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Metal gear solid 3 snake eater 3d

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There are countless franchises out there playing, with many of them that are monumental and inspiring the growth of the sector. One of my personal favorites and I admit that one of the biggest franchises of all time game is, of course, the Metal Gear series. We also included in our Top Game single player! Originally created by: the à stessò god, Hideo Kojima in 1987, with many releases in 30 years, and all but three were designed by Hideo Kojima. Unfortunately, Konami, the publisher, it is separated with Kojima in 2015, marking the end of the MGS series shortly after. However, someone new to the series may be confused with the number and order of MG games, but fortunately we are here to list them all for you! Note that we list the games in order of their date of issue, since their order by lore events will be confusing to trace. Last but not least, some games are considered non-canon for the continuity of history. We still notice those games for our readers to see! Let's start: Release Date: July 13, 1987 Developer: Konami Publisher: Konami | Ultra Games (NA) Platforms: MSX2 | Famicom / NES | MS-DOS | Commodore 64 | Gamecube | Mobile | PS2 | PS3 | PSVita | XBOX 360 | Canonica Virtual Console: Canon This game was the beginning of everything. Released in 1987 for the MSX2 Metal Gear has been following the story of Solid Snake as he infiltrates the fortress of Outer Heaven to find and destroy Metal Gear, bipedale weapon capable of launching nuclear attacks. With the perception of the camera head and stealth mechanics, the game was a big hit in Japan, being on the top 20 best selling MSX games for five months. Its success has produced two sequels. One was directed by Hideo Kojima. The other was an independent project, released only in Western markets with Kojima being unaware of its existence for a while '. 1990 à Snakeà s Revenge Release date: April 1990 (NA) | March 26, 1992 (EU) Developer: Konami Publisher: Ultra Games (NA) | Konami (EU) Platform: Nintendo Entertainment System (NES) Canonicity: Non-Canon Following the success of Metal Gear, Konami he moved into a sequel of the NES console, which was only released in North America before, and Europe later . The sequel was called Snakeà s Revenge. Gameplay-wise, the game remains faithful to the original, with the same stealth mechanics which also applies to the sequel. Hideo Kojima had no idea of game development, and according to rumors, he learned of its existence from one of the new developers. Then he continued to develop his true sequel, Metal Gear 2: Solid Snake. Publication Date: July 20, 1990 Developer: Konami Publisher: Konami Platforms: MSX2 | Mobile | Virtual Console | PS2 | PS3 | PSVita | Xbox 360 Canonicity: Canon The true sequel to Metal Gear in 1987, developed by Hideo Kojima this time, Metal Gear 2 was released exclusively in Japan in 1990. The first time the Western market reached to the game was much later , with the release of Metal Gear Solid 3: Subsistenza, which also included Metal Gear and Metal Gear 2 as a bonus content. A few years after the original, in a place called Zanzibar Land, the game has improved almost every problem that the original had, with stealth mechanics to be prominent. Moreover, the plot has been improved a lot, along with the addition of themes of war and nuclear proliferation. Publication date: September 3, 1998 Developer: Konami Computer Entertainment Japan Publisher: Konami Platform: Microsoft Windows | PlayStation | PlayStation Portable | PlayStation 3 Canonicity: Canon One of the most acclaimed games of the first PlayStation console, Metal Gear Solid was a masterpiece that has influenced countless games for years to come. Set in 2005, six years after the events of Metal Gear 2, The role of Solid Snake once again to infiltrate a remote nuclear base of Alaska on the island of Shadow Moses. The game has characterized the 3D environment, although it has maintained most of its own perspective of the camera. The Soliton Rader was also introduced, as well as new mechanics such as Alert Mode. We should also mention the incredible soundtracks that has characterized the game, and we à die-hard fans à silently sing today! Publication date: 24 April 2000 Developer: Konami Computer Entertainment Japan Publisher: Konami Platform: Gameboy Color Canonica: Non-Canon Ghost Babel was the first game in the series to be released on a handheld console that was the Game Boy Color. The game is set seven years after the events of the original Metal Gear, but is considered non-canon, as is taking place in an alternate continuity. While the game has many similarities with Metal Gear 2, has some added elements, such as the 8-direction movement, the screen scrolling instead of flip-screen, as well as being able to embrace the walls as in Metal Gear Solid. Despite its non-canon storyline, the game has been a great success, and is considered one of the best games to play on Game Boy Color. Publication Date: November 13, 2001 Developer: Konami Computer Entertainment Japan Publisher: Konami Platforms: PlayStation 2 | Xbox | Microsoft