

= Metal Gear Solid 3 : Snake Eater =

Metal Gear Solid 3 : Snake Eater is an action @-@ adventure stealth video game directed by Hideo Kojima . Snake Eater was developed by Konami Computer Entertainment Japan and published by Konami for the PlayStation 2 , and was released on November 17 , 2004 , in North America ; December 16 , 2004 , in Japan ; and in March 2005 in Europe and Australia . The game serves as a prequel to the entire Metal Gear series .

Set in 1964 ( three decades before the events of the original Metal Gear ) , the story centers on FOX operative codenamed Naked Snake as he attempts to rescue a weapons designer , sabotage an experimental superweapon , and assassinate his defected former boss . While previous games were set in a primarily urban environment , Snake Eater adopts a 1960s Soviet jungle setting , with the high tech , near @-@ future trappings of previous Metal Gear Solid games being replaced with the wilderness . While the setting has changed , the game 's focus remains on stealth and infiltration , while retaining the series ' self @-@ referential , fourth wall @-@ breaking sense of humor . The story of Snake Eater is told through numerous cut scenes and radio conversations .

Metal Gear Solid 3 : Snake Eater was critically acclaimed , and sold 3 @.@ 6 million copies worldwide by August 2005 . It is now widely considered to be one of the greatest video games of all time .

= = Gameplay = =

The gameplay of Snake Eater is similar to that of previous games in the Metal Gear Solid series . Snake , controlled by the player , must move undetected through a hostile , enemy @-@ filled environment . Although Snake acquires various weapons ( ranging from handguns to rocket propelled grenades ) , the emphasis is on using stealth to avoid confrontations . A number of objects and gadgets can be found along the way to aid in this , including motion detectors to track hostile soldiers , and the Metal Gear series ' trademark cardboard box , which Snake can hide under to avoid visual detection .

Despite the fundamental similarities , Snake Eater introduces many new aspects of gameplay not present in previous Metal Gear games , including camouflage , a new hand @-@ to @-@ hand combat system called " close quarters combat " or " CQC " , a stamina gauge , and an injury @-@ and @-@ treatment system .

Approximately two @-@ thirds of the game is set outdoors in a Soviet Union rainforest , and using this varied environment to its fullest potential is often the key to success . Of the new features , particular emphasis is placed on camouflage and using the jungle environment itself ( for example , climbing trees or hiding in tall grass ) to avoid being seen by the enemy . The advanced radar from previous games has been removed in favor of a simple motion detector and sonar system more suitable for the game 's time period .

A percentage value called the " camouflage index " gauges Snake 's exposure , on a scale from negative values ( highly visible and attracting attention ) up to 100 % ( completely invisible to the enemy ) . In order to minimize visibility , the player must switch between different camouflage uniforms and face paints to blend in with the environment ; for example , wearing a bark @-@ patterned uniform while leaning against a tree , or wearing striped face paint while hiding in tall grass . Other devices for camouflage , such as a fake gavia head to decrease chances of being detected in water , are also available .

The basic close combat from previous installments has been heavily refined and expanded into the CQC system . When unarmed or using a one @-@ handed weapon , Snake can grab opponents and put them in a chokehold , at which point a variety of actions can be performed , such as choking the enemy unconscious , slitting the enemy 's throat , or interrogating them at knifepoint to obtain information . The context , pressure applied to the button , and movement of the analog stick determine the action performed .

While previous games used only a simple life bar , Snake Eater also keeps track of injuries over the entire body . For example , a long fall could fracture Snake 's leg , slowing him down until the injury

is properly treated with a splint and bandage . Unless these injuries are treated , Snake will not be able to fully recover his health for some time .

The location brings in the need to rely upon native flora and fauna to survive . This is manifested in a stamina gauge , which constantly depletes during gameplay . Failure to restore the gauge by eating has detrimental effects on gameplay , such as decreasing Snake 's ability to aim his weapon and being heard by the enemy due to Snake 's loud stomach grumbles . Food can be stored in the backpack until it is needed . However , some types of food rot over time , and consuming rotten foods may result in Snake developing a stomach ache , causing the stamina gauge to deplete faster .

