



PERSISTENCE

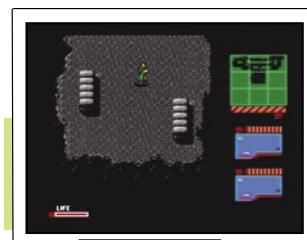
Metal Gear 2: Solid Snake

The fate of the free world is in Solid Snake's hands. His mission is to enter Zanzibar Land and rescue a captured scientist, but he ultimately ends up fighting against his former mentor and a super-powered Metal Gear. During his dangerous assignment to destroy the Metal Gear, he has to rely on his stealth training to survive.

WALKTHROUGH

INFILTRATION

You begin the game outside of Zanzibar Land. Listen to the opening Codec conversation and familiarize yourself with the controls. Pay particular attention to how the Radar works and what it displays — it is an invaluable aid.



Metal Gear 2 encourages exploration. Use your Radar to learn the guard's patterns and avoid them. Apply this to every level you see.

THE CODEC

Use your Codec! If you are stuck, get something new, or generally need help, call everyone on your list. Someone is sure to have some interesting information for you.

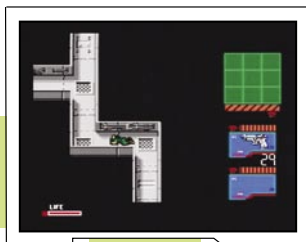
There is a Ration off to the east, heavy-duty fences all over, and plenty of patrolling guards. At this point, you do not have a weapon; so avoiding the enemy is the best strategy. Carefully make your way to the entrance to Zanzibar Land. This is an extremely linear, though dangerous, path.



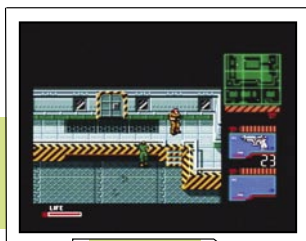
A Codec transmission comes in, warning you about the entrance, so seek out the vent. It is to the east, along with a truck that holds a Handgun. Make your way inside.

THE HANDGUN

Your Handgun does not come suppressed. Be careful when you use it and be cognizant of its somewhat limited range.

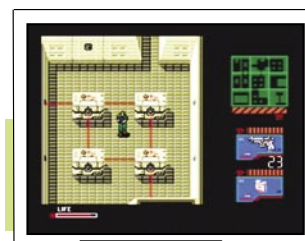


Follow the vents. You shortly come out inside Zanzibar Land. Campbell informs you that Master Miller will now take your calls. Holly White, a woman who has infiltrated the base, also lets you know that she's available. This area is fairly large and filled with trucks, guards, and hiding places. If you get caught, do your best to crawl under one of these hiding places. The guards notice if you hide right in front of them, so be wary.



There's an elevator towards the center of the map. Make your way to it and go up to Floor 2. Floor 2 has ammo, Binoculars, Card 1, and a Ration. Once you have everything, return to the elevator and go up to Floor 3.

Use the card to open the doors by simply equipping it. Head north first. Beware of the trap as you look around this portion of the level. Take a moment to time its beams, and then pass through when it is safe.

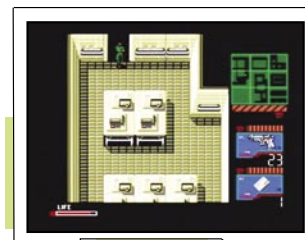
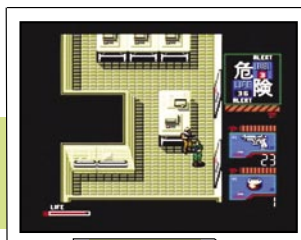


Next, head to the south of the trap. Equip your Cigarettes — they slowly drain your health, but they turn infrared beams visible. Dodge the beams when it's safe and you'll find a room with a Gas Mask.

USING CIGARETTES

Infrared beams come out of the black circle on the walls, making it easy to tell when you need to equip the Cigarettes.

Head back to the elevator and take the other door. You end up in a room with an enemy guard. He'll rush to turn off the lights if he sees you, so dispose of him quietly. There may be a Ration under the table if you need it. Approach the top door. Unlock it with the appropriate key and equip your Gas Mask. Follow this path around to find Dr. Kio Marv. Approach him and he turns out to be Black Ninja!



