

Number 3. Metal Gear (Series)

Written by Deekman & Kikineko

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Pioneering the stealth game genre almost single handedly the Metal Gear series has been a long held high mark in Konami's profile. With high scores across the board for just about every title released, this series is the pinnacle of storytelling, graphics, sound design, stealth and action.



Beginning life in 1987 as Metal Gear on the MSX2 it was up to Solid Snake to infiltrate the highly guarded state of Outer Heaven to destroy Metal Gear, a two legged walking tank that could launch nukes from anywhere and leave no trace. The series has since been fleshed out into a living, breathing world with a rich history spanning several decades. Metal Gear is highly regarded for it's intricate story lines and underlying themes including world politics, warfare, censorship, genetic engineering, artificial intelligence, loyalty, brain washing, reality, subjective vs. universal truths and other philosophical themes. This is definitely one game series not meant for kids.

Since it's inception Metal Gear has spawned 6 direct sequels with an over arching story that spans all games. At least eight spin-offs have been made surrounding the Metal Gear universe from a Gameboy Colour and Cell Phone game to a turn based card game. Not to mention the

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release of novels, comics, action figures and even a radio drama! Snake has also appeared in games such as YuGiOh and Smash Brothers Brawl.

Not only has this series affected pop-culture and become a gaming icon, thanks to its wonderful sound design along with always fantastic graphics this series is an example of how to make games the right way.

And now another big splashy musical number!

[youtube:http://www.youtube.com/watch?v=i_zIKKOjC7Q]