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Mgs5 release date.
Mgs5 revolver ocelot. Mgs5 raiden suit. Mgs5 robot. Mgs5 rocket control specialist.



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2015 video game "Metal Gear Solid V" redirects here. For the prologue, see Metal Gear Solid V: Ground Zeroes. 2015 video gameMetal Gear Solid V: The Phantom PainDeveloper(s)Kojima Productions[a]Publisher(s)KonamiDirector(s)Hideo KojimaProducer(s)Hideo KojimaKenichiro ImaizumiKazuki MuraokaDesigner(s)Hideo KojimaProgrammer(s)Daizaburo NakamuraMakoto SonoyamaShutaro IidaTakehiro NomuraArtist(s)Yoji ShinkawaWriter(s)Hideo KojimaShuyo MurataHidenari InamuraEtsu TamariComposer(s)Ludvig ForssellJustin BurnettDaniel JamesSeriesMetal GearEngineFox EnginePlatform(s)PlayStation 3PlayStation 4WindowsXbox 360Xbox OneReleaseSeptember 1, 2015Genre(s)Action-adventure, stealthMode(s)Single-player, multiplayerMetal Gear Solid V: The Phantom Pain[b] is a 2015 action-adventure stealth video game developed by Kojima Productions and published by Konami. Directed, written, and designed by Hideo Kojima (as his final work at Konami), it is the ninth installment in the Metal Gear franchise, following Metal Gear Solid V: Ground Zeroes, a stand-alone prologue released the previous year. Set in 1984, nine years after the events of Ground Zeroes, the story follows mercenary leader Punished "Venom" Snake as he ventures into Soviet-occupied Afghanistan and the Angola-Zaire border region to exact revenge on those who destroyed his forces and came close to killing him during the climax of Ground Zeroes. The game is played from a third-person perspective in an open world which can be explored either on foot or by modes of transport. Snake can use a wide repertoire of weapons and items and receive assistance from several AI companions, allowing the player to combat enemies either stealthily or directly.



Mgs5 raiden.



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