up again immediately: your hand will tremble less in the first few seconds.

A SLIGHTLY DIFFERENT STRATEGY GUIDE ...

Here you'll find the strange, unusual and unexpected - sorted according to game section. So as not to spoil the surprise, a lot of the secrets have only been vaguely hinted at. We've also dispensed with screenshots.

Tanker and Plant - General

- Pentazemin helps cure seasickness. If you look straight ahead in First Person View, you'll see that the picture is slightly wobbly. Taking Pentazemin will briefly cure this...
- After saving a game, Otacon quotes a proverb in memory of Mei Ling from "Metal Gear Solid", and then interprets it. The more often you save your game and listen to his words, the more hair-raising the story becomes. Finally, an appalled Mei Ling speaks up in the background ...
- Solid Snake is prone to sneezing. It's not just the Aft Deck where he can catch cold - the espionage expert's mucus membranes will also be irritated if he stands too long in the mist of an exploded fire extinguisher or flour sack ...
- If you want your photos to find favour with Otacon, or if you want to be sure he will have something to say about a particular shot, Solid Snake must say "Good!" after the shot has been taken. Otherwise the photo wasn't as good as it could have been. Snake may occasionally say something else.
- There are various things which you can disable or even destroy in the different sections: certain lamps, pipes, fire extinguishers, Locker doors etc.
- You can throw enemy guards into the sea from any Big Shell Connecting bridge whose railings or floors have been destroyed. Just drag your victims to the Connecting Bridge in question.
- From the second time you play the game, you may find your heroes wearing a cool pair of shades ... but this will be determined by chance.
- After Raiden's death, you'll see your status shown in small script in the "Mission Failed" screen: left, upper text block: „ARMSTREN GHT“ (number of pull-ups), „AMMOUS ED“ (ammunition consumed), PRUDENCE (number of save games), „ALRTNUM“ (number of alarm modes). Underneath: „NUET“ (neutralised opponents), „DMGA MMOUNT“ (damage suffered).

CODEC

- If you want to hear Otacon utter some unusual remarks, just make contact with him while you're in a Locker or admiring a pin-up in First Person View.
- While on the Tanker, equip yourself with some Pentazemin and contact Otacon. Then use the Pentazemin and address Otacon again. You can repeat this little game later on in the Plant when playing with Raiden by contacting Pliskin/Solid Snake.

The Guards

- If you ambush a guard from the rear and injure his arm and/or leg, he'll change his stance ... you'll find that you can only obtain items and Dog Tags from certain guards by using this manoeuvre.
- If, after attacking a guard, you threaten him with a Stinger missile launcher (for example), rather than an M9 gun, he'll be quicker to relinquish any items. And, to make matters even better, it doesn't matter where you aim!
- If attacked from the front, most guards will be so terrified by grenade and missile launchers that they'll use their uniform as a temporary latrine.
- You can also attack opponents with an unloaded weapon ... but they'll be alerted by the 'click' as soon as you pull the trigger.
- Once you've overpowered a guard, you can attach C4 explosives to him.
- If you hit a guard while in possession of the Stealth Suit, he may think he was shot by a comrade.
- As you know, if you're discovered by a guard a red "!" will appear above his head. If you manage to hit the "!", the soldier will freeze for a couple of seconds and you'll see ascending white lights, indicating how long he'll remain motionless. He won't remember you afterwards.
- Take a look at the following list to ascertain the likelihood of finding one or more items on a guard. (For example, a guard will have three items in "Very Easy" mode. The percentages apply to the probability of you finding these three items.) Once the first item has been found, the probability shown applies to the second item.

Probability of finding items

	1st item	2nd item	3rd item
Very Easy	50%	40%	30%
Easy	40%	20%	0%
Normal	30%	0%	0%
Hard	20%	0%	0%
Extreme	10%	0%	0%
European Extreme	0%	0%	0%

TANKER

Aft Deck

p. 28

- Solid Snake will catch cold if he spends over a minute on the Aft Deck in "Hard" or "Extreme" mode. If you subsequently stand around, crouch or press yourself against a wall (only against containers in the Holds), you'll start sneezing. You can get rid of your cold by freezing in position for three minutes.
- If you throw a guard overboard or carry him around outside, your actions will be captured by a photo which you can later view in the 1F Air Purification Room in the Core of Shell 2.

CODEC

- At the start of your mission, use Codec several times to call Otacon. He'll tell you pretty much everything about the game, and will also reveal some information regarding the Patriots.

