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This side of the Op is unlocked after completing mission 34 RECOMMENDED BUDDY Bring DD so it can sniff out the guards near the silo. The AI pod is located inside the central bunker at Afghanistan's base camp. The silo is pretty well guarded, so bring a suppressed sniper rifle as a backup. Deploy north of the base camp to get inside easily. There is a security guard on the roof near the CFA tents, so tranq it to avoid being seen. There are three doorways in the bunker and the doors on the left and right are guarded, but not the north doorway. Sneak into the silo using the north doorway then approach the computer in the center to trigger the cutscene. The mission is complete when the logging ends. Remember, the snake can only access the bunker if the base is not alert, so avoid entering the base with the weapon blazing like some noob idiot! After the mission, the AI pod will be placed on the main deck of the NIOrri platform near Saelentrop. Whenever the Snake is next to this platform, there will be audio clips of the female boss playing on a permanent loop. To make the AI pod say different things, develop a non-lethal weapon that has glass piercing ability and shoot the pod with it. Cursed Legacy is Mission 35's IGN's Metal Gear Solid 5: The Phantom Pain of S-Rank Passage. This guide shows you the strategies, collectibles, and places you need to know to beat every MGS 5 main mission story. Check out more IGN's Metal Gear 5 Passage for more codes, Easter eggs, tips and tricks, and more. CHALLENGE TASKS CHALLENGE CHALLENGE REWARD Complete optional target #4 350,000 GMP Full additional target #5 M276 AA G-GUN x2 Full mission with A-Rank or higher base personnel base x2 Full mission with S-Rank S-Rank Personnel Development Base x2 RECOMMENDED BUDDY DD will be essential in sniffing all soldiers in and out of the mansion. Silent can also be helpful in shooting helmets from armored soldiers (leaving you tranq them). MGSV. PS4.1080P.MISSION 35 SUB SUB. HD SCREENCAPS.7.jpgFor fast S-Rank in less than 5 minutes, do the following: Equip a suppressed sniper rifle with armor-piercing ammunition or sleep GrenadesDeploy south of the Luzhva Valley and neutralize three guards in the jungle with sleep grenades, Suppressed sniper shots, or Level 3 Stun Arm Explosion, then Fulton Container For the second container on the other side, wait for the coast to clear, and then sneak up on the top of the container and Fulton it (and yourself) to complete the missionMany enemies on the mission will maintain some serious heat, along with stiff armor, so consider bringing high power weapons in case the mission goes into a big firefight. You can start in a few areas, but your ultimate goal is to south of the mansion, so don't worry about going through the mansion itself, just past him and continue south. Remember that this mission has a hidden timer. It's very generous, and The timer shows itself as soon as the Snake removes the first container. However, loitering around for too long can make the tail end of the mission difficult, so keep quiet and secretive, but with a little pep in your stride! You will quickly come to the tent with two guards. What you want is inside the tent, as there is an Intel file that will tell you exactly where the two containers are. To ease the situation later, we propose to eliminate these two guards in case you get caught later. Once they are taken out and you have the containers spot, you can head to them. Do this carefully as each of them is guarded. Gently dislocate the guards, then remove the containers. Once you have removed the two containers, you will be full and can work out the hotzone, or call a helicopter to come to you. If something eventually turns into a shootout, don't waste a lot of time cleaning up all the enemies. You just need to get the containers lifted back to base, then you can high tail it out of the area back to safety. MGSV. PS4.1080P.MISSION 35 SUB SUB. HD SCREENCAPS.1.jpgThe best way to achieve this goal is to simply eliminate all the soldiers next to each container. You can kill them, or Fulton them, but whatever you do, make sure they won't get back up. Bringing the D-Dog can help you here as it will highlight the soldiers. Using the Sonar Arm will also allow you to return home to any remaining soldiers, although you can get the odd random ping that highlights the animal on the crash. There are actually two places to find an Intel file. You only need information from one of them to complete the goal. MGSV. PS4.1080P.MISSION 35 SUB SUB. HD SCREENCAPS.4.jpgTHE MANSION: The Intel file is located in the mansion opposite where you will find communications equipment and commander. This can only be obtained if the guards in the mansion are not on the lookout! MGSV. PS4.1080P.MISSION 35 SUB 00.HD SCREENCAPS.2.jpgCFA TENT: The CFA tent on the south side of the mansion (besides the waterfall) also has an Intel file. Make sure the coast is clear before you grab this file. MGSV. PS4.1080P.MISSION 35 SUB SUB. HD SCREENCAPS.5.jpgThe company is located inside the mansion