

1: Metal Gear Solid 5: Ground Zeroes Achievements Guide

For Metal Gear Solid on the PlayStation, GameFAQs has 48 FAQs (game guides and walkthroughs).

Metal Gear Solid 5: Ground Zeroes Achievements Guide 1. Reunion 50G " Reunited with Chico or Paz 2. Check out our Metal Gear Solid 5: Ground Zeroes Walkthrough for an S-Rank clearing of the mission. The prisoner does not appear until after your mission has progressed past saving Chico. Be on the lookout for a pile of crates, next to them the prisoner in a yellow jumpsuit will be lying down. This video guide shows you the shortest route to take to the prisoner and back again to the evac point. To unlock it, you will need to make sure to not get any kills during the level. Use your non-lethal pistol to kill ground units, immobilize any vehicles, and take out the gunner in the side of the chopper throughout the entire mission. The only time it is ok to use anything other than your pistol is when the armoured vehicle comes out, which is when you will need to use the RPG that you found near the Operative. It is important to note that splash damage from the explosion may kill neutralized enemies near the armoured vehicle, so make sure you take it out when it is not near any of the guards on the ground! The first 3 are found in the camp near the spawn. Just neutralize the enemies, and carry them down to the chopper landing spot. The final prisoner is a little more difficult to attain, but can be found inside the holding cell where Paz was found in the main mission of the game. Plant C4 on the Anti-Air establishments, and then grab the prisoner and make your way to the exit while blowing up the Anti-Air units as well as the armoured vehicle that shows up afterwards. To earn this, you will need to make your way through the mission without alerting any enemies, and sounding the alarm. Also, make sure to turn off the light on your assault rifle so that you are harder to see in the shadows. During the final part of the mission, use the RPG to kill enemies in groups, and stay behind cover so that you are not noticed. Once all enemies are taken out, the helicopter will pick you up and the achievement will unlock if you completed the mission without alerts. Unlocked 50G " Unlocked all trials Tip: How to unlock all trials in Metal Gear Solid 5? You have to play each mission in Hard difficulty mode around times in order to unlock the hard trials. Information 50G " Obtained all cassette tapes Tip: To find them all, check out our Metal Gear Solid 5: To find all 9, check out our Metal Gear Solid 5: Please comment if you have any Metal Gear Solid 5: Ground Zeroes achievement unlock tips of your own. Kudos will be given.

2: Metal Gear Solid FAQ/Walkthrough for PlayStation by Bilboboy - GameFAQs

Welcome to the Metal Gear Solid 5: The Phantom Pain wiki guide, a walkthrough that takes you through every stage and secret of the newest game by Hideo Kojima. Metal Gear 5 bridges the gap in.

