



Metal Gear Solid: Guns of the Patriots

Project Itoh

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Solid Snake is a soldier and part of a worldwide nanotechnology network known as the Sons of the Patriots. Time is running out for Snake though, as he will soon succumb to the FOXDIE virus, but not before spreading the disease to nearly everyone he encounters, in essence becoming a walking biological weapon. Snake will need every advantage he can get, as the SOP network is about to be hacked by his old enemy Liquid Ocelot, and whoever controls SOP controls the world.

Metal Gear Solid: Guns of the Patriots Details

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From Reader Review Metal Gear Solid: Guns of the Patriots for online ebook

Peter Marendéak says

A játékok mindegyike kimaradt számomra és ezen erőteljesen érződött, hogy ők sorban a rajongóknak íródtak. A sztorit attól még így is lehetett követni szerencsére.

Azt értem, hogy a játék sztoriját szorosan kellett követnie, de ettől még nehéz volt végigolvasni a szereplők szerepéit (és hogy gyakorlatilag mindenki kibírnak) és gyakran irreális és logikátlan viselkedésüket. Rajongók olvassák, amúgy kihagyható.

Jeremy says

I loved the story

The story used the characters and give them a unforgettable quality to be remembered (if people have played these games)

Paige Etheridge says

I was struggling to find a book to finish my PopSugar Reading Challenge for the Espionage Thriller prompt. I love the Metal Gear Solid games and I figure why not give this book a shot? Especially when Kojima approves. I excitedly await for this book to come in the mail. In a way many of the books I read up to that point in the year were building up to this since many dealt with war and spies.

Project Itoh was a dying man telling of a dying heroes' story. I was reliving the first game play in which we face Snake's predictament. And in ending on such a sweet note, I was invigorated as I had been by the game. Many of MGS lines I've grown to live by.

Sure there were hads and thes which could have totally been cut. Sure some lines were corney. But many were insightful, beautiful, and brilliant. Sure I missed the B & B gals, but I'm happy the author took the direction he did.

This was a lovely book to end the year and challenge under. Not only is it the end of a wonderful series it also invigorates for all that is to come. I'm grateful. This book will be a lovely treasure and memory.

Kokoro says

[El uso de tecnología para controlar no solo máquinas que hagan el trabajo de los humanos, también para controlar a dichos humanos por medio de nanotecnología, tanto física como psicológicamente, a la par de estar identificados y

Abby says

(I rated this book 4.75 stars!)

Wow, this was actually really good. I highly recommend reading this if you're a MGS fan.

Alex James says

Metal Gear Solid 4: Guns of the Patriots by Project Itoh -- 5/5 stars

I was impressed, to say the least. I didn't have very high expectations for this novel, after my experience with the first two Metal Gear Solid novels. The first two novels weren't bad, by any means, but they read like very accurate representations of the first two games, and although I enjoyed those novels, they lacked a voice of their own, in my opinion.

This was different. From the outset the novel was a unique read. I enjoyed the explanations because I felt they did well to tie the first three Metal Gear Solid games in with this novel. The explanations acted as a bridge to understanding. However, a new reader to the Metal Gear series would probably be a bit flummoxed with the number of new characters introduced in this story, which could put them off.

As I continued to read the story slowly unfolded. The action speeded up and there was more to make this story stand out, on its own merits. It had a voice, and a unique message to readers, which felt characteristic of the Metal Gear video games, and which I liked greatly.

The feeling at the end was of satisfaction. I have never played the Metal Gear Solid 4 videogame, but I felt this book answered the questions posed in all three previous games. The same feeling of elation and absorbing interest that I had experienced with those three games was mirrored in this novel. If you want to read a great Metal Gear novel then this is the one. If new readers can get used to the unfamiliar names in the first half of the book then they will probably be interested in the conclusion in this story, which is very interesting and well ... epic.

Marginean Florentin says

Pretty good. Just what i'd expect from the book with the same code as the game.

Donna says

[Snake in that microwave (hide spoiler)]

Stephen Snowden says

It was a fun read but doesn't replace the game. The game is too massive to fit in a book this size.

Solidmixer says

It's hard to explain this book... Metal Gear Solid 4 was a shoddily written "ending" to a series in a direction it wasn't really supposed to go, so the story is full of melodrama and over-the-top sequences to really hammer in that the canon timeline is over. That being said, Project Itoh gives a great take on Hideo Kojima's wrap-up conclusion to the saga, and even throws in a creative angle by giving the main narration to Snake's partner Otacon. It was a fun read for me, knowing where it would end, and much better than the Benson novels of MGS and Sons of Liberty.