The PlayStation 2 versions of Snake Eater include a minigame called Snake vs. Monkey , in which Snake has to catch Ape Escape @-@ style monkeys . In addition to containing tongue @-@ in @-@ cheek humor , bonus items usable in the main game can be unlocked by progressing through various stages .

= = Plot = =

= = = Characters = = =

The protagonist of Snake Eater , Naked Snake ( David Hayter / Akio ?tsuka ) , known as Big Boss in subsequent games , is a young former Green Beret assigned to the CIA unit FOX . During his mission , Snake is assisted by fellow FOX members over his radio : Major Zero ( Jim Piddock / Banj? Ginga ) , commander of FOX and a former member of the British Special Air Service , who provides Snake with mission advice and battle tactics ; Para @-@ Medic ( Heather Halley / Houko Kuwashima ) , who provides medical information , as well as advice on flora and fauna ; and Sigint ( James C. Mathis III / Keiji Fujiwara ) , who provides weapon and equipment information .

The two primary antagonists of the game are Colonel Volgin ( Neil Ross / Kenji Utsumi ) , an electricity @-@ controlling GRU colonel and member of the extreme Brezhnev faction , who are attempting to overthrow Nikita Khrushchev to seize power for Leonid Brezhnev and Alexei Kosygin , and The Boss ( Lori Alan / Kikuko Inoue ) , former mentor to Naked Snake and co @-@ founder of the FOX unit . The Cobra Unit , a Special Forces unit led by The Boss , is composed of The End ( J. Grant Albrecht / Osamu Saka ) , a venerable expert sniper credited as the " father of modern sniping " ; The Fear ( Michael Bell / Kazumi Tanaka ) , who has supernatural flexibility and agility ; The Fury ( Richard Doyle / Masato Hirano ) , a disfigured former cosmonaut armed with a flamethrower and a jetpack ; The Pain ( Gregg Berger / Hisao Egawa ) , who can control hornets to both defend himself and attack his enemies ; and The Sorrow ( David Thomas / Yukitoshi Hori ) , the spirit of a deceased medium .

Other characters include Dr. Sokolov ( Brian Cummings / Naoki Tatsuta ) , a rocket scientist whom Snake must rescue ; EVA ( Suzetta Miñet / Misa Watanabe ) , Snake 's love interest , American defector , and KGB agent sent to assist him , and a young Ocelot ( Josh Keaton / Takumi Yamazaki ) , commander of the elite Ocelot Unit within Volgin 's GRU .

= = = Story = = =

= = = = Virtuous Mission = = = =

Metal Gear Solid 3 is set before the events of first Metal Gear during the Cold War in 1964 , where a CIA agent , codenamed " Naked Snake " , is sent to the jungles of Tselinoyarsk , in the USSR . Aided over radio by Major Zero , Para @-@ Medic , and his former mentor The Boss , his mission is to rescue a defecting Soviet scientist named Sokolov who is secretly developing an advanced nuclear @-@ equipped tank called the " Shagohod " . The mission goes smoothly until The Boss defects and provides her new benefactor , Colonel Volgin , with two Davy Crockett miniature nuclear

shells . Sokolov is captured by Cobra Unit and Snake is heavily injured and thrown off a bridge by The Boss , allowing Volgin and his cohorts to escape with Sokolov . Volgin detonates one of the nuclear shells to cover up its theft , which is subsequently blamed on The Boss . Snake is recovered using the Fulton Recovery System .

= = = = Operation Snake Eater = = = =

Having detected the U.S. aircraft which deployed Snake flying over Soviet soil , the Soviet Union declares the United States responsible for the nuclear attack , tipping both nations to the edge of a nuclear war . In a secret conference between U.S. President Lyndon B. Johnson and Soviet Premier Nikita Khrushchev , a deal is hatched to prove the U.S. ' s innocence and restore peace . The United States agrees to stop Volgin ' s renegade faction , destroy the stolen Shagohod and eliminate the American defector , The Boss .

