



Introduction

So maybe you've played every Metal Gear game to date. Think you're as slick as Big Boss? Think again. With Metal Gear Solid 3: Subsistence, the battle goes online and the people you thought were your friends have just become your mortal enemies.

Buckling under the pressure? Whether you're just getting started in your online military career or looking to hone your multiplayer skills, you've come to the right place. Our Subsistence strategy guide will teach you all the tricks we've uncovered, giving you tips for playing all play modes. We'll take you as a green rookie and turn you into a hardened veteran.

In this Metal Gear Solid 3: Subsistence strategy guide, you'll find:

- **Basic strategies** to help you in *all* modes of play.
- **Weapons info** with pointers on which weapons to use in which situations.
- **Strategy for all modes.** Whether it's deathmatch or a sneaking mission, we've got you covered.
- **Maps tips** for all twelve multiplayer maps.

Guide by: Mark Ryan Sallee

This PDF Guide is property of IGN Entertainment. Any unlawful duplication or posting of this document without the consent of IGN Entertainment will result in legal action.



Basics

General	Characters
---------	------------

Cardboard Box—Not Just for Hiding!

Think Snake's notorious cardboard box is just a tool to aid your stealthy efforts? Think again. In online play, the cardboard box has a secret use; wearing the box actually makes you walk faster (uphill, at least). In games where you're running away from the enemy, it's not a bad idea to have the cardboard box always ready to be equipped via quick switch. If you've got enemies breathing down your neck, make your way towards a hill (or set of stairs) and suit up to put some distance between you and your foes.



Box Dismantling

Though we've already pointed out a non-stealthy use for the cardboard box, don't be surprised to find other players using it as a disguise. Every time you enter a new multiplayer level, dummy cardboard boxes will appear in random locations. With these randomly placed boxes, it's hard to tell which box has a person hiding underneath. Luckily, there's a way to check for just this thing. Walk straight into a cardboard box and, if it's a dummy box, the box will be dismantled. Alternatively, you can perform a dive roll over the box to crush it instantaneously.

Dive Roll Maneuver

All players are able to use Snake's patented dive roll. The move has a number of uses, the most obvious of which is attacking other players. By diving into an opponent, you can knock them down momentarily. As effective as this is, it's not the best use of the dive roll. Diving also lets you "jump" over short obstacles, including fallen trees and guard rails. Get used to using the dive roll to launch yourself over rails as you run through the levels. It'll give you a huge advantage over players that don't know to dive, letting you make your way from one place to another with incredible speed.



Don't Forget CQC

The original Snake Eater release introduced CQC—Close Quarters Combat—to fans of the series, and the unique combat system makes a return in the multiplayer modes of Subsistence. *Don't forget CQC!* Though CQC isn't always going to be the best choice of action, it certainly does have its uses. If you're moving through very tight areas, like indoor buildings, it's a good idea to equip a weapon that'll let you use CQC at will. You can grab an enemy, toss him to the ground, then quickly aim for a head shot as he tries to stand up. Or...



Knife Is Good

...You can use your knife after throwing someone down with CQC. If you execute a thrust (by *firmly* pressing the attack button), you'll kill your enemy instantly. One hit, he's dead. Unfortunately, it's a bit tough to hit opponents while they're on the ground. Unless you've knocked your enemy unconscious, it's best to stand near his body and wait for him to stand up. As he does, execute a knife thrust to stab once and get a quick kill.

3D Camera—Use It!

We don't care which camera mode you choose to use in the single player game of Subsistence, but when it comes to online play you are *forced* to suffer the new 3D camera. We say "suffer" jokingly, because it really does give you a lot of options for viewing your surroundings. Be sure to use the camera to its full potential, letting you look in directions *other* than straight ahead. If you're making a bee-line towards your next objective, move straight ahead while rotating the camera around. You'll want to constantly check your surroundings to make sure no one sneaks up on you.

Wake Up Fast!

If you get knocked unconscious, quickly mash the action button to rebuild your stamina. By mashing, you can wake up for a stun a lot quicker, possibly letting you catch your opponents by surprise.

