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Sniper Wolf

David Frankel



Sniper Wolf:

Metal Gear Solid Ashly Burch, Anthony Burch, 2015-08-17 Before they co created the hit web series Hey Ash Whatcha Playin Ashly and Anthony Burch were just a brother and sister who shared a weird obsession with Solid Snake and his 3D debut Metal Gear Solid And why wouldn t they Hideo Kojima s 1998 game featured groundbreaking stealth mechanics a gruff and hunky leading man a brilliantly claustrophobic setting tons of cinematic cutscenes shocking fourth wall breaks and terrifying bosses The only problem The Burches grew up but their all time favorite video game didn t After nearly two decades Metal Gear Solid s once innovative stealth mechanics seem outdated the cutscenes have lost some of their action movie punch and the game s treatment of women is often out of touch Witness a celebration takedown of this landmark game with the combination of insight and hilarity that Ashly and Anthony have made their careers on *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 Metal Gear Solid Nicolas Courcier, Mehdi El Kanafi, Denis Brusseau, 2019-02-19 The Metal Gear series is unquestionably the pantheon of the great sagas of video games The Metal Gear Saga is one of the most iconic in the video game history It s been 25 years now that Hideo Kojima s masterpiece is keeping us in suspense thanks to its complex and deep scenario As one of the pioneer of the stealth games Metal Gear is its author shadow and present a varied content a rich universe some of the most memorable characters in video games as well as a thorough attention to details In this book you ll find a complete panorama of the cult saga from Hideo Kojima exploring all its facets genesis of every iteration and trivia from the development study of the scenario and analysis of the gameplay mechanics and themes This essential book offers a complete panorama of Hideo

Kojima's cult saga EXTRACT In 1987 Kojima unveiled the first installment in the Metal Gear franchise for the MSX 2. This event would define his life forever. Before continuing with the creation of this franchise, the other works of this game's designer deserve some consideration. In 1988, *Snatcher* was released on the MSX 2 and NEC PC 8801. This adventure game, similar to the interactive graphic novel, was inspired by *Blade Runner* (Ridley Scott, 1982) and the cyberpunk movement. Kojima's interest in dense plotlines resurfaced. The game was subsequently remade for the PC Engine CD Rom2 in 1992 and was enlivened by its use of voice acting. *Snatcher* was released in Europe and the United States on the Megadrive Mega CD two years later. Its spiritual successor, *Policenauts*, appeared on the NEC PC 9821 in 1994, then on the PlayStation and 3DO in 1995 and the Saturn in 1996. For Hideo Kojima, *Snatcher* and *Policenauts* were major accomplishments in his career. He has retained a particular affection for these two games so much so that they are frequently referenced in the Metal Gear series.

ABOUT THE AUTHORS Nicolas Courcier and Mehdi El Kanafi Fascinated by print media since childhood, Nicolas Courcier and Mehdi El Kanafi wasted no time in launching their first magazine, *Console Syndrome*, in 2004. After five issues with distribution limited to the Toulouse region of France, they decided to found a publishing house under the same name. One year later, their small business was acquired by another leading publisher of works about video games. In their four years in the world of publishing, Nicolas and Mehdi published more than twenty works on major video game series and wrote several of those works themselves: *Metal Gear Solid*, *Hideo Kojima's Magnum Opus*, *Resident Evil Of Zombies*, and *Men and The Legend of Final Fantasy VII and IX*. Since 2015, they have continued their editorial focus on analyzing major video game series at a new publishing house that they founded together, *Third*. Denis Brusseau, educated in law, has worked as a journalist for fifteen years and is a specialist in the two arts that he loves: cinema and video games. He has contributed to the magazines *Joypad* and *Videogamer* and the website *DVDrama*. He also co-wrote the 2012 film *The Lookout* (French title *Le Guetteur*), which starred Daniel Auteuil and Mathieu Kassovitz.

Steel Tiger Mark Berent, 1990 Vietnam 1967 America's most daring fighter pilots faced their greatest challenge in a desperate war. Now on his second tour, Major Court Bannister is hunted by a new, more determined breed of enemy and haunted by his brother's shocking act of treason.

Performativity in Art, Literature, and Videogames Darshana Jayemanne, 2017-07-12 This book modifies the concept of performativity with media theory in order to build a rigorous method for analyzing videogame performances. Beginning with an interdisciplinary exploration of performative motifs in Western art and literary history, the book shows the importance of framing devices in orienting audiences' experience of art. The frame as a site of paradox links the book's discussion of theory with close readings of texts which include artworks, books, and videogames. The resulting method is interdisciplinary in scope and will be of use to researchers interested in the performative aspects of gaming art, digital storytelling, and nonlinear narrative.

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

Metal Gear Solid Totally Unauthorized Strategy Guide Brady Games, BradyGames Staff, 1998-10 Solid Snake the main character has a mission of disarming nuclear weapons while keeping the enemy off his back Here are sneaky tricks and tactics gamers can't learn anywhere else **Blessed**, 2002 *Shadows of Undrentide* Michael Lummis, 2003 This official strategy guide to Neverwinter Nights Shadows of Undrentide provides comprehensive character coverage and development strategies a step by step walkthrough for the entire game expert battle tactics and a complete bestiary to defeat every monster 2003 Toys and Prices Sharon Korbeck, Dan Stearns, 2002 A price guide to thousands of toys including Beanie babies Star wars Hot wheels G I Joe models banks games lunch boxes and restaurant premiums **Toys & Prices**, 1999 A price guide to thousands of toys including Beanie babies Star wars Hot wheels G I Joe models banks games lunch boxes and restaurant premiums Toys & Prices 2006 Karen O'Brien, 2005 2004 Toys and Prices Karen O'Brien, 2003 The toy collector's identification and value guide **Toys and Prices** Professor Karen O'Brien, Karen O'Brien, 2004 Current market values for 31 000 listings and 2 000 photographs are included in this publication that has been revised with new toy categories *Sniper's Nest* David Frankel, 1996 An Actor Guide to the Talkies, 1965 Through 1974 Andrew A. Aros, 1977 Films are alphabetical by title with an index to actors **Game Writing** Chris Mark Bateman, 2007 As computer games become more and more like Hollywood productions the need for good story lines increases Research shows that stories are highly valued by game players so today's studios and developers need good writers Creating narrative a traditionally static form for games is a major challenge Games are at their heart dynamic interactive systems so they don't follow the guidelines and rules of film or TV writing Game Writing Narrative Skills for Videogames addresses these issues and is the first book written to demystify this emerging field Through the insights and experiences of practicing game writers the book captures a snapshot of the narrative skills employed in today's game industry This unique collection of practical articles provides the foundations to the craft of game writing The articles written by member of the International Game Developer's IDGA Game Writer's SIG detail aspects of the process from the basics of narrative and non

linear narrative to writing comedy for games and creating compelling characters Throughout the articles there is a strong emphasis on the skills developers and publishers will expect a game writer to have The book is suitable for both beginners and experienced writers and is a detailed guide to all the techniques of game writing This book is an essential read for anyone wishing to get into this exciting field particularly for new game writers wanting to hone their skills and film and T V scriptwriters who want to learn how to transfer their skills to the games industry **Toys & Prices 2007** Karen O'Brien,2006-11-06 One of the most thoroughly researched guides to postwar toys features newly expanded categories The annual price guide helps collectors stay current with access to 94 500 updated values Metal Gear Solid Bruno Frascini,2003 **"Breathin' the Sniper's Breath"** Sean Michael David Allan,2006

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