Walkthrough - Disc 1 8. The Tank Hangar The Nuclear Building The Underground Path Walkthrough - Disc 2 Metal Gear Hangar Metal Gear and Liquid Escape and final showdown But, there are certain ways of informing the author about them, here is a list of things I will accept via email and that will be acknowledged and included in the FAQ. Different ways of doing things i. Codes must be tested before emailed to me. I have neither the time, nor the desire to test every single code that is emailed to me. If this is the case then a polite email informing me of the error will solve the problem. I believe that MGS 1 is a very hard game to write an FAQ about and everyone who writes one puts in a very large amount of effort and care. That is basically it for emails. This story was taken right from the MGS 1 instruction manual. Solid Snake you has two mission objectives. Both are being held as hostages. Secondly, Snake has to investigate whether or not the terrorists have the ability to make a nuclear strike, and stop them if they do. Cast Solid Snake The main man in this game. A retired member of Fox Hound who has a very good reputation for getting things sorted out. He has been brought out of retirement for this mission by his old friend Colonel Roy Campbell, as he is the only one with enough experience to stop the terrorists launching a nuke, if they can. He has been assigned to this mission because of the close bond that both him and Snake share. Mei Ling A Japanese technological genius. She is the one who you call if you need to save your game. She also designed many of your electrical arsenal. Including your soliton radar and your codec. In the days when Snake was in Fox Hound, Miller was the one who taught Snake everything he knew about survival and stealth. He is also an old war veteran himself. He calls Snake from a secret location to give him hints every now and then. However, despite her helpful and independent nature she still has a lot to learn about real combat. Otacon The Armstech computer wiz. He designed and helped create Metal Gear and all the other electrical devices that Armstech have. Her brother, a man called Frank Jaega and Naomi had to basically fend for themselves until Big Boss came along and took them under his wing. Not really someone who can help you much but useful if you need an interesting conversation with someone. Liquid Snake The evil brother of Solid Snake. This evil ruler of Fox Hound is determined to take over the world and destroy anything in his path. Including, Solid Snake, his own brother. Revolver Ocelot Gunman extraordinaire. This man can shoot down a target that is high up in the air or moving at an incredibly fast rate. He has mastered all types of weaponry including his newest invention, the Colt that can take out anything that moves in one shot. Ninja No one really knows who this guy is or what he wants. He seems to know a lot about the operation even though the information is classified. The thing that is clear about him though is that he is hell bent on taking Solid Snake on in a final hand-to-hand combat battle to the death. Physco Mantis Fox Hounds Physic. He can read the minds of any human he comes into contact with which makes him almost impossible to defeat in battle. Sniper Wolf Beautiful, but very deadly. He wields a chain gun which are normally found on military aircraft, making taking him on in a one on one shootout impossible. Bandana Finishing the game without submitting to the torture will result in you receiving this handy thing which, when equipped gives you unlimited ammo for any of your weapons, cool eh! Body Armour When equipped, this halves the damage you receive when something hits you. It can be found in the Blast Furnace in the steam room. Camera Take photos wherever you like!! Has no relevance to the game mind you. Found in the room next to where you take on Revolver Ocelot in the B2 armoury. An old classic never dies. A great way to get around. Cigarettes A completely useless item at first. When equipped, they can detect infra red beams. Diazepam Very useful item when sniping. Gas Mask When equipped, this will make you invulnerable to gas attacks. Found on floor B2 of the Nuclear Warhead Storage building. Given to you by Otacon. Magnifying Scope Allows you to zoom in on a particular area or enemy. Medicine After the torture, you may have caught a cold from the guard that was patrolling around. Taking this will get rid of this cold and stop Snake sneezing at inconvenient moments and alerting the guards. Mine Detector When equipped, any hidden mines are shown on your radar. Found in the office building of floor 1 in the Tank Hangar. Given to you by

Meryl before you meet Physco Mantis. Ration Standard military food package. Take one of these and your health will increase. Scarf This is given to you whilst in prison. Stealth Suit Very useful item this one. You get it from Otacon at the end of the game if you submit to the torture. Thermal Goggles When equipped, you can see any hidden infra red beams. Found in the small room on floor 1 of the Tank Hangar 6. C4 These are small packages of explosives, which can be attached to any object and used to blow that object to hell. My favourite thing to do is to sneak up behind a guard and plant a C4 on his back. Then, just before he sees you, blow his brains out! Chaff Grenades These grenades are full of electronic interference which, when released into the surrounding area scramble the circuits of anything electronic. These are mainly used to take out security cameras, however they also scramble your radar so use with caution. Claymore These are proximity mines that are hidden in the ground and will blow up as soon as anything, even you comes into contact within their range. Fa-Mas This is actually a rapid-fire assault rifle and the nearest thing to a machine gun in the game. It comes in very handy when the only option is to blast your way out of a surrounding group of enemies. Nikita This is a missile launcher with a difference. After firing the missile, pressing the triangle will allow you to look through the eye of the missile and make targeting specific targets loads easier. So be sure to collect from the B1 office building of the Nuclear Weapon Storage building. Socom This is your first weapon and as such its uses are slightly limited but it will do the job until you find a more powerful means of protecting yourself. You can also attach a silencer to it, which comes in handy when a quieter, less obvious way of killing is needed. Stinger Should you ever need to shoot down any form of aircraft then this is your best friend. Stun Grenades These guys do exactly what it says on the label. Lob one into a crowd of enemies and they will be temporarily stunned, leaving you to kick ass without too much resistance. This guide is intended to help you as much as I can without actually doing the game for you. These two dots are guards that need to be taken out before proceeding. So, clamber out of the water and head over to the small hole in front of you. After the codec call has finished, press X to crawl into the gap. One down, one to go! After both guards are dead, this area is now free to roam around in. So, head to the top right hand corner to find a ration by a digger. Now go back to where you came out of the water at the very start.

