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E. Deck Sector:

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After the introduction video, you start in the Hangar Deck/Starboard. Activate the Power supply switch and then open the shutter. Another video will happen and you will need to clear the room of snake like creatures. Then exit to the Hangar Deck Accessway/Starboard, and watch the door lock behind Sonya. Carefully cross the room to the other door and enter the Deck -To-Deck Accessway/Starboard, and then through the Front Deck Accessway/Starboard to the Front Deck Entrance. Climb to the shutter control and activate it. Travel through the room to the Front Deck/Starboard. Activate the formation -change console and watch the video, after which the console shorts out. Save here if needed.

Head through the Front Deck Entrance to the Front Deck Accessway, to the Deck -To-Deck Accessway, and finally to the Hangar Deck Accessway/Portside. Unlock the blue door with 9 Tempest Wasps and enter into the Hangar Deck. Climb up and activate the Hangar Deck/Starboard catwalk. Backtrack through the Hangar Deck Accessway/Portside, Deck -To-Deck Accessway, Hangar Deck Accessway/Starboard, and back into the Hangar Deck. Climb up and activate the shutter switch. Continue across and activate the Hangar Deck/Portside catwalk. Retrieve the Security Pass Lv. 1. Try to leave the room to activate the security system. Kill all the enemies to open the door back up.

Enter the Hangar Deck Accessway/Starboard and use the Security Pass Lv. 1 to enter the door Sonya went through earlier. This takes you to Airlock Accessway/Starboard and into the EVA Supply Room. Use the elevator, activate the cranes and jump across the crates to unlock the shutter and enter Airlock 1. There will be a video here and control will switch to Sonya.

As Sonya, you start in the Data Library. There is a save here if you need it. Proceed through the Airlock Accessway/Portside to Airlock 2. Activate the console, cross the hydraulics and get the Airlock Permit. Go to the elevator and unlock with the Airlock Permit and use. Open the barriers and quickly go through. Open the airlock and go to Outer Wall 1. Find and activate the panel. A video will occur and you will return to controlling Patrick.

Back with Patrick, fight the snake creatures and proceed to the Airlock Accessway/Starboard, and then to the Power Station Accessway/Starboard. There is a save here if you need it. Unlock the yellow door with 9 Juggernaut Wasps and enter the Power Station. Cross the room to the Power Station Accessway/Portside, and then to Substation/Portside. Find and attempt to use the formation change console. Remember the password (It is different each time you play). Backtrack through the Power Station Accessway/Portside and into the Power Station. Attempt to use the power console.

There are several ways to get to the Front Deck /Portside. The route I take is not the shortest, but it has the least danger along it.

From the Power Station, go through Power Station Accessway/Starboard, Airlock Accessway/Starboard, Hangar Deck Accessway/Starboard, Hangar Deck, Hangar Deck Accessway/Portside, Deck -To-Deck Accessway, and finally to Front Deck Accessway. Use the password to unlock the door here and watch a short video clip. Enter the Front Deck/Portside. Activate the formation -change console. There is a Save here if needed.

Return through Front Deck Accessway/Portside, Deck -To-Deck Accessway/Portside, and to the Hazardous Waste Storage Entrance. The security system will activate here and you will need to kill all of the enemies to continue. To get to the other side of the room, you need to hover and "slide" off of the high ledge, and jump in midair to get enough height. Use the items hovering in midair as a guide. From here enter the Power Station Accessway/Portside, and then the Power Station/Portside. Get to and activate the power console. Be ready for a Boss fight with Australis.

Once Australis is defeated, go through the Power Station Accessway/Portside, and into Substation/Portside. Activate the formation -change console and watch a video clip. Enter the Lower Main Bridge. Activate 2 consoles on the upper

level of this room to turn the elevator on. Use the Elevator and go to the Main Bridge. Find your comrades and watch a video. Save here if you want to.