A week after being rescued from the region , Snake is redeployed into the Soviet jungle as part of " Operation : Snake Eater " , to fulfill the United States ' promises . During the mission , he gains the assistance of another American defector , ex @-@ NSA agent EVA , who defected a few years earlier ( though she is informed she would be helped by ADAM , who defected with her ) . After numerous encounters with the elite Ocelot Unit ( led by a young Revolver Ocelot ) , and defeating nearly every member of Cobra Unit , Snake succeeds in locating Sokolov and the stolen Shagohod , only to be captured in Volgin ' s military fortress , Groznyj Grad . After listening to Volgin brutally beat Sokolov to death , Snake is tortured by Volgin and loses his eye while protecting EVA from Ocelot , who was attempting to kill her upon suspecting her of being a spy ; Snake ultimately escapes .

When he returns to the facility to destroy the Shagohod , Snake is once again confronted by Volgin and learns of " The Philosophers " . Made up of the most powerful men in the United States , Soviet Union , and China , they were an Illuminati @-@ like organization who control the world behind the scenes . However , after the end of World War II , they began to fight amongst themselves , and the organization broke down . The Philosopher ' s Legacy , a fund the organization had jointly amassed to finance their wars ( \$ 100 billion ) , was divided up and hidden in banks all over the world . Volgin had illegally inherited this money , and Snake learns that the U.S. is attempting to retrieve it .

Snake continues his mission , destroying the facility and the Shagohod tank , while engaging Volgin , who is killed by a bolt of lightning during the battle . Snake and EVA travel to a lake , where a WIG ground effect vehicle is hidden . Before they use it to escape the region , Snake confronts his old mentor , The Boss , whom he must assassinate to complete his mission . After an emotional battle , Snake overcomes his feelings and kills The Boss , emerging victorious . He and EVA escape to Alaska , and spend the night together as they make love . During the night , EVA disappears , and leaves behind a tape revealing herself to be a Chinese spy sent to steal the Philosopher ' s Legacy for China . The tape continues , and EVA reveals that The Boss did not defect to the Soviet Union ; rather , she was under orders to pretend to defect so she could infiltrate Volgin ' s ranks and find the location of the Legacy , which could be brought back to America . The final part of her mission was to sacrifice her honor and die at the hands of Snake , under the guise of a traitor , to prove the U.S. ' s innocence in Volgin ' s nuclear attack from the beginning of the game .

Snake is awarded the title of " Big Boss " and given the Distinguished Service Cross for his efforts by President Johnson in front of his FOX Unit and other officials ; however Snake has become so distraught and demoralized after EVA ' s revelation that he leaves almost immediately after getting his medal , hardly acknowledging Major Zero , Para @-@ Medic and Sigint . Later , he arrives at an anonymous grave , The Boss ' s , just one of thousands located in Arlington National Cemetery . Laying down The Boss ' s gun and a bouquet of lilies upon the nameless gravestone , he scans the endless rows before him , salutes , and sheds a single tear , knowing that The Boss ' s true patriotism would be known by only EVA , himself , and others who knew of her mission .

After the credits roll , Ocelot is heard talking to an unknown man over the telephone . Ocelot informs him that the microfilm stolen by EVA was a fake and that half of the Philosopher ' s Legacy is now in America ' s hands , with the other half held by the KGB . It transpires that Ocelot has been triple @-@ crossing everyone from the very beginning . He then reveals that he is in fact ADAM ,

that he is talking to the director of the CIA , and that he has been working for the said agency all this time .

= = Development = =

Originally , the game was supposed to be developed for the PlayStation 3 , but due to the long wait for the PS3 , the game was developed for the PlayStation 2 instead . From the outset , the game 's director Hideo Kojima wished to drastically change the setting from previous games . He stated that the jungle setting is what both his development team , and the Metal Gear fans , wanted . However , he acknowledged that the elements of a jungle environment , such as the weather , landscape and wildlife , were features that would present problems during the game 's development . Whereas in previous installments the player starts out close to , or even within , the enemy base , Kojima wished Snake Eater to be more realistic , with Snake starting out miles from civilization and having to work his way to the enemy encampment .