Manage Your Quick Select

With the default controls, tapping the weapon select button will toggle between three weapons in your quick select. You can manage which weapons show up in your quick select by selecting them at the beginning of the match. It's a good idea to take a second to manage your quick select so that you can quickly access your weapons in the heat of battle.

Smoke a Cigar

When playing as Snake, press the action button while standing still. Snake will smoke a cigar, which is perhaps the best move in the game. You may think it's completely useless, but there's nothing better than rushing to a capture point as Snake so that your late-to-come opponents find you casually smoking a fat cigar.

For the most part, all characters in online play are the same. There are, however, a few with some differences. Here we'll go over the differences between the characters, along with details on how to use them.

Naked Snake

You'll only play as Naked Snake in the sneaking mission game mode. In this mode, Snake starts each mission with stealth camouflage. Note that Snake's CQC throw-down move will knock out opponents *instantly*. Just one CQC move is enough to stun an enemy, letting you quickly move to the next objective. Also, Snake recovers from stuns with wicked speed. By mashing the action button, you can wake up from a stun in just a few seconds.

Because of Snake's superior CQC abilities, we definitely recommend playing an aggressive, up-close game with him. Use CQC to stun your opponents and quickly move to objectives while they can't do a thing to stop you.



Raikov

Raikov is quite the source of humor in Metal Gear Solid 3's single player campaign, and online it's no different. Using CQC with Raikov will have the villain perform a ball-crush move that'll bring opponents to their knees. Unfortunately, this move takes a very long time to execute, leaving Raikov vulnerable to attacks from behind. Because of this, we recommend not using a lot of CQC as Raikov, unless you've only got one opponent to worry about.

However, not all is bad as Raikov is immune to the effects of books. Surprised? You shouldn't be. His, um, peculiar ways leave him with zero interest in ladies. He'll walk right over the nudie-mags without stopping to stare, which makes him great in the maps with tall grass.

Sokolov

Sokolov will *always* start with stealth camouflage in his equipment, making him an excellent sneaking character. Be sure to use the camo, and don't feel bad about abusing something others don't have access to. Just because he has access to stealth camo doesn't mean Sokolov has an unfair advantage...

What evens things out is Sokolov's awful stamina. One throw with CQC is often enough to stun Sokolov instantly, putting him at a big disadvantage in close quarters. Use his stealth to evade opponents that try to get up-close and personal.

Weapons

Knife	GREAT
Though your knife may not seem like much, it's actually a very powerful weapon. Execute a thrust by pressing the attack button <i>firmly</i> and you'll kill enemies with a single hit. With the knife equipped, you can use CQC to quickly bring down an enemy. Wait for him to stand up and immediately thrust your knife for an instant kill. It's great for tight environments, or for catching enemies by surprise.	
M1911A1	GOOD
This trusty pistol isn't much of an offensive beast, though it's certainly good to always have it ready to be equipped. Simply unloading a clip of ammo isn't usually enough to kill an enemy. You'll have to stop and go for a head shot if you really want to bring someone down with the pistol. However, the M1911A1 is good for finishing a job you may have started with an assault rifle. Instead of stopping to reload your rifle, quickly toggle to your pistol and finish off an opponent.	
Mk22	MEH
Tranquilizing your enemies usually isn't the objective, though admittedly there are times when it's a good idea to knock out an enemy instead of kill him. Knocking out an opponent will usually leave him out of commission for a longer period of time that he would be if he simply died and respawned. If you're simply trying to stall your foes, it may be a good idea to tranquilize someone and kill them later. They'll be unable to contribute help to their team for a very, very long time.	
XM16E1	GREAT
Assault rifles will generally be your bread-and-butter offense. They give you excellent accuracy with single shots along with solid fire power. The XM16E1's weakest attribute is its small ammo clip. Pray-and-spray won't work well with this rifle, though it does benefit from outstanding accuracy when aiming in first person.	
AK-47	GREAT
Like the XM16E1, the AK-47 is a great all-purpose weapon. What differentiates the two rifles is their accuracy and clip size. The AK-47 is quite a bit less accurate with automatic fire, but it counters this loss in accuracy with a clip that's 50% larger than that of the XM16E1. It's hard to say which of the two rifles is ultimately "better," but if you're playing in tighter areas you're likely better off with the larger clip (whereas large, open environments are better tackled with the XM16E1).	
M63	GREAT
"Aaarrggggggh! There's certainly nothing subtle about this massive gun. It's got some great power and an impressively long ammo clip, meaning you can pray and spray like no one's business. The M63 isn't the most accurate gun, and there are no sights for precise aiming, but if you just want to defend an area there's nothing quite like the gun.	
Flamethrower	GOOD
The ultimate spam weapon is this nasty flamethrower. It has infinite ammo, letting you constantly fill up an area with fire. Unfortunately, you can't move while firing, which means you'll be a sitting duck to anyone that's smart enough to fire from a distance. However, if you can get the drop on someone, laying into them with the flamethrower will usually kill 'em off pretty quick.	
Scorpion	GREAT
Combining the accuracy of the XM16E1 and the clip size of the AK-47, the scorpion seems like a good gun to pick...until you realize that it doesn't have sights for more accurate sniping. This is perhaps the best run-and-gun weapon there is, but without iron sights it's a bit of a one trick pony.	