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#### F. The Storage Area:

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From the main bridge, head to the lower bridge and open the red door with 9 inferno wasps. Head into the Rotary Joint for another fight while trapped in the room. Enter Storage Node #1 and encounter the survivor. Follow her into Storage Module C. There are snake creatures in here. Open the blue door with 6 tempest wasps to access a shortcut for the return trip. Turn left into Storage Node #2 and then Storage Module B. Open the yellow door with 6 juggernaut wasps and head to Storage Module A via the elevator. Watch the girl enter the Large Storage area. Collect the Power Amplifier A and return all the way back to the Rotary Joint. Use the lift and place the Power Amplifier A in its place. Then use the A-rotation once.

Head through Storage Node #1 and into Storage Module B. This time turn right. Head through Storage Node #3 and into Storage Module D. Destroy the Conduit to gain access to the elevator and take it to Storage Module E. Be prepared for 2 broken windows as you make your way through. There are snake creatures in here. Collect the Power Amplifier B and return once again to the Rotary Joint. Use the lift and place the Power Amplifier B in its place. Then use the A-rotation once, and the B-rotation twice. This should trigger a video sequence.

Return one final time through Storage Node #1. This time you'll enter Storage Module D. Turn right and go through Storage Node #3 into Storage Module E. Then take the elevator to Storage Module A. The door that the girl went through will now be unlocked. Enter and be prepared for a boss fight with "Rigel Domain".

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#### G. The Shaft

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Use the control panel and quickly exit into the Crew Administration before the timer runs out. Save the game in this room. Head into Shaft/Interior A and then to Shaft/Interior B. There will be a short video. Then head into Shaft/Interior C and then Main Shaft B. Here another video will be triggered. Head into the Lobby and Save. Go into the Crew Quarters and finally speak with the girl.

Return to the Lobby and Collect the L2 Security Pass. Save again if you need to. Return back to Shaft/Interior B via Shaft /Interior C to watch the girl enter a door. Follow her into the Observatory for another conversation and a switch to Sonya.

As Sonya, You start back at the Main Bridge. Take the Elevator down to the Lower Main Bridge and then through Substation/Portside, Power Station Accessway/Portside, Airlock Accessway/Portside to Airlock 2. Activate the Manual cycle, quickly go across and activate the second part of the Manual cycle and run back before the passageway closes back up. This may take a few tries, as it is a close shave. Then go down the Elevator and through the Airlock Shutter Selecting Left, Right, Left, and Left at the consoles along the way. Open the Airlock and enter Outer Wall 1. Proceed to Outer Wall 2 and search until you trigger a video. You will then return back to Patrick.

Patrick is now in the Crew Administration room. Go through Shaft/Interior A and Shaft/Interior B to Shaft/Interior D. Use the lift. Return to Shaft/Interior A and activate the lift to create a shortcut. Return to Shaft/Interior D and continue climbing. This will take you to Shaft/Interior E. Be ready for broken windows and snake creatures. Unlock the blue security door with 9 Tempest Wasps. This Leads to Main Shaft A. Climb up and the security system will activate again. Kill the enemies again. Turn off the overhead fans, activate the anti-grav platforms, and climb through the vents and into the Control Panel Room. Attempt to use the formation-change console and save here if needed. Follow the stairs to the DNA Laboratory Accessway, and then into the DNA Laboratory. Use the energy panel and watch a video.

This looks like a Boss fight, but it will be interrupted after a little bit, and you will escape to the DNA Laboratory Accessway. Unlock the yellow door with 9 Juggernaut Wasps, but don't use the door yet. Return to the Control Panel Room and activate the formation -change. Watch the video. Everything is now on its side.

Save the game and return to DNA Laboratory Accessway. Enter the door you unlocked earlier (It is now on the floor). This takes you to the Main Lobby. Approach the panel to start the real Boss fight with Regulus. Watch for his tail and his rolling attack. He will always rear up before rolling into a ball. Once Regulus is defeated, open the hatch and watch a video. You will regain control in the Control Panel Room. Don't forget the save point in this room. Go through the DNA Laboratory Accessway and into the Main Lobby again. Use the hatch and enter Integrated Plant Accessway 1.