THE GAS MASK

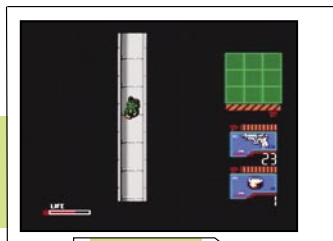
If the Radar and the screen are flashing red and an alarm is sounding, this means there is deadly gas being pumped into the room. There is also a visual cue just above your Radar. Equip the Gas Mask to slow your oxygen loss. Your O2 still depletes even though you're wearing a Gas Mask. It only slows the rate of O2 loss, so move quickly.

BOSS FIGHT - BLACK NINJA

Black Ninja is fast, agile, and deadly. He is constantly throwing shuriken at you and teleporting away when you get too close. Luckily, he is easily exploitable. Stay near the bottom of the screen. Black Ninja stays in the center of the screen. From your position, all that you need to do is to dodge his throwing stars.



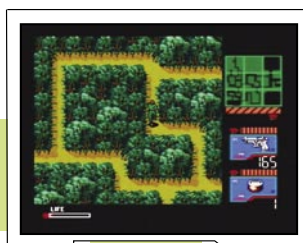
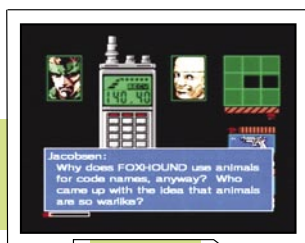
THE WILDERNESS



Once the boss battle is finished, you obtain a new Card and the information you need to proceed. Before all of this, however, you need to go and pick up some more equipment.

Return to the room with the trap, head east, and grab the Mine Detector. Return to the west and crawl down the chute marked "Dust." Follow this path around to the elevator, and go to B1.

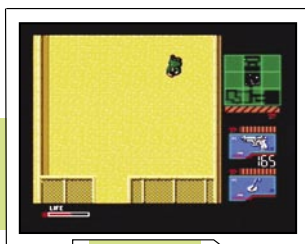
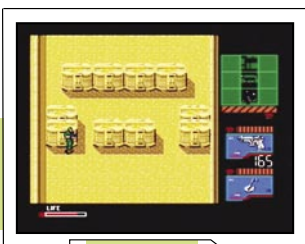
Get the Infrared Goggles, some ammo, a couple Plastic Explosives, and the Submachine Gun. Return to 2 and enter the previously locked door. Grab the Suppressor and return to the first floor.



Move all the way north. There is a guard with a green beret up here. Follow him, but not too close, until you exit the complex.

Keep following him as you go through the forest. He'll turn

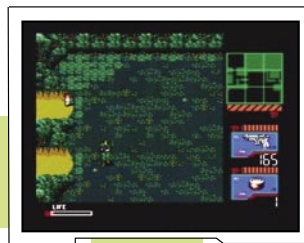
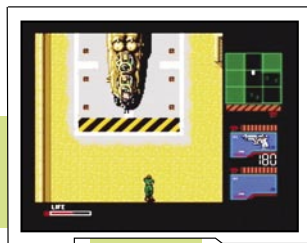
around to try and spot you, so try to stay at least one corner behind him. You will take a long, ponderous path through the forest and arrive at a building. Kill the soldier and enter. The code for the tapping is 140.82, so call that on your Codec. You will acquire a few new Codec contacts.



Return to the forest and head east. There is a child at the swamp. Return to the west and head immediately north. Answer your Codec here.

It's a minefield. If you have the Mine Detector, equip it and crawl over all the mines on-screen. You'll pick them up.

