

THEORETICAL

ANALYSIS

of Hideo Kojima's

METAL GEAR SOLID

PEACE WALKER



METAL GEAR SOLID

The Role of History in Gaming

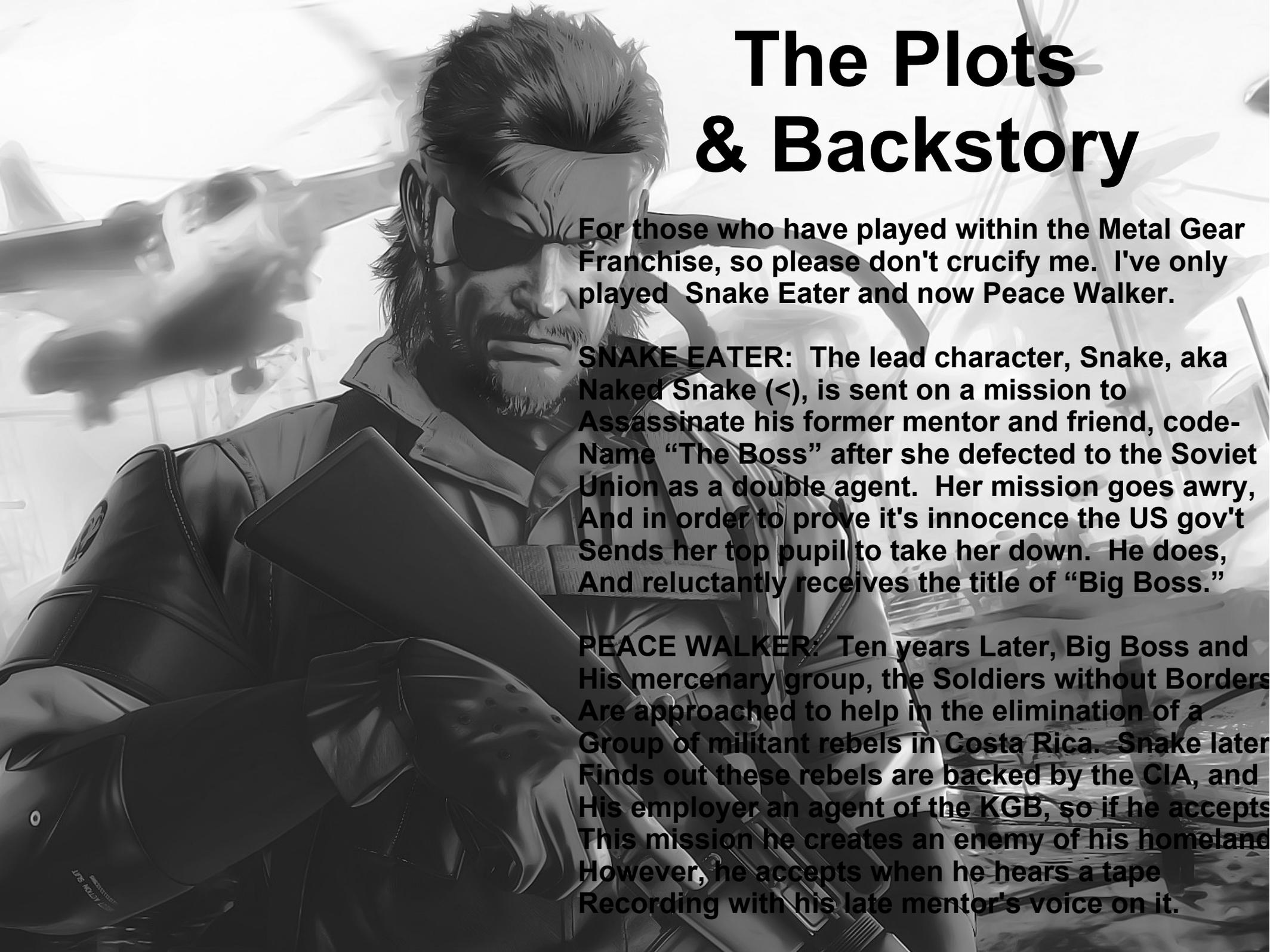
-Not the History of Video games, but of History within video games.

-The most common example is Call of Duty, where history, although still being played out as an event the player's avatar experiences, is almost solely just a backdrop for which Games and war fantasies can take place.