next to the communications equipment (opposite the Intel file). He will wear a red beret and bodyguard with him, so quick to neutralize them both. The large uneven diamond is located north of the mansion (250 m southwest of deployment location). MGSV. PS4.1080P.MISSION 35 SUB SUB. HD SCREENCAPS.2.jpgYou will know when you are near as diamonds are guarded by a group of jackals, so be prepared with tranquilizer weapons to put them to sleep. After completing this mission, Miller calls Snake to inform him that the child soldiers have escaped from the Mother's Base. This opens the search for escaped kids Side Ops missions. Emergency Mission 38 at IGN's Metal Gear Solid 5: Phantom Pain S-Rank Passage. This guide shows you the strategies, collectibles, and places you need to know to beat every MGS 5 main mission story. Check out more IGN's Metal Gear 5 Passage for more codes, Easter eggs, tips and tricks, and more. CHALLENGE TASKS CHALLENGE CHALLENGE REWARD Full additional target #3 M2A-304 Mortar Weapon x5 Complete optional target #4 CCCC-WG TYPE-C x1 Full mission with A-Rank or above S-Rank Intel Staff x3 Complete mission with S-Rank S-Rank Intel Staff x6 RECOMMENDED BUDDY Bring DD so it can sniff out all soldiers in Spugmay. If you prefer to be less hands-on, bring Silent and let her do the job of shooting soldiers in Spugmay. Speed is the key to providing the S-Rank to this mission in less than 5 minutes. Do the following: Deploy west of Spugmay at night with D-DogInfiltrate Spugmay from the south, and let DD sniff out all the enemiesIf it is necessary, use the Level 3 Arm Stun Explosion on all of them to clear their OutFind canister and immediately leave the hot zoneC canister has three pre-defined locations, you can restart the checkpoint in Spugmay to make it. Find the canister and pledge before the first enemy jeep arrives. This mission is fast, but there are a fair number of enemies to deal with, and they are usually well armored. For this reason we offer long-range weapons or two, one of which has very high penetration values. The goal is simple, but can be a challenge to accomplish. The ruins will crawl with the soldiers, and your target is not specifically marked on the map. First, it is the elimination of soldiers. Long-range weapons should be yours to come here. You can be adventurous and try to sneak up behind everyone, but because of the tight quarters of this area, it's hard to implement. If you find out, they will call in for support that comes in the form of a helicopter. If this happens, the mission will get a little tricky, so using stealth is definitely the way to go. Once the enemies are dealt with, you will need to move to find the movie canister. It is in one of three places and you can determine where it is by looking at the picture provided to you in iDroid. The picture above shows where we found our canister. If you have, that's it, so you can leave the area and extract yourself to finish the mission. If you need more help finding canisters, Ocelot will call the Snake in two minutes after reaching Spugmay Keep, and he'll determine what it's on iDroid. MGSV. PS4.1080P.MISSION 38 SUB 00.HD SCREENCAPS.1.jpgIt takes to the soldiers in Spugmay about three minutes to find the film canister. If you don't find it by then, cutscene happens to one of the soldiers shooting a canister and causing an instant mission failure. MGSV. PS4.1080.EXTRAORDINARY SUB. HD SCREENCAPS.1.jpgBring along a fully upgraded CGM rocket launcher for this. Position yourself in front of Spugmay and target all the soldiers and then blow them all up on one go (get closer to the target further). In a minute, two jeeps will arrive from the northern and southern roads. Blow them up and also grab a Spugmay Store in under 2 minutes. MGSV. PS4.1080.EXTRAORDINARY SUB. HD SCREENCAPS.2.jpgFor this purpose, the Snake must find the canister before the first enemy jeep arrives in Spugmay. The film canister will spawn in three different places (the screencap shows one of the places), so look for it and take it quickly. MGSV. PS4.1080.EXTRAORDINARY SUB. HD SCREENCAPS.4.jpg Prisoner is held as a guard #24 on the map. There are two ways to extract it without ending the mission prematurely. Capture Spugmay Keep first, but don't take the movie canister yet. Once Spugmay Keep is protected from enemies, leave the canister alone for the time being and drive up to the guard post #24 and remove the prisoner. Once this is done, return to Spugmay and take the canister. First, remove the prisoner. Deploy north of Spugmay and quickly drive to guard the post #24 and extract the prisoner. Once this is done, go to Spugmay and provide a canister. If you protect the canister before you find the prisoner, the mission will end as soon as you leave the Spugmay area and you won't get a chance to retrieve it. MGSV. PS4.1080.EXTRAORDINARY SUB. HD SCREENCAPS.6.jpgVultures will circle around Spugmay Keep, so clean up all the soldiers and then use Tranq and extract the vulture that sits over the ruins. Ruins. mgsv tpp extract ai pod

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