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H. Energy Sector:  
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In the Integrated Plant Accessway 1, there is a save point and a formation -change console, which currently does not work. Enter the Integrated Plant and climb up onto the scaffolding and activate the console that lowers the steps. Take the stairs to enter Integrated Plant/Floor B1, and then into Energy Conversion Facility. Find and activate the power management console.

Return to Integrated Plant/Floor B1. Activate and cross using anti -grav platforms. Watch out for enemies. Activate console that lowers the stairs and go up into Integrated Plant. Go into Sub -Control Room. Use the Elevator to get to Lower Core Control. Make your way to Energy Core Entrance, and then to Airlock 3. Deactivate yellow panel with 15 Juggernaut Wasps, and the red panel with 15 Inferno Wasps. Open the Airlock and enter Outer Wall 3. Activate the switches.

Backtrack through Airlock 3 to Energy Core Entrance. Be ready for broken windows. Then head through the Energy Core Accessway into Sub -Energy Core Control Room. Get the Control Grips. Backtrack through Energy Core Accessway and Energy Core Entrance to Lower Core Control. Use the Elevator and travel through Sub-Control room and Integrated Plant to Integrated Plant Accessway 1. Activate formation-control with the Control Grips. Watch the video. Save here if desired.

Go into the Integrated Plant, where the security system will be activated again. Kill all of the enemies to open the doors. Lower the stairs and enter Integrated Plant/Floor B1. Head into the Upper Core Security Room. Unlock the blue door with 9 Tempest Wasps. Activate and use the elevator. You arrive in the Lower Core Security Room. Continue into Sub Energy Core Control Room. Shoot the targets and watch a video.

Continue through the Energy Core Accessway and the Energy Core Entrance to reach the Energy Core. Pick up the Security Pass Lv. 3. Backtrack through Energy Core Entrance, Energy Core Accessway, Sub Energy Core Control Room, to Lower Core Security Room. Use the elevator and continue through Upper Core Security Room to the Integrated Plant/Floor B1. Cross on the anti -grav platforms, activate the stairs and climb up to Integrated Plant. Unlock the door with the Security Pass Lv. 3 and enter Integrated Plant Accessway 2. Watch the video.

Release the Security lock. Then travel through the Integrated Plant, Integrated Plant Accessway, and into Main Lobby.

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I. The Shaft Revisited  
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From the Main Lobby, travel through DNA Laboratory Accessway, Control Panel Room, Main Shaft A, Shaft Accessway, Main Shaft B, and into Deck Sector Accessway.

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J. Deck Sector Revisited  
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From the Deck Sector, go through Lower Main Bridge into Main Bridge. Use Control Grips to activate formation -change. Go through Deck Sector Accessway 2 into Operations Room/Starboard. Activate the platforms and get Mobile Device.

Travel through Deck Sector Accessway 2, Main Bridge, Deck Sector Accessway 3, Operations Room/Portside, and into Security Control Room. Activate blue panel with 6 Tempest Wasps. Climb the platforms and activate the yellow panel with 6 Juggernaut Wasps. Climb the platforms and activate the red panel with 6 Inferno Wasps. Cross the platforms and use the Mobile Device at the console. The security system will activate again. Once again, defeat all of the enemies to unlock the doors.

Backtrack through Operations Room/Portside, Deck Sector Accessway 3, and into the Main Bridge. Activate the formation -change console. Travel through Lower Main Bridge, and Substation/Portside, into Power Station Accessway/Portside. A Large foot will stomp down in front of you.

From here go through Hazardous Waste Storage Entrance and into Hazardous Waste Storage. Get the Atomic Cylinder. Then travel through Hazardous Waste Storage Entrance, Hangar Deck Accessway/Portside, and into the Hangar Deck. There will be a video here, and then you will have another Boss fight: Australis.

