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Metal Gear Solid Volume 2

Nicolas Deneschau, Bruno Provezza



Metal Gear Solid Volume 2:

The Ultimate History of Video Games, Volume 2 Steven L. Kent, 2021-08-24 The definitive behind the scenes history of video games explosion into the twenty first century and the war for industry power A zippy read through a truly deep research job You won't want to put this one down Eddie Adlum publisher RePlay Magazine As video games evolve only the fittest companies survive Making a blockbuster once cost millions of dollars now it can cost hundreds of millions but with a 160 billion market worldwide the biggest players are willing to bet the bank Steven L Kent has been playing video games since Pong and writing about the industry since the Nintendo Entertainment System In volume 1 of The Ultimate History of Video Games he chronicled the industry's first thirty years In volume 2 he narrates gaming's entrance into the twenty first century as Nintendo Sega Sony and Microsoft battle to capture the global market The home console boom of the 90s turned hobby companies like Nintendo and Sega into Hollywood studio sized business titans But by the end of the decade they would face new more powerful competitors In boardrooms on both sides of the Pacific engineers and executives began with enormous budgets and total secrecy to plan the next evolution of home consoles The PlayStation 2 Nintendo GameCube and Sega Dreamcast all made radically different bets on what gamers would want And then to the shock of the world Bill Gates announced the development of the one console to beat them all even if Microsoft had to burn a few billion dollars to do it In this book you will learn about the cutthroat environment at Microsoft as rival teams created console systems the day the head of Sega of America told the creator of Sonic the Hedgehog to f k off how lateral thinking with withered technology put Nintendo back on top and much more Gripping and comprehensive The Ultimate History of Video Games Volume 2 explores the origins of modern consoles and of the franchises from Grand Theft Auto and Halo to Call of Duty and Guitar Hero that would define gaming in the new millennium

1000 Facts about Video Games Vol. 2 James Egan, 2016-10-27 NASA helped make Call of Duty Eminem used to have one of the world's highest scores in Donkey Kong The Legend of Zelda was meant to be called Adventure The creator of Five Nights at Freddy's used to make Christian games Only one character in Mortal Kombat was meant to commit a fatality The Nintendo wanted the NES to have a knitting add up Yoshi has orange arms in his debut game Super Mario World Super Smash Bros was only meant to be released in Japan Pac Man is the most recognized video game character in the world Sonic the Hedgehog's personality is based on Bill Clinton In Pok mon Gengar is the ghost of Clefable Angry Birds was meant to be called Catapult In Assassin's Creed 2 you can cut someone's throat with a broom There is fan fiction of Tetris

The Metal Gear Solid Series Steven Kielich, Chris Hall, 2025-01-23 This collection arriving in the wake of the 25th anniversary of 1998's Metal Gear Solid provides scholars and fans alike with a wide ranging selection of critical essays on the franchise from diverse disciplinary and thematic perspectives With the conclusion of Hideo Kojima's Metal Gear Solid video game series only recently behind us it is now both possible and essential to study this critically commercially and culturally resonant series as a whole The essays contained in this volume which are all new

contributions from both established and emerging scholars take up this crucial opportunity to consider and reconsider the cultural historical political philosophical and aesthetic impact of the Metal Gear Solid games in analyses spanning the series canonical entries adding to the understanding of both well studied installments and under examined ones These contributions connect themes that emerge from the games such as sexuality and queerness rhetoric and ethics and subjectivity and embodiment while also demonstrating how the series opens up broader questions about ecology race gender militarization pedagogy and game design that demand continued analysis and application Each essay develops new avenues for theoretical rhetorical and political exploration of the Metal Gear Solid series for Game Studies and for the study of Popular Culture writ large As the first collection of critical inquiries into the Metal Gear Solid series this volume serves as crucial exegesis of and critical companion to any future study of the series by celebrating critiquing and critically interrogating its entries rich cultural and disciplinary import