Deck-A , crew's lounge

p. 38

- Aim a few kicks or shots at the bottles and glasses standing on the bar: they'll split in two precisely at the point where you hit them, and neighbouring items will move accordingly. The bottles will spill some liquid.
- Shoot at the ice cube container next to the sink, and just wait.
- You can mess up the magazines with a couple of shots, and even the large glass pane, the plants and the plasma screen won't withstand your onslaught forever.
- The swinging doors leading to the bar can be opened by a well-aimed blow or shot.
- You'll see a pin-up hanging opposite the bar (best spotted in First Person View).
- The third guard at the foot of the stairs is surrounded by a cloud of flies, probably due to his powerful odour. You'll soon find that the flies turn their attention to you if you get too close to the guard for too long.

CODEC

- After the battle, take a look at Olga in First Person View and make contact with Otacon.
- If you shoot at the unconscious Olga, Otacon won't be able to resist passing a remark.





IN THE SHADOWS OF METAL GEAR ONE OF MANY INTERPRETATIONS

Shadow Moses (in the year 2005)

The real rulers of the USA are the **Patriots**, a secret organisation with endless means and resources. American President **George Sears**, in his thirst for an even greater power, rebels against this organisation. Sears (aka **Solidus Snake**) leaves the dirty work to one of his closest confidants: **Revolver Ocelot**. Ocelot, in turn, manipulates **Liquid Snake**, the leader of a terrorist group whose aim is to seize control of **Metal Gear REX**.

The Patriots' counter-attack is led by **Richard Ames**. For this purpose he uses FOXHOUND agent **Solid Snake** (brother to Liquid and Solidus) and "Otacon" Emmerich, neither of whom realises that he is being used as a pawn by the Patriots. (Take a look at "Previous Story" on page 10 of the "Basics" chapter for a full description of these events). Ocelot loses his right arm on Shadow Moses ... and Liquid loses his life. Ocelot later receives a limb transplant: the dead man's arm.

Ocelot sells the Metal Gear REX plans to countless countries. After the special FOXHOUND unit is dissolved, Solid Snake goes underground and establishes **Philanthropy** together with his friend Otacon. The organisation fights throughout the world against the danger posed by Metal Gears. Solid Snake's success on Shadow Moses turns him into a hero - but that was not part of the plan. The Patriots remedy matters two years later.

The tanker (in the year 2007)

Solid Snake's secret mission is to verify the existence of a new Metal Gear prototype and by publishing photographs **Philanthropy** plans to alert the world media ... and perhaps even to "shake the 'Patriots' out of the tree". However, Solid Snake and Otacon have no idea who is behind the Patriots. The information indicating that **Metal Gear RAY** (the new prototype they wish to expose) is being transported aboard an oil tanker seems to come from Otacon's stepsister "E.E." - but in fact this deceptive story was deliberately planted by Ocelot.

The Marines intend to use **Metal Gear RAY** as their new secret weapon, but the Patriots have other ideas. They send their stooge, Ocelot, to seize the new prototype super-weapon. **Sergei Gurlukovich** and his pregnant daughter **Olga** (the father of her child remains a mystery) are simply pawns of Ocelot and the Patriots.

The Patriots' electro-magnetic weapons technology protects Ocelot against the Marines' attacks, and Fortune later benefits from the same weapons technology. But even state-of-the-art technology cannot shield Ocelot from

the knowledge that Liquid Snake dwells in his body! Nevertheless, he is able to continue with the plan to intercept Metal Gear RAY despite the dramatic appearance of Liquid, apparently reacting to the proximity of his brother, Solid Snake. The oil tanker is sunk ...

Photographic 'evidence' indicates that Solid Snake was responsible for the catastrophe, and he's branded a terrorist.

Incidentally, Ocelot's final radio transmission ("... of course, Mr. President") is not intended for his old boss, Solidus. George Sears was removed from office after the Shadow Moses incident, and the current President is James Johnson, also a puppet of the Patriots, and the intended recipient of this message.

The spot where the Patriots sink the tanker has been carefully calculated: it is precisely there that the "Big Shell" will be constructed. The gigantic cleaning plant is intended to provide camouflage for the construction of **Arsenal Gear**.

The Patriots start making preparations for the **S3 Project**. Dead Cell is dissolved, **Emma Emmerich** is assigned to the Arsenal Gear project, and **Rose** is assigned to **Raiden**. Although the incident on the Big Shell is still two years in the future, the patriots have planned it down to the last detail ...

