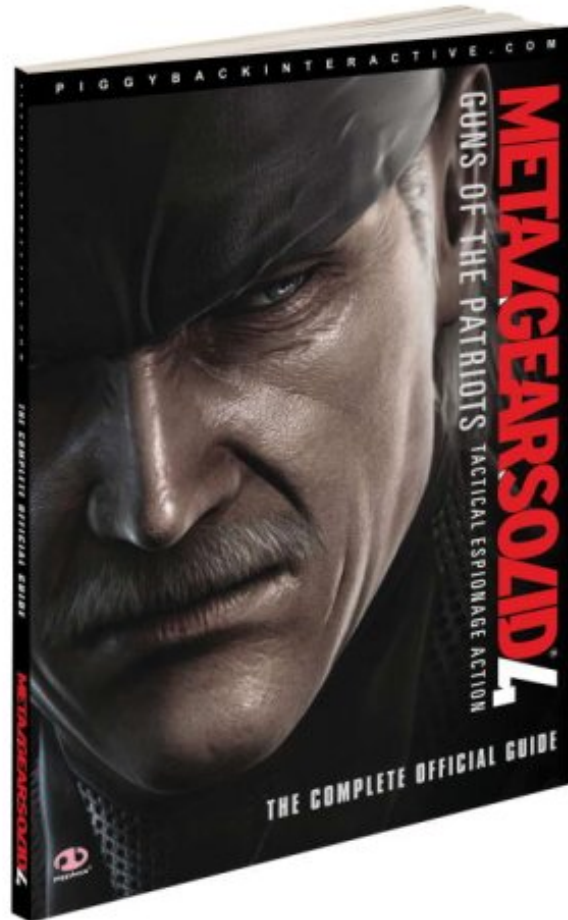


(Library ebook) Metal Gear Solid 4: Guns of the Patriots, Tactical Espionage Action, The Complete Official Guide

Metal Gear Solid 4: Guns of the Patriots, Tactical Espionage Action, The Complete Official Guide

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From Brand: Piggyback Interactive : Metal Gear Solid 4: Guns of the Patriots, Tactical Espionage Action, The Complete Official Guide before purchasing it in order to gage whether or not it would be worth my time, and all praised Metal Gear Solid 4: Guns of the Patriots, Tactical Espionage Action, The Complete Official Guide:

0 of 0 people found the following review helpful. Solid Snake the bestBy JPThe war has changed. An old soldier with a pending account, in a battlefield that no longer recognizes. Snake and the modern war that the Patriots has created. A unique title in a while of uncertainty for PlayStation 3. The first sensation that Hideo Kojima makes us experience in the first minutes of Guns of the Patriots is the sadness; the hero Solid Snake, 'Enfant Terrible' generated with the best

genes of the legendary Big Boss, it undergoes premature oldness and he is very ill. Recalling memories that are not his, we see how it presents/displays its respect before the tomb of a heroin that gave its life to save to the world when it had still not been born. Then, when their thoughts impel to him not to continue living, it is recruited by Otacon and Campell for its last mission. It is difficult to write an analysis for a title like Metal Gear Solid 4. Still more when Kojima Productions imposes restrictions that limit the argumentation that can be realised. From I shared the fervor that Hideo Kojima in protecting history has put and the numerous surprises that Guns of the Patriots lodges. He is something that must solely be lived in first person, without interferences beyond necessary the retrospective one crossing 20 years of history of videojuego, and of the antecedents that have been put on the table by means of trailers and presses. Whatsoever and within those margins, many elements exist that will miss in this first critic, more in the habitual line of the cinema that of the videojuegos, doing honor to its philosophy. They are not involuntary omissions, if not that will have their place in this review when the moment arrives, that is not this one. The fusion of two arts Metal Gear Solid 4 approaches a land common and shared between electronic leisure and the cinema. Few games lay the foundations the experience that offer to the player in an almost proportional distribution between hours of game and sequences kinematics being these pure gold. It is a formula that few titles can include, that few creative studies and are able to rise, but with this great conclusion it has obtained that their vision is totally sustainable; addictive like videojuego and exciting like the best film. The script has been the element that more occupied has been to Hideo Kojima in the last years old, in that has invested more energies within all the series. It is logical concerning the conclusion of a history that whenever it had to respond, formulated new questions. But there is no place for evasive here. All the answers to enigmas Gear the Metal are answered with dazzling clarity. And as anticipated, these are not indeed foreseeable. From the philosophers and their legacy, to the foundation of the Patriots and its political and economic dominion of the world. And more. MGS4 is also the culmination of the series in many other forms, not only at narrative level. The sort coined by he himself, ' Tactical Espionage Action' , it arrives at his maturity since the own Snake does; improving its previous abilities along with innovations that take to the experience juiceable to new limits. Famous ' It does not place to Hide' that it takes the infiltration to a zone military, the Octocamo, the suit of dynamic camouflage, the support of the android Metal Gear Mk II, the system of improvement and acquisition of the armament, the new cameras, stress and the mental condition, the improved tactical IA of the enemies, or the extended movements of Snake. All of them, along with the base that the series has been leaving fallow, constitute a new mark in the sort. And this without speaking of the way online, that by itself is the game totally independent. 0 of 0 people found the following review helpful. They said strategy guides are dead By John Larmu First Piggyback guide that I bought and I gotta say, I like it very much. I know that many will say that strategy guides are useless since information can now be easily looked up in the internet, but there is something about owning one in your hands while playing or just relaxing admiring the art and the works and comments of the creators of the games. Piggyback and Futurepress tend to make great strategy guides. I never liked the Brady ones (unfortunately, many game guides are made by them) because certain info are sometimes left out and important things forgotten since they are usually rushed. I liked the guidebook overall. 0 of 0 people found the following review helpful. Long live Snake!!! By Bdog A good product for a good price. And fast shipping too. Long live Snake!

Secret Content Alternative Routes Easter Eggs Hidden Cut-scenes Secret Items Game Completion Rewards Maps Complete Annotated Maps. Walkthrough The Walkthrough (written for the extreme difficulty level and therefore covers all settings) leads you through the entire game covering all optional tasks and secrets. The guide also features short Flashback box-outs that briefly introduce characters as they appear in the storyline. Developed on-site at Kojima Productions in Tokyo, this complete guide has dedicated chapters on Basics, Controls, Items, Weapons, Camouflage, Enemies, Secrets and Metal Gear Online. Contains original and exclusive artwork.