-History itself is a recounting of past events in its purest form.

-While history has been transmogrified for gaming into just another level and a setting for which games can occur, there are certain games that allow players to experience history. Pseudo-histories from which they can derive a cathartic release as well as a learning experience. Hideo Kojima's Metal Gear Solid series is such a game.

Risk and Atari Lunar Lander are other examples of games that utilize pure history, unchanged by narrative and superficial elements. MGS falls into the latter category.



The Plots & Backstory

For those who have played within the Metal Gear Franchise, so please don't crucify me. I've only played Snake Eater and now Peace Walker.

SNAKE EATER: The lead character, Snake, aka Naked Snake (<), is sent on a mission to Assassinate his former mentor and friend, code-Name "The Boss" after she defected to the Soviet Union as a double agent. Her mission goes awry, And in order to prove it's innocence the US gov't Sends her top pupil to take her down. He does, And reluctantly receives the title of "Big Boss."

PEACE WALKER: Ten years Later, Big Boss and His mercenary group, the Soldiers without Borders Are approached to help in the elimination of a Group of militant rebels in Costa Rica. Snake later Finds out these rebels are backed by the CIA, and His employer an agent of the KGB, so if he accepts This mission he creates an enemy of his homeland However, he accepts when he hears a tape Recording with his late mentor's voice on it.

At its core, Peace Walker is a story about nuclear deterrence,
And what that means with humans with their finger on the button.

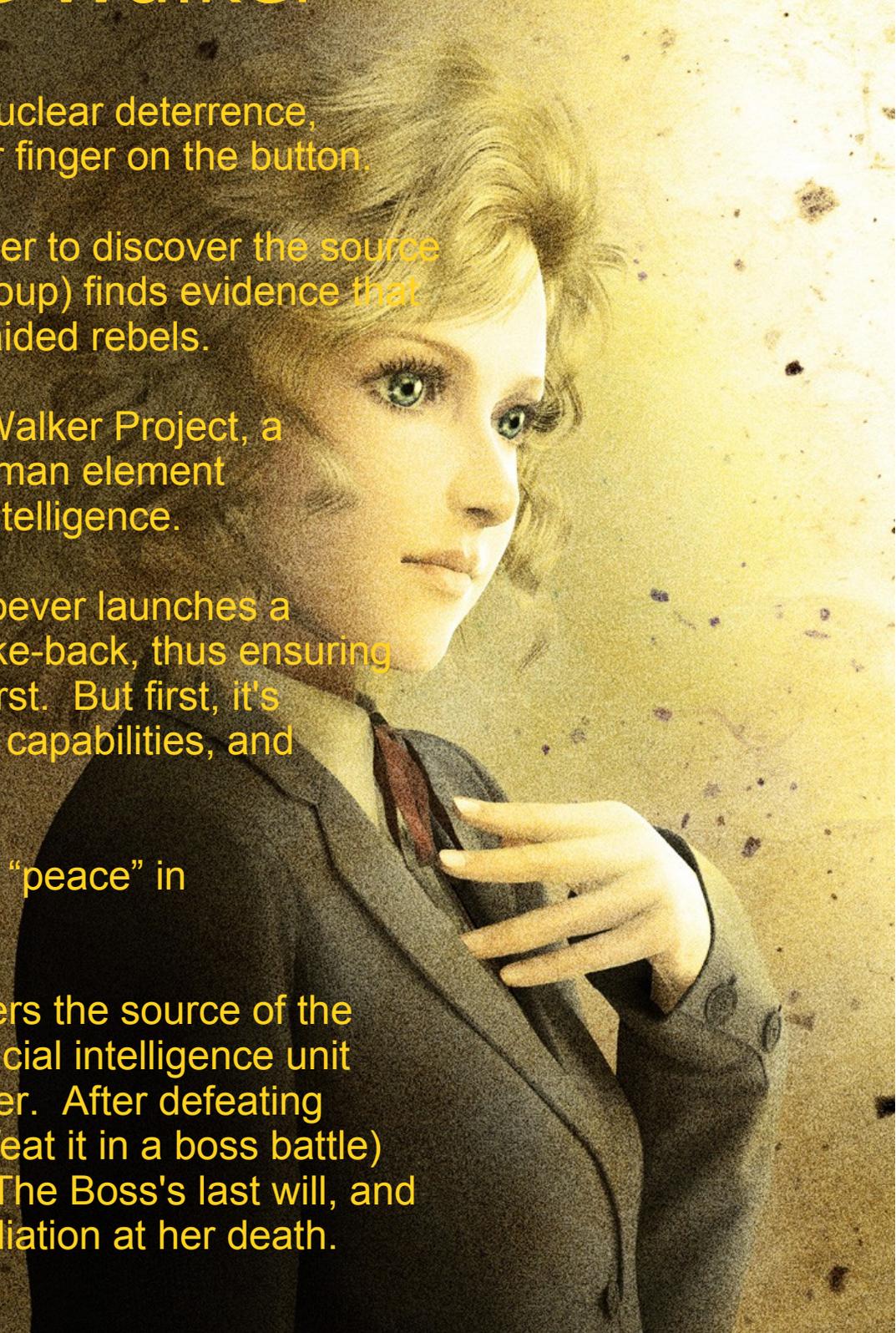
During Snake's Mission to Costa Rica in order to discover the source
Of the Boss's voice, MSF (his mercenary group) finds evidence that
Nukes might be being delivered to the CIA aided rebels.