Kojima commented that the outside environment was very difficult to create . He explained that the reason previous games were primarily set indoors is because the current consoles were not powerful enough to portray a true jungle environment . In contrast with urban environments , the jungle does not have a flat surface . The protagonist in Snake Eater has to cross uneven terrain , including rocks , dirt mounds , and treestumps . As a result , the collision engine used in previous installments could not be used , and a new one had to be built from scratch . Setting up the motion capture technology so players could walk over these mounds was a problem during development .

Many fans wanted Snake Eater to use a 3D camera , but this was ultimately not implemented in the game . Kojima views Metal Gear Solid , Sons of Liberty and Snake Eater as a trilogy , and wished to keep the camera the same as the previous two in order to keep the feel of the three games the same . He did , however , acknowledge that the current trend for video games is to use the 3D camera . The camera was later implemented in an updated version of Snake Eater titled Metal Gear Solid 3 : Subsistence , and further installments in the franchise .

Kojima designed boss battles of Snake Eater to be totally different from those in previous Metal Gear games , or any other games . He said that the boss battle with sniper The End best represented free , open gameplay in the game . The battle takes place over a large area of dense jungle , and the player must search extensively for The End , who attacks over long range from an unknown position . This battle of attrition can last for hours , and contrasts with other boss fights in which the enemy is right in front of the player and in view the whole time . In addition , the player has the ability to both avoid this boss battle altogether by killing The End earlier in the game ; or save and quit during the fight , wait a week , and reload the game to find The End having died of old age . Kojima commented that features like this do not appear in other games .

= = = Music = = =

The musical score of Snake Eater was composed by Harry Gregson -@ Williams and Norihiko Hibino , who provided material for both cut scenes and the game itself . Hibino wrote the game 's opening theme , " Snake Eater " , a distinctly Bond @-@ like vocal track which also appears in the game proper , as performed by Cynthia Harrell . Composer and lyricist Rika Muranaka provides a song called " Don 't Be Afraid " which is played during the ending for the game . The song is performed by Elisa Fiorillo .

In a break from tradition , one of the ending themes of the game was not an in @-@ house production , but Starsailor 's " Way To Fall " . Hideo Kojima later revealed in his blog that he originally wanted to use " Space Oddity " and " Ashes to Ashes " ( by David Bowie ) for the ending themes because of the space development theme of the game , but during the game 's development that theme lost its significance . One of his colleagues then advised him to listen to Stellastarr , but Kojima heard Starsailor . He liked the song " Way To Fall " , and chose it as an ending theme .

= = Reception = =

Snake Eater was a commercial success and sold 3 @. @ 6 million copies worldwide by August 2005 . Although this is considerably lower than Metal Gear Solid 2 : Sons of Liberty , which has sold 7 million copies to date , critics were pleased with the new protagonist , Naked Snake ? who strongly resembles the series protagonist Solid Snake ? after fans were disappointed by Raiden in MGS2 . Some critics , who found the lengthy dialogues and multitude of plot twists in Sons of Liberty to be detrimental to the game experience found the storyline of Snake Eater a pleasing throwback to the original Metal Gear Solid , with less of the " philosophical babble " present in Sons of Liberty .

= = = Critical response = = =

Metal Gear Solid 3 : Snake Eater was critically acclaimed , and was given high scores by some of the most prominent gaming critics . On the review aggregator GameRankings , the game has an average score of 91 @. @ 77 % based on 86 reviews . On Metacritic , the game had an average score of 91 / 100 , based on 68 reviews . Gaming website IGN awarded a 9 @. @ 6 / 10 and Edge rated it 8 / 10 . GameSpot , who granted it an 8 @. @ 7 / 10 , commented that the game is " richly cinematic " and " a great achievement . " GameSpy hailed it as " probably the best Metal Gear Solid game yet " , and Eurogamer called it " overwhelmingly superior to MGS2 : Sons of Liberty " in their review .

Reviewers had mixed opinions about the game 's camouflage system . Edge commented that " laying , camouflaged , in short grass inches away from a patrolling enemy is a gripping twist on stealth , " while GameSpy criticized it as " just a number to monitor and not a terribly interesting one . " Out of the variety of new features , GameSpot called it " the most important and best implemented . " The game has also been criticized for its low frame rate , which has been reduced to 30 frame / s ( compared with 60 frame / s in Sons of Liberty ) .