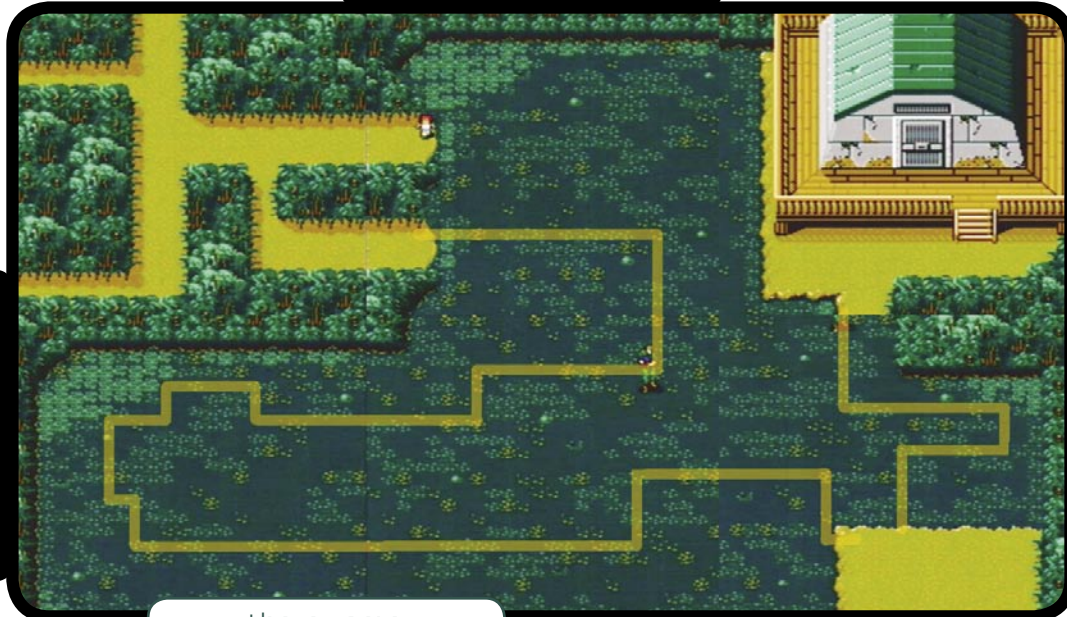
Now, you have a choice. You can either move north and dodge a few guards and touch off a boss fight that you can't win, or you can move back to the swamp. We recommend you take the lower path into the swamp. There's a narrow path that goes throughout the swamp. You can either figure it out by trial and error, or consult this map we've provided.



Once you make it through and enter the building, get ready for a boss fight.

THE SWAMP

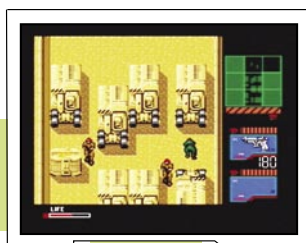
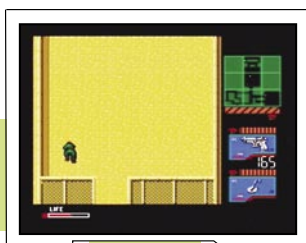
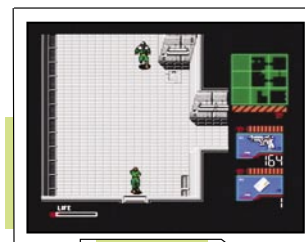
Beware the swamp! It is extremely easy to become stuck and drown. Step carefully and stay close to the path.



the swamp

BOSS FIGHT - RUNNING MAN

You rarely, if ever, actually see Running Man. He may not kill you, but the gas that is flooding the room will. Equip your Gas Mask and move quickly. The trick to this involves the mines you picked up earlier. There is one extremely narrow path in this room. Plant your Mines down its length, as well as a couple in the wider paths. While Running Man is trying to stay on the opposite side of the stage from you, he runs over them and eventually kill himself.



Once you get Running Man's card, head all the way back to the complex. South of the entrance is where you want to go. Fight your way through and pick up the ammo and Stingers.

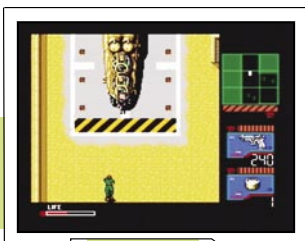
THE BINOCULARS

Use your Binoculars. They give you a view of the screens to your north, south, east, and west. Figure out where the guards are placed and move or hide accordingly.

In another room on this same floor, is the Red Card. It opens every door that Cards 1-3 opened. Dive down the nearest Dust chute and head to B1. Pick up the Remote Missiles and return to Floor 1 by way of a detour to Floor 2 and return to the minefield. Use your Mine Detector again, and keep moving north. Move north again for the boss fight.

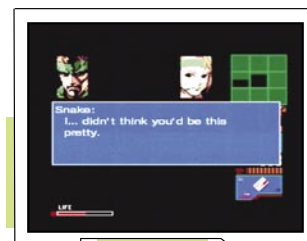
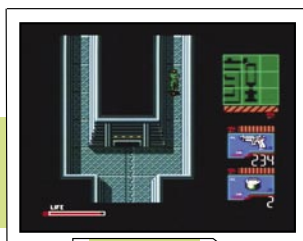
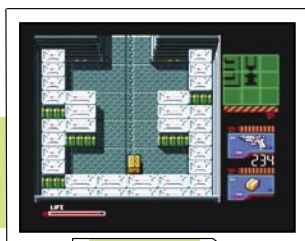
CRAWLING

The sand in the area with the guards and trucks makes noise when you walk on it. Make sure that you crawl across this sand, and get up only to kill a guard. You can also use the noise to distract the guards.

