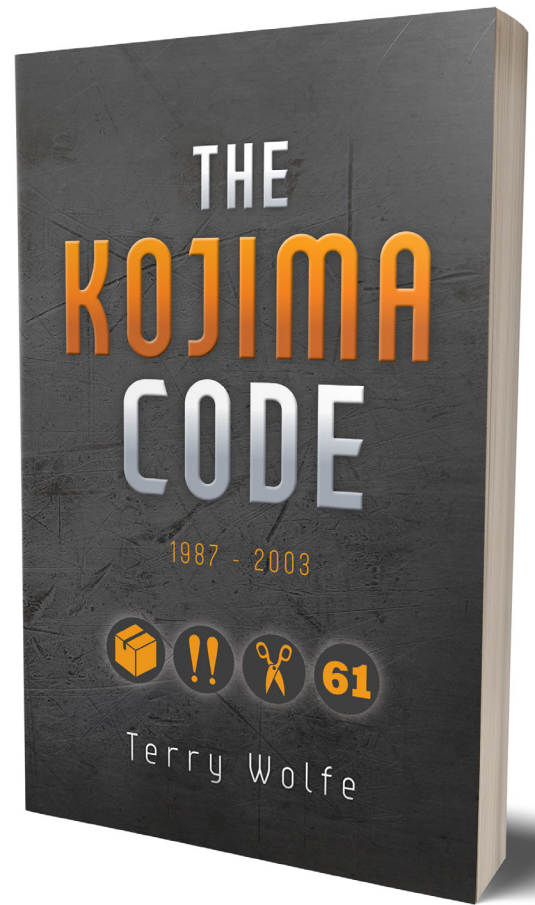


The Kojima Code

Follow the controversial video game designer from his days as a movie-obsessed youth to becoming one of the most famous and recognized creators in the world. An uncompromising auteur in a world of disposable entertainment and anonymous artists, his story is uphill battle to make his name known. Find out the official and unofficial ambitions behind his early work, including the METAL GEAR games, SNATCHER, and POLICENAUTS, leading all the way up to the postmodern wrecking ball that is METAL GEAR SOLID 2 -- which still has gamers scratching their heads to this day!

Whether you're a diehard fan of Kojima or a stranger to video games entirely, you'll be amazed how far one man is willing to go to shape his own destiny.



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ABOUT THE AUTHOR: In the world of video game fandoms few franchises inspire the same kind of rabid analysis that the Metal Gear franchise does. In this world, there is only one man who stands above the rest: he goes by Mr. Wolfe.

Terry Wolfe has been the premier armchair theorist discussing the wacky world of Metal Gear and its celebrated creator Hideo Kojima since at least 2006. His website, Mr. Wolfe's META GEAR, has changed the way people think about the polarizing Japanese series that began way back in 1987. He has inspired hundreds if not thousands of others to do their own homework on the meaning behind the games, and appreciate the social, political, and metanarrative themes in these stealth action blockbuster stories. He believes there is still plenty more that the world needs to understand.

AUTHOR Q&A

1. Why did you write your book?

To discover the full story behind one of the most crazy artistic works I've ever experienced; the polarizing work of a Japanese game designer I once adored. Hideo Kojima, the genius behind the Metal Gear series. I wasn't satisfied with the explanations I was given for why Metal Gear Solid 2: Sons of Liberty was so insanely designed, for example. I've been looking for these answers for over a decade, and even started a website to help share what I've found. But this book goes beyond anything I've written before and truly solves the mystery.

2. What makes your book different or special?

It's completely unique in its subject. There is no other in-depth examination of Hideo Kojima's life and legacy with the aim of understanding how they influenced his design choices. It's a work of interpretation unlike anything you've seen before -- except perhaps the so-called "Da Vinci code".

3. Is that what "The Kojima Code" refers to?

It combines two different things: the "Konami code" was an old sequence of buttons you could press when playing many different Konami video games to unlock secret bonuses. The "Da Vinci code" says that there are hidden messages implanted in the works of Leonardo Da Vinci, meant for people to discover. When you combine these two ideas, you get a secret code you can "enter" to understand some of Hideo Kojima's more controversial games in a new and surprising light. This book provides that secret "unlock code" for Hideo Kojima's games, and then explores the hidden messages found within.

4. Who do you hope will read your book and why?

I hope anyone who's interested in true stories, biographies, and tales of earning respect will be hooked. It's also a rather deep commentary on how game design can be utilized to accomplish different artistic goals, which should appeal to those who fancy psychology or art design. It's a book about turning lemons into lemonade, and then spiking that lemonade to get revenge on the lemon-givers. Also it's a retrospective, following the history and reception at each game's release, so it works as pop-culture history.

5. Are you working on more books?

This one is meant to have a sequel eventually. It lays a foundation I can build on. I'm excited to see the discussion around this book online, because there are a lot of places I can go from here.