3: Metal Gear Solid 5: The Phantom Pain Wiki Guide - IGN

One is that yes, Metal Gear Solid is oversaturated, but 70% of the FAQs and Guides for it are either: A) Crap Guides B) Incomplete C) Very Incomplete D) A combination of A and B E) A combination.

The frequencies are different on each difficulty. If you go into caution or alert mode, call this frequency and it will go back into normal phase. This is one time use only, and you can only use them in the area that you obtained them. Call this frequency and missiles will drop on the entire area, clearing out most, if not all enemies. Door Opening Frequencies There are a few certain doors in the game that are locked without proper authority. You can bypass this with special frequencies. One of them requires you interrogate a guard, the other shows up in at least 4 places, keep your eye out, and pencil ready. Subsistence, the newest one to the series being the 3rd Person View camera. Learn the in and outs of each camera view, and use them to your advantage. Overhead View Camera position that can be used during normal gameplay. New to the series. Similar to the camera from many action and platforming titles, the player can use the Right Analog Stick to rotate the camera around Snake and take in more of the environment. Corner View Used when hiding and surveying the surrounding area. Pressing and holding the left analog stick or directional button towards a tree or wall causes Snake to press himself against that surface. The camera angle changes, allowing Snake to see behind obstacles. The camera can be pointed in different directions using the right analog stick. Press the L1 button or the R1 button in this state to peek left or right and get a closer look at the situation. Be careful though - the enemy may spot Snake as he peeks out from around a corner. The controls for First Person View are as follows: Use the left analog stick or directional button to change the direction Snake is looking. Press the L2 or R2 button to shift one step to the left or right. Press the L2 and R2 buttons at the same time to stand on tiptoes. Standing on tiptoes is possible even in Intrusion view. Snake cannot move around while in First Person View, but you can make him use the currently equipped weapon by pressing the Square button. The input method for the left analog stick or directional button can be changed on the Options screen. Use the left analog stick to move around as normal, and use the directional button to move without turning. To survey the surrounding area, press and hold R1 and move the camera around. There is one key element to the phases. The Phase Gauge appears at the top of the screen and looks something like this: When it reaches Alert is red, Evasion is orange, and Caution is yellow. There is no Phase Gauge during Normal Phase. The following are the phases that take place in the game: Normal Phase Occurs when Snake has not been seen by the enemy. In Normal Phase, enemy soldiers will usually patrol an assigned area patrol route and check for any disturbances. Some soldiers will stand in a fixed position and keep a lookout. Enemy soldiers have senses of sight and hearing. If they hear a noise or see something suspicious, they will leave their patrol route and investigate the area. If nothing unusual is found, the soldiers will return to their assigned patrol route. Alert Phase Occurs when the enemy spots Snake. In Alert Phase, enemy soldiers will call their comrades on the radio and attack. To get out of Alert Phase, Snake must either escape from the enemy or defeat a certain number of them. Evasion Phase Occurs when the enemy has lost sight of Snake and is actively searching the area for him. In this phase, Snake may be found while hiding in trees, in lockers, or under tables. Once the number in the Phase Gauge reaches zero, the game will switch to Caution Phase. A Clearing is three or four guards entering and clearing a room. In some locations, the number of soldiers on patrol may be increased. Once the number in the Phase Gauge reaches zero, the game will switch back to Normal Phase. It gives actions you can do in the game, and is separated into three classes of techniques. Beginner, Intermediate, and Advanced. I have provided a full transcript of what these actions are. It must be noted though that a few of the actions given in the Basic Actions menu of the game have already been touched upon in this FAQ. For that reason, I will not be transcribing ones I already discussed. There are two movement speeds depending on how far the left analog stick is pressed. Press it lightly to walk or harder to run. Also, use the directional button to perform stalking that is slow, but noiseless. There are two types of movement; normal making noise, done with the analog stick and stalking crawl not making any noise, done with the D-Pad. Press the X button twice rapidly or hold it down to instantly switch from standing to lying down or from lying down to standing. It is also possible to