The cut scenes of Snake Eater have been called " visually exciting and evocative , beautifully shot " by Edge . However , they commented that the script " ranges from awkward to awful " and criticized David Hayter 's performance as Snake , concluding that " Snake Eater 's speech is not up to the standard of other games , let alone cinema . " GameSpot said that some of the humor " falls flat , as if lost in translation from Japanese " and " should appeal to ... hardcore fans but ... takes you out of the moment . "

= = = Awards = = =

Since its release in 2004 , the game has received numerous awards . Notable ones include " best overall action game " , " best overall story " and " best PS2 use of sound " in IGN 's Best of 2004 awards , and " best story " , " best sound effects " and " best new character " in GameSpot 's Game of the Year 2004 awards .

Snake Eater 's theme song won the " Best Original Vocal Song - Pop " from the Game Audio Network Guild at the Game Developers Conference in August 2005 , while the game itself won the award for " Best PS2 Game " at 2005 's Game Convention in Germany . David Hayter , voice of Snake , was nominated for the Academy of Interactive Arts and Sciences award for " Outstanding Achievement in Character Performance . "

= = = Legacy = = =

Snake Eater was developed as a prequel to the entire Metal Gear series , and was followed by several direct sequels : Metal Gear Solid : Portable Ops , Metal Gear Solid : Peace Walker , Metal Gear Solid V : Ground Zeroes , and Metal Gear Solid V : Phantom Pain . In 2011 , Kojima revealed that he floated the idea of a Metal Gear Solid 5 set during the World War II invasion of Normandy , showing The Boss and Cobra Unit 's assistance in the fight . However , the team was hesitant about such a big project and Kojima later felt that " simply dropping MGS5 on the younger staff members was a bit heavy . "

The game has since been listed on several "Best of ..." lists by video @-@ gaming publications . In 2009 , IGN placed Subsistence at number 3 on its " The Top 25 PS2 Games of All Time " list . GamePro listed Snake Eater and Subsistence at 8th place on its list of " The 36 Best PS2 Games " in 2010 . That same year , IGN ranked Snake Eater 2nd on its list of the " Top 100 PlayStation 2 Games " , and said that it had " the best story in the franchise . " In 2013 , GamesRadar placed the game at number 22 on its " The 100 Best Games of All Time " list . That same year , the game 's story was ranked 10th place on GamesRadar 's list of " The Best Videogame Stories Ever " . In 2015 , the game placed 2nd on USgamer 's " The 15 Best Games Since 2000 " list .

= = Release history = =

Like Metal Gear Solid 2 : Sons of Liberty before it , Snake Eater was first released in North America ; the Japanese release was held back for almost a month after that . However , the Japanese version featured a downloadable camouflage pattern unavailable in North America . A limited edition premium package of Snake Eater was released alongside the standard version in Japan . The premium package came with a video DVD disc featuring all the promotional trailers shown prior to the game 's release ( including a proof of concept video shown internally within Konami ) , two booklets and a painted 1 / 144 @-@ scale model of the Shagohod . A special limited edition CD was given away to those who preordered the Japanese version of Snake Eater , which included several tracks from the game 's soundtrack , as well as computer screensavers and additional camouflage for the main game . The pre @-@ order package allowed cell phone users to access a special site featuring image and music downloads .

For the European release , Konami added several new features , including the " European Extreme " difficulty setting , a Demo Theater of the game 's cut scenes , and a Duel Mode , where players can replay boss battles from the main game , in addition to extra facepaints based on European flags and two new " Snake vs. Monkey " levels .

= = = Subsistence = = =

Metal Gear Solid 3 : Subsistence was released in Japan on December 22 , 2005 , later in North America on March 14 , 2006 , in Europe on October 6 , 2006 and in Australia on October 13 , 2006 . Subsistence continues the Metal Gear Solid series tradition of follow @-@ up expanded versions . While previous releases , such as Metal Gear Solid : Integral and Metal Gear Solid 2 : Substance included skill challenge missions and / or side story missions , Subsistence eschews the extra single @-@ player missions to include updated versions of the series ' first two games , Metal Gear and Metal Gear 2 : Solid Snake , a brand @-@ new competitive online mode , and a fully 3D , user @-@ controlled camera in the main portion of the game .

