

**The myth of american paradox  
as reflected through the characters of *metal gear solid*  
(a playstation videogame)**



**THESIS**

**Submitted as a Partial Fulfillment of Requirements  
For the Sarjana Sastra Degree at English Department  
Faculty of Letters and Fine Arts  
Sebelas Maret University**

**By:  
SF.Lukfianka Sanjaya Purnama  
C.0302057**

**ENGLISH DEPARTMENT  
FACULTY OF LETTERS AND FINE ARTS  
SEBELAS MARET UNIVERSITY  
SURAKARTA  
2007**

**THE MYTH OF AMERICAN PARADOX AS REFLECTED  
THROUGH THE CHARACTERS OF *METAL GEAR SOLID***

By:

SF. LUKFIANKA SANJAYA PURNAMA  
C0302057

Approved to be examined by the Board of Examiners  
Faculty of Letters and Fine Arts  
Sebelas Maret University

Thesis Supervisor:

Yusuf Kurniawan, S.S, M.A.  
NIP. 132 000 807

The Head of English Department

Drs. Riyadi Santosa, M.Ed  
NIP 131 569 264

**THE MYTH OF AMERICAN PARADOX AS REFLECTED  
THROUGH THE CHARACTERS OF *METAL GEAR SOLID***

By:

SF. LUKFIANKA SANJAYA PURNAMA  
C0302057

Accepted to be examined by the Board of Examiners  
Faculty of Letters and Fine Arts  
Sebelas Maret University

Chairman	Drs. Bathoro Moh. Sarjana, M.A. NIP 130 529 731	(	)
Secretary	Yuyun Kusdianto, S.S. NIP 132 309 446	(	)
First Examiner	Yusuf Kurniawan, S.S, M.A. NIP 132 231 475	(	)
Second Examiner	Dra. Endang Sri Astuti, M.S. NIP 130 902 533	(	)

Dean of Faculty of Letters and Fine Arts  
Sebelas Maret University

Prof. Dr. Maryono Dwiraharjo, S.U.  
NIP 130 675 167

## PRONOUNCEMENT

Name : SF. LUKFIANKA SANJAYA PURNAMA

NIM : C0302057

hereby states that this thesis entitled *The Myth of American Paradox as Reflected in The Characters of Metal Gear Solid* does not contain any plagiarism materials.

If it is later discovered and proven that this pronouncement is dishonest, the researcher gladly takes on any consequences from English Department of Sebelas Maret University.

February 3<sup>th</sup> 2007

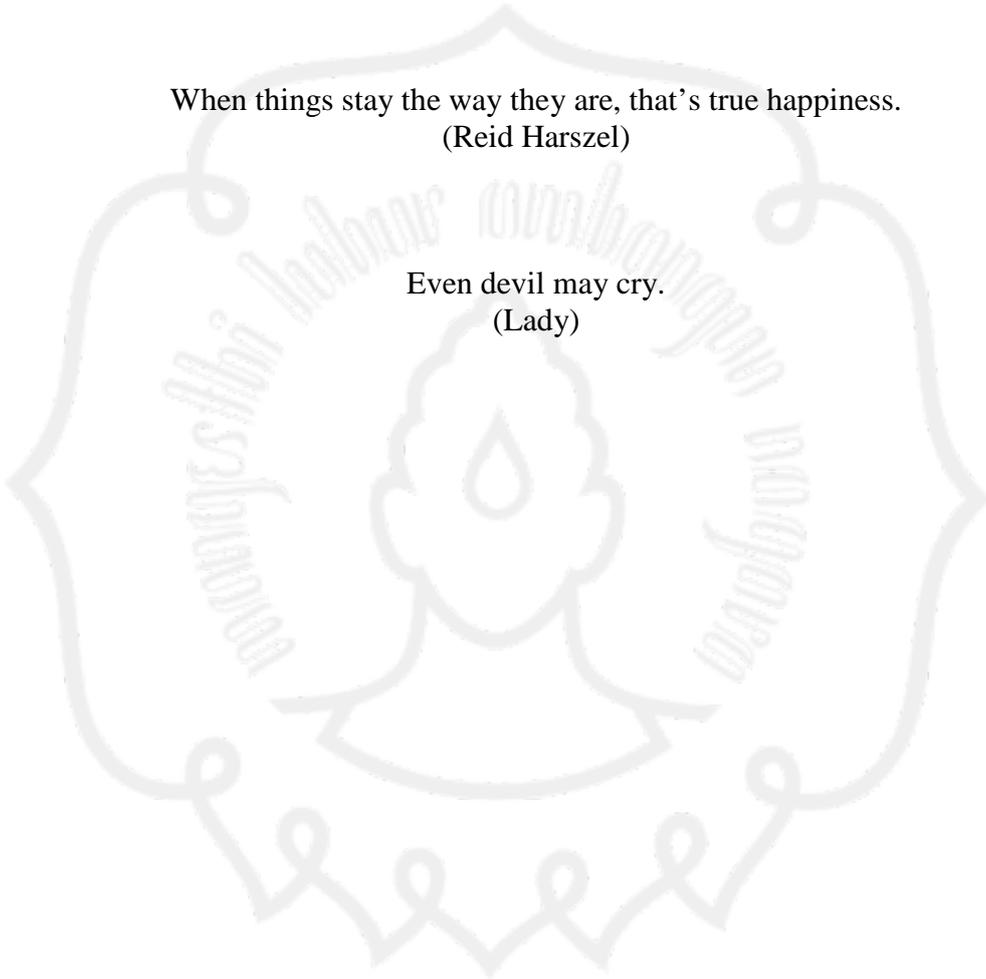
SF. Lukfianka Sanjaya Purnama

## MOTTO

A strong man does not need to read the future. He makes his own.  
(Solid Snake)

When things stay the way they are, that's true happiness.  
(Reid Harszel)

Even devil may cry.  
(Lady)



## DEDICATION

For everyone who has reasons to exist



## ACKNOWLEDGEMENT

*Alhamdulillah*, finally the researcher can finish this research after being able to overcome a lot of problems. The researcher would like to say his deepest gratitude to:

1. ALLAH SWT
2. Rasulullah SAW
3. The Dean of the Faculty of Letters and Fine Arts Prof. Dr. Maryono Dwi Rahardjo, SU. *Thanks for the approval of my thesis and many helps.*
4. The head of the English Department Drs. Riyadi Santosa, M. Ed. *Thank you very much for your support and attention for EDEN.*
5. Yusuf Kurniawan, SS, M.A. and family. *Thank you very much for everything, Sir. Thank you for the total support. Thank God you like video game too.*
6. Drs. Mugijatna, M.Si. *Thanks, Sir!*
7. Dra. Endang Sri Astuti, M.S. *Thank you for being interested in videogam, Mam!*
8. Yuyun Kusdianto, S.S. *Thanks for the time, Sir!*
9. Dra. Zita Rarastessa, M.A. *Thanks for opening my mind about feminism, Mam (though I'm still a patriarchal).* Fitria Akhmerti, S.S, M.A. *Thanks for everything. You're an unforgivably great lecturer, Mam.* Ida Kusuma Dewi, S.S, M.A. *Thanks for listening all my words, Mam.*
10. My beloved mother who has become a mother and a father to me. *Sorry and thanks, Mom. I love you.* My father who has supported me from a distance. *Are we gonna be like this forever, Dad?*

11. My great brothers Yazoo and Kadaj. *We are three mighty brothers, aren't we? Let's make Mom happy. Yudhis. Now you've grown up a little.*
12. My Dream. Astri Shinta Dewi. *Thanks for being there for me to reach. I will reach you.*
13. F4 (Freaks 4) and Skylark: My BIG brother RM. Suryo Anggoro Pramudityo. *Ling-ling prêt bel. Thanks for the helps and facilities, Bro. I owe you a lot. Karate-kid Saputro Wiji Utomo. We've contemplated many things in life, haven't we? Now's the time to kick some real butts. My brother of dark Weni Andrianto. You freak! 😊 You've made me like this. Thanks anyway. Guys, we're not freaks, but Famous Freaks. Mr. Drum-wrecker Haris Firdaus Febrianto. You've got a BMW haven't you? Don't forget to give me a ride so I can recover my carsick. Annanga "Senggek" Kurniawan. Don't stand beside me I look so short! Never make fun of my carsick!*
14. My Sister Vita Dewi Raras Asianti. *You'll always be my sister. My sometimes-childish mature sister Ari Safitri. Have you found someone?*
15. Trio Talkative Girls: Nailul Lutfi "Green-lover" Amalia. *Hey you know what.... Mrs. know-it-all Galuh Ramaningrum. Hey you know what.... Kartini AKA Karin AKA Kat. Hey you know what....*
16. The hottest couple: Salieg "Chubby" Luki Munestri and Farouk "Jenggot" Ali Roni. *Don't forget to invite me!*
17. Desperate house daughters: Maya "Ng", Lia "Kartosuro", Mardiana "Ciu", Fenny "Budhe."

18. The unpredicted guys: Adi “Aku Menek” Kodok, Najib ”Piye Pak” bun, Pupus “he he he” Gusnadi. Soon-to-be Polygamists: the “twin” Rahmad Darmawan and Takbir Rianto.
19. Three Divas: Nurule Khafidhohe anaKE bapaKE, Umi PuSiyanti, Chandra Kurnia (Patria) Jati.
20. My Victims: “Uthik-uthik” Upik Debby Anget, Tina “ukir-ukiran”, Lisa “Bonding” Anggraini.
21. The Rest: Bella “Cintailah Cinta”, Ambar “Brainy”, “Abang ijo” Nuning, Ida, Dyah “Lulus”, Rosida Kos-kosan, Yunita CTD, Ratna pRaSetyoWati, Harsini, Bu guru Antemi, Vita Sofia, Esti.
22. The Forgotten: Paman Arif Udin.
23. Supporting Characters: Jun, Rahmadi, Betty, Alya, Ayu, Lukman, Vian, Dhian, Jo, Anggi, Lesti ILC (Independent Lesti Club), Mas Ju, Mas Parkiran, Pak Joko.
24. Brothers and Sisters of ED 2001-2005 of FSSR UNS. *Thanks for complicating my life. I learn a lot from all of you.*
25. All dwellers of 2002! *Thanks for being my friends! Thanks for admitting my existence! Thanks for changing my name as you wish! Let’s Rock!*

I understand that this research is definitely far from perfect. Any comments are gladly received for the betterment of this research.

SF. Lukfianka Sanjaya Purnama

## TABLE OF CONTENTS

TITLE .....	i
THE APPROVAL OF THE CONSULTANT .....	ii
THE APPROVAL OF THE BOARD OF EXAMINERS .....	iii
PRONOUNCEMENT .....	iv
MOTTOS .....	v
DEDICATION .....	vi
ACKNOWLEDGMENT .....	vii
TABLE OF CONTENTS .....	x
ABSTRACT .....	xiii
 <b>CHAPTER I: INTRODUCTION</b>	
A. Research Background .....	1
B. Research Questions .....	5
C. Scope of Study .....	5
D. Objectives of the Study .....	5
E. Benefits of the Study .....	6
F. Theoretical Approach .....	6
G. Research Methodology .....	9
H. Thesis Organization .....	10
 <b>CHAPTER II: LITERATURE REVIEW</b>	
A. Popular Culture .....	11
B. Semiotic Film Theory .....	18

C. Basic Terminology in Cinematography .....	23
D. Game Console, Playstation, Genre, and Metal Gear Solid .....	27
E. Myth of American Paradox .....	36
F. America Socio-political condition .....	43

### CHAPTER III: ANALYSIS

1. Main Characters .....	58
a. Solid Snake .....	58
b. Meryl Sylverburgh .....	79
c. Hal Emmerich (Otacon) .....	92
d. Cyborg Ninja (Gray Fox) .....	96
2. FOX-HOUND .....	104
a. Liquid Snake.....	104
b. Revolver Ocelot .....	110
c. Sniper Wolf .....	113
d. Psycho Mantis .....	116
e. Vulcan Raven .....	119
f. Decoy Octopus .....	121
3. Supporting Characters .....	123
a. Roy Campbell .....	123
b. Naomi Hunter .....	126
4. Minor Appearances .....	129
a. President George Sears .....	129
b. Jim Houseman .....	138
c. Donald Anderson .....	140

d. Kenneth Baker ..... 141

**CHAPTER IV: CONCLUSION AND RECOMMENDATION**

A. Conclusion ..... 146  
B. Recommendation ..... 148

**BIBLIOGRAPHY**

**APPENDIX**



## ABSTRACT

**SF. Lukfianka Sanjaya Purnama. C0302057. 2007. *The Myth of American Paradox as Reflected in The Characters of Metal Gear Solid*. Thesis: English Department. Faculty of Letters and Fine Arts. University of Sebelas Maret Surakarta.**

This research took a Playstation videogame entitled *Metal Gear Solid* with the focus on the myth of American paradox. It was aimed to know how the characters in the Playstation video game *Metal Gear Solid* reflect the myth of American Paradox and why they perform the paradox.

The research belonged to descriptive qualitative research. The main data source of this research was Playstation CD of *Metal Gear Solid* directed by Hideo Kojima, produced by Konami Computer Entertainment Japan in 1998. The main data of this research were the dialogues, characters' facial expressions, characters' behavior, and the camera angles which had relationship with the research questions. The supporting data of this research were taken from articles and references about American myths, references about game, articles about this game, and game script of this game which were related to the research questions.

The research used sociopolitical, historical approaches, popular culture and semiotic film theories to answer how the characters in *Metal Gear Solid* reflect the myth of American paradox. The same approaches and semiotic film theory plus Kammen's theory of paradox in America were used to answer why the characters in *Metal Gear Solid* perform the paradox.

Carrying out the analysis, it was found out that the characters in *Metal Gear Solid* reflect the myth of American paradox through several elements of character namely physical traits, how he/she dresses, psychological/personality traits, motivation, behavior /actions, relationships with other characters in the story, weaknesses/faults, strengths/virtues, moral constitution, history and background, changes, and similarities and differences of the characters. Besides having personal reasons and motives as the background for the characters to perform the paradox, their pasts, highly influenced by social and political condition, and social status, also count to their performing of paradox. Things reasoning their paradox are the tension or conflict and uncertainty or inconsistency bring people in a state of fear and confusion which eventually make them to be paradox in order to survive; cultural transfer and immigration lead people to be paradoxical since they have to face a lot of diversities that some contradict each other; high mobility and rapid changes, as significant characteristics of America, put them in unsure conditions and thus they have to combine many options that often contradict each other in order to survive; the inconsistencies of the American government; the fact that ideals do not always conform to realities.