Windows | PlayStation 3 | PlayStation Vita | XBOX 360 | Nvidia Shield Canonica: Canon We could talk about this game for hours, even days. It 's my personal favorite game of the series after all. Metal Gear Solid 2 takes place 2 to 4 years (prologue and the main game) after the events of MosE © shadow. It is the first game that features two playable characters, one of which is Solid Snake and Raiden each other. There were even a couple of unhappy fans, due to the fact that Raiden was the main playable character in the game, but we respectfully we disagree. Raiden is an incredible person who was destined to be in later games. The story will follow the return of many familiar characters and surely will hit him with some unexpected plot-twists. It has a great time and we invite all who will play to pay attention to each scene and dialogue. We guarantee that the plot will make you blow up! One year after its publication, Substance version is released. It's basically an extended version that contains VR Missions, Alternative Missions and some extra game modes like Snake Tales, which are missions set in the play areas with Solid Snake as the main character. These missions are not canonical. Starting and get pumped up by the amazing sound intro column that will make you healthy and pursued for years to come! Publication Date: March 9, 2004 Developer: Silicon Knights | Konami Computer Entertainment Japan Publisher: Konami Platform: Gamecube Canonica: Canon The Twin Snakes is a remake of Metal Gear Solid, just published for the Gamecube. Although the story is pretty much the same as the original, The Twin Snakes added some important elements of game-changing, for example, you could now get into the first-person mode as you could in MGS2. They have also improved the AI so that the enemy could now communicate with each other and relevant, so more efficiently. The best improvement is the voice acting. Because of the improved audio quality Gamecube, Konami has re-recorded all the dialogue, with most of the original voice actors return to their roles. The voices of Twin Snakes are the voice à canonà, as these are the ones who listen to Snake when he recalls the past in Metal Gear Solid 4 Release Date: November 17, 2004 Developer: Konami Computer Entertainment Japan Publisher: Konami Corporation Platforms : PlayStation 2 | PlayStation 3 | PlayStation Vita | XBOX 360 | Nintendo 3DS | Canonica of Nvidia Shield: Canon And that, my friends, if you ask me, is one of the greatest video games of all time. It's the critical acclaimed Metal Gear Solid Snake Eater. Snake Eater was the first game in which we had to follow the role of Big Bossà and witness the birth of him to greatness. Set in 1964, the game extends over two missions: Virtuous Mission (prologue) and Snake Eater operation (principle (principle A story of loyalty, betrayal and sacrifice. A story that is made with mastery and will make you hook from the beginning. Wise game, MGS3 is an innovator for the time of him. Countless mechanics have been added more in particular, the Camouflage, depending on the area. For example, you can use a different camo dress to hide in the grass and another to hide on the rocks. Another important addition of gameplay is animals and plants. You can capture and eat wild animals as well as plants to restore resistance. Furthermore, the jungle can be used to cross and stay hidden from climbing trees. A lesions treatment system has also been added. There are many cases where Snake can be wounded for several reasons, such as poison or broken leg or even taking a bullet. The system asks you to treat these wounds alone, and if left untreated there will be consequences. We could write for this reason for this true masterpiece of the Playstation 2 era, but we prefer that you go to taste alone, if you don't already have it. Date of publication: 16 December 2004 Developer: Konami Computer Entertainment Publisher: Konami Platforms: PlayStation Portable Canonicity: Non-Canon Metal Gear Acid was the first game of the series to be released for the PSP. It is a RPG of shiftable cards and its history is considered non-canon. Set in 2016, a plane carrying an important politician is hijacked by terrorists. They ask by the United States government to reveal a study that was conducted in Africa. The United States submit to Solid Snake to infiltrate the research structure and learn everything about the project and save the politician that is fascinated. While the game was not close to the previous ones, as the gameplay was extremely different. Received reviews mostly positive, and has also generated a mobile version called Metal Gear Acid Mobile. Release date: 8 December 2005 Developer: Production of Kojima Publisher: Konami Platforms: PlayStation Portable Canonicity: non-canon The sequel of the first game, ACID 2, is set a few years after the events of its predecessor and does not have great changes of Gameplay, except for the Solid Eye. The Solid Eye is a collapsible cardboard box that comes with the game and can be sled on top of the PSP. When in solid eye modes the PSP divides the screen into two different images and when you look through the solid weigh the images overlap and produce a 3D