hang down from nearby branches by getting onto one and pressing the Triangle button. It is also possible to lock the direction you are facing by pressing the L1 button in Overhead View. It is possible to stay under as long as the O2 Gauge, and subsequently, your health bar do not empty. Use the left analog stick to determine the direction you are facing and repeatedly press the X button to swim in that direction. Let go if the X button to stop. Press the left analog stick up to swim up and down to dive down. The Stamina Gauge will affect the length of the O2 Gauge. Rapidly press the Triangle button to head for the surface. With rolling, it is possible to clear some small obstacles. Also, press the Triangle button in front of a ladder to climb or descend it. When there is a railing, face the edge and press the Triangle button to jump over it and hang down. If there is no railing, and the edge faces a long drop that might result in injury, you will automatically hang down when you walk over the edge. If it is not a long drop, then you will only hang down if you approach the edge while walking or stalking. Use the Left Analog Stick to move along the edge, hanging. Press the L2 button and the R2 button at the same time to do a pull-up and peek over the edge. The Grip Gauge will continue to decrease while hanging, and you will fall if it runs out. Press the X button to let go and drop while hanging. A weapon will automatically reload if it is unequipped, so use this technique to reload in the heat of battle. Crouching is better than standing, and lying down is better than either position. This corner technique is useful when you are in a shootout with enemy soldiers. This is only useful for probing your surroundings when there is some cover to press against. Do this action in front of a door to open the door slightly and peek through the opening. You can also press the L2 button and R2 button at the same time to stand on your tiptoes and check the surrounding area. If you move while holding the body, you can drag it along with you. There are occasions when items will fall from the enemy soldier if the body is dropped. If you distract an enemy, you can occasionally make your way around them and infiltrate without avoiding combat. This is very useful for keeping track of what is up ahead in the direction of movement. It is also possible to shoot and destroy the radios that enemy soldiers are holding. If the radio is destroyed, the soldier will be left without any way to call for backup. You must sneak up behind an enemy to do this, and you cannot do it in Alert Phase. Since even the first Metal Gear cardboard boxes have been in the series. Using the box is simple enough. Just equip it and Snake will hide inside it. However, if you hide in the box during Alert Phase, or they see it move a little bit, they will pick up the box to see what is inside it. In MGS3, there are three different boxes. All three serves the same purpose to hide from the enemy. Best used indoors, next to some other boxes. Well, lockers work very well. At different places in the game, you can find lockers that the enemy personnel use to store various items or equipment. To open a locker, just stand in front of it try to get close , and press the Triangle button. Snake will open the locker.

4: Metal Gear Solid Cheats - GameSpot

This is the full walkthrough for Metal Gear Solid. The walkthrough is split into several sections, as shown below. These can be accessed from this main page, and the pages before and after them. Obviously, there will be spoilers.

