

## Chapter 1 : Metal Gear Solid 2: Sons of Liberty - Wikipedia

*Metal Gear Solid: Digital Graphic Novel* (known in Japan as *Metal Gear Solid: Bande Dessinée*; French for "drawn strip") is an interactive comic book developed by Kojima Productions and published by Konami for the PlayStation Portable.

By revel Review Date: Not really a game. More than just any old graphic novel. I am extremely biased when it comes to anything metal gear. Digital Graphic Novel Rating: Only for the most hard core MGS fans. By bigboss71 Review Date: It is a comic book complete with sound effects, sound track, and movement. It is a recreation of the original Metal Gear Solid game for The Read Full Review 1 of 1 users found the following review helpful Rating: By oshaun Review Date: Now if you have played and beaten Metal Gear Solid i d By probester Review Date: Read Full Review 0 of 0 users found the following review helpful Rating: Feb 26, PSP What is a digital graphic novel you ask? Well its something like a digital comic book that you can watch on your psp. The story in it is nothing other but original Metal Gear Solid story shown as a comic book with amasin Read Full Review 3 of 3 users found the following review helpful Rating: By deathread Review Date: Feb 24, PSP I never heard about this game until I saw it at my local game shop the dude that works in a shop did not know what is about also and I bough it because I thought it will be a good action game, you know, to move the cha By gurubigmac Review Date: Feb 15, PSP MGS digital graphic novel is a remake of MGS 1 but not just a normal remake twin snakes is in mind here it tells it like a comic book it gives you a new perspective of the game and some of the things you didnt see in th What they did with this is they took Ashley woods com Read Full Review 3 of 5 users found the following review helpful Rating: Sep 08, PSP This game should of been better. By thesand Review Date: Read Full Review 5 of 7 users found the following review helpful 24 results.

*The Metal Gear Solid Graphic Novel is a comic retelling of The Metal Gear Solid game for Playstation. The comic adds small bits of extra information and events that weren't in the original game.*

Problems playing this file? The resultant themes then shaped the action sequences in return. Norihiko Hibino , who had worked on previous Konami games such as Metal Gear: Ghost Babel , was responsible for the in-game music. As with Metal Gear Solid, the cutscene music includes orchestral and choir pieces, while the in-game soundtrack is scored with ambient music. Metal Gear Solid 2: Sons of Liberty Soundtrack 2: Substance Ultimate Sorter White Edition. Because of the later release in the region, the protagonist switch was not kept a secret in the Japanese version in the weeks prior to its release. A questionnaire was also added in the Japanese version, in which players are asked about their experience with the original Metal Gear Solid and action games in general; the answers to the questionnaire determines the difficulty level of the game and whether the player starts the game on the Tanker chapter or skips directly to the Plant chapter an option that is only available after clearing the game once in the American version. The Japanese version has a few other additional features over the American version, including two extra game modes unlocked after completing the main game: Boss Survival, in which the player replays through the boss battles from the main game as either, Snake or Raiden; and Casting Theater, in which the player can view certain cutscenes from the main game and replace the character models. The Japanese version was released on November 29, two weeks after the American version. As with the original Metal Gear Solid, Sons of Liberty was sold in a limited "Premium Package" edition in addition to the standard release, which was packaged in a black box containing the game itself with a reversible cover art on the DVD case with Snake on one side and Raiden on the other , a video DVD known as the Premium Disc, which features a collection of Metal Gear Solid-related commercials and trailers, a metallic Solid Snake figurine, and an page booklet titled Metal Gear Chronicle featuring artwork and commentary about the series. The European version, which was initially scheduled for February 22, , was released on March 8, nearly four months after the other regions. The added features from the Japanese release were carried over to the European version, along with a new difficulty setting European Extreme. The DVD was included as an apology to European consumers for the several month delay that had occurred since the original November release in North America and Japan, which saw numerous European gaming magazines detail the various twists in the game. It contains a gallery of all the 3D models of characters, scenery, and objects that were used in the game as well as unused assets , along with corresponding concept art when available. All the real-time cutscenes or polygon demos are also available to view without audio , with the option to pause them at any point, change the camera angle and move them frame by frame. The disc also includes a sampler selection of VR training missions that were later featured in Metal Gear Solid 2: In Europe, the disc was bundled as a bonus with the PlayStation 2 version of Substance instead of having a stand-alone release. Sons of Liberty in July Substance[ edit ] A screenshot from one of the training missions in Substance. Snake is dressed in a tuxedo. Substance, the expanded edition of the game, was released on the original Xbox and Microsoft Windows in addition to the PlayStation 2. This was followed by the PlayStation 2 version, released in Japan on December 19 of the same year. Substance contains several supplemental game modes in addition to the main story mode from the original Sons of Liberty releases. The main game contains all the changes and additions that were made in the Japanese and European versions of the original release e. Players can now start the main story mode at the Tanker or Plant chapters without the need to answer a questionnaire first and a new set of collectible dog tags have been added exclusively on the PlayStation 2 version based on names submitted from a second contest in addition to the original set. The visual effect for the thermal goggles was also changed in Substance and the FHM -licensed posters that adorned several locations in the original Sons of Liberty version have been replaced with public domain images these were also replaced in The Document of Metal Gear Solid 2. The Xbox version has support for 5. The primary addition of Substance is the inclusion of an extra missions mode with VR missions set in a computer-constructed environment and "Alternative" missions set in areas from the main story. The player can choose to play these missions as Solid