**BOSS FIGHT - HIND-D**

The Hind-D is something of a pushover. If you stick to the edges of the four possible screens, you can dodge every shot it makes. Use your Stingers once it gets close to changing screens and nail it. You may have to aim a little in front of where it actually is.

Once the Hind-D is down, head north to the Tower. Poke around a bit. You get a Codec call telling you to disguise yourself to get inside. Inside the truck is a Cardboard Box. Equip it and hop onto the conveyor belt — you're in.

**THE TOWER**

Holly calls and tells you that she's been captured. Rescuing her falls in line with your mission, so proceed into the Tower's spiral.

Skip the first elevator you see and go for the second, then head to B1. You're going to find Plastic Explosives and ammo.

Once you're in the room adjacent to Holly, begin punching the wall to the east. You'll find a hollow spot and a question mark will appear above Snake's head. Use your Plastic Explosives to blow it up. Enter, and speak to Holly. She'll give you Card 4.

Return to the first floor and head to the elevator that you passed a few moments ago. Head to floor 10. Listen to the child. Move to the east and start knocking on the southern wall. Once you find another hollow spot, bomb it, as well.

LISTEN TO THE CHILDREN

Pay attention to what the children say. They give slight hints towards Holly's whereabouts.

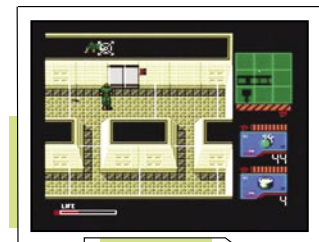
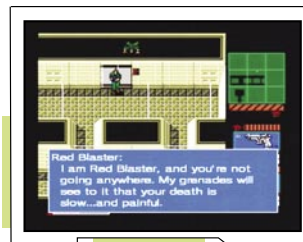


Continue moving on, bombing walls while you go and making sure to pay attention to the kids. The "Green Pineapples" are grenades, and you need them for the next boss fight. There are three of them nearby, along with some ammo and Plastic Explosives. Gather them all up, and then return to the first floor.

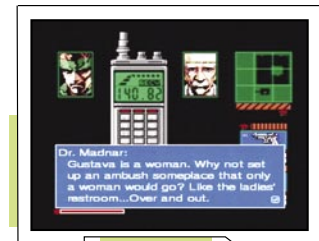
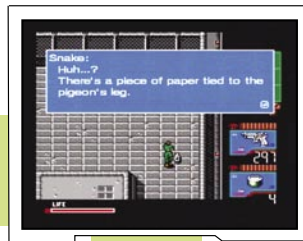
Travel to the center of the spiral, hop into the elevator and go to floor 30. You'll go immediately into a boss fight.

BOSS FIGHT - RED BLASTER

This boss fight is simple. If you need the fighting room, press against the white barriers until they break. Equip the Grenades and bomb Red Blaster until he goes down. His volleys are extremely easy to avoid.



When it's over, leave the boss battle area to the south and enter the stairwell. Head towards the roof and answer Holly's codec call. Bomb your way onto the roof and touch the pigeon that's flying around.



Call Master Miller, and he hints that pigeons are attracted to certain kinds of food. Equip a Ration B2 and read the message. The note is a riddle. Turn "WIS. OHIO" upside down to get the code.

Call 140.51 to be connected to Dr. Kio Marv. The only problem is that he doesn't speak your language. Call Madnar, and he tells you that you need to find Gustava Heffner, who is disguised as a soldier. You need to find her A.S.A.P. Madnar suggests searching the women's bathroom.

GUSTAVA

You need to get back to the complex. Leave the Tower and head back. Go up to the third floor and continue all the way to the room that held the guard and the light switch.

Throw on the Gas Mask, and then take the upper door. Follow this path again, but take the door to the north rather than the one that lead to Black Ninja. The table is useful for hiding under the camera.

Grab the Gas Grenade from this room and return the way you came. Take the lower door and do the same. You come to a room with three guards — kill them all. Kill the guard in the next room and collect the Night-Vision Goggles.