effect. Another difference for the first game is the use of CEL-SHADED graphics, replacing dark graphics. Once again, the game produced favorable reception. Release Date: December 5, 2006 Developer: Kojima Production Publisher: Konami Platform: PlayStation Portable Canonicity: Canon Portable Ops sets the return of the classic gameplay Metal Gear Solid for the first time on PSP. The story is canon and set 6 years after the events of Snake Eater. The story revolves around Naked Snake, who must fight his former units after the revolt. The cast sees the return of support characters known by MGS3 as well as those à € enovià €. The biggest addition of the game is the command system. This mechanic allows the player to recruit enemies and direct them to the allies that can then be sent into missions. In addition, the game features a multiplayer portion of Metal Gear Online, which can affect the single-player portion and vice versa. Release Date: September 20, 2007 Developer: Kojima Production Publisher: Konami Platform: PlayStation Portable Canonicity: Canon Portable Ops Plus is a standalone expansion of the previous game that now has many -mainly multigocatore- added. Single Player wise, the game eliminates the classical campaign in history and replaces it with a call mode à Infinity missiona. MPO + has Added new multiplayer maps, raised the soldier hat to 200 and gave them new abilities. A Cape Race mode has been added when the game detects a save file from the original game. For those who want to follow history, the original portable ops is recommended. Release date: 11 December 2008 Developer: Developer: game studios publisher: konami platforms: mobile canon: Non-Canon the mobile version of mps was released much back in 2008 when smartphones were not yet providing the convenience of a touch screen, so the game oated the pad numbers as its controller. In historical sense, the game takes place between mps and mgs2, said this, there were discussions about its canonical character in the main history of metal gear. While it could be canon, there are no mentions of its events on any other game, so the Non-Canon label. We could have reservations for this. It is obvious that you will no longer be able to play this game. ocita date: 12 June 2008 developer: production of kojima publisher: konami platforms: playstation 3 canonicity: canon metal solid gear 4 is the next main voice of the series and also the epilogue, so basically it is the closure of the main plot. we are talking about one of the masterpieces of the last generation and an indefinite game. set in 2014, follows solid snake, infected by a decease degenerative that has greatly accelerated its aging and now goes on as an old snake (flagging of an amazing mustache!).). We will not talk much about the story, because it is something that players should experience themselves and should not be spoiled at the least. Gameplay-wise there have been added stealth elements, such as the octocamo suit, which imitates the appearance of any snake surface rests on, thus making it difficult for enemies to locate. during the specific moments in cutscenes, players will be invited to interact and give out flashbacks that were nostalgic for those who followed the story from the beginning. really a piece of art, mgs4 will affect your feelings as thunders. Have fun! ocita date: 12 June 2008 developer: production of kojima publisher: konami Platforms:PlayStation 3 canonicity: no story metal gear online was released worldwide along with mgs4 and got a standalone release for Japan exclusively. has characterized up to 16 games, a remarkable variety of modes and customization of the characters. the online mode had a respectable number of players in Japan, until the closure of its servers in 2011, due to the energy conservation needs after the Japanese earthquakes of the same year, the mode returned in 2015, with the release of gear metal solid v: the phantom pain. release date: 18 March 2009 developer: production of kojima publisher: konami platforms: ios canonicity: canon (follows mgs4 storyline) metal gear solid touch has been released for ios devices and is based on mgs4: the player moves through various stages and eliminates enemies in order to progress. every now and then the boss based on mgs4 will also have their part in the game. gameplay and mechanics are quite simple, so there is not much content to analyze this game. a very banal release. ocita date: 29 April 2010 developer: production of kojima publisher: konami platforms: playstation portable | playstation 3 | xbox 360 canonicity: canon originally published for portable playstation and subsequently brought as part of the metal gear hd collection, peace walker brings us back to the control of big boss and shows us important events in the plot. set in 1974 on the embroidery coast, the story follows big boss and his mercenary unit, militaires sans frontières. history is linked with both mgs3 and portable ops such as sequel and mgsv as prequel. One of the most critically acclaimed psp games, peace walker presents recruitment mechanisms seen in portable ops, only this time they oate the fulton recovery system, which can be attached to the submissive enemies and