Snake or Raiden, with alternate versions of both characters in different outfits becoming available as the player progresses. These missions are divided into eight categories although not all of them are available to every character: The other new addition is "Snake Tales", which is a set of five story-based missions featuring Solid Snake as the player character. These missions are primarily set in the Big Shell and involve characters from the main story in new roles such as Fatman, Emma, Vamp and Solidus Snake, while one mission set in the Tanker has Meryl Silverburgh from the original Metal Gear Solid as the main antagonist. These missions, which are unrelated to the main story, have no voice acted cutscenes - instead, the story is told through text in interludes. Exclusive to the PlayStation 2 version is a skateboarding minigame in which the player control Snake or Raiden in a pair of Big Shell-themed levels. The player has to complete a set of objectives before time runs out, which range from collecting dog tags scattered throughout the level to blowing up parts of Big Shell. The minigame uses the same engine from Evolution Skateboarding , which was developed by Konami Computer Entertainment Osaka. The PS3 and Xbox versions feature an increased p resolution and a Most of the additional content from Metal Gear Solid 2: Substance has also been ported in this version, such as the Missions and Snake Tales modes, although the Skateboarding minigame that was present in the PlayStation 2 version of Substance is absent. The PS3 and Vita versions have a "transferring" option that allows players to transfer save data between both versions through a wi-fi connection or a cloud network. The Vita version has touchscreen and touchpad support for certain gameplay functions such as switching between items and weapons or zooming into cutscenes. Sons of Liberty, illustrated by Ashley Wood who also worked on the comic book adaptation of the previous game and written by Alex Garner. This version deviates from the game, where many scenes involving Raiden are substituted with Snake. A digital version of the comic, titled Metal Gear Solid 2: A fully voiced version of the graphic novel adaptation of the first Metal Gear Solid is featured as well. The American paperback edition was published on November 24, A majority of the character interaction in the novel is taken verbatim from the Codec conversations in the game itself.

## Chapter 3 : Metal Gear Solid: Digital Graphic Novel for PSP - GameFAQs

*Metal Gear Solid Digital Comic is an interactive comic-book-style story from franchise creator Hideo Kojima and producer Noriaki Okamura.*