Metal Gear Solid 5: The Phantom Pain Walkthrough Controls: You can select from 2 types of controls. Action Type is the default control type. Click on a gallery thumbnail to see the large controls layout for all consoles and PC players. Press the Action button to mount your horse. To get into the vehicle, press the Action button while the icon is displayed. The Walker Gear is a man-sized bipedal weapons platform. To pilot the Walker Gear, press the Action button while the icon is displayed. The Phantom Pain will provide players a first-rate gaming experience as they are offered tactical freedom to carry out open-world missions. One of the most anticipated games of the year with its open-world design, photorealistic visual fidelity and feature-rich game design, MGSV: The Phantom Pain will leave its mark as one of the hallmarks in the gaming industry for its cinematic storytelling, heavy themes, and immersive tactical gameplay. The Soviet invasion of Afghanistan has brought a new edge to the Cold War, and in , a one-eyed man with a prosthetic arm appears in the country. Those who know him call him Snake; the legendary mercenary who was once swept from the stage of history and left in a coma by American private intelligence network Cipher. Snake is accompanied by Ocelot, an old friend who saved him from attack when he finally awoke. Snake must undertake a solo mission to rescue Miller and prove to the world that the legendary mercenary is not dead and gone. Open-World game design allowing players ultimate freedom on how to approach missions and overall game progression. Fox Engine delivers photorealistic graphics, thoughtful game design and true new-generation game production quality. Online connectivity that carries the experience beyond the consoles to other devices to augment the overall functionality and access to the game. Evolution means that MGS goes open world, includes a new breed of stealth, has unparalleled strategic freedom, with deeper stealth action, a realistic passage of time, real-time weather, blistering action and CQC Close Quarters Combat , a buddy system, it also lets you procure a variety of resources, expand Mother Base, and of course the cardboard box is back! Intel Core i 3. Version 11 Hard Drive: Time to explain the complete story in chronological order and bring you up to speed for Metal Gear Solid 5: The Phantom Pain walkthrough done on S Rank difficulty level! To get an S Rank in this prologue mission "outside of skipping all the cutscenes to increase your time score" the mission tasks are to complete the mission without triggering Reflex Mode AND without letting the Man on Fire to attack even once after meeting up with Ocelot. Try to score headshots on the first two enemies. When you get to the lobby with multiple enemies, immediately turn around and drop down the hole in the ceiling, now crawl to the opposite end of the room where the exit door is found. To get this S-rank simply skip all cutscenes in the prologue. There are a few golden rules for getting S-ranks: 1. A lot of strategies only work when replaying missions and you will unlock better gear over the course of the game. Skip all cutscenes to save time. Yes, cutscenes add to your time and will greatly reduce your points total! Getting , points or more in a mission unlocks the S-rank same score requirement for all missions. Turn off Reflex Mode, you will get 10, extra points in each mission. Be fast and silent stealth to get extra points for doing no combat. Use your buddies D-Dog or Quiet to speed up your mission progress, but not D-Walkers no other support team either, as the S-Rank Strategies below will explain. There are 50 main missions in total. Skip the bonus objectives, they take too long and will complicate things. With these items you are limited to A-rank at best. This gives you a huge tactical advantage because you can call the extraction helicopter directly to the enemy base or start the mission there. If you use a lot of headshots, enemies will get helmets. If you always infiltrate at night, enemies will get night vision goggles. If you always use sleeping grenades, enemies will wear gas masks etc. Phantom Limbs Mission Objective: Beat the mission at least once before doing this S-rank. Approach the village from the east, this way you can easily skip all guards. Pick up the prisoner, put him on your horse, call the helicopter and you are done. At the bottom of the screen you will find tips related to the current situation. Weather and Time of Day Hints: Time in the game passes at a fixed rate. At night, your visibility is reduced and enemy guard shifts change. The weather also changes along with the time of day. Sounds are less audible when it is raining, and