The Legend of Zelda. The History of a Legendary Saga

Vol. 2 Valérie Précigout, 2019-02-19 Continue the discovery of the famous game The Legend of Zelda Featuring in the pantheon of video games the Breath of the Wild episode of the mythical Zelda saga is fully covered in this new book Following the first Chronicle volume of a legendary saga this second part focuses exclusively on the episode Breath of the Wild decrypting its references its game system and the inspiration of its developers **EXTRACT** Starting production on a title that sought to radically redefine the core elements of a franchise as iconic as The Legend of Zelda involved a certain amount of risk for Nintendo To fully understand the situation we feel it is essential to start by determining what was really at stake in this challenging effort by looking at the many promises that The Legend of Zelda Breath of the Wild carried with it from the earliest announcement of its development until the moment it was released With this perspective in mind we will first step back in time to examine any clues potentially found in other recent installments of the franchise as to the creators desire to rethink the game s most basic conventions We will then consider what fans were expecting from this attempt to go back to basics and revive the ambitions of the original Legend of Zelda We will also look at Nintendo s communications strategy by way of the trailers and other official presentations that were used to introduce the game and consider the credibility of Breath of the Wild s claim to innovation in its approach to the open world genre Of course we will also focus considerable attention on director Hidemaro Fujibayashi s history with the series and listen to the development team s thoughts as we attempt to better understand the origins of this latest Zelda game We then close the chapter with a look at initial reactions from fans and video game journalists when the game was first released on March 3 2017 **ABOUT THE AUTHOR** Better known by her pseudonym Romendil Val rie Pr cigout spent 15 years as a journalist for Jeuxvideo com Europe s largest video game website A fan of Japanese RPGs she managed to establish herself as an online critic when the Internet was still struggling to keep up with print media She loves manga culture and Japanese leisure activities and shares her impressions about video gaming news at Extralife fr She is also the author of Dragon Ball The Tribute from the Force label at Third ditions and

contributes articles to the Level Up book series from the same publisher **Image+ Vol. 2 #7** Various,2018-03-07
WYTCHEs THE BAD EGG Part Seven STORY SCOTT SNYDER ART JOCK and MATT HOLLINGSWORTH Volume two of the Diamond Gem Award winning comics magazine IMAGE continues with all the hard hitting content you love This issue features 80 pages of interviews previews and in depth features plus exclusive comics content IMAGE remains your number one source for news and information about Image Comics and now s the perfect time to get in on the ground floor IMAGE is once again available for the low low price of FREE for anyone already purchasing a copy of Diamond s Previews **Image+ Vol. 2 #6** Various,2018-01-31 Volume two of the Diamond Gem Award winning comics magazine IMAGE continues with all the hard hitting content you love This issue features another 80 pages of interviews previews and in depth features plus exclusive comics content IMAGE remains your number one source for news and information about Image Comics and now s the perfect time to get in on the ground floor IMAGE is once again available for the low low price of FREE for anyone already purchasing a copy of Diamond s Previews Handbook of Case Histories in Failure Analysis, Volume 2 Khlefa Alarbe Esaklul,1992-01-01 Presents more than 120 expert failure analysis case histories from industries including automotive aerospace utilities oil and gas petrochemical biomedical ground transportation off highway vehicles and more Volume 2 builds on the tremendous acceptance of Volume 1 by the failure analysis community The two volumes can also be purchased as a set for a special discounted price Learn how others have investigated and solved failures in various industries involving a wide range of failure modes materials and analysis techniques **The Legend of Dragon Quest** Daniel Andreyev,2019-05-21 Discover all the secrets and mechanics of the famous Japanese video game Dragon Quest This book looks back at the entire Dragon Quest saga tells the story of the series birth retraces its history and deciphers its mechanics In this book the author shares us all his expertise and his passion in Japanese gaming to decipher the creation and the story of this saga and his creator Yuji Horii EXTRAIT Even with only limited knowledge of Japanese and somewhat difficult technical conditions the story was very well told This was perhaps what surprised players most Dragon Quest V is a large family cycle of emotions as transparent as an epic tale by Alexandre Dumas the author of famous works such as The Three Musketeers In the end I was lucky that my first taste of the series was this excellent episode since VI was far more extravagant with its tales of parallel universes and heroes traveling on flying beds A slightly puzzling game but not without levity nor offbeat humor One of the most emotional moments of Dragon Quest V is when we end up going back in time to change the past thus saving the future The time travel theme has been so often used in science fiction particularly during the 1980s that it should have left me impassive It was not even the first time I had experienced it in a video game But this adventure with its simple graphics and persistent melodies glanced lightly upon feelings that leave no one unmoved What would I have done differently if I could have changed things is a very common concept used in fiction from A Distant Neighborhood by Jir Taniguchi to the Quantum Leap series Well told it is so simple and so effective that it affects each and

