VIEW AND PERSPECTIVE

The standard perspective used in MGS3 (and its predecessors) is called the Overhead View. This "virtual camera" follows the action from a position diagonally above Snake, and offers a clear view of a small part of his current location. Whenever you use the left stick or directional buttons, the camera automatically follows him .

ADJUST THE CAMERA

You can move the camera in all directions with the right stick. Press the right stick down (R3) to "hold" this view position. The area behind of Snake is always somewhat limited, due to the nature of the forced perspective.

CORNER VIEW

Press Snake close to an obstacle (such as a tree or box) or next to a wall. The camera will switch to the Corner View. This gives you a clear view of the area behind Snake. Additionally, you can adjust your line of sight with the right stick.

FIRST-PERSON VIEW

Keep R1 depressed if you want to see the environment through Snake's eyes. This first-person view is limited in the sense that you can't move Snake around while you use it, but it is extremely useful if you want to survey the scene ahead, or aim and shoot at an opponent.

INTRUSION VIEW

When Snake is lying in, or crawling through, long grass or a restricted space (tunnels, hollow trees), the perspective will automatically switch to the Intrusion View. Unlike the "manual" first-person view, you can move around while Snake remains in a prone pose. The Intrusion View changes back to normal when you leave the cramped environment or patch of long grass.

CUTSCENES

The story of MGS3 unfolds via many spectacular cutscenes (movie sequences), during which your role is that of an observer. You don't have to be completely passive, however: you can zoom into the picture with △. Whenever you see a R1 symbol in the upper right of the screen, press R1 to (optionally) view the scene through Snake's eyes. Press START or ⊗ to cancel a cutscene.