# CHAPTER I

## INTRODUCTION

### A. Research Background

That the United States of America is a super power nation in many aspects of life is surely no doubt. Technology is one of the aspects in which America finds herself to be the best, and thus earns the country superiority among other countries in the world. America has great influence in determining the direction of global atmosphere due to the advance development in many aspects of life. However, in playing her role in global world America often shows paradoxical attitudes.

The word *paradox*, according to *Oxford Advanced Learner's Dictionary*, means a person, thing or situation that has two contrary features and is therefore rather strange (Hornby, 1995:839). The contrary condition of reality and ideal is one of the aspects leading into paradoxical behavior. The behavior then reflects the contradicting different thoughts residing within mind which most of the time show ambiguity. *Paradoks selalu berarti ganda. Terkadang didalamnya terjadi koreksi diri. Paradoks itu bisa mencakup berbagai pandangan yang berbeda, tetapi pada dasarnya yang dicerminkan adalah ambiguitas pikiran* (Kammen translated by Pabotingi, 1977:55).

American paradox can be found even from the very beginning of the history of this country up to now. In the colonization era the motives behind the colonization were also paradox, between material and spiritual motives. The consideration that America is the Promised Land for them, the immigrants, and that their effort to live there and occupy the land as an errand into a wilderness

then seem to be paradoxical since the conception that they were the chosen ones and that America was the land promised by God for them came from themselves, not universally believed. It seems to be an excuse for them to occupy a new land where they thought they could get a better life after all the misfortunes they experienced in their motherland. Their errand into the wilderness was not really an errand and not really into the wilderness since what they called “wilderness” had been being inhabited by the native Americans long before their coming to the new world.

The invasion to Iraq is just an example of American paradox in the modern era. Under the lead of George W. Bush, America, on the one side seemed to want to keep global peace by demanding Iraq to hand over the assumed weapons of mass destruction. On the other side, it seemed that America wanted to preserve its own interest with the objective to solve the problem of energy crisis by accusing Iraq having weapons of mass destruction so that America can get their hands on Iraq’s oil. In this case America has two contrary characteristics and, thus, shows paradox.

In relation with the myth of American paradox, Metal Gear Solid (MGS) is one of the most representative games in Playstation game console. MGS is just like fiction movie that takes real life as the setting. The game contains many elements of today’s global, political, and military world and issues involving America and Russia as the countries mainly discussed. The threat of nuclear weapons, genetically modified soldiers, secret tension between America and Russia, terrorism, and America superiority are just some to mention.

The story concentrates on the US government in dealing with the threat of the terrorists by sending a retirement of secret agent, Solid Snake. In the progress of fighting the terrorists, many truths are revealed. The real motives of each character in participating in the operation, the secrets hidden by the government, the man behind the intrigue, and the real motives of the United States government. Many things in the game show the myth of American paradox.

The consideration reasoning the researcher to analyze game instead of any other media is because nowadays the development of game has greatly advanced from the quality of the first video game console in terms of graphic quality and story. Video game has been undergoing great developments over 30 years from the simplest game with black and white simple rough graphics programmed in the game console to the sophisticated game with colorful smooth graphics using CD as the medium of game. The latest development in game offers gamers extraordinary graphics with DVD as the medium.

In the term of the story, video game has also been undergoing great advancement. The story develops along with the society. The story is various, ranging from the simplest one to the most complicated one. Therefore, just like film, game also has ratings to classify the content of the game including the story. Due to the complexities of the story and violence in the game, the rating for MGS is for mature. The issues brought as story are no longer only trivial issues, but also contemporary issues. Video game, thus, has become one of medias reflecting beliefs and values of a society.

Nowadays game is just like film in some ways with its own distinguishing characteristics film does not own. In making a game, just like in making a film,

actors, actresses, scriptwriters, directors, and many other crews take part. Many actors, actresses, and movie directors take part in making games. Many elements like camera angles, dialogs, costumes, characters' facial expression, and characters' behavior that can be found in a movie, do exist in a game.

MGS is an action RPG game developed by Konami and first published in Playstation game console in 1998. In the consideration of the quality of the game itself, it is an outstanding game offering many great features many games did not have at its time. The graphic is realistic with motion-captured movements and elaborate camera shots. Good characterization of the characters and remarkable complicated plot. Completed with full unprecedented acting voice, it is this game has become one of the greatest games ever made.

Though it is written and produced not by American, but by Japanese, as tactical espionage game talking about America, MGS is quite popular in the world even in America. While the first two *Metal Gear* titles were moderately successful, *Metal Gear Solid* was a huge hit, selling approximately 6.6 million units ([http://en.wikipedia.org/wiki/Metal\\_Gear\\_Solid](http://en.wikipedia.org/wiki/Metal_Gear_Solid) (cited on 25 May 2006 at 09.10 AM)). Besides the high selling, the game also obtained great position, first position, Top 25 Playstation Games of All Time list made by one of the famous video game sites, ign.com prior to the end of 2002. It also obtained great position, 19<sup>th</sup> position, in Top 100 games made by gamespot.com in 2005. In many reviews made by gamers and reviewers in the Internet, this game acquired great scores in many aspects. It means, there is something in common many gamers share in this game which tells about America. It can be used as a case study to be reference of how people of other countries view America and that the view is accepted by

many people and Americans themselves. The creator succeeds in depicting American myths, beliefs and values. In dealing with global issues, America often shows paradox, between defending global peace and preserving their own interests, especially in the world of military and espionage. Weapons of mass destruction and terrorism are the main issues brought to surface in this game. In handling the problems of the issues, in this game, America shows paradoxes.

### **B. Scope of Study**

There are many American myths, beliefs, and values reflected in this game. Since this research will be focused on the revelation of myth of American paradox in the game entitled *Metal Gear Solid*, any other myths will not be discussed in detail in order to avoid deviation.

### **C. Research Questions**

1. How do the characters in *Metal Gear Solid* reflect the myth of American paradox?
2. Why do the characters in *Metal Gear Solid* perform the paradox?

### **D. Objectives of the Study**

1. To explain how the characters in *Metal Gear Solid* reflect the myth of American paradox.
2. To explain why the characters in *Metal Gear Solid* perform the paradox.

### **E. Benefits of the Study**

This research is hopefully beneficial to:

1. The students of English Department

- a. To deepen the understanding toward the myth of American paradox.
- b. To give view to the readers about the new media that could be used as a medium to conduct a research, home entertainment video game.

2. Other researchers

To give contribution for other researchers who want to conduct a research on the related field.

### **F. Theoretical Approach**

The researcher applies popular culture theory, semiotic film theory, historical, and sociopolitical approaches to conduct the research.

Popular means accepted or acknowledged by large number of people. Since game is a product of culture, in this case popular culture, the researcher uses popular culture theory. This research will try to reveal the myth of American Paradox reflected by the product of popular culture, game and specifically MGS, thus the researcher uses beliefs and values theory and myth theory found in Popular Culture theory:

Popular culture theory deals with popular culture that can provide the reflection necessary to expose and highlight cultural beliefs and values. Popular culture reflects and molds beliefs and values that are so deeply embedded that their truth is assumed rather than proven. The study of popular culture brings this assumed-to-be true beliefs and values to the surface and into the light of day—

reflected in our mirrors, refracted through our lenses (Nachbar and Lause, 1992:9).

Myth means beliefs or values which are accepted, held by people or group of people, and long lasting. “Myth” says nothing about “truth” or “falsity” of any belief or value; it says that the belief and/value is significant and long lasting—vital to mindset of the culture, which holds it—and that is widely accepted as being true (Nachbar and Lause, 1992: 84).

This game, in the house of popular culture, belongs to the room of popular arts in the event floor. Popular arts are the visible aspects (artifacts and events) of a culture which are expressions of the invisible parts (cultural mindset) in the basement, bedrock beliefs (myth) and values. In other words, the meaning and significance of the contents of popular arts are determined and highly influenced by the beliefs and values hidden from view in the basement. Beliefs and values are those unseen convictions about the world, which form a culture’s mindset and thus mold and color the way that culture sees and interprets reality (Nachbar and Lause, 1992: 82).

Semiotic approach deals with the deeper understanding toward something as system of signs to reveal the deeper meaning and connotative meaning to achieve the hidden messages. *Dalam semiotik makna didefinisikan secara erat dengan tanda, tetapi hubungan antara makna dan tanda dikonseptualisasikan* (Masinambun and Hidayat, 2001:1). Semiotic film theory, thus, deals with deeper understanding toward anything found in the film which is considered as system of signs. This approach will be applied since besides MGS is like film, it contains

and conveys many signs and hidden messages reflecting the myth of American paradox.

Sociological point of view is needed since it concerns with social aspects, development of society, and social behavior. Through this point of view, the relationship of *Metal Gear Solid* with the social life and phenomena will be revealed. The American myth, including its beliefs and values, reflected by *Metal Gear Solid* cannot be separated from the social life of American society since it talks about America and is popular in America. Sociology is concerned with every aspect of the self relationships with others and every aspect of the social world that affects a person's thoughts or actions (Eshelman, Chasion, and Bastrico, 1993:6).

This game talks about military and government including their effort to acquire and exercise their power, thus it cannot be separated from politics since politic deals with the matters of acquiring and exercising power. According to *Oxford Advanced Learner's Dictionary*, the word *politics* means matters concerned with acquiring or exercising power within a group or an organization (Hornby, 1995:894). Social life and politics influences one another and cannot be separated since in many aspects of social life politics do exist and in doing politics social life does count.

*...struktur politik dapat dibagi kedalam dua klasifikasi umum, yaitu struktur fisik (alami) dan struktur sosial. Dengan struktur fisik terutama dimaksudkannya geografi dan demografi, sedangkan struktur sosial terutama menyangkut ketrampilan teknologi, lembaga dan kebudayaan (Duverger, 1993: 36).*

With the consideration above, this research will employ sociopolitical approach which, according to Roucek and Waren in Isjwara's *Pengantar Ilmu Politik*, means

“...branch of sociology which analyses political processes within a sociological frame of reference, orienting its attention particularly to the dynamics of political behaviour, as it is effected by various social processes, such as corruption, competition, conflicts, etc” (Roucek and Waren in Isjwara, 1982:82).

When talking about sociology and politics, one of the critical aspects in this field cannot be ignored, that is historical approach. As historical approach deals with the historical and social conditions of certain people in certain times, his research will be used to trace back the ideas, myths, dreams, hopes, facts, and history of American society in order to get evidence of the long lasting of myth of American paradox.

### **G. Research Methodology**

The research applies descriptive qualitative method. It is descriptive since the research describes the data the way they are and focuses on the description to explain how and why the characters in *Metal Gear Solid* reflect the myth of American paradox. In other words, descriptive method deals with collecting, describing, and analyzing the data. It is qualitative since the research focuses on description:

*Penelitian kualitatif melibatkan kegiatan ontologis. Data yang dikumpulkan berupa kata-kata, kalimat, atau gambar yang memiliki arti lebih daripada angka atau frekuensi (Sutopo, 2002:35).*

The main data sources of this research is Playstation CD of *Metal Gear Solid* directed by Hideo Kojima, produced by Konami Computer Entertainment Japan in 1998. The main data of this research are the dialogues, characters' facial expressions, characters' behavior, music, and the camera angles which have relationship with the research questions. The supporting data of this research are taken from articles and references about American stereotypes, references about game, articles about this game, and game script of this game which are related to the research questions.

## **H. Thesis Organization**

This thesis is divided into four chapters namely introduction, literature review, analysis, and conclusion and recommendation. The arrangement of this thesis and the division of each chapter are as follow:

Chapter one consists of the research background, scope of the study, research questions, objectives of the study, benefits of the study, theoretical approach, research methodology, and thesis organization.

Chapter two covers the literature review that is divided into five subchapters namely popular culture; semiotic film theory; basic terminologies in cinematography, Game Console, Playstation, Genre, and Metal Gear Solid; Myth of American Paradox; America Socio-political Condition.

In chapter three, the analysis, including two subchapters namely introduction and analysis, is discussed. Finally, the conclusion and recommendation are stated in chapter four of this thesis.

## **CHAPTER II**

### **LITERATURE REVIEW**

#### **A. Popular Culture**

Popular culture, to be a popular culture, is identified not by an individual, but by group of people having the same interest in something and, importantly, having authority or influence. Everyone knows that something is a popular culture only by seeing it, but not all of them can define obviously what a popular culture is. If it is seen from the simple definition of the word “popular”, it means that to be popular is to be accepted and approved by many people. From the definition it can be perceived that if there is a group of people accepting and approving something, a cultural element, it means that they make that something or cultural element become popular. “Popular” simply refers to that which is (or has been) accepted or approved of by large numbers of people (Nachbar and Lause, 1992: 10). Popular culture, thus, means the product of human work and thought which are accepted and approved of by many people.

From the definition it can also be implicitly seen that in accepting or approving cultural element, people are not forced, but of their own accord choose the element as a pleasing way to satisfy their need or want. With this condition something behind this acceptance and approval can tell us something that cannot be obtained from a forced popular culture. There are beliefs and values the group of people shares by accepting and approving something as a popular culture since they choose it because they want it, and if they want it meaning that there is something they like from it. If many people want it, it means that there is

something they share. It is something uniting them since though they can also refuse to accept it, but instead they accept it. This condition is however, absent, if the popular culture is forced upon people since something that cannot be refused cannot be really said reflecting people's beliefs and values, and, thus, satisfying what they want and need. This definition of "popular" necessarily implies an important element of choice as well (Nachbar and Lause, 1992: 10).

Being popular does not mean to be accepted and approved in present time only. As long as there are, have been or even were, groups of people attracted to the appeal of elements of culture, popular culture exists. There is no time boundary for something to be pop culture. "Popular" culture is as much about history as it is about news, as much about what we *were* and about what we *are* (Nachbar and Lause, 1992: 11). In relation to the explanation above, it can be presumed that by knowing what was popular in the past, the beliefs and the values of the people at that time can be revealed. Moreover, if they are compared with the present beliefs and values, the deep-rooted and enduring beliefs and values might come to appear.