every one of us CE QU EN PENSE LA CRITIQUE Un livre passionnant que j'ai dû voir au point de rogner sur mes heures de sommeil Ici l'auteur ne nous bassine pas avec des tartines de textes pour nous conter avec détails l'histoire de chaque épisode les ventes incommensurables de la série ou encore un almanach des jeux estampillés DraQue Kaisermeister Sens Critique Un livre plein d'anecdotes qui feront vibrer votre corde nostalgique et qui donne envie une fois terminé de replonger dans l'aventure neotsubasa Sens Critique C'est une biographie très détaillée riche en anecdotes et bien romancée Yuji Horii est un personnage fascinant au CV bien rempli et la genèse de la saga est tout aussi passionnante tel point que j'ai parfois eu du mal à croquer Nixotane Sens Critique PROPOS DE L'AUTEUR Daniel Andreyev is an author and journalist of Russian origin His career in video game journalism began twenty years ago during the golden years of video gaming with Player One Consoles and Animeland with a particular interest in Japan Having spent some time on translation he is now part of the New Games Journalism movement which places the player at the heart of the video game experience He produces the After Hate and Super Cin Battle podcasts He also trades memories with his friends in Gaijin Dash the Gamekult show on Japanese video games He is a fan of far too many things to list them all here But when he is not writing not watching a movie not reading comics and graphic novels not climbing mountains or exploring ruined buildings he might be cooking exercising or dreaming of one day owning a dog

The Works of Fumito Ueda Damien Mecheri, 2019-05-21 Go behind the scenes of the creation of the Fumito Ueda trilogy Fumito Ueda has worked on 3 games ICO Shadow of the Colossus and The Last Guardian Each of them was able to express the depth of their author's reflection his love of purity and showed a real poetry Are video games art This study of the Fumito Ueda's work focuses on the question of the artistic essence of video games EXTRACT When the game ICO was released in 2001 it had several decades worth of video games behind it The game itself was significantly influenced by video games that had touched its creator Fumito Ueda Another World by Eric Chahi and Prince of Persia by Jordan Mechner Yet when a player takes the ethereal Yorda's hand when they feel this physical contact through the vibrations in the controller something happens Something new and profound Something that can only exist through a video game A simple idea attached to the R1 button and digital interaction opens a new door Of course this insignificant seeming gesture is but a small representation of what can really happen Its strength lies elsewhere it draws from everything that makes up ICO its art direction everything in chiaroscuro its vanishing lines its simple and clear game mechanics its lack of visual interface its quest for physical realism its minimalist narration its extraordinary sensibilities It is an opening to an evocative otherworld that lets our imagination soar Contemplative slow and nearly speechless ICO offers an uncommon poetic adventure rejecting traditional video game standards while still drawing from them Many remained indifferent to it Just as many were touched as rarely before ABOUT THE AUTHOR Passionate about films and video games Damien Mecheri joined the writing team of Gameplay RPG magazine in 2004 and wrote several articles for the second special edition on the Final Fantasy saga With this same team Damien continued his work in 2006 for another publication known as Background

before continuing the adventure online in 2008 with Gameweb fr Since 2011 he has written and co written numerous works for Third ditions including The Legend of Final Fantasy X Dark Souls Beyond the Grave and Welcome to Silent Hill Journey to the Center of Hell and actively participates in the Level Up and Video Game Almanac collections from the same publisher