Problems playing this file? Music played in-game has a synthetic feel with increased pace and introduction of strings during tense moments, with a looping style endemic to video games. Overtly cinematic music, with stronger orchestral and choral elements, appears in cutscenes. The soundtrack was released on September 23, , under the King Records label. The game was available in a standard edition, as well as a limited "Premium Package" edition sold in a large box that also contained a t-shirt , a pair of FOXHOUND-themed dog tags , memory card stickers, an audio CD featuring the soundtracks from the MSX2 Metal Gear games including a few bonus arranged tracks , and a page booklet, Metal Gear Solid Classified, featuring production notes, interviews with the developers, and a glossary of terminology in the game. Changes and additions were made to this version, such as a choice of three difficulty settings when starting a new game with a fourth setting that is unlocked after completing the game once , an alternate tuxedo outfit for Snake which the character wears on every third playthrough on the same save file , and a "demo theater" mode where the player views every cutscene and radio conversations relevant to the main story. The game is included in the Japanese Metal Gear Solid: Integral [c] is an expanded edition of the game that features the added content from the American and European versions. It replaces the Japanese voices from the original version with the English dub, offering players a choice between Japanese and English subtitles during cutscenes and CODEC conversations item descriptions, mission logs, and other text are still in Japanese. The Torture Event was also made easier, reducing the number of rounds to three per session on all five difficulty settings. The VR training mode from the original Metal Gear Solid has been expanded into stages, which are now stored on a separate third disc known as the "VR Disc". These new set of missions are divided into four main categories: Sneaking, Weapons, Advanced and Special. One particular set of missions has the player controlling the Cyborg Ninja, unlocked by either completing a minigame on the PocketStation and uploading the data to the VR Disc or by achieving the Fox rank on the main game. Additional content includes preview trailers of Metal Gear Solid from trade events and a photo shoot mode where the player can take photographs of fully expressive polygonal models of Mei Ling and Dr. Naomi after completing the main game. Integral a 34 out of VR Missions on September 23, Special Missions on October 29, This change was done since the original Metal Gear Solid was released in multiple languages in Europe and Special Missions determines the language it uses based on which version of the original game the player owns. When the Special Missions disc is loaded into the PlayStation console, the game will ask the player to switch the disc with the first disc from Metal Gear Solid in order to load voice and language data before asking the player to switch back to the Special Missions disc to start the game. It supports the use of a keyboard or a USB game controller with at least six buttons with the manual recommending the Sidewinder Game Pad Pro. It also supports Direct3D -capable video cards, allowing for a high resolution of up to x Integral logo, although it has some differences as well from the PlayStation version of Integral and lacks some of its content. The biggest change was reducing the number of discs from three to two, which was done by giving each disc two separate executable files , one for the main game mgsi. The method for defeating Mantis was also changed from using the second controller to simply using the keyboard regardless of whether the player was using a game controller or not up to that point. Other omissions include the removal of the eighth Codec frequency However, the PC version adds the option to toggle moving and shooting in first-person view mode at any time regardless of difficulty setting, and players can now save their progress at any point without contacting Mei-Ling through the use of quick saves. On the VR training portion, all missions, as well as the photo shoot mode, are available from the start, although the three unlockable preview trailers from the PlayStation version have been removed. The graphics were also updated to match those of Metal Gear Solid 2. The series was later released on CD as a two-volume series. The new characters introduced include Sgt. The "mission mode" allows the player to add collected information into a library. This information must be properly connected to complete a mission. The DVD

version features full voice acting. The American paperback edition was published on May 27, , [90] and the British Edition on June 5, The story also acknowledges certain plot elements from Metal Gear Solid V:

### Chapter 4 : Metal Gear Solid - Wikipedia

*Metal Gear Solid: Digital Graphic Novel is a digitized version of the Metal Gear Solid comic drawn by Ashley Wood that has been edited to feature sound effects, animations, and music. In the PSP version, users can zoom in and out of the images using the analog stick and scan specific points of interest as they progress through the story.*

### Chapter 5 : Metal Gear Solid: Digital Graphic Novel - PSP - ISO Download | racedaydvl.com

*Metal Gear Solid Digital Graphic Novel from the MGS HD Legacy Collection.*

### Chapter 6 : Metal Gear Solid: Digital Graphic Novel - IGN

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### Chapter 7 : Metal Gear Solid: Digital Graphic Novel Reviews - GameSpot

*Metal Gear Solid Digital Graphic Novel PSP Ajude nosso projeto e faça sua doação, qualquer quantia já ajuda muito. Paypal racedaydvl.comystation 1 Pageseguro racedaydvl.com7Uh2E5LHJ Nossas Redes Sociais FACEBOOK racedaydvl.comystationb.*

### Chapter 8 : Metal Gear Solid: Digital Graphic Novel (Video ) - IMDb

*'s Metal Gear Solid on the PlayStation is widely regarded as a classic action adventure title, one that firmly established Solid Snake as a gaming legend. Players had to eliminate the rogue.*

### Chapter 9 : Metal Gear Solid Digital Graphic Novel review | GamesRadar+

*With Scott Dolph. In this interactive adaptation of the comic book version of Metal Gear Solid (), the legendary Solid Snake takes on a rogue special forces unit threatening the world with a nuclear strike.*