However, popular culture does not cover all of an intact culture. Other types of culture still exist, folk culture and elite culture. Folk culture is like a tradition passed down directly through generations within a limited community, while elite culture is a unique product of human work and thought produced by and for a limited number of people with special interest, ability or knowledge. Popular culture stands among them, encircles people, and forms the fabric of their every day lives. It is what they want to get or to do. The relationship among these

three types of culture is best described by Ray Browne in his chart in Nachbar and Lause's *Popular Culture: An Introductory Text*:

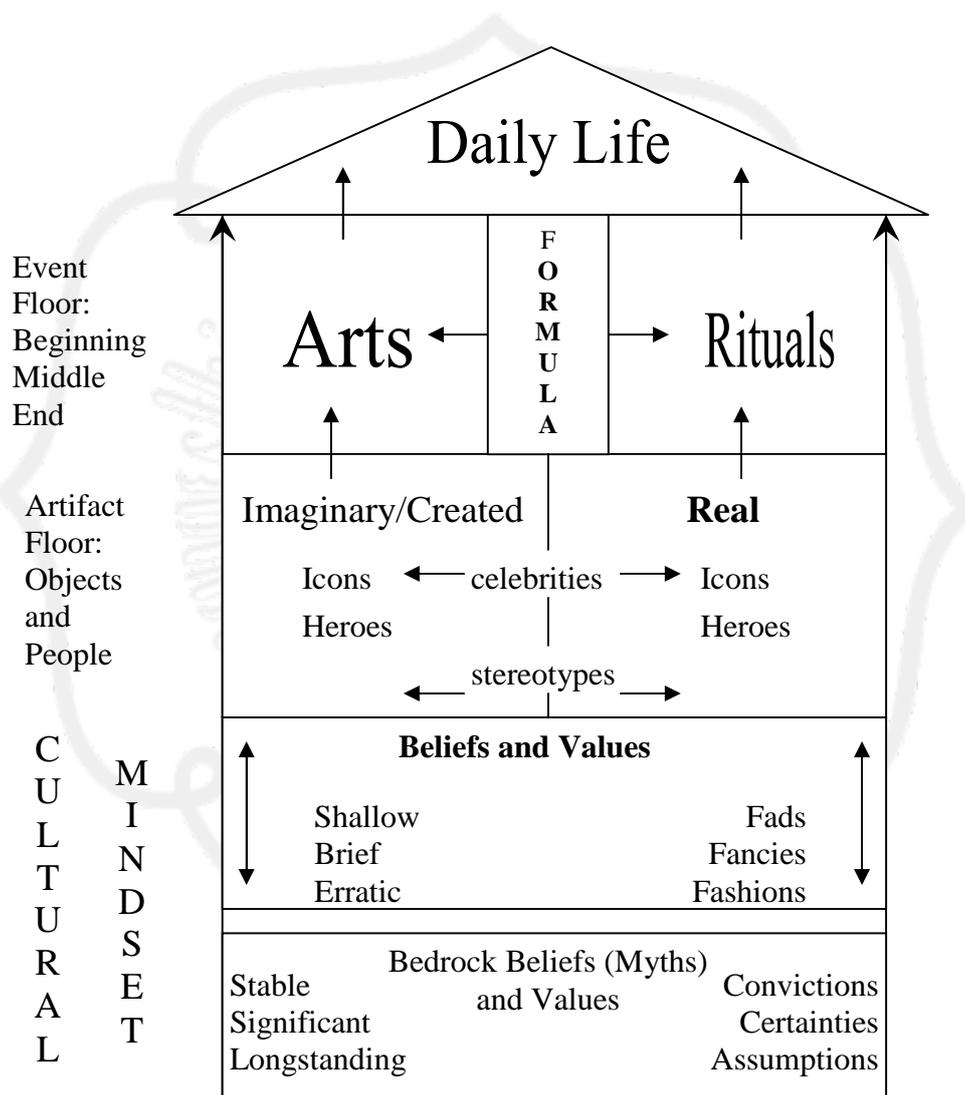


(Nachbar and Lause, 1992: 16).

From the chart above, it is obvious that among the three types of culture none is higher or lower than others. The position of popular culture indicates its major portion in the society. No lines are separating them, meaning that people of a society experience all of them and that the categories or types of culture can change within the flow of time. A good example describing the relationship among the three is the role-playing fantasy game called Dungeons and Dragons. It was formerly played with few written rules made by the creators and followers of this game. New players were instructed orally about the rules. However, the game was formerly simple. At this point, this game is a folk culture. The game, then, developed and resulted in the birth of more controlled complex rules and its own vocabularies or terms in the game. To play the game people have to learn the complex rules and the terms, meaning that only those really interested and willing enough to learn those things can play the game. In this case, the game has turned into an elite culture. In the end, with the development of technology, the game is brought to video game for the masses and is designed to be easily learned and played. Many people play the game with no difficulties in understanding the game. This is how it becomes popular culture.

To understand and explore about artifacts and events in popular culture in productive manner, the structure of popular culture called the House of Popular Culture is the best tool.

The House of Popular Culture



(Nachbar and Lause, 1992: 21).

The house is the schematic illustration of the entire studies of popular culture, in other words, and serves as a valuable introduction to the terms and relationships (Nachbar and Lause, 1992: 22). Just like any house to which people will return to their house, with reasons that some cannot explain, no matter how far and often they come and go, in studying popular culture, we will return to this house. All the rooms within the house are related to each other in important ways. The visible aspects (artifacts and events) are the reflection of the invisible aspects (cultural mindset), thus the basement is the place where everything starts and ends. Beliefs and values are included here since they cannot be seen explicitly, but they do exist within people's mind. The difference between beliefs and values in the very bottom of the house, bedrock beliefs (myths) and values, and in the upper floor is that the beliefs and the values in the bottom of the house are the most stable, longstanding and significant while in the upper part are most transitory, shallow, and faddish. In the study of popular culture, whether or not a belief or a value is true or false is none of its concern, but what people believe to be true and how they are expressed and discussed.

The first floor of the house is popular artifacts that include object (*icons*) and people (*heroes* or *celebrities*) accepted and approved of by the masses. Then these icons and heroes or celebrities are categorized into "real" and "imaginary" types based on their existence that are in a real world or in a fictional world. Cars, fast food restaurants, credit cards are few examples of real icons while Starship Enterprise in Star Trek is one of the examples of imaginary icons. Abe Lincoln, George Washington, and Martin Luther King are some examples of real heroes while Superman, Batman, Captain America, and Spiderman are just few to

mention of imaginary heroes. These icons and heroes or celebrities cannot be separated from the bedrock beliefs and values since they are the visible expression and reflection of the bedrock beliefs and values. Heroes are still divided into two categories namely citizen-hero and rogue-hero. To be a citizen-hero, a person, real person or imaginary character, must have three main conditions. First, s/he must be exceptionally gifted in some way. Second, the hero must possess qualities the culture values highly. Third, citizen-hero must be defender of the community (Nachbar and Lause, 1992: 316-317). On the other hand, to be a rogue-hero, real or imaginary, a person must have an exceptional vitality and an assertion of a radical individual freedom over the communal democratic values associated with the cultural mainstream. Rogue-heroes defend the sub-group rather than the mainstream culture, and are often outlaws (Nachbar and Lause, 1992: 320-321).

The second floor consists of arts and rituals. Rituals are symbolic events with certain pattern in doing them, which are done to indicate certain important passages in life as individual as well as society. By doing so, people bind their culture together in a celebration of their common beliefs and values and also release tension and anxiety in a proper manner in the point of view of the society. Examples of Rituals are weddings, funerals, voting, Halloween, and Christmas. Rituals, however, are still connected to the floors below. Voting, for example, consists of the same patterned events preceding and following the ritual including time and place which are allocated before. It marks important passage of the society, demonstrating the equal status of the society, as well as individual, marking important moment of individual passage in obtaining full citizenship status. Icons also exist in this ritual as can be seen from the icon of the political

groups and the political bottoms worn. This ritual also reflects the American bedrock beliefs and values in individual freedom, democracy, and innate wisdom of the “common man.”

Popular arts are not unconnected to the other rooms though they are vast and diverse. They also obtain their meaning and significance from the beliefs and values in the cultural mindset. The growth of popular audiences insists artists to fulfill their cultural needs in creating popular arts in order that their products are accepted by the masses. For this reason, their products should reflect the beliefs and the values of the popular audiences or the masses. Popular art is folk art aimed at a wider audience, in a somewhat more self-conscious attempt to fill that audience’s expectations, an art more aware of the need for selling the product, more consciously, not yet complete, not yet mature (Hammel, 1972: 9). In other words it can be said that the experience of majority is the concern of popular art, thus, its aim is more to validate the masses’ beliefs and values rather than to create the new ones. Popular art, thus, needs formula in order to give predictability for its audiences. Predictability is important to the effectiveness of popular art; the fulfillment of expectation, the pleasant shock of recognition of the known, verification of an experience already familiar (Hammel, 1972: 9). In understanding popular arts, special or professional technique is not necessary. Another characteristic of popular art is that it must confirm mass production and diffusion through the mass media.

The conditions above confirm perfectly the object of study of this thesis, video game. In order to gain success in its selling, a video game, just like other popular arts, should be able to express the beliefs and the values of the majority.

Just like movies, games also have genres and just like in movies, in most video games, formula does also exist. In playing video games people do not need to have special or professional skills or techniques but just skills and techniques that can be learned in counts of hours even minutes. Video games are also adaptable to mass production and diffusion through the mass media. The formats of video games are varied from cartridge to DVD. The distribution, the selling, and the promotions of video games encompass mass media including the magazines, the Internets, and the other media.

Metal Gear Solid, often abbreviated as MGS, is a tactical espionage action game with the format of VCD. The game tells the story of a retired American secret agent, Solid Snake, who was called back and sent to put an end to the terrorists who took over a secret nuclear weapons disposal facility. The game was a great success in the world including America. It was not only because the main character, Solid Snake, appearance is like Snake Pleskin (Kurt Russell) in *Escape from L. A* and *Escape from New York*, or because it talks about American and takes place in America, but it was more because there are beliefs and values reflected by this game. This research, thus, will try to reveal the myth reflected by this game, that is myth of American Paradox.

## **B. Semiotic Film Theory**

Film theory is used to analyze a film. There are many branches of film theory, and one of them is Semiotic film theory. Semiotic film theory does not come to appear in an instant way, but derives from semiology or semiotics, a science studying signs, which was the product of Saussure. However, semiotic

film theory has greatly developed from the original semiotic of Saussure. Semiotic deals with the study of language in asking how language works, how words and sounds produced meaning. Thus, when we want to read, enjoy or understand a literary work of any language we should learn the signs and the codes, the letters and words, of the particular language. What happens in film is almost the same case since a film also consists of signs and symbols as well. Thus, we should be able to understand the signs and codes of cinematic media in order that we can read, enjoy or understand the visual images in film. In this case semiotic film theory is used to analyze the signs and to reveal of the meanings residing within the signs.

To understand more about film theory, it is necessary to know the theory of Saussure on general linguistic as the basis of semiotic film theory. Saussure, in *Course of General Linguistic*, introduced the distinctions between signifier and signified, between langue and parole. Signifier is made up of the actual sound or the appearance of the word of a particular language while signified is made up of the concept or meaning attached to any signifier or organization of signifiers. The combination of both is called sign while the process when a signified of a sign is comprehended is called signification. Parole is what people utter in writing as well as in speech while langue is the system of a particular language enabling someone to make a meaningful sentence based on the rules of word formation and sentence structure. If we want to make the analogy of *parole* and *langue*, chess suits perfectly. *Parole* is the moves and *Langue* is the rules of chess in relation to moves, what are permissible and are not.

Methods used to study language can be used to study film since film is like language. However, to justify the study of cinema as language, the concept of language should be redefined. Film is not a language, but is *like* language, and since it is like language, some of the methods that we use to study language might profitably be applied to a study of film (Monaco, 2000: 157). Film can be considered as a language in term that language is any system of communication, but it cannot in term that language has *langue*, understood in a Saussurean sense as a system of signs intended for intercommunication. Examples of language system are English, France, or Japanese. Therefore, it can be said that film is a language, but it is a language without language system since film has no system that we can study to understand film, but the system will come to appear when we understand film. As stated by Christian Metz in Monaco's *How to Read A Film*:

... we understand a film not because we have a knowledge of its system; rather, we achieve an understanding of its system because we understand the film. Put another way, "it is not because the cinema is a language that it can tell such fine stories, but rather it has become language because it has told such fine stories (Monaco, 2000: 157)

A sign consists of signifier and signified. However, in film the signifier is almost identical to the signified. A picture of a book is much closer to a book, conceptually, than the word "book" is (Monaco, 2000: 158). Thus, in literature we can imagine; in film we cannot. Both literature and film readers, however, should work to interpret the signs they perceive in order to complete the process of intellection. If a reader of a film reads an image well, it will result in the more understanding of the reader toward it so that eventually the meaning can be revealed.

The meaning in films can be divided into two, denotative and connotative. Both are communicated by films to the audiences, but not all can get the denotative as well as the connotative meaning at the same time. Films do, however, manage to communicate meaning. They do this essentially in two different manners: denotatively and connotatively. It is easy to comprehend denotative meaning, but it is not to comprehend connotative meaning since denotative meaning is what it is while connotative meaning is the wealth of meaning that can be attached to and surpass the denotative meaning. An image of a rose is not simply that when it appears in a film of Richard III, for example, because we are aware of the connotation of the white rose and the red as symbols of the houses of York and Lancaster. These are culturally determined connotation (Monaco, 2000: 162).

However, film has its own unique connotative ability as can be seen from the choices or selection (*paradigmatic*) and the combination (*syntagmatic*) the filmmaker makes. The angle a filmmaker uses to present an image, for example, when a filmmaker shoots a rose with a certain angle rather than with others shows that the filmmaker has made a choice. The rose is shot with bright or dark lighting, moving camera or staying camera, clear background or unclear background are also some examples of film connotative ability, *paradigmatic* connotation. The connotative meaning of an image filmed with a certain choice is surely different from the connotative meaning filmed with another choice. When our sense of the connotation of a specific shot depends on its having been chosen from a range of other possible shots, then we can say that this is using the language of semiotics, a *paradigmatic* connotation (Monaco, 2000: 162). The

paradigmatic (or axis of selection) is related to potential substitutes for any element in the signifying chain while the *syntagmatic* (axis of combination) is related to the way meaning is set up by the combination of any given element with other elements. The *syntagmatic* connotation can be seen when the significance of an image depends on the shot compared with actual shots preceding or following it not compared with other potential shots. Thus, after a filmmaker has decided what to shoot, he determines how to shoot it or with what kind of shot he will shoot it (paradigmatic) and how to present the shot (syntagmatic). Semiotics, so far, has concentrated on the syntagmatic aspect of film, for a very simple reason: it is here that film is most clearly different from other arts, so that syntagmatic category (editing, montage) is in a sense the most “cinematic (Monaco, 2000: 163).

Metz considered film as field of signification with heterogeneity of codes that interacted one another, and divided the codes into cinematic codes and non-cinematic codes. Among specifically cinematic codes he distinguished codes of editing and framing, of lighting, of colour versus black and white, of the articulation of sound and movement, of composition, and so on. Non-cinematic codes included costume, gesture, dialogue, characterization, and facial expression (Lapsley and Westlake, 1988: 42).