visibility is limited during a sandstorm but not for you if you use heat-vision infrared goggles. A Phantom Cigar level 2 will speed up time by a full 24 hours. Extracting soldiers from the area of operations is essential to expanding Diamond Dogs. Approach a non-resisting individual either unconscious, asleep, or held up and hold the button to Fulton extract them. After developing better Fulton extraction devices, you will be able to extract objects as well, including vehicles, materials containers, and weapon emplacements such as machine guns and mortars. Eliminate the Spetsnaz Detachment Commander. Use a sniper rifle to eliminate the target from far away. Start at the eastern landing zone. The commander will always spawn in or around the same building and wears a red hat. From the landing zone you ride to the mountain top near the village and shoot him. Leave the area on horseback. Enemies that spot you will notify their allies by shouting, calling on the radio, or other means. Take the appropriate action for the situation, such as eliminating the enemy, fleeing, or hiding. If a battle is underway, reinforcements might still show up even after you eliminate the initial enemy. Attack nearby enemies with hand-to-hand combat. A variety of actions are possible with different button combinations. This enables you to neutralize enemies without the noise of gunshots. You can carry two primary weapons one at your hip and another on your back, two secondary weapons, and eight support weapons. Additional weapons that you obtain will have to be swapped out with those you are carrying. Head for the eastern communications post, and destroy its comms equipment. Have C-4 explosives unlocked. Once you have destroyed the enemy anti-air radar in a previous playthrough of this mission, it becomes very easy. Tilt the left stick a little to move slowly and all the way to move quickly. The faster you move, the easier it will be for enemies to spot you. Basics of Stealth Infiltration: Move as stealthily as you can to ensure you are not discovered. Enemies also respond to noise. Use the left stick to move in any stance from standing to crouching to crawling. While behind cover, hold the Ready Weapon button to pop out and take aim only if the cover allows. Release the button to return to cover. This is useful for evading enemy attacks or their line of sight. Over The Fence Mission Objective: Extract the engineer who tried to defect from a Soviet base camp and is now being held at Wakh Sind Barracks. On the west of the enemy base is a crack in one of the rocks. Climb up and you can skip almost all enemies. There are only two guards where the prisoner is. Put them to sleep and get the prisoner. Now simply get back to your horse and ride away to escape the hot zone. To hold up enemies, approach them from behind or without them noticing and aim your weapon at them. Tactics for taking out Fighting Vehicles: When going up against an armored vehicle or tank, stay behind cover and attack from the rear with explosive weaponry such as a missile or grenade launcher. Another effective approach is planting directional mines or radio-detonated explosives like C-4 along its predicted route ahead of time to immobilize it by destroying its tires or tracks. Where Do The Bees Sleep?.

5: Metal Gear   StrategyWiki, the video game walkthrough and strategy guide wiki

Metal Gear Solid 1 Full Walkthrough / Complete Walkthrough No Commentary Subscribe Here
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Just remember that, when using tranquilliser weapons against bosses, their health is represented by the smaller, white stamina meter, instead of the coloured life meter. Meryl will go on ahead of you. Go straight up, and crawl through the small hole in the wall. When you come out, head up to the north-east, into the darker section of the cave. In the dark area, go straight down as far as possible, and crawl through the hole in the bottom-right. Through here, Meryl will be waiting for you at the door. Grab the ration, and enter. Inside, Meryl will tell you that the area is mined, and mark out a safe path through them. Follow her or use the thermal goggles to see the mines and find a shorter route. Instead, as Campbell tells you, get out of the room and get yourself a sniper rifle. The safest way out is to press against the right wall. To find a sniper rifle, you need to go all the way back to the armoury in the tank hangar. Along the way, look through the area where you first found Meryl in the nuclear warhead storage building floor B1 for items such as Cardboard Box B and some Diazepam and some Diazepam, the PSG1-T tranquilliser rifle, and some Pentazemin, which will steady your aim with the sniper rifle. Using chaff grenades will freeze the cameras, but also your radar, so if you decide to do that, equip the thermal goggles to find the mines. You can crawl over the mines to safely pick them up if you need to. In the armoury, you can now access every room, so take this opportunity to stock up on any ammo you might need. The room also contains laser wires and some awkwardly-placed barrels. Return to the underground passage to battle Sniper Wolf. Luckily, the mines in the front area that Meryl pointed out are now gone. Unfortunately, she is missing too. Wait for her to stop aiming before you try shooting back. If you get hit, not only will you lose health, your aim will be knocked off as well. Use rations and diazepam/diazepam/pentazemin as necessary. After about hits, Wolf will go down. After the battle, save the game immediately, then head up the passage. Look around the platform Wolf was aiming from for some ammo, and head up to the level 6 door at the end of the passage. After being introduced to Liquid Snake, Revolver Ocelot will subject you to a torture session. What you do during this torture session will affect the ending of the game. To recover your health, press repeatedly, as quickly as possible. If you want to see how the torture session affects the ending, check the spoiler box below: Escaping the cell[edit] Use the ketchup to trick the guard and make your escape. To escape the cell, you have a few options. Wait for the guard to leave the room or fall asleep, and you can either use the ketchup while lying down to play dead, or, failing that, hide underneath the bed. This allows you to take him out and escape. If neither method works, Gray Fox will come eventually and destroy the lock. Get rid of it immediately by highlighting it and pressing. Use a chaff grenade to disable the camera in the north-east corner, and escape through the door underneath. Just outside are two gun cameras, so shut them off quickly with a chaff grenade, then take the elevator to floor 1 or B2 first, if you need ammo. Of particular interest are the body armour, found on floor B2 of the nuclear warhead storage building, and the cold medicine on floor B1. Head through the level 6 door at the end of the underground passage. Change discs when prompted to begin Disc 2. The Communications Towers[edit] Run while shooting to make it up the tower safely. Inside, head up and around the corridor. The instant you go through the door, a security camera will spot you. You now have to climb the entire tower while being chased by several soldiers. Killing them is pointless, since more will just come in and begin chasing you instead. Make sure to get the rope here. Run for the next room, and equip the body armour before starting the climb. Realistically, all you can do is run. After every few floors, another soldier will join the chase. If you can, throw him back down the stairs, and he should trip up the chasing pack for a few moments. Also, make sure to use rations as often as is necessary. On the roof, walk over to the bridge, and Liquid Snake will fly in in the Hind D and destroy it. After the cutscene, equip the rope to begin climbing down. Campbell will call and explain the controls for rappelling. Press to kick away from the wall, and press while away from the wall to move down. Press while holding to jump in that direction. Hold and move with to walk slowly in that direction. The steam will generally prove more dangerous than the Hind. When you notice steam being