Comics and Videogames Andreas Rauscher, Daniel Stein, Jan-Noël Thon, 2020-10-18 This book offers the first comprehensive study of the many interfaces shaping the relationship between comics and videogames It combines in depth conceptual reflection with a rich selection of paradigmatic case studies from contemporary media culture The editors have gathered a distinguished group of international scholars working at the interstices of comics studies and game studies to explore two interrelated areas of inquiry The first part of the book focuses on hybrid medialities and experimental aesthetics between comics and videogames the second part zooms in on how comics and videogames function as transmedia expansions within an increasingly convergent and participatory media culture The individual chapters address synergies and intersections between comics and videogames via a diverse set of case studies ranging from independent and experimental projects via popular franchises from the corporate worlds of DC and Marvel to the more playful forms of media mix prominent in Japan Offering an innovative intervention into a number of salient issues in current media culture Comics and Videogames will be of interest to scholars and students of comics studies game studies popular culture studies transmedia studies and visual culture studies

The Strange Works of Taro Yoko Nicolas Turcev, 2019-05-21 Throughout his career Taro Yoko was despaired by the image of humanity returned by most big budget video games Taro Yoko s strange work reviews the entire career of this extraordinary creator his games Drakengard NieR and sheds light on the link that constitutes his work Check out this complete book on Taro Yoko which explores the contours of its games their development the complexity of their stories and their thematic depth With a preface by Taro Yoko himself EXTRACT Nowadays most of the players who have heard of Taro Yoko do not associate his name to any particular face Inconvenienced by public appearances the director systematically equipped himself with a device to cover his face during meetings with the press at least since the creation of NieR Shortly before the announcement of NieR Automata at the E3 2015 Yoko even had a mask made based on the character Emil by a plastic artist from PlatinumGames for a mere four hundred euros Since then he has worn it every time he is in the presence of photo and video cameras His persistence in hiding his face under this thick layer of plastic naturally arouses curiosity One might be led to believe that this is a communication strategy or the eccentricity of an enigmatic creator Nevertheless the visual anonymity of the director is in no way a means to nurture the mystery of his personality Far from comparing himself to the likes of Banksy a famous street artist and statement maker who prefers to remain anonymous Yoko just prefers to let his games speak for themselves In fact ask him and he will answer with no difficulty that he grew up in Nagoya in the Japanese prefecture of Aichi Restaurant managers izakayas ramens tempuras etc his parents flitted from one restaurant opening to the next and entrusted their son s education to his grandmother WHAT