Even though what is going to be analyzed in this research is not a film, the researcher will apply semiotic film theory with the consideration that this game, MGS, is a film-like game in which the elements of film do exist. The game is divided into gameplay, in which players controls the character of the game and cut-scenes, in which the character is not available to control in order to support the

story of the game. Cut-scenes are just like scenes in film, so when a cut-scene occurs in a game a player can only watch it without any ability to control the character of the game. The game offers a cinematic presentation of gameplay and cut-scenes which contain shots with various angles. The game also employs a full acting voice for its dialogues by employing voice actors to fill in the voice of the characters in the game. In relation to the research questions of this research, codes which can give pertinent information concerning myth of American paradox depicted in the game will be collected and studied to answer the research questions.

### C. Basic Terminology in Cinematography

To understand and analyze the visual images in the movie which contains many symbols or signs, basic terminology in cinematography is necessarily known and understood. The basic terminologies in cinematography are as follows:

1. **Meaning:**
  - a. **Referential meaning:** Allusion to particular pieces of shared prior knowledge outside the film that the viewer is expected to recognize.
  - b. **Explicit meaning:** Significance presented overtly, usually in language and often near the film's beginning or end.
  - c. **Implicit meaning:** Significance left tacit, for the viewer to discover upon analysis or reflection.

- d. **Symptomatic meaning:** Significance, which the film divulges, often “against its will,” by virtue of its historical or social context.
2. **Form:** The general system of relationships among the parts of a film.
  - a. **Associational Form:** A type of organization in which the film’s parts are juxtaposed to suggest similarities, contrasts, concepts, emotions, and expressive qualities.
  - b. **Categorical Form:** A type of filmic organization in which the parts treat distinct subsets of a topic. For example, a film about United States might be organized into fifty parts, each devoted to a single state.
3. **Genres:** Various types of films, which audiences and filmmakers recognize by their familiar narrative conventions. Common genres are musical, gangster, and Western films.
4. **Ideology:** A relatively coherent system of values, beliefs, or ideas shared by some social group and often taken for granted as natural or inherently true.
5. **Plot:** All the events that are directly presented to us, including their causal relations, chronological order, duration, frequency, and spatial locations. Opposed to story, which is the viewer’s imaginary construction of all the events in the narrative.
  - a. **Flashback:** An alteration of story order in which the plot moves back to show events that have taken place earlier than ones already shown.

- b. **Flash-forward:** An alteration of story order in which the plot presentation moves forward to future events, and then returns to the present.
6. **Story:** In a narrative film, all the events that we see and hear, plus all those that we infer or assume to have occurred, arranged in their presumed causal relations, chronological order, duration, frequency, and spatial locations. Opposed to plot, which is the film's actual presentation of certain events in the narrative.
7. **Animation:** Any process whereby artificial movement is created by photographing a series of drawings, objects, or computer images one by one. Small changes in position, recorded frame by frame, create the illusion of movement.
8. **Angle of framing:** The position of the frame in relation to the subject it shows: above it, looking down (a high angle); horizontal, on the same level (a straight-on angle); looking up (a low angle). Also called 'camera angle.'
9. **Shot:** In shooting, one interrupted run of the camera to expose a series of frames.
10. **Close-up:** A framing in which the scale of the object shown is relatively large; most commonly a person's head seen from the neck up, or an object of a comparable size that fills most of the screen.

11. **Extreme close-up:** A framing in which the scale of the object shown is very large; most commonly, a small object or a part of the body.
12. **Long shot:** A framing in which the scale of the object shown is small; a standing human figure would appear nearly the height of the screen.
13. **Extreme long shot:** A framing in which the scale of the object shown is very small; a building, landscape, or crowd of people would fill the screen.
14. **Medium shot:** A framing in which the scale of the object shown is of moderate size; a human figure seen from waist up would fill most of the scenes.
15. **Medium close-up:** A framing in which the scale of the object shown is fairly large; a human figure seen from the chest up would fill most of the screen.
16. **Medium long shot:** A framing at distance which makes an object about four or five feet high appear to fill most of the screen vertically.
17. **Establishing shot:** A shot, usually involving a distant framing, that shows the spatial relations among the important figures, objects, and setting in a scene.
18. **Scene:** A segment in a narrative film that takes place in one time and space or that uses crosscutting to show two or more simultaneous actions.

#### **D. Game Console, Playstation, Genre, and Metal Gear Solid**

Since this thesis discusses about a Playstation game, it is necessary to know what a video game is. Video game is a computer game played by a device with television as the media to display, while a video game console is the machine itself. Video game console has been undergoing great developments over 30 years from the simplest game console with built-in single game to the sophisticated game console using CD and DVD as the medium of game. The development of game consoles can be categorized into seven generations, one to six generations and next generation.

The military of the US in mid 1960s demanded a device that could boost the reflexes of the military personnel, and met the person that could meet the demand in 1966, Ralph Baer. Ralph Baer, an employee of defense contractor Sanders Associates, came up with the idea of television gaming device though it didn't come true until 1970 when he finished, showed it to Magnavox, and acquired the licensing a year later. Magnavox launched his home video console named Magnavox Odyssey with black and white graphics and simple single game that, thus, could not last for long. However, this console triggered many other first generation game consoles to appear. The Channel F video entertainment system launched by Fairchild was the first programmable home video game console using 16 color graphics that was also used by NASA's Voyager and Galileo spacecraft. This was a significant development in game console technology since unlike the first video game console, programmable video game console enabled gamers to play different games. Following Channel F was RCA's Studio II which used the same microprocessor as Channel F, but offered rough black-and-white graphics so

that it could not escape from death. The significant contribution from this console was the first use of controller instead of paddle or joystick (<http://www.informit.com/articles/article.asp?p=378141&rl=1> (cited on 11 December 2006 at 11.55 AM)).

The second-generation game consoles offered much advancement in game console technology. Atari Video Computer System, also known as Atari 2600, was the first programmable video game console to meet the demand of gamers for higher-resolution graphics, better game play, and more games by applying a more advanced technology from Channel F. It was a great success. Bally professional Arcade, Odyssey2, and Mattel Intellivision were also the second-generation consoles that followed Atari, but failed to compete with.

No significant improvement in the technology of the third generation video game consoles such as Colecovision and Atari 5200. Worsened by the poor-quality game cartridges made by many factories, game console industry seemed to be over soon. The fourth generation video game console provided two technological innovations, lower-costs memory chips and higher-power 8 bit microprocessor, that enabled the consoles to compete with the quality of arcade machines. Nintendo Entertainment System (NES), Atari 7800, and Sega Master System (SMS) belonged to the fourth generation consoles.

Nintendo with Super NES and Sega with Sega Genesis featuring 16-bit processor, more detailed graphics, and more imaginative games dominated the fifth generation home video game consoles. Though Atari was not absent in this competition by launching Atari Jaguar with a far more advanced technology than Nintendo and Sega, it no longer dominated the game console industry and even

found this competition as the last chapter of its life in this industry. The revolutionary development left by Atari Jaguar was the use of 64-bit processor and CD-ROM base games.

The sixth generation game consoles offered high-powered microprocessor and graphic processor that resulted in more realistic graphic and game play. 32-bit Sony's Playstation defeated 32-bit Sega's Saturn and 64-bit Nintendo 64 and, thus, Sony dominated game console industry. With 32-bit processor and CD as the format of its games, Playstation enables to display high-quality graphic presentations so that many of its games are almost like real movies in some important ways.

There are many various game genres in Playstation from action game to role-playing game. However, there is no exact same application in giving the term of the genres for one game. Different people may give different genre for a game, but the genres given are not quite different each other. In some ways, *Metal Gear Solid* can be included to Role-Playing Game (RPG), but not purely RPG. RPG is a genre in game inspired by the classic game *Dungeon and Dragon*. Game with this kind of genre, requires some rules and strategies in playing the game. RPG basically has four sub categories. They are (pure) RPG, action RPG, tactical RPG, massive multi player online RPG.

RPG or pure RPG is RPG that depicts fiction story with all of its aspects in the game, but the characters in the game are like real humans since they have voice and expression like humans do. In this genre, the story, the characters, the creatures, and even the world are fiction and fantasy. If we take an example from movie that belongs to this genre seen from the elements, *Lord of The Ring* is the

perfect example. Story and character development are the main emphasis of the game belongs to RPG so that the battle or combat in the game is not real-time battle, but usually turn-based battle in which the character and the enemy attacks one another by turns. The actions of the character in gameplay are controlled directly, but in battle they are controlled by the player by using menu. The games are for example *Final Fantasy* series, *Star Ocean*, *Suikoden* series, *Tales of Destiny* series, *Wild Arms* series, and *Thousand Arms*.

Action RPG is just like any action movies in many important ways. The difference is that the game is controlled while action movie is not. As mentioned before, RPG puts emphasis on story and character development and so does action RPG. Action game requires the player to play with quick reflects and offers them excitement of adrenaline tension of combat while action RPG game requires player to follow the storyline and character development, and offers them also with flavor of action game, adrenaline tension of combat. The example of games with this genre is *Kingdom Hearts series*. In this genre player can fully control the character of a game in gameplay and in battle directly, but s/he still uses menu to do certain actions in battle.

Tactical RPG is much like pure RPG, but with certain limitation and rules in character control and movement. It is like chess. Player can control the character in game only in battle, while in the gameplay s/he cannot. In the gameplay player are forced to watch and enjoy the story of the game and the character development. In doing the battle, player should follow certain rules or system almost like in chess. Certain character has certain strong points and weaknesses. The field of battle is divided into squares like in chess for the path of

movement. For example, a character belongs to warrior class is superior in close battle to a character belongs to mage class, but inferior in movement and long-distance battle to a character belongs to mage class. *Tactic Ogre*, *Final Fantasy Tactics*, *Romance of Three Kingdoms*, and *Brigandine* are some of the examples.

Massive multi-player online RPG (MMPORPG) can be RPG, action RPG, or tactical RPG. The differences are that it is played online via the Internet by many players all over the world. The games are for example *Ragnarok*, *Pangya*, and *Seal*.

In stealth-based game, player is required to be patient to lurk, avoid detection, and finally kill the enemy stealthily in order to complete the mission. In other words, unlike action games that require quick reflexes, this game requires planning, accuracy, skills to solve puzzle, and strategy since any careless frontal action can bring an instant death. Player can just, however, face enemy frontally, but it will be much more difficult. It is action RPG with the consideration mentioned previously about action RPG genre. Stealth-based action genre is in accordance with the genre given by the creator of this game, Hideo Kojima, who states that the genre of the game is as a tactical espionage action game. Tactical refers to the elements of RPG which emphasizes on story and character development, offers puzzle, uses menu like in RPG though different in some ways, and requires tactic or strategy in playing the game. Espionage refers to stealth-based genre and the story of the game. Since this game is about secret agent in secret mission or espionage, confidentiality is very important. Action refers to action genre which offers excitement of adrenaline tension by enabling

player to make immediate direct action in fighting enemies. From the explanation above it can be said that *MGS* belongs to stealth-based action RPG.

To deepen the understanding about RPG, the following will explain the elements of RPG and some basic terminologies in video game. The elements RPG and the basic terminologies in game are as follow:

### 1. **Artificial world**

All RPGs have artificial or fiction world including the creatures and things within the world. However, this elements has developed not only to refer to an entirely artificial world, but also to artificial or fiction place within real world. For example, an action RPG game entitled *Resident Evil* takes the setting in a fiction city, Raccoon City, in America. The setting of *Metal Gear Solid* is on a fictional remote island called Shadow Moses in Alaska.

### 2. **Story**

Just like movies, RPGs have stories which are also various. The stories are originally made for the games, but, sometimes, taken from famous movies, novels, and comics. Seen from the plot of the stories, there are *linear* and *non linear* stories with various time duration ranging from 3 hours to 24 hours. *Linear* story offers player with single ending only while *non linear* story offers more than one ending. In *non linear* story there are some parts of the story in which player should make decision and choice that will eventually lead them to one of the endings provided. Besides the decisive parts of the story, how the player plays the game also influences the ending of the game. Due to the long length of the game and the

complicated stories, RPGs usually cannot be finished just by playing them once. Thus, a *memory card*, a device to save the progress of the game, is needed. Once the game is saved, next time player wants to play the game s/he can start from the last point s/he saves the game. Player does not need to start the game from beginning. *MGS* has non linear story with 14-15 hours duration. However, as player finishes the game, plays the game for the second or third times, and gets used to the game, s/he will only need about 3-4 hours to finish the game again.

### 3. Characters

There are two types of characters in RPG, *Playable Character*, sometimes referred as *Player Character* (PC) and *Non Playable Character* (NPC). PC refers to characters that can be controlled by player of the game while NPC refers to characters that cannot be controlled. PC plays greater role in the story than NPC does. PC is just like main character in movies that has major role while NPC is like any other character than main character that has less important role.

The numbers of PCs are various in each RPG game. PC is, based on numbers of character that can be controlled by player, divided into single *Playable Character* and multiple *Playable Characters*. The numbers of NPC are surely greater than the numbers of PC. Those NPCs function differently from giving information, items, and clues, to supporting the development of the story. The information, items, and clues are needed to solve the puzzles, to reveal the secrets, and to proceed to the next mission.

#### 4. **Battle**

Battle cannot be separated from most of RPGs since in most of RPG games player has to fight enemies on their way to accomplish the mission. The enemies have *AI* (Artificial Intelligence) which gives them the ability to attack or counter attack the player. The higher the class or level of the enemies, the higher their *AI* and, thus, the more difficult they are to beat. This case also happens to PCs. When they beat high-level enemies they will get experience point that will increase their level. This will result in the more easy beating of the enemies. However, some RPGs do not have experience point, but instead they change it with other alternatives. In *MGS*, the higher the level of the enemy defeated, the more precious items or weapons can be obtained. Those items and weapons will be very helpful to fight the enemies.

#### 5. **Menu, Item, Equipment, and Weapon**

*Menu* is an element of RPG in which player can choose actions, items, weapons, and equipments of the character. It can be found in gameplay and in battle. In the *menu* player can choose and change items to use, equipments and weapons to equip, and actions to do. The *menu* which enables player to choose actions such as attack, magic, or defense usually can be found in RPGs other than action RPG since in action RPG player control directly the actions of the character, not via menu. In *MGS* the *menu* is used to choose items, weapons, and equipments, while the actions is controlled directly. The items, weapons, and equipments can be obtained by buying it, defeating enemies, or looking for them within the game. In

*MGS*, those are acquired by defeating enemies, automatically obtaining them, or looking for them.

#### 6. **Puzzle**

RPG without puzzle is not RPG at all. This element often differentiates RPG from other genres. The puzzle in RPG is used to support the story and to give brain-using challenge to player that any other genres lack of. By resolving the puzzle player will be able to make progress to new missions in the story.

