

# ***MGS:PW - First Ending concise notes***

This document is not meant to exactly describe the route to take, it's recommended to watch the current WR run to learn from and use this doc as notes during the run. Detailed notes:

<https://docs.google.com/document/d/111BRUZ7ttlCWFWolRypXcf2LbJJ5c-xkHBwMRuDR2vo/edit?usp=sharing> (which is currently outdated, sorry)

**Until [14] fulton every soldier you walk over.**

If no gear is specified, or the mission isn't listed at all, there is no change or anything special.

**[1] Opening / Investigate the Supply Facility** QTE: R1, mash triangle, R1, R1

## **Mother Base**

Auto-assign staff, then move Miller to R&D. Develop Mk22 Rank 2 and Smoke Grenades

**[2] Contact the Sandinista Commandante**

Gear: NKD, add Mk22, Fulton, Rations, Love Box, Mate  
Fulton 9 soldiers

**[3] Pursue Amanda**

Fulton 7 soldiers.  
Pick up Twin Barrel Shotgun design + fulton 1 POW.

**[4] Armored Vehicle Battle: LAV-Type G**

Gear: Fatigues, add LAW, Mate

**[5] Rescue Chico**

Gear: NKD  
Fulton 3 soldiers.

**[6] Pursue the Jungle Train**

Keep 5 fultons for the ending, fulton 2 POW, 7 soldiers

## **Mother Base**

Assign Chico + 1 other to Mess Hall, the rest to R&D. Develop C4, Fulton Rank 2, M60

**[7] Tank Battle: T-72U**

Gear: Fatigues, add Supply Marker

**[8] Destroy the Barricade**

Gear: NKD, replace Grenades by Smoke Grenades, C4

**[9] Infiltrate the Crater Base** Pick 3rd from right (Kojima), then 4th from right

**[10] Pupa Battle**

Gear: Fatigues

#### **[12] Attack Chopper Battle: Mi-24A**

Gear: DPM Fatigues, add Smoke Grenades, Mk22, Box

#### **[13] Head for the Lab**

Gear: Sneaking Suit, add Mk22, Smoke Grenades, Rations, Fulton, Love Box, ID Card, Tea+  
Fulton 1 POW and 2 snipers

#### **[14] Locate the ID Card**

Fulton 6 soldiers

QTE: L1, L1, R1, R1, L1, R1, Right, Triangle, Left, R1

#### **[15] Chrysalis Battle**

Gear: Fatigues, Switch Mk22 to M60, Smoke Grenade to Supply MK

#### **Mother Base [After Chrysalis]**

Cécile and 1 other to Mess Hall for level 5

Assign all waiting room to R&D. Bottom R&D staff to Combat for 49k GMP

Develop C Gustav, Twin Barrel Shotgun, Rations Rank 2 and Curry

#### **[17] Eliminate the Guards**

Gear: Fatigues, Switch M60 to Twin Barrel

#### **Mother Base**

Sort All by Intel rank, move top 15-20 to Intel

Develop Thrown Supply Marker

#### **[18] Cocoon Battle**

Gear: Fatigues, switch Twin Barrel to C Gustav

#### **[19] Infiltrate the Underground Base**

Gear: Sneaking Suit

#### **[22] Peace Walker Battle**

Gear: Fatigues, add Food

#### **[23] Infiltrate the U.S. Missile Base**

Gear: Sneaking Suit, add Twin Barrel

#### **[24] Head to the Control Tower**

Gear: Battle Dress, add C Gustav, LAW, Twin Barrel, Food, supply marker, Box

#### **[25] Peace Walker Battle 2**

Gear: Switch Twin Barrel to M60