CRITICS THINK Overall I enjoyed my time with The Strange Works of Taro Yoko especially as a fan of the man s works It s a great companion piece for long time fans and if you re looking for more unofficial content to read about for the Drakenier universe you can t go too wrong RPG Site ABOUT THE AUTHOR Nicolas Turcev Journalist specialized in pop culture he has contributed to the following magazines Chronic Art Carbone Games and Gamekult and occasionally participates in the video game analysis site Merlanfrit He is also the author of several articles of the Level Up collection at Third ditions *The Ultimate Code Book 2004* ,2003 If at first you don t succeed Cheat PS2 Hack Mutation Aliens vs Predator Extinction Arc the Lad Twilight of the Spirits Big Mutha Truckers Colin McRae Rally 3 Def Jam Vendetta Dynasty Warriors 4 Enter the Matrix Evil Dead Fistful of Boomstick Hulk Grand Theft Auto Vice City Mace Griffin Bounty Hunter Metal Gear Solid 2 Substance Midnight Club II MLB Slugfest 2004 NBA Street Vol 2 NCAA Football 2004 Primal RTX Red Rock Scooby Doo Night of 100 Frights Silent Hill Armored Core The Great Escape Tomb Raider Angel of Darkness WWE Crush Hour X2 Wolverine s Revenge Xbox Aliens vs Predator Extinction Brute Force Enter the Matrix Evil Dead Fistful of Boomstick Godzilla Destroy All Monsters Melee Hulk Jurassic Park Operation Genesis Mace Griffin Bounty Hunter Midnight Club II MLB Slugfest 2004 NBA Street Vol 2 NCAA Football 2004 Phantasy Star Online Episode I and II Red Faction II Return to Castle Wolfenstein Tides of War RLH Run Like Hell Roller Coaster Tycoon Soldier of Fortune II Double Helix Star Wars Knights of the Old Republic Star Wars The Clone Wars The Great Escape The Italian Job The Sims X2 Wolverine s Revenge GBA Advance Wars 2 Black Hole Rising Castlevania Aria of Sorrow Disney Princesses Donkey Kong Country Dragon Ball Z The Legacy of Goku II Finding Nemo Golden Sun The Lost Age Hulk Jet Grind Radio Mega Man and Bass MLB Slugfest 2004 The Muppets On with the Show Pirates of the Caribbean The Curse of the Black Pearl Pokemon Ruby Sapphire Rayman 3 Hoodlum Havoc Sonic Adventure 2 Spy Kids 3D Game Over Tom Clancy s Splinter Cell Ultimate Muscle The Path of the Superhero WarioWare Inc Mega Microgames Wing Commander Prophecy X2 Wolverine s Revenge Yu Gi Oh Worldwide Edition Stairway to the Destined Duel Gamecube Backyard Baseball Burnout 2 Point of Impact Conflict Desert Storm Dakar 2 The Ultimate Rally Def Jam Vendetta Enter the Matrix Hitman 2 Silent Assassin Hulk Ikaruga Lost Kingdoms 2 Mario Golf Toadstool Tour MLB Slugfest 2004 NBA Street Vol 2 NCAA Football 2004 Red Faction II Sonic Adventure Director s Cut Superman Shadow of Apokolips The Sims Tom Clancy s Splinter Cell Tube Slider Ultimate Muscle Legends Vs New Generation Wario World WWE Crush Hour X2 Wolverine s Revenge PSX Bust A Groove Command Conquer Red Alert Retaliation Dino Crisis Gameboy Color Metal Gear Solid Oddworld Adventures WWE Raw Pac Man N64 Castlevania Legacy of Darkness Quake II Ready to Rumble Boxing Round 2 Toy Story 2 *Thought-Provoking Play: Political Philosophies in Science Fictional Videogame Spaces from Japan* Martin Roth,2018-01-05 This book considers videogames as spaces of political philosophy Emerging from a negotiation between designers player and computer they prompt us to rethink life in common and imagine alternatives to the status quo Several case studies on science fictional videogames from Japan serve to demonstrate this potential for thought provoking

play Storytelling in Video Games Amy M. Green, 2017-12-21 Beginning with the structural features of design and play this book explores video games as both compelling examples of story telling and important cultural artifacts The author analyzes fundamentals like immersion world building and player agency and their role in crafting narratives in the Mass Effect series BioShock The Last of Us Fallout 4 and many more The text focused visual novel genre is discussed as a form of interactive fiction

Japanese Culture Through Videogames Rachael Hutchinson, 2019-05-28 Examining a wide range of Japanese videogames including arcade fighting games PC based strategy games and console JRPGs this book assesses their cultural significance and shows how gameplay and context can be analyzed together to understand videogames as a dynamic mode of artistic expression Well known titles such as Final Fantasy Metal Gear Solid Street Fighter and Katamari Damacy are evaluated in detail showing how ideology and critique are conveyed through game narrative and character design as well as user interface cabinet art and peripherals This book also considers how Japan has been packaged for domestic and overseas consumers and how Japanese designers have used the medium to express ideas about home and nation nuclear energy war and historical memory social breakdown and bioethics Placing each title in its historical context Hutchinson ultimately shows that videogames are a relatively recent but significant site where cultural identity is played out in modern Japan Comparing Japanese videogames with their American counterparts as well as other media forms such as film manga and anime Japanese Culture Through Videogames will be useful to students and scholars of Japanese culture and society as well as Game Studies Media Studies and Japanese Studies more generally