Subsistence 's online multiplayer component , titled Metal Gear Online , consists of five tournament @-@ style game modes , each with a capacity of up to eight players . This mode pits players , each playing as a generic soldier against each other in deathmatch battles and variations of capture the flag , using stages , items , maneuvers , and units ( such as the KGB , GRU or Ocelot Unit ) from the main game . Depending on server settings , each round the highest @-@ scoring player in each unit automatically assumes the role of one of the main characters ( or Reiko Hinomoto from Rumble Roses ) , along with unique abilities and / or items . For example , the highest scoring player on the GRU team would assume the role of Major Raikov , leader of the GRU , next round . Konami 's Metal Gear Online service for the PlayStation 2 closed in Japan on December 26 , 2006 , followed by in North America on April 2 , 2007 and in Europe on October 30 , 2007 , although a fan community has revived it by emulating the servers . As noted above , the online mode , after one of the players unlocks an animal codename , also allowed for the player to play as either Reiko Hinomoto or Rowdy Reiko from Rumble Roses ( depending if the player in question was of red team or blue team , respectively ) . According to Metal Gear series creator Hideo Kojima , he added the characters into the game as secret characters in part due to opportunity : Kojima had earlier been offered a deal with Rumble Roses producer Akari Uchida to make a crossover between Metal Gear

and Rumble Roses . However , the Metal Gear development team at the time refused to work with them . Kojima eventually accepted the offer when trying to decide on secret characters for the online mode for Subsistence to tie up loose ends . He also admitted that he originally considered offering Tomonobu Itagaki , at the time the producer of the Tecmo fighting game series Dead or Alive , the opportunity of using one of his characters as a secret character .

In addition to the older games and the online mode , Subsistence includes many minor features common to international version releases . It includes the downloadable extra camouflage and face paint designs and " Snake vs. Monkey " stages previously exclusive to the European release , the European Extreme difficulty level , parody cut scenes and trailers from the official website , and connectivity with Metal Gear Acid 2 . The Japanese version also includes a URL for a hidden website that allows the download of OtaClock , a PC and Mac clock program that features Metal Gear Solid series recurring character Otacon . This website is now publicly available .

" Limited Edition " copies of Subsistence also include Existence , the game 's cut scenes edited into a three @-@ and @-@ a @-@ half @-@ hour feature film with additional scenes and remastered sound . The North American " Limited Edition " package was only available to consumers who pre @-@ ordered it before the game 's release . The three disc edition is the standard release of Subsistence in Europe to make up for the title 's lengthy delay .

A bonus documentary DVD video titled Metal Gear Saga Vol . 1 was bundled with pre @-@ orders for Subsistence in North America and with the European Platinum reissue of Snake Eater released in Germany on March 23 , 2006 . The disc includes a five @-@ part , 30 @-@ minute featurette about the entire Metal Gear series interspersed with an interview of Hideo Kojima , as well as trailers for various current Metal Gear games .

Subsistence received marginally higher review scores than the original Snake Eater , averaging 94 % on Metacritic . Reviewers commented that the introduction of the 3D camera removed the " only grade @-@ A problem " and makes the gameplay feel " less restrictive and more natural . " The online mode is considered " impressive for a PS2 game " , though " [ Snake Eater ] ' s distinctive gameplay conventions do not entirely lend themselves to the online action @-@ gaming experience . " Subsistence received IGN 's award for " best online game " for the PlayStation 2 in December 2006 .

