

T A C T I C A L E S P I O N A G E A C T I O N

METAL GEAR SOLID

T H E T W I N S N A K E S

SPEEDRUN DOCUMENT



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INTRODUCTION

The aim of this document is to compile, organize and present the large and highly detailed body of knowledge relating to *Metal Gear Solid: The Twin Snakes* that has been gathered by various individuals for the purpose of playing the game as optimally and quickly as possible. Before this document was prepared, the knowledge contained herein was informally passed between speedrunners, buried deep within long dormant forum threads or uploaded to obscure YouTube channels.

This document is a work in progress. Readers are encouraged to help complete it.

KNOWN GLITCHES

For the purpose of this document, a glitch is any in-game phenomenon that is clearly not intended by the developers. Examples include skipping essential parts of the game and abnormal movement. All known glitches will be documented, even if they do not allow faster completion of the game.

- *Nuke Building Game Over
- *Underground Base Door
- *Armory Door Softlock
- *Swap Crawling
- *Mantis Phase Skip
- *Ninja Phase Skips
- *Vent Glitch
- *Nikita OoB
- *Backstepping
- *Underwater Gasmask
- *Meryl Interactions
- *Liquid Incomplete Model

SPEEDRUN CATEGORIES AND RULES

The categories as set out by moderators of SpeedRun.com are as follows:

Any%, Any Difficulty.

While Speedrun.com has separate categories each difficulty carries a certain rank, based entirely on player performance. In "Any%" the aim is to complete the game in the fastest time possible, regardless of rank. This is the most popular category for difficulties below Extreme.

Extreme, Big Boss:

Complete the game on Extreme difficulty whilst achieving the highest possible endgame title; "Big Boss". To achieve the code name, "Big Boss" you must adhere to the following conditions:

Complete the game in under 3hrs

0 persons killed (incl. boss encounters).

1 or less Rations used

Less than 8 alerts (these are scripted)

Play on the "Game Over If Discovered" condition

Play on Extreme difficulty mode

0 continues

Additional info on "Big Boss"

The game tracks kills and alerts on a checkpoint basis - during a multi segment Speedrun you can save and quit upon discovery or accidental kill if you don't enter a new area first. You cannot save & quit a continue screen.

To achieve "Big Boss" requires you do not kill anyone - however there are instances where a "kill" does not count towards your score. Such as Ocelot - because he is not killed during your encounter lethal means are allowed during a Big Boss run.

Soldiers killed by exploding barrels do not count towards your end score, required to successfully clear the Escape Route.

Despite information being somewhat non concrete on Big Boss rank - it is indeed a requirement that you play with GOoS condition turned "on".

GAME SETTINGS

Difficulty settings in order as they appear on the menu:

- **Very Easy**
- **Easy**
- **Normal**
- **Hard**
- **Extreme**

Most game settings are personal preference, the only setting that needs to be changed is Unequip to Previous.

so if dead zones are especially bad in a run, unplug your controller mid run and plug it back in, taking care that the left stick is perfectly neutral

yeah, and when your controller gets more loose, the stick tends to wobble easier without touching it. And the gamecube analog is very sensitive

CARGO DOCK

Bullet Points

- Mash Start and B to skip first cutscene
- Double Tap A to skip codec quickly
- Mash b or start to skip snake standing up in Dock
- Go to locker at top left to pick up m9
- Make sure not to go into alert status, it slows down elevator
- Have fun in your 2 min jail! :)
- Go on wall next to elevator to enter quickly after guard exits
- Make sure to mash B or Start when entering elevator

HELIPORT

Run across helipad

Fast strat

<https://clips.twitch.tv/JollySilkyClintSquadGoals>

Or, run at that guard, take a shot, then roll

Spam weapon whenever prone to save time

TANK HANGAR

Spamming right trigger speeds up your crawl speed

At a rate of about 2 per second

Then go up left to elevator button

HOLDING CELLS

BOSS BATTLE: GUARD ENCOUNTER

Line Up Strat for Normal <https://clips.twitch.tv/DarkDelightfullLardPMSTwin>

All done with dpad - right, downleft, stop at the corner, shoot front guard, back guard, press b to lock on to final run to bottom leftlocker after killing first wave of guards

2nd wave - aim immediately, move aim up, kill middle guard, b to lock onto next, go for headshots

stand next to wall at door

ARMORY

BOSS BATTLE: REVOLVER OCELOT

After the fight, hold codec inputs to call Meryl on the first frame.

TANK HANGAR (LASER ROOM)

Do the laser roll strat, it the fastest.

