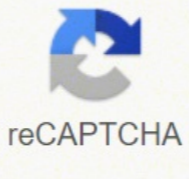




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Metal gear solid 3 remake ps4

PS Now version pulled too by Liam Croft Mon 8th Nov 2021 Multiple HD versions of Metal Gear Solid 2: Sons of Liberty and Metal Gear Solid 3: Snake Eater are being temporarily removed from the PlayStation Store starting today as Konami works to renew "the licenses for select historical archive footage used in-game". This means the games in question will no longer be available for purchase for an unconfirmed span of time, and a quick scan of the PS Store suggests they've already been pulled in the UK at least. However, while the publisher doesn't make note of it in a press release, we assume you should still be able to download and play the titles affected if you bought them prior to today. The games removed from the PS Store today are: The Metal Gear Solid HD Collection has also been removed from PS Now. "We sincerely ask for your patience and understanding as we work towards making these products available for purchase once again. Thank you for your continued support of the Metal Gear Solid series," Konami concluded. Games in the series have repeatedly used historical footage of wars to help ground some of its more ambitious plot points, and it's these tapes Konami will be trying to renew licenses for. Are you affected at all by the removal of select Metal Gear Solid titles from the PS Store? Wait a little longer to buy them in the comments below. [source konami.com] See Also Metal Gear Solid HD Collection ReviewMetal Gear Solid HD Collection Review Related Games About Liam Croft Liam grew up with a PlayStation controller in his hands and a love for Metal Gear Solid. Nowadays, he can be found playing the latest and greatest PS5 games as well as supporting Derby County. That last detail is his downfall. Staff Profile Twitter Reply Comments (37) Leave A Comment Hold on there, you need to login to post a comment... It looks like Video Games Chronicle's recent report about a Chinese studio being tasked with Metal Gear Solid 3: Snake Eater's remake might turn out to be true.Earlier this month, VGC claimed that it heard through its sources that Konami is gearing up to revive Metal Gear Solid, Castlevania, and Silent Hill. While rumors about various Metal Gear Solid remake projects have been swirling for a while, VGC's sources went a step further to say that Konami has pegged Chinese studio Virtuos to do the job, and the project in question is specifically a Metal Gear Solid 3 remake.Now, an internet sleuth has found a LinkedIn profile belonging to a former Virtuos developer, and it mentions an "unannounced AAA action-adventure game remake." Hmmm.As spotted by Twitter user Faizan Shaikh, Zhiyang Li's profile states that he worked with Virtuos between April 2016 and June 2019 in two different roles. The second role, which he occupied in October 2018, saw him working as the lead software engineer on the unannounced remake. If VGC's report is accurate, the Metal Gear Solid 3 remake has been in development for about three years.Li states that he provided "strong support for AAA-quality level art production." Additionally, he worked on upgrading the development engine to "support 4K on certain platforms."So Virtuos Studios Working on Remake According to this LinkedIn Profile, Probably Metal Gear Solid 3... Previously It's been reported by @AndyPlaytonic.- AAA Action Adventure Remake- Looks like Ground up Remake- 4k For Certain Platform@bogorad222 pic.twitter.com/HpAuk0PgKT Rumours of a Metal Gear Solid revival of some sort have been around for some time, and a potential remake has been brought up more than a few times these last few months. Recently, in fact, a VGC report claimed that a Metal Gear Solid 3 remake is in the works, with Konami collaborating on the project with the port and remaster specialists at Virtuos. Of course, there's no way to know right now how true this rumour is, but like every Metal Gear fan in the world, we sure hope it is. And if it is, also like every Metal Gear fan in the world, there's a few things we'd like to see the remake do that, in our estimation, would give it a pretty good chance of living up to the immense legacy of the original game. Here, we're going to talk about a few of those things.DAVID HAYTER David Hayter has been synonymous with Metal Gear for as long as the series has had voice acting. His gravelly portrayals of Solid Snake and Big Boss over the years have become a crucial part of the series' identity, and seeing him get replaced for Metal Gear Solid 5 was a real punch in the gut for many series fans. If Metal Gear Solid 3 does indeed get remade, the studio that's behind it needs to make it a priority to get Hayter back to reprise his role. Hayter's Naked Snake in MGS3 remains one of his best performances to date, and it just wouldn't feel right to go through that story without Hayter being involved in it. Honestly, ideally the entire voice cast of the original game would reprise their roles, especially someone like Lori Alan (a.k.a. The Boss), but Hayter in particular is a name Metal Gear fans will be dying to see. AI IMPROVEMENTS This should go without saying, especially for a stealth game, but it still bears mentioning. Metal Gear Solid is more often than not associated with its storytelling and convoluted lore, but each game in the series has also been a best-in-class stealth experience. Metal Gear Solid 5, for all of its faults, still has probably the best AI you'll ever see in a stealth game. Whether or not an MGS3 remake not developed by Hideo Kojima and his