SEARCH EVERYWHERE

Get used to exploring every nook and cranny of a level.

Rations are often hidden underneath tables and such. Be thorough!.

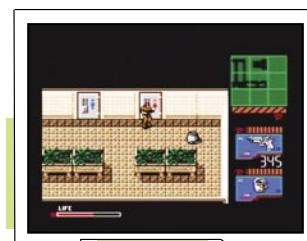
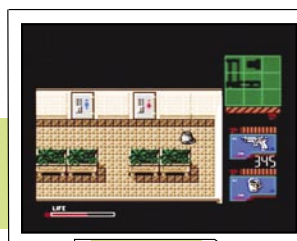
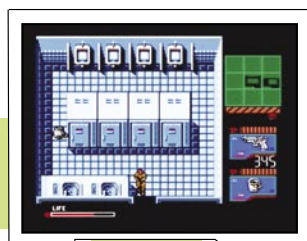
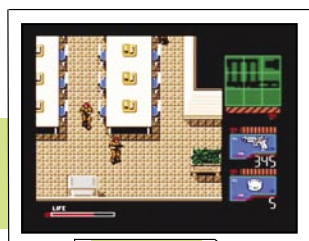
Return to the elevator, but don't take it. Instead, head to the west and explore all the doors until you collect a Mouse. There are a total of two to be had.

Head south from the second Mouse, kill a guard, and dodge the sensor to get a RC Missile. To the west of this are Mines. Go back to the elevator once again, and head towards the fourth floor.



PLAY NICE

Don't hurt the children! Not only is it morally wrong, but it also decreases your life!



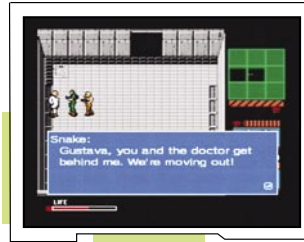
Travel west to find a guard and a sensor. Kill the guard and move north until you reach the northernmost point. Head west, then south.

A child in a room tells you that the bathroom is on the southeast. Move all the way to the south; enter the door, and head south again. Use your Night-Vision Goggles to get pass this point, and then prepare for a shock. The next room is filled with dozens of soldiers.

Luckily, many of these guards are fakes. The second room has one real guard and the third has three. Take care of them and move on.

REVEAL THE IMPOSTERS

The guards that are real are marked on your Radar — use it to avoid or kill them.



Beware of the guards in the dining room. One of them may be Gustava, so do not kill anyone. There are Rations in a room to the east. Head all the way south, then all the way to the east.

There is a Bucket in the men's bathroom. Grab it, then head outside of the lavatory and hide under it. Eventually, a guard comes in and enter the women's bathroom. Follow her in. That's Gustava.

After the conversation, you have a new mission. You need to get to the prison. Take the elevator down to B3. Be wary of the cleaning robots. Nearby, and just to the northwest, is a bit of ammo.

Navigate your way to the northwest of this area, enter the elevator, and head for floor 1. After the meet and greet, you come out with Card 5. Head back down to B3 and go to the northeast. Head all the way north, then take the elevator up to the first floor again.

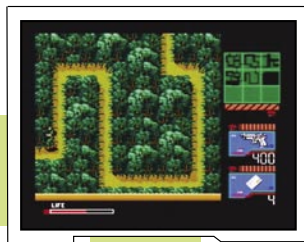
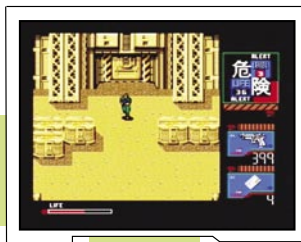
Head all the way to the west and beware of land mines. Use your Mine Detector and hug the boxes as you move around them.

Watch the cut-scene, acquire Card 6 and a Brooch, and prepare for the next step. Metal Gear has arrived.



CATCHING UP

Go south. Answer your Codec for a clue for where you need to go next. Gather the supplies from the four trucks, and then return to the west side of the map. Exit south. You're back in the spiral. Head to the south and exit. Return to the Zanzibar complex.



Once you're inside, go to the east, to the south, to the east once more, and to the north. You are able to enter a few previously locked doors.

Collect the Blue Card (it replaces Cards 4 through 6) and head to the north again. To the east is a chute. Take a ride.