#### 7. **Gameplay**

Gameplay is the conditions within the game when player is playing it. It covers all aspects of the game including the style of playing the game or genre, how to play or control the character in the game, the graphic presentations in the game, the battle system, and what can be done by the character in the game. For example, there are some action games that employ 2D side-scrolling platform where the player moves the character from the left of the screen to the right. The screen appears to scroll as the character moves. Examples of this type of game are *Metal Slug* series and *Contra* series. While in 3D platform, the player can move the character to any direction. *MGS* belongs to the second platform.

#### 8. **CG**

CG is an abbreviation of Computer Generated. It is used to describe high quality cinematic screens featured in games to tell portions of a dramatic story. CG is divided into *cut-scene* and *FMV* (Full Motion Video). Cut-scene is just like scene in movie. It is referred as cut-scene because the

scene cut the game in case that player cannot control the character, but just watch what happens in the scene. When a cut-scene occurs, player is just like watching scenes in a film. *FMV* is much more the same as *cut-scene*, but different in the graphic quality. While *cut-scene* employs the same graphic quality as in gameplay, but presented with more cinematic presentation, *FMV* employs better graphic quality than in gameplay which is also presented with more cinematic presentation.

*MGS* employs cut-scene instead of *FMV* with the concern that *FMV* requires higher file capacity than cut-scene does, thus will require more CD. However, by applying cut-scene, *MGS* does not lose its cinematic presentation. Completed with excellent voice acting and cinematic angles the cut-scenes in the game bring it one step closer to movies realm. In cut-scenes of this game can be seen many elements of film such as dialogues, camera angles, costumes, facial expressions, SFX, lightings, and the like.

### **E. Myth of American Paradox**

Along with the long history America has undergone, paradox has become an inseparable thing of America and deeply rooted in its culture. It has become a myth that lives in Americans' minds and even has been recognized by the world. "Myth," in the study of popular culture, says nothing about "truth" or "falsity" of any belief or value; it says that the belief/value is significant and long lasting—vital to the mindset of the culture which holds it—and that is widely accepted as being true (Nachbar and Lause, 1992: 84). Myth of American paradox deals with

the contradictory things or perceptions Americans usually do in viewing and facing a certain thing. It is not necessary to find out whether the myth says about truth or falsity; the most important thing is that it is very important, long lasting, and widely accepted by Americans. The basic idea of American paradox is holding contradictive ideas at the same time. An important study of American mindset is a book by Michael Kammen called *People of Paradox* (1972). As the title suggests, the work argues that it is precisely this complex mixture of contradictory beliefs which is the defining characteristic of the American worldview (Nachbar and Lause, 1992: 100). In his book Kammen mentioned many paradoxes that exist in American history. Kammen notes, for example, that Americans have always believed simultaneously in the need for violence to achieve justice outside the law and in the virtuous of peace, harmony and cooperation in both individual freedom and the good of the community, in other words (Kammen in Nachbar and Lause, 1992: 101). Even the existence of some myths in America cannot escape from being paradox. As stated in Nachbar and Lause's *Popular Culture: An Introductory Text*, popular myths have natural complexities that can be seen through four ways, and one of them is that popular myths often contradicts each other in important ways (Nachbar and Lause, 1992: 100).

That the paradox of America can be found in early American history can be seen, for example, when the first Americans in the colonies had to decide how to live in the new world, whether they should be individualistic who seek everything for the sake of themselves or they should live and work together in a mutual life with everyone. The endless abundance including the very large areas

and the natural resources the land offered motivated them to be individualistic seeking for happiness and prosperity for themselves, but in the concern that the vast areas would also offer them many problems and difficulties living together in a mutual community seemed to be a must. This paradox has long lasted in the minds of American people. The fact that America tries to honor the group and the individual simultaneously is at the heart of our paradoxical way of thinking (Nachbar and Lause, 1992: 100). During the World War II and Cold War, the paradox in deciding to use technology as protector and savior that eventually becomes threat of global destruction is another example. In recent times, the belief that America is the world policeman that should bring peace and solve problem in global affairs, but at the same time is countered by the belief that America's interest should be the first priority. Consequently, America who claims herself to be a neutral judge seems to be a country looking for power and influence by other countries. "...the belief in America as policeman to the world is challenged by the value of placing America first before all others" (Nachbar and Lause, 1992: 101).

According to Kammen as stated in his book entitled *People of Paradox*, American paradox, related to its early history, came to appear due to nine factors.

1. Yang pertama adalah bahwa selama kurun kolonial itu, Inggris mengalami sendiri berbagai ketegangan serta kecenderungan tak menentu.
2. Alasan kedua terletak di dalam proses pemindahan kulturil dan imigrasi.
3. Alasan ketiga juga berhubungan dengan kenyataan bahwa Amerika Serikat adalah suatu negara yang semua warganya terdiri dari penduduk migran. Berbagai negeri asal, bermacam ras, serta perbedaan sosial telah menimbulkan sejumlah kecenderungan tingkah-laku yang tidak menentu dan saling bertentangan.
4. Alasan keempat bisa dilihat dalam ketidak pastian sikap orang Inggris serta kebijaksanaan-kebijaksanaan kerajaan selama jaman kolonial.
5. Alasan kelima adalah semata-mata bahwa Amerika adalah yang dijanjikan.
6. Alasan keenam erat hubungannya dengan alasan kelima. Prinsip-prinsip dan pandangan-pandangan Amerika begitu mulia sehingga orang sulit untuk senantiasa bersandar padanya secara tetap.

7. Alasan ketujuh dan kedelapan dari biformitas Amerika berhubungan erat satu sama lain. Mobilitas fisik dan sosial yang pesat telah menggerakkan orang dari suatu tempat ke tempat lain dan dari satu situasi ke situasi lain secara cepat, membiarkan mereka terbenam di dalam berbagai keadaan yang tak diharapkan, dan mengharuskan mereka memadukan alternatif-alternatif yang saling berlawanan.
8. Sementara itu laju kehidupan yang pesat serta perubahan yang cepat membawa orang Amerika pada berbagai ketegangan dan ketak-pastian yang tidak ditemukan di tempat lain, atau paling tidak tidak dalam tingkat yang sama.
9. Alasan kesembilan telah dirumuskan sebagai “suatu pertentangan yang tak terdamaikan antara Alam dengan Peradaban” (Kammen translated by Pabotingi, 1982: 51).

The factors mentioned above gave a great contribution to the existence of American paradox. Those factors are long lasting and can be said as the beliefs and values shaping the myth of American paradox. Those factors are still relevant with the nowadays' American paradox, but surely with some adjustments for some factors in term that they are taken in general sense. The tension or conflict and uncertainty or inconsistency bring people in a state of fear and confusion which eventually make them to be paradox in order to survive. The second factor, cultural transfer and immigration, leads people to be paradox since they have to face a lot of diversities that some contradict each other. This is because many immigrants coming to America to avoid the conflict in their native country or to get a better life in America with, but the reality often betrays them. Another thing is that the immigrants come to America with their cultural perceptions and views that sometimes confront the reality and condition there.

Different native countries, races, and social differences of the immigrants, as stated in the third factor, contribute to the forming of American Paradox since these differences often cause many conflicts and uncertainty. As a result, they should behave paradoxically in order to make everything in balance and to keep

their interests. When there is, for example, a cultural belief or value an immigrant brought that contradicts with another cultural belief or value the other immigrant brought, they should behave paradoxically by not letting themselves to confront other's too openly or else there will be a conflict so that their interests cannot be preserved.

The fourth factor, inconsistencies of British people behaviors and British Imperial policies during the colonial era, is still relevant nowadays in some ways if the core is taken. The American government often passes policies that seem to be very good, but sometimes passes the contradictive ones. In another case it passes policies that sometimes it violates to benefit itself. America often speaks out democracy, freedom, and peace, but it often uses her power and influence to steer global policies, uses freedom as an excuse for what she does, and brings peace by war.

The conception that America is the Promised Land is surely a trigger to American paradox. With this conception America think herself to be, or should be, second to no one by any means. This is just like what John Winthrop termed "a city upon a hill," which mission was to show a perfect society to the rest of the world. From this conception also the myth of America as special nation, a special people with special mission, was born. Also with this conception does America consider what she does as the perfect solution to any global problem regardless it causes new problem or seems paradoxical for other nations. High mobility and rapid changes, as significant characteristics of America, put them in unsure conditions and thus they have to combine many options that often contradict each other in order to survive. The last thing is the unsettled conflict between nature

and civilization. Civilization has given birth to the development of technologies. Many great inventions Americans has created end up in being paradox between saving and bringing destruction to the world, the nature. Technology may bring advantages to mankind to make their life easier on the one hand, but also brings threats on the other hand. Many advanced technologies, for example, enable human to explore the nature better so that they can earn a better living, but this better advancement brings imbalance in nature due to over exploitation that later on causes problems to them. In different sense, many technologies has been developed to keep the world peace and to prevent it from destruction. The technologies, however, may also bring world to chaos and destruction if used wrongly. At this point the myth of technology as protector and savior may also seem paradoxical depends on the eye of the beholder.

From the explanation above can be taken beliefs and values of the myth of American paradox. Each myth has a number of associated beliefs and values. Popular beliefs and values are those unseen convictions about the world which form a culture's mindset and thus mold and color the way that that culture sees and interprets reality (Nachbar and Lause, 1992: 82, 99).

The contradiction between their ideal and the condition or the reality made them to be people of paradox. The different even contradictive things between ideals or expectations and realities, many differences among the Americans most of whom are immigrants, high mobility and rapid changes, the uncertainties or inconsistencies are the factors and also beliefs and values of American Paradox that force them to combine many things and alternatives which contradict each other in doing things. Americans want to be completely

responsible and totally free (Nachbar and Lause, 1992: 100). Ideals do not always conform to realities. Differences and uncertainties or inconsistencies lead to changes and eventually to paradox. High mobility and rapid changes force people to be paradox in order to survive. One sign of intelligence is the ability “to hold two opposed ideas at the same time, and still retain the ability to function” (F. Scott Fitzgerald in Nachbar and Lause, 1992: 101). That America has a special destiny is also one of the beliefs and values of American paradox as well as that nature and civilization are always in conflict.

Besides having a number of associated beliefs and values, myth is also related to at least one other myth. Each myth and its associated beliefs and value is related to at least one other myth in a symbiotic manner—that is, each related myth gives new meaning, significance, and relevance to its partner(s) (Nachbar and Lause, 1992: 99). “Technology as protector and savior” is related to “American paradox” in term to preserve American interest and influence in the global world. “Individual freedom”, and “Violence outside the law to achieve justice” are exercised in “American Paradox.”

#### **F. America Socio-political Condition**

Paradox has become an inseparable part of American life. It can be found even in the very beginning of America. When the colonies came for the first time in the new world, they found the early paradox. The new world was a paradox since America was a land of hope on the one hand, but also a land of uncertainty on the other. *Di New England and Virginia pada abad ke-17, “rimbaraya” mengandung makna tanah yang terbuang dan juga tanah pelarian*

*bagi kaum kolonis – tanah yang penuh tantangan yang mungkin juga merupakan tanah yang menjanjikan kesenangan* (Kammen translated by Pabotingi, 1972: 68).

American paradox can be found even from the very beginning of the history of this country up to now. In the colonization era the motives behind the colonization were also paradox, between material and spiritual motives. The colonies, then, gave places for both of the motives. Economical, political, and religious motives, which, sometimes, contradicted each other in some ways, reasoned the migration to the new world. On the one side the colonies allowed the immigrants to do religious deeds like spreading Christianity and Christianizing the Indian in the new world, on the other side the new world was a place of hope for the immigrant to get a better life for the colonies in economics and politics.

The consideration that America is the Promised Land for them, the immigrants, and that their effort to live there and occupy the land as an errand into a wilderness then seem to be paradoxical since the conception that they were the chosen ones and that America was the land promised by God for them came from themselves, not universally believed. It seems to be an excuse for them to occupy a new land where they thought they could get a better life after all the misfortunes they experienced in their motherland. Their errand into the wilderness was not really an errand and not really into the wilderness since what they called “wilderness” had been being inhabited by the native Americans long before their coming to the new world. Their living in the new world had forced them to be paradox. The term “noble savage” given to the Indians was surely a paradox that eventually resulted different perceptions of the colonies toward them. *Ada yang beranggapan bahwa orang Indian harus dibasmi habis-habisan, tapi ada yang*

*berpendapat bahwa adalah tugas orang kulit putih untuk memberadabkan mereka* (Kammen translated by Pabotingi , 1972: 81). The paradox came to appear due to the interests they wanted and the threats they feared. The colonies needed more areas to live so they expanded their areas to the Indians'. This was surely unpleasant thing for the Indians so that they began to fight for their lands. Their fight, however, resulted them in being considered as savages by the Whites. One of the examples about the Whites expansion toward Indians' territories and their perception about it is that what happened to the first settlers in Milford, Connecticut in 1640. They gathered together to discuss the problems concerning their invasion toward Indians' territories which finally came in conclusion saying what they did was right. *Penalaran mereka yang terakhir diberitakan sebagai berikut:*

- 1. Bumi dan semua isinya adalah milik Tuhan. Disepakati.*
- 2. Tuhan bisa memberikan bumi ini kepada santo-santo-Nya. Disepakati.*
- 3. Kita adalah santo-santo-Nya. Disepakati*

(Kammen translated by Pabotingi, 1972: 82).

In concern with black people and slavery, paradox was not absent in America. One of the representative examples is the Virginia colony which was said to be the colony which appreciated freedom most, but became the central of slavery instead. This was quite a paradox in the land of freedom where opportunities were open. Another example is one of the founding fathers, Thomas Jefferson, who did defy slavery, but he believed that Blacks were lower than Whites in status.

World War II, generally regarded as taking place between 1937 and 1945, was the largest war in history. It ended up in the winning of the Allied Powers, led by the British Empire and Commonwealth, the Soviet Union, and the United States, over the Axis Powers, led by Germany, Italy, and Japan. The war was

fought in response to the expansionist policies and military aggressions of Nazi Germany under dictator Adolf Hitler, and the imperial ambitions of Japan in Asia. The World War II left Europe informally split into Western and Soviet spheres of influence and bestowed the titles of superpower Western Europe and the British Empire once had to two new superpowers, the United States and the Soviet Union.