team would be able to top that, it should at least attempt to deliver an experience that roughly on that same level. The original MGS3 itself has excellent AI for its time, and any remake would need to be truly special to be able to justice to that legacy. EXPANDED SURVIVAL MECHANICS Metal Gear Solid 3's jungle setting brought with it new survival-focused mechanics, which changed the way players approached the game in significant ways, from having to keep an eye on Snake's stamina to injuries that would persist over time and would have to be individually treated. If a remake comes, not only should those mechanics be an important part of the gameplay once again, they should be expanded upon. In fact, a great emphasis on survival mechanics would work quite well in an open world setting- oh, and did we mention we would like an open world setting? OPEN WORLD Metal Gear Solid's first (and until now, only) crack at open world didn't pan out the way Konami or Kojima Productions would have hoped, but as flawed as The Phantom Pain's open world is, there's no denying that with some more time in the oven, it could have been something special. And honestly, if there's one game that can take that formula and do something special with it, it's a Metal Gear Solid 3's remake. The original game, in spite of technically being linear, was full of large open environments that encouraged exploration, and expanding that into a full-fledged open world - or at least several open world-esque areas that you sequentially go through - could really help the game shine. Having that entire jungle to explore, a web of engaging mechanics to mess with, and plenty of content to dive into could make for an excellent framework for that entire experience. SIDE OPS Speaking of having plenty of content to dive into- an open world setting goes hand-in-hand with side quests and optional content, and obviously, we want plenty of that in a potential MGS3 remake. And we don't just want it so there's more content to go through (though that's a big reason, of course). Side ops could also be a great way for the game to add more story content to the game. Leaving Metal Gear Solid 3's main story as it is would probably be the smart thing to do, given how excellent it is, but optional missions might be the perfect place for new developers to add more narrative content about some of the side characters, or perhaps just to flesh out the main story, or maybe deliver entirely new, engaging, and self-sufficient vignettes. EVEN MORE FOCUS ON THE BOSS Naked Snake might be the protagonist of Metal Gear Solid 3, but it's really The Boss' story. She serves as the axis for the entire game's story, and almost all the biggest revelations and plot developments revolve around her. Obviously, any MGS3 remake (if one ever truly exists) will bring The Boss back into full focus again. What we're hoping for, though, is something that takes the extra step and focuses on her and her story even more. Delving into her past with the Cobra Unit, The Sorrow, and maybe even a little bit about Ocelot's earlier years would be an excellent way to flesh out her character even further. Speaking of the Cobra Unit... COBRA UNIT Metal Gear Solid has a long history of not only featuring excellent boss fights, but actually making sure that those bosses are memorable characters in and of themselves, with rich backstories, motivations, and characterizations. Metal Gear Solid 3 was probably the series' pinnacle in this regard, with each member of the Cobra Unit leaving a lasting impression. That said, each of them also didn't get nearly as much screen-time as they should have (especially someone like The Sorrow), which, in turn, means we'd love to see way more of them in a potential remake. What we learned about the Cobra Unit in the original - both as a group and as individuals - was fascinating stuff, and we'd love for a remake to expand upon that stuff. EXPANDED VIRTUOUS MISSION The bulk of Metal Gear Solid 3's story is focused on Operation Snake Eater and Naked Snake's attempts to get his hands on the Philosopher's Legacy and unravel the mysteries surrounding The Boss, but it all starts, of course, with the Virtuous Mission. In structural terms, it's basically the intro sequence of the game- the tutorial section, so to speak. If MGS3 remake does get remade though, it'll hopefully expand that sequence. The introduction and supposed betrayal of The Boss, the first appearances of Ocelot and Eva and Volgin- there's just too much crucial narrative stuff in those first couple of hours, all of which would benefit a great deal from having more time to be fleshed out further. And of course, if the remake does indeed end up being open world, there would be plenty of other obvious ways to add more content to the starting leg of the story to make it more instantly appealing as well. STORY TWEAKS We mentioned earlier that Metal Gear Solid 3's story should be left as is, and we stand by that- but while we'd rather not see any major changes being made to the overarching plot, a remake could always tweak some things here and there. In particular, perhaps some minor additions or alterations could be made to bring the story more in line with the games that follow it in Metal Gear's chronology. Of course, the likes of Peace Walker and Metal Gear Solid 4 already hinge greatly on some of MGS3's biggest narrative revelations, but there are still more than a few gaps in the series' overarching story (especially in the Big Boss era), some of which could be plugged with an MGS3 remake.

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