[Video.](#)

For the laser roll you will follow the path in the video above - while remembering these key factors:

- You must mash start to skip the mini scene of the cargo door opening.
- Bumping the scenery or elevator panel negates the timing and means the roll is impossible, either grab the SOCOM suppressor or reset.
- The Twin Snakes has a prominent deadzone issue with analog, if Snake stops running for a moment reset.
- If your aim is less than great, it may be faster to crawl cancel - by snapping your weapon on and off after the roll.

BOSS BATTLE: M1 TANK

NUKE BUILDING

Hold the codec inputs to answer the call from Deepthroat on the first frame.

Hold UPLEFT on dpad, roll into Lab (Ninja fight)

BOSS BATTLE: CYBORG NINJA

Phase skip <https://www.youtube.com/watch?v=2eihCgZy1LE>

<https://www.youtube.com/watch?v=NIZP-twgfEo>

punch 3 dmg

Kick 6

punch with socom 6 dmg

nikita kick does 18

Phase 1 - two cycles

Phase 2 - more than 120 hp, stays in phase 2

Phase 3 - three cycles

BOSS BATTLE: PSYCHO MANTIS

Hold Z,R,A at beginning, scan to mantis head, shoot, let him take over vision, let go of Z, then let go of R to manipulate to second spot

After landing the last hit on Psycho Mantis, hold the codec input to answer Campbell's call on the first frame.

https://youtu.be/EvKX_sSw-o0 Normal Non-Lethal Mantis Tutorial

CAVES

BOSS BATTLE: SNIPER WOLF (FIRST)

Safe strat - aim just below the hand rail, fully zoomed in

MEDICAL ROOM (PRISON CELL)

Either knock mash, or learn the timings of where Johnny sneezes to knock

Exit strategy

FASTER - https://www.youtube.com/watch?time_continue=1610&v=HMI5Bzk8uSc

FAST - <https://clips.twitch.tv/LaonicAwkwardLlamaKappa>

COMMUNICATION TOWER A

Cook stun/grenade to throw at door, when turning corner

4 marker > 6 marker (Tranq after)

8 column > walkway light (Tranq opposite side)

second guard/ walkway transition > 10 line after marker

11 guard > 13 light?? (TRANQ instead)

16 Marker > 18 Base (Tranq after)

23 Column > 25 Marker (TRANQ)

BOSS BATTLE: HIND-D

switch back to socom after nice shot

COMMUNICATION TOWER B

25 21 17 13

top of marker

release at first stair for grenades

In the elevator with the stealth guards, hold the codec input to answer the call from Otacon on the first frame.

BOSS BATTLE: SNIPER WOLF (SECOND)

CARGO ELEVATORS

BOSS BATTLE: VULCAN RAVEN

Finish Raven off with Socom for final shot

UNDERGROUND BASE

<https://www.youtube.com/watch?v=UaErKeX8Bx0> cutscene grab

<https://www.youtube.com/watch?v=TENYjhkeWpo>

https://www.youtube.com/watch?v=3Ua5BWeO_HM

tap the button to grab rope

throw grenade about midway through stairs, roll on the landing

After inputting all the PAL Keys, hold the codec inputs to call Otacon on the first frame before the door is locked.

swap to ration in computer room after Otacon call

BOSS BATTLE: METAL GEAR REX

BOSS BATTLE: LIQUID SNAKE

Punch punch roll - don't move stick/dpad until you need to do the roll, to avoid the bonks, neutral punches, then roll "deadsticking"

I and D in name, start doing punch cycle

you have to be careful what you do to liquid near the phase 2-3 transition. do it wrong and you get that bad ai

don't knock him down

: don't do triple punch

don't do too much damage in a short window

it's better to start phase 3 2-punch strat early than to risk bad AI trigger

roll at the transition is bad as well unless it is a very strong roll that hits the hard limit for phase 2

yes high potential, but not guaranteed

https://www.youtube.com/watch?v=91_6SsHhfX

SUPPLY ROUTE (THE ESCAPE)

Cp 2 : go for left guards first, then right

Liquid Jeep (Ply's visuals) -

Shoot immediately at start, you'll hit him.

Aim along the outside of his jeep, fan in once he aims the FAMAS at you.

ON TRANSITION TO TUNNEL

I do a Third Person Shot, seems to make the shot more consistent

Aim for the head after he bumps his car into.

On final bump, shoot him once you get out of the tunnel.

Repeat the fans

ON TRANSITION TO SIDE BY SIDE

Again, go for Third person shot on the transition

Shoot him in the pants on side by side

FINAL PART

Aim at his back or his far shoulder (right shoulder)

There's a low chance that when he crashes into your jeep, his car will become slower and lag behind. This changes the tunnel phase, as he won't drive into your jeep.

