

(Ebook pdf) Metal Gear Solid V: The Phantom Pain: The Complete Official Guide

Metal Gear Solid V: The Phantom Pain: The Complete Official Guide

Piggyback

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#29016 in Books Piggyback 2015-09-01 2015-09-01 Original language: English PDF # 1 13.37 x .90 x 8.00l, 2.90 #File Name: 1908172770368 pages Piggyback | File size: 77.Mb

Piggyback : Metal Gear Solid V: The Phantom Pain: The Complete Official Guide before purchasing it in order to gauge whether or not it would be worth my time, and all praised Metal Gear Solid V: The Phantom Pain: The Complete Official Guide:

67 of 68 people found the following review helpful. Vital to Your Survival. By TsancheMetal Gear Solid V is a huge game. It's a very huge game. It's also a game that introduces a lot of new elements for series fans. A strategy guide can come in handy. Piggyback Interactive has made tons of Metal Gear Solid guides and they've all been very helpful. But Metal Gear Solid V is a totally different beast. With how unique it is the focus of a guide might also need a unique focus as well. This is what that guide does. It provides the tools for you. In short, Piggyback Interactive is more about helping you understand Metal Gear Solid V just as much as it is about helping you get through it. This is the most exhaustive and unique Metal Gear Guide I've ever seen. The guide begins with a fairly touching foreword from Hideo Kojima. Seeing as how this may very well be his last Metal Gear game, Kojima lets us know that he gave Metal Gear Solid V his all and that he also wants you to enjoy this particular strategy guide. Once we've gone from this we jump into learning about the basics of the game itself. Even veterans of the Metal Gear Solid saga might want to make a stop

here. Things are incredibly different in Metal Gear Solid V and you'd do well to make sure you know how all of its systems work before really diving in. This is all the stuff for beginners, though. Once you learn the basics of the system, the guide has more information you may want to utilize later. We'll get to that. First, the part that most of you are wondering about: The Walkthrough. Is the walkthrough good? Yes, but it also has to take a different approach than most previous guides by Piggyback. In previous games, Metal Gear was particularly... predictable. Not so in this. Thus Piggyback can always tell you what to do and where to go, but it can't always offer up strategies for how to do everything. It can't tell you much about patrol routes or even how many patrols are in an area because Metal Gear Solid V is changing this stuff up constantly. It doesn't mean you can't get help. You can. The guide provides a few basic tips before it actually dives in. It's going to let you know how the guards can change and show you a few "points of interest." Each mission always begins with a few "notes" and addresses your first play through. Each section also has very detailed top down maps. It then utilizes a waypoint system. It'll show point 1 on a map and then you need to find the "1" in the walkthrough and read it. But for those who just want a quick reference, you can just look at certain call outs on the map itself. It also takes some time to map out how you should go about your mission. As I said, though, it can't really show you guard routes or account for certain things like environmental changes or what happens during the night. It can always point out objectives and intel, though. And it's a good thing the guide comes with a huge map of both Afghanistan and Africa. This layout means that each mission it can detail quickly. But whenever new enemies are introduced or there are new boss fights, the guide goes into a lot more depth. It might seem like the walkthrough is flying by, but you'll get quite a bit out of it. You won't always learn patrol routes, but the guide will actually help you out in other ways regarding that. The guide also covers side ops, but not with the same amount of depth. Since the side ops are typically not as long or as important you mostly get a screen shot and the details. The guide and walkthrough are organized the way they are so that it can avoid as many spoilers as possible and so that it can be used more so for a quick reference rather than being used in an in depth way. The guide also has a section dedicated to Mother Base. You'll get a lot of details here. There are maps and information on your entire arsenal here. You can also learn about development and how to manage it too. This section of the guide is valuable because you'll get the most out of development and recruitment this way. Players new to the concept of the mother base should spend time in this section. Probably even more so than the walkthrough at times. In most strategy guides, the walkthrough is the meat and bones. It's the section you buy a guide for. I would argue that in the case of Piggyback Interactive's Metal Gear Solid V guide the reason you should buy it is the analysis and references chapter. The guide cautions against using this section until you've completed 31 missions, but the first couple bits of advice are valuable to beginners and experts alike. In particular, if you want to learn more about how your enemies function and work... this is where you want to go. And believe me, you want to know how your enemies function and work. But you'll get more than that. Here I was able to learn about Metal Gear Solid V's dynamic difficulty and learn more about the response system and how the game changes based on your style of play. All of these things were important to the core experience. How your enemies work is invaluable, though. How far can you enemies see? This section tells you. How about their health levels and various body parts? It's all here. Yeah, the walkthrough can't tell you about patrol routes or anything, but the enemies section can help you understand everything about them to aid you in how you go about it. The guide also details the entire score system to help you get the best rankings on every mission. There are some spoilers in the references and analysis chapters, however. In particular, a certain recruit is detailed in full that might be a spoiler. The guide, of course, has already warned you that there would be some spoilers in this section. You'll also get information on a lot of bosses here as well. This section is here primarily for advanced players of Metal Gear Solid V. In reading this section you already need to understand the basic systems of the game to begin with. The Extras chapter can help you learn some secrets about the game. This is nice, but the real treat in the extras chapter is actually the entire story recap. Piggyback has always done this with their Metal Gear Solid guides going all the way back to Metal Gear Solid 2. And in each new guide they release they always recap the entire story and give an interpretation of the events that have happened. This particular guide opts to cover every last detail you need to know in the story. It'll also do so in chronological order. Meaning it details the events of Snake Eater, Peace Walker, Ground Zeroes and Metal Gear Solid V before it goes into the plots of Metal Gear, Metal Gear 2: Solid Snake, Metal Gear Solid, Metal Gear Solid 2 and finally Metal Gear Solid 4. The guide also provides profiles for other characters throughout the saga. If you've gone through the entire saga, this guide will help you begin to make sense of it. The paperback guide ends after you've read the whole synopsis. The collector's edition, guide, however, has an art gallery with commentary by Kojima himself. This alone makes the collector's edition worth a buy. Here you'll get to learn about some of the development of the game and learn about some of the symbolism found in the game itself--directly from Kojima. And it's brilliant looking artwork as well. Most strategy guides tend to be about making sure you get through the game. They have a walkthrough and some secrets but that's about it. Piggyback's Metal Gear Solid V guide, however, is trying to enhance your experience of the game. It provides advanced data on enemies, environments, mother base etc., but give us more by providing a story analysis and some artwork with commentary. For a collector, the guide is worth the purchase because you're getting far more than just a strategy guide. You are getting an analytical tome. This guide will really help you understand this complex game. The most helpful bits aren't even in the walkthrough but rather in all the data