M37	GREAT
This shotgun is the ultimate demobilizer. It takes two up-close shots to kill an enemy, but what makes the weapon particularly deadly is its ability to knock opponents down. One shot up close will usually knock your opponents onto the ground, letting you run up to their bodies on the ground and deliver the killing blow before they can even stand up. Just be sure to reload after every encounter.	
SVD	GOOD
There are two sniper rifles to choose from, and both are very different. If killing is your goal, the SVD is king. It can fire off 10 shots in rapid succession, though its accuracy is quite awful...unless on the ground, prone. When lying prone, you should be able to rapidly fire without your bullets going too far astray. It takes about two body shots to bring down an opponent, but just one shot to the head.	
Mosin Nagant	GOOD
The Mosin Nagant, on the other hand, is a tranquilizing rifle. It's not able to kill anyone, but it still packs a punch. Any shot to the torso or head will knock out your target instantly. Stunning an enemy like this is especially useful as a stalling tactic—knock out an enemy, wait for him to nearly recover and then kill him to keep him out of the game for a very long time.	
Grenade	GOOD
Grenades aren't very good in the heat of battle, but they are good before a firefight begins. If you know your opponents are camping a particular area (as they might in a capture or rescue mission), toss a grenade or two into their general area. Grenades will disarm any claymores or books (cursed books!), letting you rush in without worry.	
WP Grenade	MEH
It's like a regular grenade, but with less blast radius. We say meh.	
Stun Grenade	MEH
Stun grenades knock off a chunk of stamina, but just as importantly they'll also blind opponents temporarily. For this reason, they're good for tossing into a room where you know your opponents are camping before you run for an objective. Unfortunately, they're not as good in the heat of battle.	
Chaff Grenade	GREAT
Chaff grenades are meant to knock out communication electronics. Online, this translates to disrupting the radar that everyone has. In deathmatch modes, chaff is useless, but it can be very good in objective-based missions (rescue and capture) to hide the location of the objective.	
Smoke Grenade	MEH
Smoke grenades provide a minor annoyance, but not much more than that. And since you only get one to use, why bother?	
Claymore	GOOD
Claymores are essentially mines that are great for defense. Place them around objectives and capture points to really mess with your opponents. A claymore will deal only about 50% damage to an enemy, so don't count on him being dead just from one blast.	
Book	GREAT
Drop these books in the tall grass and opponents won't be able to spot 'em without looking real hard. If an enemy walks over a book, he'll stop and stare at it for about 10 to 15 seconds, making him an easy target to kill.	