== HD Edition ==

Konami released a graphically upgraded version of Snake Eater titled Metal Gear Solid 3 : Snake Eater - HD Edition for PlayStation 3 and Xbox 360 consoles in late 2011 , and early 2012 in Europe . It was released as a stand @-@ alone digital download , as well as part of the Metal Gear Solid HD Collection , which also include Metal Gear Solid 2 : Sons of Liberty and Metal Gear Solid : Peace Walker . The PS3 and Xbox 360 versions runs in a resolution of 720p and aims for a target framerate of 60 frames per second , compared to the PS2 version 's maximum of 30 FPS . The HD Edition features some of the content from the Subsistence version , such as the third @-@ person camera , demo theater and the inclusion of the MSX2 Metal Gear games , but lacks the online multiplayer mode and the " Snake vs. Monkey " minigame ( due to this version also being released on the Xbox 360 ) . A PlayStation Vita version of the Metal Gear Solid HD Collection on June 2012 , which features Metal Gear Solid 2 and 3 ; this version of Metal Gear Solid 3 features limited touch controls to take advantage of the Vita 's touch screen , and compared to the PS2 version , the framerate is a more consistent 30 FPS , with less screen tearing .

== Metal Gear Solid : Snake Eater 3D ==

At Electronic Entertainment Expo 2010 , Konami displayed a technical demo for the Nintendo 3DS entitled Metal Gear Solid 3D : Snake Eater ? The Naked Sample . The demo 's subtitle " The Naked Sample " was meant to convey its purpose as just a sample of the 3DS hardware , with no plans to bring a game to production at that point . Series producer Hideo Kojima stated at the time that if a Metal Gear game for the 3DS was actually made they would consider some elements from the

PlayStation Portable title Metal Gear Solid : Peace Walker , including the game 's cooperative gameplay system . Later in 2010 , Konami announced a full Metal Gear title for release on the 3DS , which was revealed at Nintendo World 2011 to be Metal Gear Solid : Snake Eater 3D . It was released on February 21 , 2012 in North America and March 8 , 2012 worldwide .

Due to the limited interface of the 3DS , as well as to take advantage of the touch screen , 3D has vastly unique controls when compared to other games in the Metal Gear series . While the game has been heavily criticized for these control changes , use of the Circle Pad Pro peripheral has been cited to alleviate much of the control issues of the 3DS . This is done by restoring camera movement to the second analog stick , adding ZL and ZR buttons for aiming and attacking , and allowing the face buttons to be used in a manner more in line with all other releases in the Metal Gear series .

3D also has certain optional in-game differences that affect play , such as the concise over the shoulder third person view and the addition of crouch walking . Firing in this third person view substitutes an open crosshair for the standard down the barrel sighting of the standard FPS view . This method of aiming can seem less precise , but does allow for a greater margin of error in accuracy . 3D makes use of the 3DS console 's gyroscope , which is used to maintain balance when walking across a bridge or standing on tree branches . The camouflage system has also been updated , allowing the player to make use of the 3DS ' camera to make a custom camouflage pattern . The port features numerous graphical improvements over the initial PlayStation 2 version including better character models and the addition of normal mapping . Despite this , the framerate has been criticized for falling far below the other versions of Snake Eater . Snake Eater 3D has met with positive reviews , averaging 77 % at GameRankings based on 34 reviews , and 78 / 100 at Metacritic based on 46 reviews .

== Other releases ==

The 20th Anniversary Edition of Metal Gear released in Japan includes the first disc of Subsistence , with a second disc containing the MSX2 versions of Metal Gear and Metal Gear 2 , without the other extra game modes that were featured in Subsistence ( Snake vs. Monkey , Metal Gear Online , Secret Theater and Duel Mode ) . The version of Metal Gear Solid 3 : Subsistence included in the North American Essential Collection box set is missing the MSX2 games .

== Pachislot ==

KPE , the parlor entertainment subsidiary of Konami , announced a pachislot adaptation of Metal Gear Solid : Snake Eater scheduled to be released in Japan sometime during Autumn 2016 . It will be released on a new type of pachislot cabinet known as the " Big Boss " , which features a 32 inch LCD monitor in full HD covering its front surface . Scenes from the original video game have been redone in updated CGI to showcase the cabinet 's high end video capabilities . The announcement of this pachislot has been met with backlash among the Metal Gear following the controversy surrounding the circumstances of Kojima 's departure from Konami , with the official trailer on KPE 's Youtube channel currently holding over 53 ,000 thumbs down after 980 ,000 views .