Go to the elevator on the bottom and head to floor B1. You're back in the Armory. Use your new Key to clean everything out, making sure to pick up the Oxygen Tank and Body Armor, and then take the elevator to floor 2. Make the transfer to the other elevator and proceed to floor 4.



BODY ARMOR

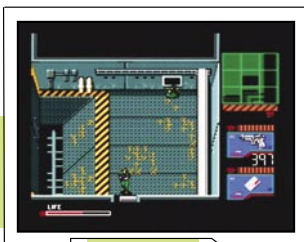
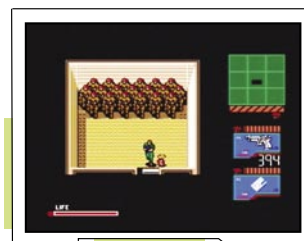
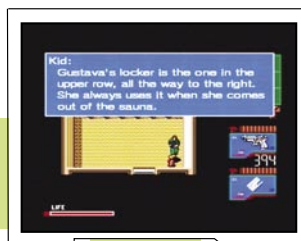
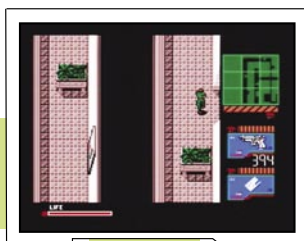
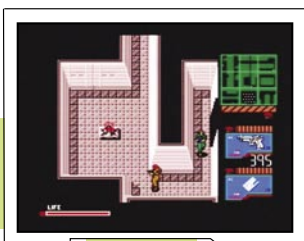
The Body Armor halves damage from bullets. Wear it when you feel that you might end up in a heavy firefight.

Go to the west, then head north, but keep turning west at every chance you get. You come to a child who tells you where Gustava's locker is. She's in a room full of false soldiers.

Go all the way to the south and enter that door. Speak to the child, and then go all the way to the easternmost side of the map. Enter the door on the bottom first, then the door at the top.

Follow the path around to the barracks. The floor here squeaks if you walk on it, so crawl underneath the soldiers' beds.

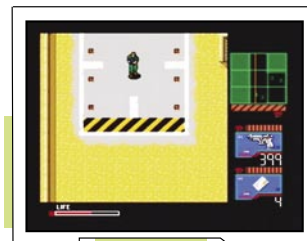
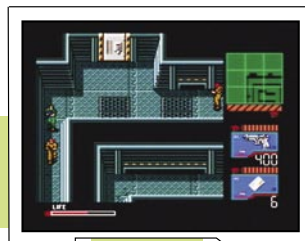
Leave the lights off when you reach the dark room. There are sleeping soldiers nearby. Use your goggles to make your way through this area and gather the Cold Medicine to the north.



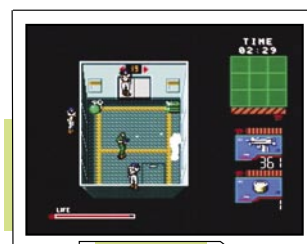
Go all the way to the south and enter the sauna. Shortly after you enter, a soldier drops in, — hide quickly! Gustava's Brooch turns into a key by the time the soldier leaves.

Exit, and go back to the locker room. Enter the locker on the top right using Gustava's Brooch and collect the Cassette Tape. Head down the nearby chute and you'll end up on B1 yet again. Return to the first floor via the usual method.

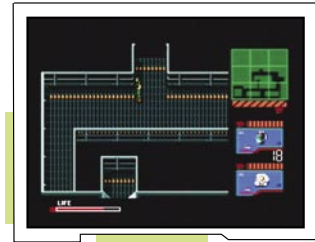
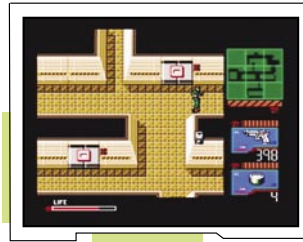
Go all the way to the southeast. You'll find a large blue door. Open it, then immediately equip your Cassette Tape. Run north, kill the lone guard, and steal the Hang Glider. Now, leave the complex and return to the Tower. Use your Cardboard Box to end up inside again. Ride the second elevator to the twentieth floor. You are stopped partway there by a Codec call.