Modes

Sneaking Mission

Basic Premise

In the Sneaking Mission, one player (as Snake) must capture one of two microfilms that are located in the level. Once the microfilm is captured, that player tries to bring the item to either one of the two capture points. The microfilm *and* the capture points appear on your radar. Be sure to use your radar as reference when moving around the maps. If Snake dies just once, it's mission over.

On the other hand, every other player in the match is trying to stop Snake from capturing the microfilm. All players can die and respawn indefinitely, so the match can't end by killing the defenders. As a defender, try to find positions near the microfilm where you can hide from Snake. In some maps, you'll be able to find some higher ground from which you can look below for Snake's creeping.



Tactics

As the offending Snake, there are things you can do to increase your chances of success. First of all, remember that you start the match with stealth camouflage. Also, using CQC, Snake can stun enemies instantly, letting you make a hasty retreat after getting the drop on someone. Most importantly, try to remain patient. Pay attention to your time limit, trying to make use of every bit of time you've got. When the proper chance arises, swoop in for a quick capture. Just be sure to look out for enemy claymores and books that may be lying around the objective points.

When playing defensively in sneaking missions, try to set traps for Snake using claymores and books. If you catch Snake with a book, you can get the drop on him and kill him without fear of counter attack. Once Snake's dead, the mission is over. Try to get high positions that let you look out over the map. Also try to avoid hand-to-hand combat with Snake, unless the player is inexperienced. Snake's CQC abilities are far better than those of anyone else.

Capture Mission

Basic Premise

Two teams compete for control of the Kerotan frog. In order to win, the Kerotan must be captured and brought back to the team's "base." Once the Kerotan is at the base, a countdown will begin, after which the capturing team will win. If, however, an enemy grabs the Kerotan from the base, the countdown will reset completely. The only time the countdown timer does *not* reset is after the mission's time limit has expired.



Tactics

In Capture Missions, both teams have the exact same objective. However, not all players should do the same thing. Have parts of your team dedicated to grabbing the Kerotan while others play a bit of defense. You can set up traps around your own base to prevent the other team from sneaking away with the Kerotan. Leave claymores and books on the ground near the Kerotan. Smart players (read: you) will learn to dive over the obstacles, but the majority of people won't see them until it's too late.

When you've captured the Kerotan and want to bring it back to your base, beware of enemy traps. If the match has just started, quickly bolt to your base, but if there's a chance the enemy is waiting for you it may be a better idea to play it slow and safe. Approach your base from somewhere your enemies may not expect (rooftops) and try to clear the area before moving it. If you've got teammates, be sure to have them at your side.

Rescue Mission

Basic Premise

One team plays defense in this mission type while the other goes on the offensive. The defense must protect the GA-KO, a small, yellow duckie. The other team must try to capture the GA-KO and return it to their base. Each player has just one life, and either team will lose the round if all players on the team are killed.



Tactics

The defending team will start the round near the GA-KO. As a defender, you still have the ability to pick up the GA-KO and carry it with you, letting you take it to places that may be easier to defend. When you've got the GA-KO in a place you want, you can use your items menu to select the GA-KO and drop it. Alternatively, you can hold onto the duckie and defend, but it's better to drop it somewhere. With the GA-KO dropped, you can plant traps (claymores and books) around it. Also, if you hold onto the GA-KO you'll always appear on the enemy's radar. Not good. On the other hand, you can hide the GA-KO's location from other players' radars. Throw a chaff grenade to disrupt radars, completely removing the GA-KO from the enemy's view.



On offense, don't be dumb. Rushing straight for the objective will get you killed, so be patient. Try to devise a route to the objective that your enemies won't suspect. When you've grabbed the GA-KO, continue to be patient. Rushing straight for your base will put you exactly where your enemies expect. Using a chaff grenade once you have the GA-KO is just as beneficial to you as the chaff is to the defense *before* you have the objective. You can hide your location from enemy radars, letting you stealthily make your way to the capture point.

Team Deathmatch

Basic Premise

Team deathmatch is simple. Both teams have a ticker at the top of the screen. When a player on your team dies, one tick is taken away. Whichever team reaches zero ("0") on the ticker first loses the match. Simple as that.