If you're a fan of the series, this is a fun read. If you're not, maybe avoid this one. It's hit or miss. Especially if you don't know what the MGS series is about or where it has come up to this point it won't be all that entertaining for you.

Whitby Syme says

The Metal Gear Solid series of games are my favourite work of fiction. The story is astoundingly ambitious, taking place over 50 years and asking questions about war, patriotism, economics, subtle control of the public, genetic and memetic inheritance, and many other things. It's set in a world in which a handful of people determine world events, and where a secret cold war plays out between two groups with different responses to the same guiding principle - that soldiers should not be carelessly made to throw their lives away.

I wouldn't ordinarily read a novelization of something I've already experienced in another medium, but I was struck by the story of the author and wanted to read his take on the story.

Keikaku "Project" Itoh was a devoted fan of Hideo Kojima (the creator of MGS) and from his earnestness in the afterword it's clear that he wanted to produce something both respectful and fresh. He fought a battle with cancer throughout his career as a novelist, and died not long after this was published, aged 35. It's touching that the story of Snake - a prematurely aged man on the verge of death, struggling against his body to finish his work - parallels this. MGS ruminates a lot on the idea of legacy, forming connections between individuals and memories in those we touch, and how a person can face death. It has a authenticity here, coming from a young man who had already come close to death.

The writing style is heavy on exposition of characters' inner worlds. It's not an approach that I would generally like but I find that it works here. As I'm already familiar with the story of the games (though as I've

played them I have struggled to understand it) the natural aspect to expand on would be characters' thoughts and motivations. Snake, Raiden, and especially Otacon (the narrator) are more fleshed out, after reading this.

As a fan of the series, I enjoyed the book. It is primarily the story of MGS4, but also contains elements of the original MSX games and MGS 1, 2 and 3. It combines together, and explains well, a complex story. For me, it's a good complement to the games, rather than a re-telling of the same thing.

I'm not sure if I would recommend it to someone completely unfamiliar with MGS, but for someone who has played one or two of the games and is curious about the larger story, or someone who wants to catch up before the release of MGS5, I think it's a good read.

Justin Bedard says

A bit overly complicated in places, but still well worth the read, especially for fans of the games.

Mars Dorian says

I luv the MGS games. I played most of them all - except Guns of the Patriots, hence this novel.

I feared reading a sub-standard novelization but got a kick-ass sci-fi military novel with sharp prose and wonderful philosophical ideas about war, economy, control and what it means to be human in a militarized world.

Since the author wanted this novel to be read by folks who don't know the series, he included a LOT of backstory to the explain each character. Sometimes it felt as if 1/3 of the book was backstory, mmmmm.

That's the only negative about the book -- too much telling.

Otherwise, a great summary of the MGS universe in fiction form.

Warning - if you've never played any of the MGS games, you're going to get overwhelmed by the convoluted story.

Rubi says

Universul Metal Gear, personajele si firele narative in care le-a aruncat Kojima sunt foarte complexe, epice chiar.

Cartea se vrea a fi o nuvelizare a lui MGS4. Se poate spune ca reușește, dar dacă nu ai nicio legătură cu seria de jocuri, e total confuză, nu înțelegi mai nimic. Ba chiar poate fi plăcătoare.

Cine vrea să scrie o carte despre MGS, ar face bine să o scrie naibii de începătorul cronologic al seriei.

In perioada am finalizat si jocul MGS5, am putut tine pasul cu evenimentele din carte, dar avand doar jocul acesta si MGS-ul de pe PS1, am avut oarece dificultati de intelegerere a povestii.

Cine doreste o aprofundare a seriei poate viziona filmele extrase din jocuri de pe Youtube, lungimea minima

e de 12 ore.

Nu recomand cartea nimanui, indiferent daca a jucat sau nu vreunul dintre jocurile seriei. Pacat de carte, Kojima pare sa fi fost implicat in producerea ei.

P.S.

MGS5 sufera din cauza plecarii lui Kojima de la Konami. Sunt unele lucruri care au ramas complet in aer. Unul dintre cele mai importante e misiunea 51, Kingdom of Flies. O puteti gasi doar pe Youtube. Daca ati jucat MGS5, e obligatoriu sa vizionati misiunea 51.

Simone D says

Scritto magistralmente, poco da dire, è un capolavoro.
Leggerlo è stato un piacere ed un colpo al cuore, grazie.