**BOSS FIGHT - FOUR HORSEMEN**

First things first: Equip your Submachine Gun. The Horsemen that are closest to you stay on the wall. The others come down. It's a simple matter of utilizing a divide and conquer tactic. Focus on one Horseman at a time. The Submachine Gun's rate of fire makes it particularly useful. If you've been careful, you have plenty of ammo to spray shots until they are all dead. Use Rations when necessary, and keep an eye on your health.



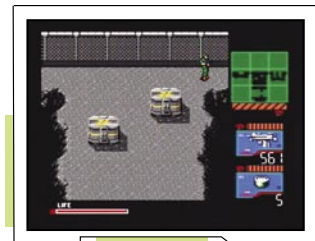
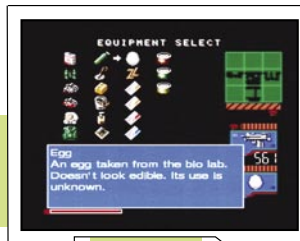
Grab Card 7 when the last of the Horsemen are dead. The elevator is wrecked, but there are stairs nearby. Head to the first elevator and go to floor 10. Blow open the western wall and run west.



Get ready for a running battle. Run up the stairs and kill the guards on your way. Keep your health high. There is ammo on the way if you need it, but otherwise proceed to the 20th floor. Go all the way to the ledge at the north of this floor and use the Hang Glider to fly out and away.

THE RESCUE

As soon as you land, head all the way to the west. Enter the door to trigger a "non-boss" fight.

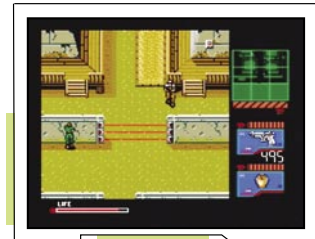
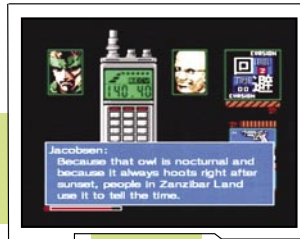


TEST THE WIND

You need to be sure that the wind is blowing in the proper direction before you leap. Equip your Gas Mask and the Gas Grenades, then toss a grenade. If the arrow is pointing in the right direction, use your Hang Glider. If Snake is too nervous to jump, he may need a Cigarette break.

Jungle Evil is invisible to your eyes. Look for him to show up when he shoots. Simply hug the walls and fire off a single shot in his direction before he gets a chance to shoot and you come out unscathed.

Jungle Evil gives you Card 8 when he dies. The upper left corner of the boss area has a door that you may use. Enter the building, and immediately hide under the tables to dodge the cameras. Clear the building and collect the two Eggs.



Return to the area where you landed your Hang Glider. By now, the Egg has hatched into a snake. Call Jacobson on your Codec and he tells you what to do.

Clear the rest of this area and enter the fence. By now, the other Egg has hatched. It's an owl. Equip it, and the guard will lower the laser gate. There's an elevator in a building all the way to the north of this area. Take out the guards, clear all the other buildings, and then head for it. Take the elevator down to B3.

CAMPBELL'S CODEC

Make a note of Campbell's new frequency. It is 140.24.



After the boss battle, head to the northeast. You come across yellow puddles on the ground. Equip B1 Rations and you should be able to walk over them safely.

FEEL THE BURN

The yellow puddles are sulfur!

BOSS FIGHT - NIGHT FRIGHT

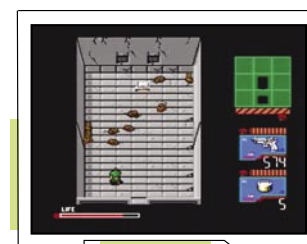
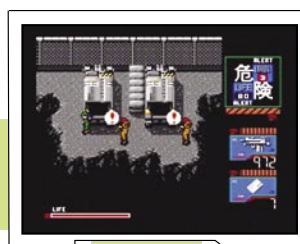
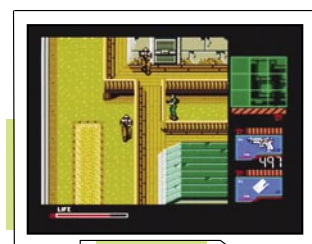
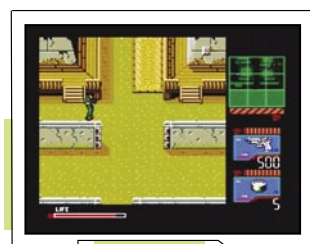
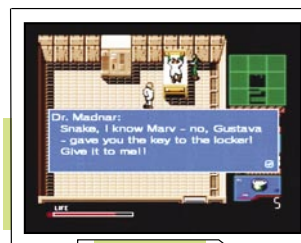
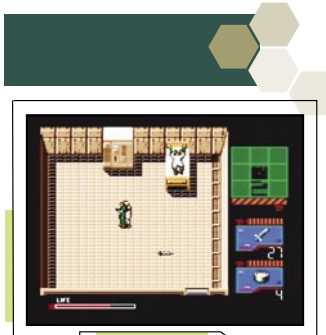
Use similar tactics to those that you have used in the past few boss fights. Wearing the Body Armor and wielding the Submachine Gun are good items to equip and use. Pay attention to the sounds of the floor and react accordingly. When Night Fright's shots appear, blast him to pieces.