Tactics

Tactics? Who needs tactics?! Just kill! Actually, it's not quite that simple. There are things you can do to improve your chances of winning the match. First and foremost, you need to work as a team. Sticking together will make your chances of survival all the greater. Coordinate with your teammates to secure certain areas. You can grab a rooftop area and have one player snipe while the other makes sure no one gets him from behind.

If you gain a lead and time is nearly up, you can play a cheap run-away tactic to guarantee the win. Hide in grass or just generally avoid conflict. You won't win any kills (or friends) with play like this, but you will ensure that you don't get yourself killed.

Deathmatch

Basic Premise

Get lots of kills within the time limit. Have the most kills total when time runs out to win the match.

Tactics

You don't have teammates to rely on, so try to use fast-killing tactics to avoid getting caught from behind. Be sure to read up on our [Weapons](#) page for details on all the weapons. As with Team Deathmatch, you can employ run-away tactics near the end of a match if you've got the lead. However, it's not nearly as effective without teams as everyone else will continue to try and kill each other.

Maps

Page 01

Page 02

Page 03

Lost Forest

Lost Forest is a pretty small map, and it's also relatively simple. There're *loads* of tall grass, making hidden traps very effective. Drop books and claymores in the grass to stall your opponents, especially during objective-based missions. Also keep in mind that whichever team has the base in front of the building usually has a bit of an advantage. The area near the building is a lot easier to defend than the base on the opposite end of the map. You can make use of the small alcove of the building which most people tend to ignore.

There are lots of hills and elevation changes in Lost Forest, and they'll slow down your movement a bit. Unless you've got something better, always have your cardboard box ready to be quick-selected. When it's equipped, you'll run uphill at full speed instead of being slowed down. The tops of the hills provide some nice sniping spots (especially the one to the northeast). You can hide in the grass and be hard to see. Just don't wait up there forever—your enemies will catch on quick.



Ghost Factory

This is a pretty diverse map, giving you lots of different areas that present varying challenges. Inevitably, in most matches everyone seems to focus on the building in the center of the map. It's a great place to use some CQC (have the knife equipped!) when everyone else is trying to use assault rifles. You can move into and out of the building with ease if you use the dive roll to move through the windows.

During objective-based missions, try to control the rooftop with your teammates. It's a great area to camp if you're defending a GA-KO as it's easily defended. Watch the one ladder and the hole in the floor nearby and your team should be safe.



City Under Siege

If a large, complex map is what you want then City Under Siege is the map you should play. There's a *lot* to this map. It's a good idea to spend some time with this map solo so that you know the layout in your head.

To the southwest is a long ladder that leads to the top of a building. This rooftop alone is a good position to hold, whether sniping for kills or defending an area below. However, there's a second rooftop just east of the first that's also good to hold (and even harder for enemies to get to). You need to dive from one rooftop to reach the other. From this second rooftop, you can drop off the north ledge and fall *safely* to the ground below.



There are lots of railings in this map and it helps to be good at diving over them. Certain railings are hard to dive over, like the one to the east that holds people from most east section part of the map. This weird corner is tough to scale in a single dive, but if execute the dive properly you'll be able to continue to the capture point on the other side of the fence a lot quicker than your opponents can.



Killhouse A

Killhouse A is a very, very, very small map. It's also extremely simple, so there's not much room for stealth or strategy. The shotgun is very effective in these tight quarters, though its lack of range will force you to hug the corners and wait for your enemies to come to you (unless you can get them from behind). Assault rifles are also effective, especially when playing the vulture and stealing other players' kills.

There's not much of a sniping position in this map, though you can get above your opponents. In the southwest corner of the map is a short stack of crates you can climb onto. From here, you can dive roll onto top of two crates to the east, at which point you can climb up to the top of the tall-ish concrete block. From here, you can look down at your enemies below and build up some vulture kills. Drop claymores or books in the grass before you take position here and you'll really mess with the enemies in the trenches.