which surrounds it. The guide is more about helping players understand the game and its unique systems more so than just getting you through it. This makes the guide helpful to beginners and experts alike. If you want to understand Metal Gear Solid V and still find enjoyment in the game's surprises then this is pretty much the perfect guide. 11 of 11 people found the following review helpful. Something this awesome should cost 5X more than what its sold for. By JACK REACHER Awesome. More than a ubiquitous walk through guide, it's a true collectors piece. Hideo participated in the guide's development, including final approval ; plus he wrote the 'forward,' as well as many short texts specific to what "phantom pain" represents conceptually. Includes an abridged version of the entire MGS story w/ timeline Impossible to do an exact walk through with this game - since the missions depend on personal subjectivity - so in lieu there are great tips for every mission to help ensure "S" rank. Overall amazing attention to detail...snake's weapons/tools section is amazing ! Get it! 8 of 8 people found the following review helpful. Well worth your money. By A-Train Awesome! Loaded with information about the game. Can't believe there is this much detail. The quality of the cover to the paper is top notch! Awesome poster and lithograph included!

The Ultimate Guide to 100% Completion! All missions, all side quests, all secrets, all collectibles, all Achievements and Trophies at your fingertips! **TURNKEY WALKTHROUGH:** An at-a-glance, map-based walkthrough steers you through the entire adventure supported by annotated hi-res screenshots. **ALL GAME SYSTEMS DECODED:** Statistics, diagrams and analysis from our experts provide a comprehensive understanding of all game systems and features, including the Mother Base management metagame. **A WEALTH OF EXTRAS:** Includes an extensive story recap, a poster covering the immense game area and much more! **DEVELOPMENT:** Developed directly with Kojima Productions in Tokyo. **MAINTAINING TRADITION:** From the same team that brought you the highly acclaimed guides to Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty, Metal Gear Solid 3: Snake Eater, Metal Gear Solid 4: Guns of the Patriots and Metal Gear Rising: Revengeance. **QUALITY CONTROL:** Carefully designed to avoid unnecessary story spoilers.