sprayed at you, jump away from it. Here, grab the ration to the left, and C4 to the right. Next, equip the body armour and Nikita missile launcher. Go as far left as possible, and fire a missile. Guide it across the bridge to the group of Genome Soldiers at the other end of the walkway. Keep attacking them with Nikita missiles until all three are dead. Near the end, Liquid will fly in and begin attacking again. Quickly run into Communications Tower B to the left. Grab the Stinger and missiles, and go south, through the door. Turn right and go around and down the stairs. Go right past the elevator and begin climbing tower B. Before going up a floor, check in first-person view for cameras, and use a chaff grenade if you see some. The number of cameras increases each time you meet a new group of them, starting at 1 and finishing at 4. When you reach the top floor, run around and grab all of the ammo before going up the ladder. Outside on the roof, Liquid is waiting to attack. Have the Stinger ready to be equipped with before going outside. Wait for him to fly back up before resuming your attack. Just before it crashes, Liquid will fire another missile. Avoid it by hiding around the north-west, and watch as the Hind falls out of the sky. When the battle ends, Otacon will call to inform you that the elevator is working. Nonetheless, take the elevator to floor 1. Along the way, Otacon will call and warn you that there were originally five stealth camouflage prototypes, and that the wearers of the four missing ones are in the lift with you. Equip the thermal goggles to find them, and you should then be able to take them out easily with the FA-MAS. When the elevator reaches the bottom, look around on that floor for some ammo and a ration. Go through the door in the south-east, and use a chaff grenade to take out the cameras in this area. Follow the corridor outside to the Snowfield. The second fight with her is mostly the same as before, except that she now has more hiding places - namely, the many trees on the opposite side of the snowfield. After, look in the buildings around the snowfield for ammo, rations and Cardboard Box C the top-right building contains several claymores, and many contain gun cameras. Leave the top-left building for last.

6: Metal Gear Solid FAQs, Walkthroughs, and Guides for PlayStation - GameFAQs

Metal Gear Solid Walkthrough/Nuclear Warhead Storage Building Pages in category "Metal Gear Solid Walkthrough"
The following 5 pages are in this category, out of 5 total.