One of the significant things done by the United States during the World War II was the atomic bombings. President Harry Truman, advised by the U.S. military, decided to use the new super-weapon to bring the war to an end. The atomic bombings, a nuclear weapon named "Little Boy" on Hiroshima and a second atomic bomb named "Fat Man" on Nagasaki, however, were considered to bring a more kind end than any other solution or operation that were considered would result in more fatalities than the United States had suffered so far since the war began and also in many more Japanese deaths. This also shows the paradox of America that wanted to bring peace by fatal destruction that lasted not only during the bombing, but also for a long time span. What was so obvious during the World War II were that the development of weapons and technology improved rapidly and played a crucial role in determining the outcome of the war. Many major technologies were used for the first time, including nuclear weapons, radar, jet engines and electronic computers. Enormous advances were made in aircraft and tank design such that models coming into use at the beginning of the war were long obsolete by its end ([http://en.wikipedia.org/wiki/World War II](http://en.wikipedia.org/wiki/World_War_II), cited on Friday, June 23, 2006 8:06:20 PM). Never before in the history were new inventions of weapons focused on the concern of avoiding being killed, or

paradoxically, of killing people efficiently. The weapons and technology development did not end up even after the war had ended, but instead it extended during the Cold War and afterward. The massive research and development demands of the war had a great impact on the growth of the scientific community. After the war ended, these developments led to new sciences like cybernetics and computer science and created entire new institutions of weapons design ([http://en.wikipedia.org/wiki/World War II](http://en.wikipedia.org/wiki/World_War_II), cited on Friday, June 23, 2006 8:06:20 PM)

The end of the World War II marked the new era of tension between America and the Soviet Union. It is called the Cold War. The dispute in the creation of Democratic and Communist spheres of influence in Europe led to the Cold War. During the Cold War arms race of both superpowers colored the tension of their relationship. The fear of nuclear war came up to surface, as America was no longer the only country having nuclear weapon. America, just like in World War II, kept on producing a weapon of mass destruction in consideration to protect herself from any threat from other country especially the Soviet Union, but did not realize that by doing so she had created a global threat of nuclear war and problems even when the Cold War ended. Her counterpart did not just stand up and watch when America created new weapons, but instead tried to create the better ones. Arms race, thus, was unavoidable between the two superpowers. What would happen if the arms race continued to be a war, a super weapon war, was something that created global threat. She tried to obliterate the threat on the one hand, but created a new threat on the other hand. Even as the war ended, the problems with the weapons of mass destruction she had created still do

exist. The solution she made to solve her problem, creating the weapons, has also become a problem. The second great problem with which American policymakers of the postwar period had to struggle was one for which they were equally unprepared: what to do now, in time of peace, with the fearful new weapon of mass destruction they had created during the war and had used, at the end of the struggle, against the Japanese (<http://www.foreignaffairs.org/19721001faessay51113/george-f-kennan/after-the-cold-war-american-foreign-policy-in-the-1970s.html>, cited on Monday, 05 June 2006 at 08.15 PM.).

The paradox of America in her history may well be, as Kammen noted, represented by the symbol of America, the Eagle, from which can be seen as shown by the eagle holding olive leafs on the one claw, but holding arrows on the other claw. It reflects that America likes to use power as well as togetherness and harmony. In viewing international problems, America puts emphasize on the equality and peace among nations, but at the same time she considers herself having the special rights to interpret and protect the benefits for all due to her objective point of view and global responsibility. Thus, many countries consider America as a country looking for influence and position in many international problems though she considers herself to be a neutral judge.

Due to the fear of the threat that might happen to her, America demanded North Korea and Iran to stop their nuclear developments. North Korea has a firm intention of strengthening herself with nuclear arsenals, including nuclear missile Taikodong, which is said to have the capability to reach America even launched from North Korea. This is surely a serious threat for America. Besides this reason,

the fact that North Korea is a communist nation and what happened during the Cold War, Soviet-supported North Korea invasion toward U.S-supported South Korea, reasoned America's aversion toward North Korea. Iran was said to be in process of developing nuclear weapon that later on be denied by Iran, but eventually came to be true. It heightened fears of nuclear conflict in the Middle East, either with Israel or with Iran's Sunni neighbors. For America, it's also a threat as Iran is one of the countries that have an aversion to America. What is clear from these is that in fighting the threat of nuclear weapon, America is in a paradox between saving herself and her interests or the global world. This is not far from the fact that the first country creating and using nuclear weapons was America. Only when the monopoly of the weapons has no longer with America that America tries to fight and prevent nuclear weapons development. It is because this country is vulnerable of any nuclear weapon attack since nuclear weapons has been also produced by many America's leading political opponents. It is America that has started everything and also America that fights what she has started. If America remains the only country having nuclear capability or at least the greatest in this field, it probably will not fight against nuclear weapon development and use as what happened in the conflict between America and Japan and in the Cold War.

Another interesting issue America has brought showing her paradox is terrorism. Even though it was not a new thing since the bombing in the garage beneath the World Trade Center in 1993, it was not until the September 11<sup>th</sup> 2001 event, has terrorism become a great concern of America. In 1997, Nye and R. James Woolsey tried in vain while in government service to make catastrophic

terrorism" the highest national security priority (<http://www.highbeam.com/library/docfree.asp?DOCID=1G1:95841639&ctrlInfo=Round19%3AMode19b%3ADocG%3AResult&ao=>, cited on Monday, 05 June 2006 at 09.10 PM). In fighting terrorism, however, America did not act much different from the terrorists in term that this country also brought terror to another country, Afghanistan, but in this case she was the good guy and the terrorists were the bad guys. This issue seemed to be used by America as a great chance to overthrow Taliban which is also an enemy of America that may bring threat for America in the future due to its great aversion toward America. To bring peace by war seems to be the character of American paradox.

The invasion to Iraq is just an example of American paradox in the modern era. Under the lead of George W. Bush, America, on the one side seemed to want to keep global peace by demanding Iraq to hand over the assumed weapons of mass destruction. On the other side, besides a couple of run-ins they had in the past including the Gulf War, it seemed that America wanted to preserve its own interest with the objective to solve the problem of energy crisis by accusing Iraq having weapons of mass destruction so that America can get their hands on Iraq's oil. This was because the price of petroleum has dramatically increased and the world economy is in confusion so that energy crisis has become a problem for all nations, and America is not an exception. In this case America has two contrary characteristics and, thus, shows paradox.

The recent example of American paradox is the America's decision to support the Israel aggression toward Palestine that is protested by international community. It cannot be separated from the fact that America wants to eliminate

the threat that might come from Palestine that is from Hamas, that has great aversion to America, that has just won the election in Palestine. This is what perfectly called as a paradox since America wants to bring peace by war.

From the examples above can be understood that paradox exists in American politics. The interesting thing is that Americans know that their government is deceitful and arrogant, but they consider it the best. *Integritas dan intrik sama-sama terdapat dalam dunia politik di Amerika. Itulah sebabnya maka orang Amerika percaya bahwa pemerintahan mereka lemah, bebal, terlalu angkuh, culas, dan tidak efisien; tetapi juga percaya bahwa itulah yang terbaik di dunia dan ingin menawarkannya kepada bangsa-bangsa di dunia* (Kammen translated by Pabotingi, 1972: 123).

America wants to overcome international problems and offer peace, but sometimes in doing her role America often does everything as she wishes that seems to be in contrast with the purpose of doing that. The United States should seek multilateral solutions, but on occasion must act on its own. The United States should pursue humanitarian missions, but on occasion must abstain (<http://www.highbeam.com/library/docfree.asp?DOCID=1G1:95841639&ctrlInfo=Round19%3AMode19b%3ADocG%3AResult&ao=>, cited on Monday, 05 June 2006 at 09.10 PM).

## CHAPTER III

### ANALYSIS

In this chapter, the researcher analyzed two research questions mentioned previously. This chapter is divided into four subchapters namely main characters, FOX-HOUND, supporting characters, and minor appearances. In analyzing each of the characters the researcher concerned on the important aspects of character, namely physical traits, how he/she dresses, psychological/personality traits, motivation, behavior /actions, relationships with other characters in the story, weaknesses/faults, strengths/virtues, moral constitution, motives, history and background, changes, and similarities and differences of the characters to support the analysis. The researcher discussed the first research question, how the characters in *Metal Gear Solid* reflect the myth of American paradox by applying sociopolitical approach, historical approach, semiotic film theory, and popular culture theory. Sociological approach is needed since it concerns with social aspects, development of society, and social behavior. Social life and politics influence one another and cannot be separated since in many aspects of social life politics does exist and in doing politics social life does count. Through this approach, sociopolitical, the relationship of *Metal Gear Solid* with the social and political life and phenomena of American paradox will be revealed. By using historical approach, the researcher tries to use information and phenomena in the past emerging in the society which have relation with the research question. Semiotic film theory is used to deepen the understanding toward everything considered as system of signs to reveal the deeper meaning and connotative

meaning to achieve the hidden messages. This research tries to reveal the myth of American Paradox reflected by the product of popular culture, game and specifically MGS, thus the researcher uses beliefs and values theory and myth theory found in Popular Culture theory. Most of the characters in this game can be categorized as imaginary heroes. Thus to support the analysis of how the characters in this game reflect myth of American paradox, popular hero theory is used.

The second research question discusses about why the characters in *Metal Gear Solid* perform the paradox. This subchapter employs the same approaches and theory as the first one does, except the popular culture theory, with additional theory of American paradox by Michael Kammen.

At the first order of semiotic system, the title suggests a strong, great, and invulnerable gear or machinery. The word *gear*, according to *Oxford Advanced Learner's Dictionary*, means a piece of apparatus or machinery for a particular purpose while the word *metal* means a type of solid mineral substance, e.g. tin, iron, gold, copper, etc, which is usually hard and shiny and can usually conduct heat and electricity (Hornby, 1995:839). Completed with the word *solid* which means strong and firm in structure (Hornby, 1995: 1130), the title really suggests an extraordinarily mighty machinery, the nuclear warhead-equipped two-legged walking tank called Metal Gear Rex. At the second order semiotic system, the title conveys hidden meaning. It refers to America and tries to bring to mind how powerful and strong America is. The title refers, seen from the story of the game, to the name of a new super weapon that becomes the main focus of this game. Metal Gear is a giant nuclear warhead-equipped two-legged walking tank able to

launch uninterceptable nuclear attacks from any place on the earth surface secretly developed by the U.S military. As the name implies, Metal Gear reflects the magnitude of America in the field of technology and military. What is so paradox about Metal Gear is that this is a super weapon that implies the myth of technology as protector and savior in term that this weapon, an outcome of the technology boost of the Cold War when the two superpowers got involved in the arms race, was developed to protect America from any possible threat form other countries, especially the Soviet Union. As also mentioned in the game that this tank is actually designed as a mobile TMD (Tactical Missile Defense) purposed to shoot down nuclear missiles. On the other hand, however, this weapon was developed secretly as well as the real intention of the top brass of the country, to preserve its influence in the world. Moreover, this weapon has become a problem and even the threat itself due to its marvelous abilities as it falls in the wrong hands, the terrorists. This, thus, has become a technology as protector and savior as well as technology of mass destruction. The paradox of Metal Gear is just like the paradox of gun, good or bad depends on the wielder. Metal Gear itself refers to the United States of America. America is known in the world as the nation of paradox which, for example, wants to bring peace by war. This country, just like Metal Gear, can be very helpful as well as very dangerous for other countries.



Picture 1, 2, and Picture 3

Seen deeper to the story of the game, the title *Metal Gear Solid* shows the relationship between Metal Gear, the new super weapon, and Solid Snake, the main character of this game. This is the battle of an advanced new super weapon with a retired secret agent, as well as the battle of evil and good. Metal Gear is the evil one since it spreads threat as it falls in the hand of terrorists while Snake is the good one since he is the one who stops the nuclear attack and destroys the weapon and the terrorists. The interesting part about both of them is that both are actually the same in term that they are weapons created by the American military. Solid Snake is actually a product of a secret genetically engineered cloning project named *Les Efants Terribles* in order to create great soldiers. He is, in short, a

living weapon. What can be seen from this is that they are the reflections of two characteristics, good and evil, that contradict one another, but are under the same roof, America. Two American characteristics which show paradox. The very existence of Metal Gear and Solid Snake is a secret of the America since nuclear weapon and genetically modified soldier are prohibited by international law including America herself. In this story America, however, keeps on developing both kinds of weapon in order to preserve her dominance in the world and to defend from any possible threats. The real facts of both of them strengthen the paradox of America.

The setting of place of this game is a combination between real place, Alaska, and fictional place, Shadow Moses Island. The exact setting of place is on Shadow Moses Island, a fictional remote island off the coast of Alaska. "Alaska", known for its wide snowy area, and "Shadow" obviously show contradiction. This suggests something black within a vast white, implicitly, dirt within purity or evil within good just like the history of slavery in America with its Declaration of Independence. It is stated in the Declaration of Independence that all men are created equal, but in fact, some Americans in the slavery era betrayed the very conception they had made by practicing slavery. This was due to the contradiction between ideal and fact. What is stated in the Declaration of Independence is the ideal while what the people, especially southern Americans, faced at that time is the fact or reality. The fact forced them to practice slavery since Americans, especially in south, needed Blacks to work on their vast farms. As depicted in the game, Shadow Moses Island is used by the United States of America as a the site of a secret nuclear weapons disposal facility in which they develop a next-

generation weapon able to launch nuclear warheads from anywhere on earth. Developing nuclear weapon itself is already a violation toward international law in which America also takes part moreover developing a weapon that enhances the threat of nuclear, but America needs to do it to prevent or fight back any nuclear attack that other countries may launch or probably to preserve its dominance in the world since nowadays America no longer has the monopoly over the technology of nuclear weapon. Hence, America does it secretly with the aim of achieving its purpose without earning international protest. She talks about something in front, but she does different, even contradictive, thing behind.

The setting of time of the story of the game though not stated clearly is presumably, assumed from the dialogs, in 2005, seven years advanced than the release of the game in 1998.

Snake : Gray Fox... Colonel, that ninja is Gray Fox. No doubt about it.

Campbell : Ridiculous! You of all people should know he died in Zanzibar.

Naomi : No, he should have died... but he didn't.

Campbell : What!?

Naomi : It happened before I joined FOX-HOUND's medical staff.

They were using a soldier for their gene therapy experiments.

Campbell : I never heard that.

Naomi : It happened right after you retired. My predecessor, Dr.

Clark, was in charge.

Campbell : Dr. Clark...

Naomi : Yes. He started the gene therapy project.

Snake : And where is he now?

Naomi : He was killed in an explosion in his lab two years ago.

Snake : And what about this soldier?

Naomi : Apparently for their test subject, they decided to use the

Body of a soldier who was recovered after the fall of Zanzibar...

Snake : And that was Gray Fox...

Campbell : But he was already dead...

Naomi : Yes. But they revived him. They fitted him with a Prototype exoskeleton and kept him drugged for four years while they experimented on him like a plaything. Today's genome

soldiers were born from those experiments.