After you win, another video will play. You will regain control in the Control Panel Room. There is a Save point nearby. Go through DNA Laboratory Accessway and the Main Lobby to get to Integrated Plant Accessway 1.

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K. Energy Sector Revisited  
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Enter the Integrated Plant, activate and use the stairs again, and go through Integrated Plant/Floor B1, Upper Core Security Room, Lower Core Security Room (via elevator), Sub Energy Core Control Room, Energy Core Accessway, Energy Core Entrance, and into the Energy Core. Use the Atomic Cylinder and watch a video. A Boss fight starts against Miaplacidus.

Go through Energy Core Entrance, Energy Core Accessway, Sub Energy Core Control Room, Lower Core Security Room, Upper Core Security Room (via elevator), and into Integrated Plant/Floor B1. Activate and cross the pit and activate and use the stairs to Integrated Plant. Go into Integrated Plant Accessway 2 and into Center Duct Accessway.

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L. MTHR Sector  
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Go into Central Monitor Room and watch a video. Get Security Pass Lv. 4. Save here if desired. Enter the Center Duct Accessway. Activate two sets of Platforms to cross (one set is activated near the exit door). Unlock the door with Security Pass Lv. 4 and enter Central Duck Interior. Climb all the way to the top and enter Elevator/Outside MTHR Room. Get Elevator Power Link, use it at the elevator, and use the elevator. Save here and enter MTHR Room.

Activate System terminal, and then the monitor terminal. This will trigger a Boss fight with Miaplacidus again. After this you immediately fight MTHR. After a Video, return to Elevator/Outside MTHR Room. Use the elevator and enter Central Duck Interior. This will trigger a video and what looks like a boss fight with Cebalrai. Just run! A video clip will occur and then go into the Shuttle Port Accessway.

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M. Engine Sector  
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Check the monitor at the fat end of the room for Rear Engine Entry Permit. Use Rear Engine Entry Permit to unlock door to Rear Engine, Starboard. You will

once again go into a Boss fight with another Austral is. Once it is killed, climb up to the console and attempt to use formation -change.

There is a Save here. You will now Control Sonya. Go back into Shuttle Portal Accessway. A 5-minute Self-Destruct will start to countdown. Go into Rear Engine/Portside, climb to console and activate formation -change. After a video, you will control Patrick again.

As Patrick, quickly get through Shuttle Portal Accessway/Starboard, Shuttle Hatch, and into the Shuttle. A video will occur and the final fight will start. You must kill the Cebalrai that you ran from earlier. After the fight, the game is over.

## METAL GEAR SOLID

Blue Raiden Title Screen	Beat the game (Tanker-Plant) on any difficulty
Blue wig (Infinite Oxygen)	Collect at least 200 dog tags on plant mission and beat the game.
Brown wig (Infinite Ammo)	Collect at least 70 dog tags in plant mission and beat the game.
Orange wig (Infinite Grip)	Collect at least 160 dog tags on plant mission and beat the game.
Stealth camo. (Invisibility)	Collect at least 110 dog tags in plant mission and beat the game.
Unlock Bandana (Infinite Ammo for Tanker Chapter)	Collect a total of 50 dog tags in the Tanker Chapter and finish the chapter. After viewing your Clear Code you will obtain the Bandana. Save, and then load your save data to start a new game with the Bandana in your inventory.
Unlock Stealth for Tanker stage	Get a total of 80 dog tags in Tanker stage, and Stealth will be unlocked for Tanker stage.
Unlock the Digital Camera for Tanker-Plant	Beat the game (Tanker-Plant) on any difficulty level.
USP Suppressor	Beat the game and then save. Start a new game with the saved info. Go to the Navigation Deck after you defeat Olga. Go to the place where you receive the Thermal Goggles and you should find this weapon on the middle platform.