Killhouse B

In large games, this map is mayhem. The long halls make assault rifles king here, as mid-range shooting is the preferred method of combat in Killhouse B. Be sure to use the many corners for cover, especially when you need to reload your weapon.

As with the other Killhouses, there's not much for strategy here. However, you can seek higher ground if it fits your play style. At all four corners of the map, there are crates you can use to climb to the upper walkways of the stage. From there, you can move about the stage easier and without much confrontation. It's hard to shoot at enemies below, but it's great for moving around.



About the most clever thing you can do here is to set some traps. On the lower level of the map, you'll find a few crawl spaces you can fit into. Drop a book in front of the crawl space before hiding and you can hopefully catch some wanderers in your trap. It's certainly not the most efficient way to score kills, but it may help in some of the other game types.



Killhouse C

The shotgun works well in Killhouse C because the areas are very tight, yet the level is large enough to spread out the players. Use the camera to look around corners and watch for unsuspecting enemies. Quickly drop 'em with two shots, then move to the next.

In objective-based missions, it's hard to be tactical here. However, you can catch other players by surprise by jumping over some crate stacks instead of running around them. In capture missions, get on top of crate stacks and dive at the enemy's base to usurp the Kerotan and surprise everyone guarding the base.



Svyatogornyj East

The building to the northeast of Svyatogornyj usually becomes the focal point of most matches, but in sneaking missions it doesn't have to be. The woods to the west are often ignored, making them totally safe to roam. Use the quiet area to spy on opponents and plan your attack before rushing out into battle. If you want to be really sneaky, you can creep into the building through a hole that's in the floor. Just crawl under the house and move to the north end where you can pop up and grab the microfilm.

In other missions, it won't be effective to hide out. The rooftop of the building provides a nice sniping spot and general lookout. If you want to cool down a bit and gather yourself, it's a good place to go, especially since you can quickly go anywhere from the roof. In small games of capture missions, we like to run up to the roof to kill unsuspecting enemies below before dropping down to capture the Kerotan.



Mountaintop

The Mountaintop level is large and complex, making it great for all mission types. It generally takes a lot longer to get from the bottom of the map to the top than it does to make your way *down* the hill. Keep this in mind when planning your attack routes.

Playing defense on this map is pretty interesting because of the options open to you. During a rescue mission, take

position on the northeast hillside. Though you're still vulnerable to attack from behind, most enemies will charge straight up the mountain and into your line of fire. During sneaking missions, you can hide out near one of the microfilms by dropping off the ledge and hanging onto the mountain. When you see the enemy Snake come for the microfilm, quickly jump up to surprise him.



But as fun as it is to defend, Mountaintop is even more fun on offense. Use the tunnel to the east to make your way up the mountain. It's oddly unguarded a lot of the time, and it's a great place to use some CQC (use the camera to peek around corners). Try to avoid moving through the trenches of the map unless necessary. You're better off using the dive roll maneuver to move over the top of the trenches and only drop into them to avoid fire if you start getting shot.

Graniny Gorki Lab

Graniny Gorki Lab is a great place for objective-based missions. The subtle nuances of the map make it a joy to run through.

The most important thing to remember here is the dive roll. Using the dive roll, you can move over obstacles and through rooms of the lab without slowing down. If you're on the top level of the map, you can dive over the railing to drop below. Or if you're going down the stairs to the northeast, you can leap over the banisters and expedite your descent.

Most important is being able to move through the courtyard in the center of the map. There are six windows surrounding the courtyard, and you can dive through *all* of them. Using the courtyard as a shortcut, you can quickly move from one end of the map to the other via a route others may not be taking.



Pillbox Purgatory

Two completely different level designs are mashed together to form Pillbox Purgatory. On the surface, the level provides a wide-open area that's fit for lots of shootouts. To the east is an elevated area that's got plenty of cover, providing a prime sniping position if that's your mode of operation. However, if you're trying to play tactically, you're going to want to stick to the underside of the map.