As stated in the prologues of the game that the year Gray Fox died in Zanzibar was 1999 so that the year of the incident of Shadow Moses Island could not be less than that year. Supported with the information from Naomi that Fox had been taken for experiment after the Zanzibar incident for four years, it is apparent that the setting of time is in 2003 or forth. The last thing convincing that the year is 2005 is Naomi's explanation that Dr. Clark, the leader of the experiment toward Fox, died in the explosion two years ago in his lab, but Fox managed to survive. The red line from the dialogs above is that since the fall of Zanzibar Gray Fox had been used for gene therapy experiment, but the experiment ended due to the explosion. Two years later Naomi tells this story during the incident in Shadow Moses Island, meaning that the year of the incident in Shadow Moses Island happens 6 years after the Zanzibar incident in 1999, that is 2005. The game talks about America in the present and in the future with the involvement of the past. The issues depicted in the story of the game also take from history, recent issues, and fictions. It can be seen that American paradox is long lasting and will probably remain to be one of Americans' characteristics since this game brings up that issue to surface and becomes a very popular game in America and the world.

The existence of FOX-HOUND in this game is also the reflection of American paradox. FOX-HOUND is a hi-tech Special Forces unit formed by the U.S military as an elite group combining firepower and expertise to do black ops. This unit is, from the very beginning, intended to do operations or missions which are impossible to be done illegally since they will bring international tension to

the surface and eventually cause international conflicts. Thus, in doing the mission the members of the unit are put completely aware of the risks this unit takes. There will be no official support or help from the government during the mission. If they fail the mission, or they are spotted by the enemies, are captured, and are in danger, the government will turn its eyes blind. Failure is not an option and will result in nothing but death.

## 1. Main Characters

### a. Solid Snake



Picture 4 and 5

Solid Snake, David for the real name, is depicted as a loner living in Alaska who ever, as stated in the prologue of the game, saved America and the world twice. He was just like other ordinary people who have their own daily life,

but he was an extraordinary person in relation with his past and status. In 1995 deep in South Africa near Garzburg, he succeeded in destroying a weapon of mass destruction secretly developed there in an armed fortress called Outer Heaven which was built and led by the former U.S legendary soldier, Big Boss that had become a mercenary. America at that time, however, did not know that Big Boss was behind all of this and instead asked him and an American special unit FOX-HOUND in which he was the commander of to take care of the situation. The only thing America knew was that a new advanced weapon of mass destruction was under development at Outer Heaven. After deceiving America by sending his best member, Gray Fox, and reporting that he was missing in the mission, Big Boss decided to send Solid Snake, a just recruited new member of FOX-HOUND, with the consideration that he would surely fail the mission. Big Boss, however, was wrong as Solid Snake succeeded in destroying Metal Gear and defeating him, though not killing him. From the first prologue, the American Paradox can be seen from the existence of Big Boss who was the legendary soldier of America, but later on became a mercenary that brought threat to the world by creating an armed fortress nation and developing a weapon of mass destruction that could launch nuclear attack from any parts of the world. America has created, paradoxically said, a hero as well as a criminal. As revealed in the story of the game, ten years after the obliteration of Metal Gear, it was America who secretly developed the new type of Metal Gear, Metal Gear REX, under the support of American military and the supervision of the president of the United States of America, George Sears (fictitious president).

In the second prologue, Snake is said to once again save the world and America by obtaining the structural plan of OILIX, a microorganism that refines petroleum to produce a highly purified form of petroleum, and destroying, once again, Metal Gear. The event happened in 1999, four years following his first mission, when the world faced energy crisis, which America, at that time, also could not escape. A new hope to end this problem finally came, as well as world tension, as a Czech biologist invented OILIX. He was kidnapped and brought to Zanzibar Land, a democratic military regime that suddenly appeared in central Asia in 1997. It had become an armed fortress nation of mercenaries since it was formed and occupied by a band of mercenaries from nations around the world. The fact was more surprising when America once again sent Solid Snake to take care of the situation. Metal Gear was also under development there, and the man who became the General Commander of Zanzibar Land was, that's right, Big Boss. Snake, however, could eventually destroy Metal Gear, obtain the structural plan of OILIX, and put an end to Big Boss, this time forever. Henceforth, Snake continued his life by living alone in Alaska due to all the hard time he had faced and due to the fact that Big Boss was, by some means, his father.

Six years after the Zanzibar Island incident, Snake was brought back from retirement by his ex-Colonel Roy Campbell to join the mission. He seemed reluctant to the offer for the mission, but after Campbell begged him to accept and told him that his niece, Meryl, was also taken hostage by the terrorists, he accepted it. He carried out the mission with the main purpose of saving Meryl, DARPA chief, and ArmsTech president, but later on he found out many hidden truths about Metal Gear Campbell hid from him, the truth about who he was, and

the truth about who Liquid was and what he actually was up to. That was why he kept following the order of his superiors, though he knew that they betrayed him. He knew that Campbell hid many things from him, but he also knew that Campbell must be in no position to reveal the truths and that there must be something that made Campbell betray him. He found out that he was actually used by the Pentagon as a vector to spread the FoxDie virus, a type of virus that targeted and killed only specific people, to kill the terrorists, and to kill Snake after accomplishing the mission, so that the Pentagon could retrieve Metal Gear undamaged without leaving any witnesses as well as kept the secret buried from the world. All of these require answers and the answers can only be gained through accomplishing the mission. As a result Snake should, regardless of the betrayals, continue what he had started.

In this game, the main character bears *Solid Snake*, often referred as *Snake*, as his codename and David for his real name. The contradictive things even can be seen from the contradictory natures of both things the two words mean. A snake usually has a flexible body so that it can move at anyplace, like tree, rock, water, etc. It can be said that it can reach any place with any condition. This is surely in a contradiction with the word *Solid* which means something firm and strong that usually refers to something strong, but inflexible. This contradiction, however, is also a good combination. Just like a snake that has flexible body which is difficult to catch and dangerous, Snake is also difficult to beat and dangerous for his enemies. He is solid in term that he has a solid skill, will, and strength. As seen in the game Snake was able to kill most of the terrorists single-handedly with all the strength and good reflex.

His past reveals that he had already been a paradox even since the day he was born. He was born out of a secret project held by the American government in 1972 to create perfect soldiers by committing genetically engineered cloning of the legendary soldier named Big Boss, a legendary soldier whose main debut was during the Cold War era when he successfully destroyed a new weapon of mass destruction developed by the Soviet Union. The project was aimed to identify Big Boss genes that were responsible in making him a great soldier, and use the so-called genes to do a cloning to make great soldiers like him. The secret project, called *Les Enfants Terribles* (The Terrible Children), resulted three great soldiers namely Solidus Snake, Liquid Snake, and Solid Snake. Eight fetuses became the outcome of the project, but the five others were aborted to support strong fetal growth of Snake, Liquid, and Solidus. They were accomplices of murder even before they were born. Solid Snake is, then, a good thing coming out of a bad thing since in fact he was a hero who saved America and the world three times, but he was a result of violation to international law, genetically engineered cloning and modified soldier.

Naomi : Don't forget they've all been strengthened with gene therapy. They carry genes which make them excellent soldiers. Don't get careless just because they don't have much experience

Snake : I thought using genetically modified soldiers was prohibited by international law.

Naomi : Yes, but those are just declarations not actual treaties.

From the dialog above it can be seen that America considers the declaration it makes with international world, though not actual treaties, as something not really important, but just a formality. However, America did not

want this violation to be known by international world and earn international protest. America, hence, acted paradoxically by approving the law as well as violating it. Snake's existence, due to his past, would be a potential threat to America's reputation if his past went public. He had been, and was, expected to be valuable for America by becoming a great soldier for the country, but was also feared to be a menace to America's reputation.

Houseman : I see. Oh well that's okay... You two are an embarrassment from the 1970's. ...our country's dirty little secret. You can't be allowed to live. Well, the bombs will be dropping soon, and you two have a lot of catching up to do. Farewell.

His appearance is depicted with the domination of gray in color. It is neither purely white nor completely black; it is the combination of both colors which are opposite to one another. Black refers to chaos, mystery, the unknown; death; primal wisdom; the unconscious; evil; melancholy while white refers to highly multivalent, signifying, in its positive aspects, light, purity, innocence, and timelessness; in its negative aspects, death, terror, the supernatural... (Guerin, 1979: 158). His life is the true representative of both colors. Mystery is inseparable part of his past though it is partly eventually revealed. Looking at his battles, he is, as if possessed by evil force, a real chaos and death bringer. He is pure and innocence in terms that he was made to be that way, and in doing all of these he just followed his superiors and for the sake of his country. Just like the colors with which he is depicted, his characteristics show combinations of two contradictory things. He was smart and strong, but he was also stupid and weak. He was smart since he had IQ more than 180 and spoke many languages. His habit in quoting words from some Indian words suggests the same thing. He was strong as proven by his ability in saving the world and America twice. He was

stupid and weak since he could be deceived and used by the government, through his ex-colonel, to take the mission without knowing what really happened and the truths. He seemed to take the order because his friend Colonel Roy Campbell convinced him to take it. He was just used by the U.S government as a tool to eliminate the terrorists through the FOX DIE virus secretly injected to him, kill him after the mission as he was also a dirty secret of the U.S government, and, finally, retrieve Metal Gear and Genome soldiers bodies so that America's reputation could be saved. He was at once a human and not as he was not born to this world with a normal way like any humans. In deeper sense, he existed, but his existence should be kept secret so that as if he was a dead man. He was a hero as well as a criminal since in the end he defeated the terrorists and destroyed Metal gear, meaning he saved the world and, more importantly, America's reputation in the world, but his existence should be kept secret or else he should die since he knew too many secrets of his country. He, thus, was let to live, but was officially reported dead.

His weapon of preference to fight the terrorists, among other weapons he had, was SOCOM pistol, a kind of pistol used for special operation by the U.S army—emblematic of both his special skill and of the fact that he was under the order of the U.S government. The gun is, however, meant to be used for special operation, but this time it was used for a secret black operation. The gun, including Snake, is the reflection of American government that wants to bring peace by war. Seen from Snake himself, this gun is the legalization for his thirst of battle and killing action.

The paradox reflected by Snake can also be seen from his action in fighting the terrorists. He killed many genome soldiers in his mission in which he seemed to be taking pleasure in. The orchestra of elegant party-like background music suggests the same thing. It is also noted that the reason he took the mission was also partly because he just wanted to fight and needed a reason. This is probably what is called as post-traumatic syndrome which soldiers often experience after experiencing a war. Snake's previous two great missions are probably the causes of this syndrome to Snake. It made him a person that enjoyed battle very much and felt really alive only when he was in a battle. His condition under the effect of post-traumatic syndrome is much or less like America's condition after the World War I. Not until the World War I did America find herself to have a great capability in military. The outcome of the war brought them in realization to her real capability and to the World War II. Eventually the outcome of the World War II completed with the result of Cold War, she found herself second to no one. As stated in the prologue of the game and in the game, Snake was formerly a new recruit who did not yet know his real capability in battle until he succeeded in his first great mission. This led him to his second even greater mission. In this case America is represented by Snake who has tasted the real battles, known his real capability, and addicted to battles, just like his father told him "One who has experienced the tension of battle can never leave the battlefield. I'm the one giving you something to live for, and that is war."

Snake : Listen, Meryl. Everybody feels sick the first time they kill someone. Unfortunately, killing is one of those things that gets easier the more you do it. In a war, all of mankind's worst emotions, worst traits come out. It's easy to forget what a sin is in the middle of a battlefield.

Snake : There are no heroes in war. All the heroes I know are either dead... or in prison. One or the other.

Meryl : But Snake. You're a hero. Aren't you?

Snake : **I'm just a man who's good at what he does. Killing. There's no winning or losing for a mercenary. The only winners in war are the people.**

Meryl : That's right. And you fight for the people.

Snake : **I've never fought for anyone but myself.** I've got no purpose in life. No ultimate goal.

Meryl : Come on.

Snake : **It's only when I'm cheating death on the battlefield. The only time I feel truly alive.**

His quotation "I'm just a man who's good at what he does. Killing. There's no winning or losing for a mercenary. The only winners in war are the people" suits his paradox well. As a soldier, on the one hand, he was a citizen-hero, as he must defend the community by putting his gifts and qualities to work so that the culture is preserved. On the other hand, he was not a real hero and even a criminal for his joining to the mission was not because his own will, but an order, with threat and force, from the government, and that partly motivated by his thirst of battle.

He is, in the words of Wilfred L. Guerin in his book *A Handbook of Critical Approach to Literature*, "a good Bad Boy whom Americans have always idolized in one form or another."

Another reason is that he was under the pressure of the government that would use the dark file when he was still an agent to send him in a trip to jail for quite long time. What is so paradoxical about these is that on the one hand he, in fighting the terrorists, seems to want to save America and the world, but on the

other hand he seems to just want to satisfy his thirst of battle. For the second reason, he shows contradiction between saving America and saving his own skin. In short, it is the contradiction between personal motives and patriotism. In the early part of the game Snake accepted the order after he had heard how terrible the situation was, but later on he spoke himself as a man desiring battle, a paradox between personal motive and patriotism.

Snake : But as long as there are people, there will always be war.

Liquid : But the problem... is balance. Father knew what type of a balance was best...

Snake : Is that the only reason?

Liquid : Isn't it reason enough? For warriors such as us.

Snake : I don't want that kind of world!

Liquid : **Ha! You lie! So why are you here then? Why do you continue to follow your orders while your superiors betray you? Why did you come here?**

Snake : .....

Liquid : **Well... I'll tell you then. You enjoy all the killing, that's why.**

Snake : **What!**

Liquid : **Are you denying it? Haven't you already killed most of my comrades?**

Snake : **That was...**

Liquid : **I watched your face when you did it. It was filled with the joy of battle.**

Snake : You're wrong!

Liquid : There's a killer inside you... You don't have to deny it. We were created to be that way.

His thirst of battle is shown when Liquid Snake revealed this to Snake and he could not argue about that. Just like what Liquid said, his superiors betrayed him many times by hiding the truth about anything in the mission. Nonetheless, Snake kept following the orders because by following the orders he could continue to live instead of living in a jail and to fight the terrorists, in another perspective, to follow his reason to live. Moreover he wanted to know about the truths of many things. The scene was captured using over the shoulder shot with high angle focusing on Liquid. This is used to show the superiority of Liquid and the inferiority of Snake about what Liquid said. What Snake said in the last chapter of the game also reveals that he loves battle very much so that he feels truly alive when he fights. He is just like Americans who cannot stop moving west to get a better life as they found out that by doing this, expanding, they could get a better life.

**Snake : Until today, I've lived only for myself. Survival has been the only thing I cared about in my life.**

Otacon : That's not just you. That's how everyone is.