Big Boss, however, was also leader of Outer Heaven. Snake fights Grey Fox, the soldier he rescued in Metal Gear for the first time, and Big Boss for the second, defeating both. Upon his death, Big Boss reveals to Solid Snake that he is his father. Solid Snake is sent in at the command of Colonel Roy Campbell, both of whom have been pulled out of retirement to stop the terrorists that have taken over their former unit. Snake meets Revolver Ocelot for the first time, who loves his gun to an almost pornographic degree, saying this like this: The way this sequence was localized would eventually go on to result in this meme image as well: The Cyborg Ninja interrupts them, however, still chasing Snake, with whom he is obsessed. Mantis is psychic and uses that in interesting ways. Mantis takes control of Meryl, forcing Snake to neutralize her with nonlethal means. Then, Mantis would do things like read your memory card for other Konami games and move your controller around on your desk using its vibration motors. Colonel Campbell would contact you during the battle and break through the fourth wall to suggest that you switch your controller to the second port, which would prevent Mantis from reading your mind and avoiding your attacks. Liquid Snake informs Solid Snake of his genetic lineage – that he, like Liquid, is a clone of Big Boss, though Liquid calls Solid the superior clone and himself the inferior one. In an after-credits sequence, we find out that Ocelot was a double-agent for the President of the United States and that Solid Snake is the inferior clone. We also find out that the President himself, George Sears, is the third and best of the clones of Big Boss. Metal Gear Solid was one of the first games of its kind, and Kojima was really a visionary creator at the time. Each new area was something fresh, too, asking you to find new ways to traverse. Areas covered in mines could be navigated with thermal goggles. Subtle animations could help you tell one guard apart from all the others. Metal Gear Solid 2: Sons of Liberty Following the incident on Shadow Moses Island, Solid Snake and Otacon, both presumed dead, form an organization called Philanthropy, with the goal of destroying any Metal Gear tanks built by governments, terrorist cells, or paramilitary companies. Unfortunately, Revolver Ocelot had other plans, and has boarded the ship as well. Solid Snake goes down with the tanker, presumed dead, and is framed for the event and labeled a terrorist. The game switches to control of Raiden at this point.

7: Metal Gear Solid 3: Snake Eater - FAQ/Walkthrough - Page 1 - MGS:TUS

After 17 years, then, this is it - the end of Hideo Kojima's run on Metal Gear Solid, and a rousing finale for the auteur's stint on one of the greatest series in gaming.

Metal Gear Solid 4 Guide - Act 1: Liquid Sun Red Zone: Watch out for guards patrolling on the right as you emerge. Head into the doorway on the right as soon as you round the corner and move through, triggering a cutscene. Cut Scene 2, Length: When you reach the door on the left going back out to the street, go prone and crawl through the small space in the wall next to it also getting an Arsenal Compress in the process. Stay prone as you come out and wait for any guards in sight to turn away, which may take a little while. Crawl to the burnt out car and go prone, allowing your OctoCamo suit to activate at any sign of trouble. Enter the doorway next to it and have a root around inside. You can pick up Rations from on top of the bed in the eastern room of the building as well as to the right of the pile of rubble blocking the way through the centre of the room. To proceed, go prone and crawl underneath the rubble. Crawl under this rubble to move on You are treated to the sight of a member of the militia being finished off by a PMC troop. Wait for the dust to settle and the guard to visibly move on, and crawl out from your hidey-hole. Move up to the first set of crates and cover behind them, then proceed to the next set by the wall on the right. The guard we saw earlier should now be in a side room to the south-east with his back to the door handy how Metal Gear Solid guards do that. He will walk backwards towards the door, turning as he nears the front and moving north. As he does this, move up behind him and take him out using CQC close-quarters-combat, by pressing R1 while using a weapon with the CQC icon next to it in your inventory and your Stun Knife. A great chance to try out CQC Continue under the cover of the buildings and move into the next door. There are now no guards until you reemerge into the open, but be careful not to stand up and jump around in view of the street. As you near the western door of the building, leading outside, let the two PMC soldiers move down the street with their back to you before moving. Quickly turn to the right and run behind the cargo container, then through the door to the southeast to move to the next area.

8: Metal Gear Solid - Walkthrough/FAQ

This is the first part of the Metal Gear Solid walkthrough for the Sony PlayStation, based on the "Normal" difficulty www.enganchecubano.com article covers the start of the game, mainly taking place within the tank hangar on Shadow Moses Island, and concludes with the entrance into the nuclear warhead storage building.

9: Act 1: Liquid Sun - Red Zone: NW Sector - Metal Gear Solid 4: Guns of the Patriots Guide

Plot []. Translated from the Japanese MSX2 and Famicom version's manual: "Near the end of the 20th century, a special forces unit was founded in secrecy in order to deal with local insurgency, regional conflicts, and terrorist activities.

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