There are numerous entrances to the tunnels of Pillbox Purgatory. These tunnels are very tight, making CQC very effective. If you want to move from one end of the map to the other without being the instant target of all your enemies,

stick to the tunnels and move with teammates. Use the camera to inspect halls before running out into them and you should be able to keep a good eye on everything around you.

One thing to be mindful of is the function of your radar. In missions where objective items appear on your radar, you'll never be certain whether the objective is being held on the upper or lower portions of the map. This can work both to your advantage and to your disadvantage, depending on which side of the battle you're on.



High Ice

The fogginess of High Ice can make finding stationary objects (like hiding people) difficult. Be on the lookout for thermal goggles, which will help you spot enemies hiding in the snow. However, don't have them constantly equipped. Toggle between thermal goggles and normal vision for the best view of the land.

At the center of the map is a grouping of trucks that often lures players into the open. You can take advantage of their folly by taking position in some nearby grass. It's *really* hard to spot enemies that aren't moving, which is good for you if you're the one sniping.

The main thing to remember is to *not* go into the center of the map if you can avoid it. Stick with teammates and constantly watch around you while holding down the edges of the stage.



Brown Town

Brown Town is a large, sprawling map. Because of the wide-open roads, you definitely want to have an assault rifle like the XM16E1. Stay close to the walls when moving through the town and try to hide yourself behind anything you can. When you see enemies in the open, you can catch them by surprise.

There are some interiors in this stage, and they're great for moving mission objectives. Swing the 3D camera around corners to see what's ahead and use CQC when appropriate.

Developer Tips

General Strategies	Characters	Modes
--------------------	------------	-------

Stick together. Two guns are better than one, and four of them are better than two. Just be sure to respect your teammates' personal space.

You can't take many hits, and there aren't any healing items. For those two reasons, surprise and strategy will get you much farther than brute force.

Guns are iffy at close range. If you get close enough for fisticuffs, bring out a pistol, a knife, or your bare hands, then tap the CIRCLE button to punch and kick. For extra stopping power, hold down the CIRCLE button and throw your opponent to the ground.



Reload every chance you get (tap the R3 button), even if you're only a few shots low. You always want a full clip when a firefight begins.

The knife is deadlier than you might think. If you have it out, and you're close enough to your opponent, press the SQUARE button—hard—to kill him instantly. Even when they're on the ground. Especially when they're on the ground.

On that note, knife + stealth camouflage = invisible, silent death.

To awaken a stunned teammate, stand over him and start tapping the CIRCLE button. Nothing gets you up in the morning like repeated swift kicks to the ribs.

If you see a teammate under the effects of a girlie mag, somersault into him or smack him upside the head to snap him out of it. (Just be careful not to get too close to the magazine yourself.)

Claymores can set off other claymores. When placing more than one, watch where you point them and how far apart they are. Remember also that you can crawl over them to pick them back up.

Your battery-powered gadgets all draw power from the same pool, and gradually recharge when not in use.

You can recharge your batteries faster by running over mushrooms. Really, you can.

You're immune to your own flames while shooting a flamethrower. Have fun.

General Strategies	Characters	Modes
------------------------------------	----------------------------	-----------------------

In addition to the rank-and-file soldiers, the host of the game can enable special characters to fight for their factions. Here they are:

Snake (Sneaking mode only)

Snake needs no introduction, but you might need time to get acquainted with his gadgets. He carries several different guns (lethal and non-lethal), chaff grenades to disable enemy tracking devices, a "monitor" that can wiretap any nearby cameras, three different sets of regular camouflage, one set of stealth camouflage, and, of course, his legendary cardboard box. His only drawback is that he's usually outnumbered.

Ocelot

Everyone's favorite Russian cowboy carries his Single Action Army into battle (equip it from the "weapons locker" when you first start out). It's a tricky gun to master, but it packs decent stopping power and fires around corners. The drawback: Only six bullets at a time, and Ocelot really loves to reload.

Dr. Sokolov

Besides Snake, Sokolov is the only character armed with stealth camouflage, which makes him deadlier than you'd ever think he would be. Plus, he can press the TRIANGLE button to cower in fear.