One problem — none of your cards work. Card 9 is still in Jungle Evil's area. Go find it in the northeast quadrant and return. Enter the door to find Dr. Madnar.

BOSS FIGHT - DR. MADNAR

Remember those RC Missiles you've been picking up throughout the game? Use them. They make quick work of Dr. Madnar.



Exit and return to the outside of the fence. Use the Cardboard Box trick once again to get back to the Tower. Leave the Tower and go to the Complex again. Exit the room you begin in, head east, and then immediately head north.

You are in a room with three doors. Head east and pick up the Green Card. Head north and drop down the chute again. Go to the fourth floor, and then head towards the kitchen again. Go into the freezer. Hang out for a little while, until the Brooch turns into a key again.

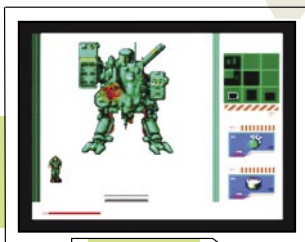
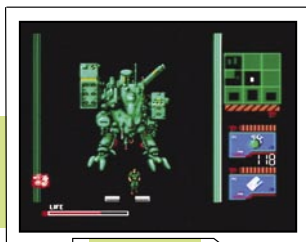
Take the elevator in the Ladies Restroom down to B3, and then head for the elevator at the northernmost point on the floor. Go back up to the first floor and you're back inside the Tower. Head all the way to the east, and enter the previously forbidden door. Use the Cardboard Box to get onto the truck and you'll arrive back to just outside of where you fought Jungle Evil. Next, head towards Dr. Marv's locker.

Open the locker and crawl inside the hole. Rats like cheese, so equip your Ration B3 and crawl back out. Kill them as they appear. Exit, and speak to Dr. Madnar. Fall down the trap and clear the eastern and southern rooms. Grab the supplies, and then head north to battle Metal Gear.

BOSS FIGHT - METAL GEAR

This is no contest. Dodge Metal Gear's bullets, watch its walking pattern, avoid its feet, and stay out of the missiles' paths. While you're doing this, shoot Grenades at its feet.

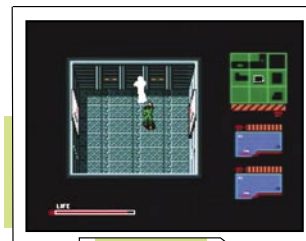
After you defeat Metal Gear, quickly get rid of all of your items. Move to the open door to instigate another boss fight.



BOSS FIGHT - GREY FOX

You're fighting in a minefield. Avoid the sides of the room at all costs. The easiest way to win is to simply stand in one spot and let Grey Fox come to you. Punch him when he gets close to make him run away. Then repeat as necessary. You can also carefully chase him down and punch him if you want the battle to go quicker.

After the battle, watch the cut-scene. Collect the Cartridge and follow the voice. Prepare for the final battle!



Remember, puddles of sulfur suck you under and instantly kill you! Equip Rations that contain Chocolate to dilute them.

BOSS FIGHT - BIG BOSS

First things first — run! Avoid battling him until you're ready. Gather up all the supplies from each room and the Rations that are outside the rooms. Once you have everything, equip the Spray and the Lighter. Now you have a Do-It-Yourself Flamethrower. Go and do battle. Use the crates for cover and do your best to burn your former C.O. alive.

Now is the time for the big ending. The path here is linear, so keep moving and kill the guards. There is a trap door in the bottom right of the very last portion — beware. Once you fend off the guards for long enough, you're treated to the ending and rolling credits. Boss Survival Mode is also be unlocked on the main menu now. Congratulations!

