
METAL GEAR SOLID V: THE PHANTOM PAIN Activation Code



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About This Game

Konami Digital Entertainment continues forth the 'METAL GEAR SOLID V Experience' with the latest chapter, METAL GEAR SOLID V: The Phantom Pain. Ushering in a new era for the franchise with cutting-edge technology powered by the Fox Engine, MGSV: The Phantom Pain will provide players a first-rate gaming experience as they are offered tactical freedom to carry out open-world missions.

Nine years after the events of MGSV: GROUND ZEROES and the fall of Mother Base, Snake a.k.a. Big Boss, awakens from a nine year coma. The year is 1984. The Cold War serves as the backdrop as nuclear weapons continue to shape a global crisis. Driven by revenge, Snake establishes a new private army and returns to the battlefield in pursuit of the shadow group, XOF.

The METAL GEAR SOLID team continues to ambitiously explore mature themes such as the psychology of warfare and the atrocities that result from those that engage in its vicious cycle. One of the most anticipated games of the year with its open-world design, photorealistic visual fidelity and feature-rich game design, MGSV: The Phantom Pain will leave its mark as one of the hallmarks in the gaming industry for its cinematic storytelling, heavy themes, and immersive tactical gameplay.

Key Features:

- Open-World game design allowing players ultimate freedom on how to approach missions and overall game progression
- Fox Engine delivers photorealistic graphics, thoughtful game design and true new-generation game production quality
- Online connectivity that carries the experience beyond the consoles to other devices to augment the overall functionality and access to the game.

Title: METAL GEAR SOLID V: THE PHANTOM PAIN

Genre: Action, Adventure

Developer:

Konami Digital Entertainment

Publisher:

Konami Digital Entertainment

Release Date: 1 Sep, 2015

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Minimum:

OS: Windows 7x64, Windows 8x64, Windows 10x64 (64-bit OS Required)

Processor: Intel Core i5-4460 (3.40 GHz) or better; Quad-core or better

Memory: 4 GB RAM

Graphics: NVIDIA GeForce GTX 650 (2GB) or better (DirectX 11 card Required)

DirectX: Version 11

Storage: 28 GB available space

Sound Card: DirectX 9.0c compatible sound card

English,French,Italian,German,Japanese,Russian







Really good game even though it wasn't finished, the side missions are underwhelming.. too many Kojima

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but I would never have enough of Fxxx you Konami

. snek \u2665\u2665\u2665\u2665\u2665s be like:. This game is amazing, I highly suggest this game, especially if you are a fan of the Metal Gear Solid franchise.

If not, then you will still enjoy it.

The Age Rating does not matter all that much so don't get your virgin eyes in a twist.

Unless if your 12 or younger, you can handle it buster.. Best game to make people start conversations with me in the right moment, when I'm sneaking.

Can't sleep without helicopter noises.

11/10. hnnng colonel where's my toothbrush. Stealth for the win. Absolute genius.. You can pet the dog in this game

its fun loser. This was my first Metal Gear game and so I'm not comparing it to the others. Honestly after completing the main story I have to say I really enjoyed this game. While it was not without its flaws the core game mechanics are really fun to mess around with and create a wide variety of ways to tackle any mission.

Story:

While some of the story relates back to previous titles so I wouldn't understand it all, the story seemed somewhat weak. It did the job and Kojima's use of camera for cut scenes made them very interesting. I just didn't really get invested in most of it. Even the final missions didn't really make a lot of sense and just seemed kinda stupid.

Gameplay:

The game offers a lot in terms of replayability. The mechanics allow you to do so many stupid or fun things, that doing missions doesn't really feel like a chore. That is until you start getting into some of the collectors stuff. This game is bogged down with time wasters. Most of them feel like things that belong in a phone game not a full length single player campaign. With tedious timers on things and ridiculous scaling on material costs that require you to be online it gets tedious pretty quick.

All in all though this game has a lot to offer. Its got its flaws but its a damn fun experience.

8/10 would recommend. If you like traditional Metal Gear games do not recommend. Was expecting a fun Metal Gear story experience but what you actually get is a barren open world, with lots of RP elements that force you to waste time waiting constantly. Repetitive missions and menus for managing mother base and such that you feel obligated to also spend tons of time on. If you want to walk around Mother Base it's RIDICULOUSLY huge once you upgrade it. So many little design choices similar to that I find to be quite infuriating. Kind of weird to say this about a game but literally way too many menu options. I would have way preferred a simpler layout to Motherbase and less blatant RP time wasters.. This is my first MGS game, and I was hesitant to get into it considering I knew next to nothing about the story or the franchise in general. 54 hours in, and having completed only about 24% of the main story, I have one word to describe this gem. Phenomenal. The story weaves itself completely organically against the backdrop of some of the tightest gun-play and tactical operations. The base-building component is woven in beautifully with the core gameplay mechanics, and yet never impedes on the main focus of the game itself. Even though the pattern of the side-missions can get repetitive, as others may have pointed out, the absolute freedom with which to approach a situation is so liberating that it never really gets boring unlike in so many other titles. Stealth works wonderfully and the diverse pattern of enemy takedowns, interrogations, and hiding bodies (or extracting them) creates this consistent hypnotic rhythm which allows for this amazing and immersive experience. The main missions feel fresh so far and can quickly get very challenging, especially, if the focus is to get higher mission rankings. The game truly comes alive if one leans towards stealth-based and tactical strategies with the occasional gleeful killing spree on side missions. Make no mistake the gameplay is most rewarding when trying to be a ghost, or should I say, Phantom , in completion of the objectives.

MGSV looks stunning, and at times while riding thru the deserts of Afghanistan, one can't but be reminded of memorable moments from the The Witcher 3. Some have complained about the gameworld being rather barren, and the lack of NPCs but then again, this isn't an RPG. That said the sandbox style open world and the way it is populated works perfectly within the context and scope of the game. Surprisingly for a console port, I didn't have to change a single keybinding and the controls and mapping feel transparent in their functionality (considering there are multiple possibilities of equipping support gear on the fly or accessing the iDroid for tac support).

There are so many other details that are taken care of so well in the game (for instance the Buddy system), that go on make this such a unique and engaging experience. Highly recommend this game, particularly to those on the fence because they haven't the prior titles. Just go for it!. Quite a bit overrated in my humble opinion...

Still a great game though! Get it on sale!

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