are self-cult. the player can also manage the mother base, where he can assign recruited soldiers to various teams, depending on where they are moreThe recruited soldiers can also be sent on missions called Outer Ops. There is also a multiplayer mode, where players can take missions with another player or fight with enemy vehicles, up to 4 combat players. Release date: 6.2012 Developer: Production of Kojima Publisher: Konami Platforms: Android | iOS Canonicity: Non-Canon Social Ops was released for Android and iOS devices in 2012. He has featured many characters from previous games. Game wise was similar to Metal Gear Acid. Apparently, it was closed a year after its publication. Date of publication: 19 February 2013 Developer: Platinum Games Publisher: Konami Digital Entertainment Platforms: PlayStation 3 | Xbox 360 | Microsoft Windows Canon: Canon Revenge is the second game to characterize Raiden as the main protagonist and has characterized more action-oriented gameplay, with much less emphasis on stealth. The story is set in 2018, four years after the events of Metal Gear Solid 4. Raiden follows, now a complete Cyborg Ninja, as he discovers a plot to turn children into cyborg soldiers. Although different the game was, compared to its predecessors, it remained faithful to the essence of Metal Gear. The fight was smooth but fast and the mechanic Zandatsu was completely naughty! The story was really satisfying, but a little short. Another advantage was the boss fights, each with different mechanics. Developers want a sequel. Apparently, the feud between Konami and Kojima was the reason why the developers team had to postpone their plans, at least for now. Release date: 18 March 2014 Developer: Production of Kojima Publisher: Konami Platforms: Microsoft Windows | Xbox 360 | Xbox One | PlayStation 3 | PlayStation 4 Canon: Canon Ground Zeroes is the prologue of the "Phantom Pain", and presents a main story mission. Originally the mission had to be included in Phantom Pain alone, but the extended production time forced Kojima to release it as an independent game to give fans a good taste of what is coming. The game has mostly positive reviews, although its short duration is to be considered. Also, it is the first game that did not feature David Hayter as Snake's vocal actor, and it was something that obviously upsets loyal fans. Release date: 1 September 2015 Developer: Production of Kojima Publisher: Konami Platforms: Microsoft Windows | Xbox 360 | Xbox One | PlayStation 3 | PlayStation 4 Canonicity: Canon The full game, called The Phantom Pain, was released the following year. Takes right have been left Ground Zeroes and follows the story of Venom "Punished" Snake. Game wise is very smooth, with various mechanics that allow the player to navigate and run the missions anyway they want. One less would be the constant loading times between missions, which was a little time. In addition, there is a long-awaited return of the mechanic Mother Base, and fortunately very well improved. Weapons and objects can now be developed in exchange for the currency of the game. The importance of recruiting soldiers is now high, as it helps to increase your teams' levels and develop better equipment. There is also the Buddy system that Snake can use to support during missions. In the historical sense, the game was set in 1984 and is linked with the original 1987 Metal Gear. Some explanations even long-awaited will be given on things that may have been left a mystery before. The story deals with moral themes and will affect the feelings of players from time to time. On the negative side, it tends to lose concentration on the flow of history sometimes, giving the player some missions of "non-really-necessary" history. This was also the last game of Hideo Kojima, since his feud with Konami led to ways of separation at the end. This was, most likely, the last "real" Metal Gear game that was released. Unfortunately, this game was not the last taste we were left with. There was one last version. It's not a good last taste to leave,be honest. Release date: 20 February 2018 Developer: Konami Digit Entertainment Publisher: Konami Platforms: Microsoft Windows | PlayStation 4 | Canonicity Xbox One: Not-canon Unfortunately, Konami did not leave the change of rest metalPeace, together with his collaboration with Kojima. They released metal gear survive. You might think that we are a bit difficult, but the "Metal Gear" series must be treated with respect. It has a huge heritage and has proved to be a big game franchise. Metal Gear Survive is an action-survival game. The player lands in a world of zombies, traveling through a wormhole that is set to the mother base (not processing more as we could overthrow a spoiler or two). There was no essence of metal gear anywhere in the game. It has not been faithful to his inheritance. I felt more like à € œMilkingà € from Konami, if anything. I fought to include it even in this list, but a complete list must be completely complete. And this is everything. This is every metal gear game ever released. Do you have a favorite? Feel free to tell us in the comments section below! under!

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