Ivan Raidenovich Raikov

Major Raikov has two unique traits: One, his complete immunity to girlie mags, and two, his ability to knock a man out cold with a swift jab to the groin (just hold the CIRCLE button when you're close enough to punch). When using the groin punch, be careful; Raikov will spend the next few seconds afterwards savoring his victory, oblivious to any attack.

Reiko Hinomoto

Play long enough, or accumulate enough overall points, and you'll unlock Rumble Roses' Reiko. With her...non-standard military uniform, she tends to stick out, but she brings her wrestling expertise onto the battlefield, and can put an opponent down for the count with her patented Sunrise Suplex (hold the CIRCLE button while in melee range).

General Strategies	Characters	Modes
------------------------------------	----------------------------	-----------------------

Online play in MGS3: Subsistence is divided into five modes: Sneaking Mission, Capture Mission, Rescue Mission, Team Deathmatch, and Deathmatch.

Sneaking Mission

As Snake, your objective is to steal either one of two microfilms and return it to either of the map's two bases. The other players are all guards out to stop you. If one of them succeeds, they become the next Snake.

Tips for Snake

- Guards respawn quickly once killed. Stunned guards stay down a bit longer, but not much. Only take guards out if you can't sneak around them, and move out quickly once they're down.
- The more guards in a match, the more health Snake starts out with. Because of that, you can win almost any one-on-one shootout just by outlasting your foe.
- Kneeling, crawling, or hugging a wall will raise your camouflage rating and make you appear semi-transparent to the other players. You can raise the rating higher by changing your camouflage to suit the terrain (via the



equipment menu).

- Once you've grabbed a microfilm, enemies will see it moving on their radar screen. Either forget about stealth and make a run for it, or jam their radar with a chaff grenade.
- If you have to, you can drop the microfilm from your inventory (open the inventory menu, highlight the microfilm, and press the X button). You might leave it as a decoy and go for the other one instead.

Tips for Guards

- Divide your forces evenly between the two microfilms. Snake has to make a move for one or the other eventually.
- Put your claymore mines to good use. They'll not only slow Snake down, but they make great alarms (just be careful not to set them off yourself, and make sure your teammates know where you set them).
- If time runs out, the guards automatically win.

Capture Mission

In the middle of the map is a neutral flag, the "Kerotan." Be the first team to reach it, haul it back to your base, and defend it for a set length of time.

Tips

- As with Rescue mode, claymores and magazines work wonders. Place them around your own base to stall enemy attackers, or plant traps around the enemy's base to throw them into confusion while you spring your attack.
- Always move in teams of at least two. That way, if the teammate carrying the Kerotan goes down, the other teammate can pick it up and keep running.
- If a team steals the Kerotan from the enemy base, the enemy's timer resets—except when the match runs too long, in which case the game goes into sudden death.



Rescue Mission

One team defends the flag (called the "Ga-ko"). The other team has to storm in, take the Ga-ko and return it to their home base.

Tips

- Don't charge in blind, especially since you only live once. Scope out the enemy position with binoculars or a sniper rifle before making your move.
- Attackers aren't the only ones who can pick up the Ga-ko; defenders can move it too. Drop it out in the open, find a place to hide, and then ambush whoever comes along to steal it.
- The Ga-ko's position always appears on radar. If you're the one carrying it, don't bother trying to hide.
- If time runs out, the defenders win.



Team Deathmatch

Each team's mission is to score a set number of kills. Whoever does it first wins the round.

Tips

- If you die, you'll respawn away from your team. Coordinate with them to meet up again as soon as possible.
- On that note, keep an eye out for enemy players who've strayed from their team. If you're good about sticking with yours, they'll be easy pickings.

Deathmatch

You're on your own in an all-out free-for-all. Rack up as many kills as possible before time runs out.

Tips

- For the first few seconds after you respawn, enemies can't hurt you...but you can hurt them. Take the opportunity to blast anyone nearby.
- Likewise, if you see an opponent who's just respawned (you'll know by the way they flicker), keep your distance until they're vulnerable again.