Decoding The Last of Us Nicolas Deneschau, 2024-07-31 How far would I go for love This profound question drives the visceral storytelling of The Last of Us Love is the central theme for people like us We find it in literature cinema TV series the most extravagant reality shows and in this case video games After disrupting the adventure game formula with the acclaimed Uncharted series Naughty Dog changed its recipe in 2013 with The Last of Us embracing the post apocalyptic genre Seven years later The Last of Us Part II offered a more radical and divisive experience but still focused on people their motivations and their flaws With the book Decoding The Last of Us The Remnants of Humanity author Nicolas Deneschau invites us to grasp all the complexity behind the design of these titles as well as the meticulousness of their authors and development teams He analyses the many ways The Last of Us can be read and considers the important role the diptych played in the transformation of the blockbuster video game

The saga Uncharted Nicolas Deneschau, Bruno Provezza, 2024-07-31 In movies defining a classic means judging the quality of a director the acting of the actors or the value of a script But when it comes to video games which are inextricably linked to technological evolution it is not so easy to predict which games will age well and stand the test of time Uncharted has the feel of a classic grand adventure with thrilling action and great dialogue One thing is certain few video game series have earned that label Mixing a form inherited from the Hollywood pulp classics with great writing made the saga instantly enjoyable thrilling and exciting In addition to discovering the secrets of the creation of each title in the saga you ll also be

able to immerse yourself in its universe and discover its historical inspirations A way to create your own adventure

Codes & Cheats Spring 2008 Edition , 100 Greatest Console Video Games Brett Weiss, 2014-10-28 Production histories reviews gameplay details and more Video games from many companies and platforms placed in context with games today Numerous quotes about the games from industry professionals *The Legend of Final Fantasy IX* Collective, 2020-02-24 What gamer hasn't tried Final Fantasy IX Final Fantasy IX is the closest to my ideal view of what Final Fantasy should be This quote is from Hironobu Sakaguchi the creator of the Final Fantasy saga For his last great RPG Sakaguchi wanted to get back to the roots of his series in order to amaze the players one last time The Legend of Final Fantasy IX deals with the creation of this episode sharing a lot of fun trivias The scenario is also decrypted as well as the mythological inspirations For its return to heroic fantasy the game is dressed as a magical theatrical play including many colorful characters The book dives into the influence of classical authors and History on the game and unveils its last secrets An essential book to re-discover the universe of the mythical series Final Fantasy ABOUT THE AUTHORS Fascinated by print media since childhood Mehdi El Kanafi alongside Nicolas Courcier wasted no time in launching his first magazine Console Syndrome in 2004 After five issues with a distribution limited to Toulouse France he and Nicolas Courcier decided to create a publishing house under the same name One year later their small business was acquired by Pix'n Love a major publisher of books on video games Over the next four years in the world of publishing Mehdi published more than twenty works on major video game series and co-wrote several of those works Zelda Chronicles of a Legendary Series Metal Gear Solid Hideo Kojima's Magnum Opus and The Legend of Final Fantasy VII and IX Since 2015 his publishing endeavors have been focused on analyzing major video game sagas through a new publishing house he co-founded with Nicolas Third Video game journalist for fifteen years Raphaël Lucas worked for most of the mags that existed before the fall of Mer 7 formerly Future France and Yellow Media from Joypad to Joystick including the official magazines Consoles More etc He started with PC Team and with FJM the publisher of Gameplay RPGs Today he writes mainly for Video Games Magazine a bit for his blog and he has a few projects in the works relating to other gaming topics RPG Story Author BioShock Co-Author From Rapture to Columbia and The Legend of Final Fantasy IX He also runs the Geekomatick blog Fabien Mellado

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