These nukes are to be used for the Peace Walker Project, a
Nuclear arms deterrent that replaces the human element
With a more fastidious substitute- artificial intelligence.

Peace Walker will respond and retaliate whoever launches a
Nuclear Weapon first with a guaranteed strike-back, thus ensuring
That no one will ever pull the trigger again first. But first, it's
Mastermind wants to prove that it has these capabilities, and
Seeks to unleash one of its nukes to do so.

The girl pictured right is named Paz, literally "peace" in
Spanish.

In the finale of Peace Walker, Snake uncovers the source of the
Boss's voice as being housed within an artificial intelligence unit
That contains her essence, the Peace Walker. After defeating
The Peace Walker (as much as one can defeat it in a boss battle)
The AI unit drowns itself, as a testament to The Boss's last will, and
Thus giving Snake some peace and reconciliation at her death.



Kojima's Sandbox

-Hideo Kojima is famous for taking Real historical events and putting A science fiction and narrative spin On them within his games.

-How does this altered history affect Gameplay as well as the audience Who experiences it?

-It allows us a different perspective To the inspirations that Kojima draws From, such as Cold War tensions and The nuclear arms race, present in these First two chronological games.

-Even while altering this history, Kojima And his characters remain true to it's Spirit, Even going so far as to become caricatures of it, such in the case of Colonel Volgin of Snake Eater, a raucous Soviet leader who can fire electricity from his Hands, as well as Dr. Coldman, the "evil scientist-esque" Mastermind of project Peace Walker.



The Spirit of History

In the previous slide, I mentioned
The spirit of History. To expand on
Such a term, I mean that the lessons
That stemmed from the heroic as well
As the tragic events that unfolded during
A certain time are still contained within
Each game. Snake Eater had it's fair share
Of Soviet vs. America espionage themes,
Suspensions, and double, even triple
Agents. While there is definitely a
Historical presence in the game,
It is very much tweaked to accommodate
Supernatural and sci-fi elements.

The effect this has on the audience
Who plays such games can offer an
Understanding of issues during the time
While also giving players the wonderful
Aesthetics of Yoji Shinkawa's character
Designs and a foreign take on chapters in
America history, with an unmistakable twist.



Hyperreality

-by description of definition, hyperreality
Is the blending of the border
Between real and unreal so that
The player can barely recognize
Where one stops and the other
begins.

Metal Gear Solid: Peace Walker does
This by incorporating events that happened
In 1974 and including situations and
Characters to create a separate
History, a Pseudo History.



The Role of MGS In Culture

Hideo Kojima is a Japanese Game creator who fancies himself As a director of sorts, and his games Often showcase very cinematic Cutscenes.

This helps MGS function much like A movie would when poised against Film theory; it can distinguish Itself as not just being a set of Goals/accomplishments and veers Closer to becoming a work of art, With a great many themes and Motifs within expressed by the Characters reacting to the times They're living in as well as their Interactions with each other. In Conclusion, Kojima's alteration of history Give credence to what came before in the Real world, and also maintains the general Playout of the stories and the lessons that were Learned from them.



GAME OVER