**Snake : I only felt truly alive when I was staring Death in the face. I don't know, maybe it's written into my genes.**

Another thing suggesting the same thing is his alternative costume. Another costume Snake can wear during the mission besides the military suit is tuxedo, available to wear after player finishes the game and plays it again. Besides the combination of the colors, which are also black and white, the function and the application of this suit reflect paradox. Tuxedo is usually worn to attend a party, elegant party, but in this game Snake wears it in battle or war during the mission. The battle is, for Snake, like a party in which he can get happiness and fun things,

i.e. using weapons, destroying things, fighting enemies, and killing enemies. It reflects his pleasure for battle.

His condition is just like in the colonial era when the Americans faced many tensions or conflicts and uncertainties that put them in a state of fear and confusion which eventually make them to be paradoxical in order to survive. It also reflects the present condition of present America that acts as a world police, but puts its interest as the second priority to nothing. No one can act justly if anytime he deals with everything involving his personal motives. This is, however, the only way to survive. The reason why Snake acted paradoxically is because he had faced many conflicts and uncertainties in his life. His blurry and miserable past, the wars he had experienced, and the uncertainties from the government have led him to become nothing but paradoxical. In his two previous missions he had to face shocking facts. He had to fight his friend, Frank Jaeger AKA Gray Fox, and had to kill his superior as well as his father, Big Boss, without him even knowing previously. He was a new recruit in a U.S high-tech Special Forces unit FOX-HOUND when Big Boss, the commander-in-chief, sent him to a mission to eliminate a super weapon development in his first mission Deep in South Africa, 200km north of Garzburg, Outer Heaven-an armed fortress nation. He never thought this mission would bring him the taste of betrayal. The real purpose of his sending was because he was still green so that he would, as Big Boss expected, fail to reveal the secret that Big Boss was the mastermind behind the conflict and also the commander-in-chief of Outer Heaven. However he managed to accomplish the mission and defeat Big Boss. This is the beginning of his experiencing of conflicts and uncertainties.

In the second mission which he also took part he found a more shocking fact. Big Boss was still alive, he was also the mastermind of the Zanzibar conflict, and he was, shocking above of all, his father. Besides having to fight his father he also had to fight his friend, Gray Fox. Killing his father, fighting his friend, and knowing the fact that he was a weapon as a result of a genetically engineered cloning put him in even greater confusion and uncertainty. The conflict within himself was far greater than the conflicts he had faced. With the confusions and uncertainties he decided himself to live alone in Alaska. He, however, could not deny himself from the thirst of battle, the pleasure in being close to death and in surviving so that even when he lived alone in Alaska he still lived his life like a soldier in war. This is also the reason why he decided to take the duty on the Shadow Moses Island incident although he had ever tasted the betrayal from his country and superior. He also knew that something is wrong about the mission during the mission, but instead he kept following the order. It's just like Americans who know that sometimes their government is wrong and bad in dealing with some issues, but they also think that that wrong and bad decision is probably the best to deal with the issue even though they may not agree with that. Snake knew that the government and his superior hid many things from him in this mission and he did not like it, but he kept following the order and completes the mission. In a military, being paradoxical is almost a must, and Snake could not escape from that. If he did not act paradoxically he would surely earn many problems and, even worse, his own death from his enemies as well as from his superiors.

Snake : What do you want from me?

Campbell : I just invited you here so we could have a talk.

Snake : Invited!? That's what you call sending armed soldiers after me?

Campbell : Sorry if they were a little rough with you. But we've got a serious situation here. Only you can get us out of it.

Campbell : Snake, there's enough dirt in your file from your days as an agent to keep you in the stockade until you're a very old man.

Snake : Oh I see. Blackmail.

Campbell : No Snake. I prefer to look at it as helping you to come to a decision more easily. But anyway, I know you better than that. You'd take this assignment even without the threat

The scene is shot using a medium-wide shot with low angle showing the naked Snake inside of a room. The scene is shot as if it is a security camera that watches Snake inside a prison-like room while the shadow of Campbell sometimes appeared. It is all used to emphasize the helpless Snake and the superiority of Campbell. In simple words, Snake was in no position to refuse the mission.

Therefore he accepted the order though he seemed reluctant at the beginning. Without being paradoxical, accepting the order though he did not want it, he would build his own jail or even dig his own graveyard since the government had considered him their country dirty secret and also because the black list in his file. He had no choice but to accept the mission. Whereas his killing act is also paradoxical since if he did not do it he would get killed besides the fact that he enjoyed battle very much. Moreover, those whom he killed were considered terrorists so that it reasoned him enough to do the killing. He was in a confusion between killing or getting killed and between killing the bad guys or

quenching his thirst of battle. He needs to be paradoxical in order to survive. As a result he becomes a hero as well as a criminal.

Another characteristic of him suggesting paradox is that he was a skilled killer, but he liked to joke a lot and still involved his feeling during the mission. During the mission, in the gameplay, Snake killed many soldiers, added with his reputation in his two previous missions including the mission in which he killed his own boss and father, he was surely a trained killing machine.

Naomi : So, is it true? Was Big Boss really your father?

Snake : That's what he said. That's all I know.

Naomi : And you were able to kill him, knowing that?

Snake : Yup.

Naomi : How?

Snake : He wanted it. Besides, some people just need killing...

Naomi : That's patricide.

Snake : Yup. That's the trauma that Mantis was talking about. The one we share in common.

Naomi : Is that why you left FOX-HOUND?

Snake : Let's just say that I needed to be alone for a while and Alaska was the perfect place...

It is apparent from the dialog above that Snake was a typical of soldier who would put the mission on the top priority among other things. He could even kill Big Boss knowing the fact that he was his own father since it was part of the mission. His reason was just that Big Boss wanted it, as there was nothing he could do as Snake defeated him and some people just need killing. His tone of voice when saying all of this is in a normal flat tone without any facial expression indicating that there is no feeling of guilt within him. However, he had a contradictive characteristic as a trained killer, joking. He joked around during the mission when having conversation with some characters in the game by giving funny comments and even flattering the girls.

Snake : That doctor. Is she part of this operation too?

Campbell : She was in charge of FOX-HOUND's gene therapy. She knows more about those men than anyone else.

Snake : **You mean you've seen them naked?**

Naomi : Make no mistake. I'm not a nurse. I'm a scientist.

Snake : Nanomachines?

Naomi : Not just one kind either. There are different types which will replenish the supply of adrenaline, nutrition and sugar in your bloodstream.

Snake : **Now I don't have to worry about food.**

Naomi : I also put some nootropics in there.

Snake : Say what?

Naomi : Nootropics. It's a class of drugs which will help improve your mental functioning.

Snake : **It'll make smarter huh? Anything else?**

Naomi : Benzedrine. It's a type of stimulant. It'll keep you alert and responsive for twelve straight hours.

Snake : **That was quite a cocktail. Anything else in there?**

Naomi : Those nanomachines will also keep your Codec's batteries charged up.

Snake : **I guess I can call you when I'm ready to go on a diet.**

Snake : I need to borrow your scissors.

Naomi : What are you going to do?

Snake : Don't worry. Just going to clean myself up a little.

Naomi : Huh?

Snake : **I don't want to be mistaken for the leader of the terrorists.**

Naomi : An anti-freezing peptide Snake. All of the Genome soldiers in this exercise are using it.

Snake : **I'm relieved to hear that. Already tested, huh?** By the way, how's the diversionary operation going?

Mei Ling : Nice to meet you Snake. It's an honor to speak to a living legend like yourself.

Snake : .....

Mei Ling : What's wrong?

Snake : **Nothing...I just didn't expect a world-class designer of military technology to be so...cute.**

Mei Ling : You're just flattering me...

Snake : **No, I'm serious. Now I know I won't be bored for the next 18 hours.**

Mei Ling : C'mon, I can't believe I'm being hit on by the famous Solid Snake... But I'm surprised, you're very frank for a trained killer.

Snake : **Looks like we both have a lot to learn about each other.**

Campbell : We'll be monitoring your movements by radar... so contact us by  
Codec anytime you want.

Snake : **Got it. I'll call if I'm feeling lonely.**

Campbell : Remember, except for your binoculars you're naked. You need to arm  
yourself with whatever weapons you can find.

Snake : **I remember. First I'm strip searched by Doctor Naomi here, and  
then**

**all my weapons are taken away. Imagine yourself put in that  
position.**

Naomi : Well, if you make it back in one piece, maybe I'll let  
you do a strip search on me.

Snake : **I'll hold you to that doctor.** By the way, sorry to disappoint you  
but I did manage to smuggle out my smokes.

The dialogues above happen in his conversation with other members of the operation via codec. Codec is a device like a radio transmitter placed in the ear of the user. By using this device Snake can communicate with other members of the mission with no one will be able to hear it. During the mission, the other members hold the communication from their HQ in Pentagon. However, their facial expressions are presented on the screen while they are communicating. In giving his funny comments Snake remains expressionless with his frown soldier face. His funny comments toward the members' advices or information make him as a person who never takes others' words seriously. It makes sense since he thinks that persons behind the desk, he referred as desk jockeys, are only good in talking, no actual action. In this mission Roy Campbell was the supervisor who Snake would only take the order from. Naomi was the chief of FOX-HOUND medical staff and a gene therapy expert who was responsible for preparing Snake for everything that would support his health during the mission and also in giving information about gene therapy. Mei Ling was assigned to the mission as visual

and data processing specialist. Though it was true that they were all important persons to the success of the mission Snake, so did they, realized that his existence and position as the executor of the plan in the field was the most important among others'. This way of thinking would not come to his mind, if it were the first time he was in a real mission. That is why he seemed to take their advices not seriously.

The other cut-scenes suggesting that he is a professional killer are when he fought FOX-HOUND members. When he fought Psycho Mantis and Sniper Wolf, however, he still showed the thoughtful side of him. He fought Psycho Mantis, just like when fighting other FOX-HOUND members, greatly, but as Mantis was defeated Snake let him tell his miserable past, nailed down besides him, and listened to him seriously. He put on back Mantis' gas mask as he asked Snake to instead of using the chance to finish him although he knew that this guy was one of the terrorists that was very dangerous. The background music of these scenes is very melancholic that helps tell us Snake's thoughtful side.

The same thing happens when he fought Sniper Wolf in the middle of snowfield. After some hard battles with the sniper, Snake could eventually injure her terribly, but he did not use the chance to kill her and instead listened to her story of her hard times as a Kurd. Snake even tried to cheer her up; probably he knew that her time was almost up. Wolf's words to Snake asking him to kill her since she could not be saved suggests that Wolf is aware that Snake likely wants to save her. The scenes when Wolf was dying was supported with a somewhat peaceful melancholic music that shows the thoughtful side of both Snake and Sniper Wolf.

Wolf : I am lung-shot. Y...you cannot save me. Please... Just finish me quick. I am a Kurd. I have always dreamed of a peaceful place like this...

Though seemed reluctant, in the end Snake put an end to her suffering by killing her with his gun. Once again he was put in no condition to choose. He knew that, shown by his reluctance in finishing her soon, killing a helpless enemy was not a good and honorable thing to do, but he also knew that she would suffer longer if he did not do that. He had to do what he did not want.

The most noticeable scene is when he could do nothing but just watch Meryl being shot several times by Sniper Wolf. The scene was completed with background music that shows Snake's sadness and confusion. After the event, Snake felt so guilty that he blamed himself for what happened. Only after his team gave him advices did he start to feel relieved though not completely. Two contradictory things reside within the scene suggesting that Snake is a strict cold-hearted person, but also a warm thoughtful person. The reason for these facts, however, is still unclear since he did it because he fell in love with her or because Meryl was one of his mission objectives, or both. As stated before that Snake will put his mission on top priority, thus, his feeling of guilt toward Meryl was because he failed to accomplish his mission, but the chance that it was because he felt affection for Meryl is not out of the question. The point is that, as Snake pointed out previously, he was a typical of a person who did not want to get in others' life, including falling in love, but on the other hand he, as revealed in the game, loved her.

Meryl : Is there anyone you like?

Snake : I've never been interested in anyone else's life...

Meryl : So you are all alone. Just like Mantis said.

Snake : Other people just complicate my life. I don't like to get involved.

The dialogs above emerged after the death of Mantis who, before he died, read Meryl's mind and said to Snake that Snake had a large place in her heart. Meryl seemd to use the chance to know Snake's feeling as she had no more reason to hide her feeling from her. Snake's answer, however, put the burning hope into ashes. Medium long shot is applied to show how Snake kept their distance. By this angle we can see that Snake tried to conceal his true feeling by not looking to her direction when he was talking. As seen from most of the previous scenes, Snake always faced the person who he talked to, but this time he did not. The reason is that they were still in no condition to talk about love since the place was still in a great danger, Metal Gear had not been destroyed, and the terrorists were still around. Snake liked her too, but he did not to show it at that time since the time was not right.

Snake : A reminder of how to live. Until today, I've lived only for myself. Survival has been the only thing I cared about in my life.

Meryl : What about now? What do your genes say about your future now?

Snake : Maybe it's time I live for someone else.

Meryl : Someone else?

Snake : Yeah. Someone like you... Maybe that's the real way to live.

Snake : Yeah. Spring brings new life to everything. It's a time for hope. I've lived here a long time... But Alaska has never looked more beautiful. The sky... the sea... the caribou... and most of all... You...

The enemy who confronted Snake frequently in various kinds of battle was none other than his brother who was also the leader of the terrorists, Liquid Snake. Liquid confronted Snake for the first time when he piloted a Hind D, a

Russian battle helicopter, to stop Snake reaching the communication tower. Next he fought him by piloting Metal Gear Rex after its activation. After its destruction, he fought Snake hand in hand on top of Metal Gear Rex ruin. His final battle is when he, driving a jeep, chased and shot Snake and Meryl. In those battles, Snake could not put Liquid's life to an end though he won all the battles. In the end Liquid died of FoxDie Virus Snake had carried. Unlike Snake, Liquid preserved the subgroup, genome soldiers. Both of them contradict one another. The existence of Liquid can help understand Snake better. The values and beliefs embodied by a representative, repeated villain are often antithetical to those embodied by the hero and thus give us an accurate key to determine our hero's meaning as well (Nachbar and Lause, 1992: 323). The comparison of Snake and Liquid is just like Spiderman who uses his power for public service and Venom who uses his power for selfish purpose. Both Snake and Liquid were born of the same genetic code and were identical. What makes them different is, for all their experiences with the military and government, their view toward the military and government. While Snake did not give up to fight for the people and trust his government despite of all the betrayal he experienced from the government and the military, Liquid got tired and sick of them since the government considered soldiers like him as merely tools.

## 2. Meryl Silverburgh



Picture 6

Meryl Silverburgh is one of the main characters in MGS. She is depicted as a youth who is in a state of self-identity search. In this game she is depicted as a teenager that can be seen from her physical condition. Though her age is not clearly stated in the game, from some of the dialogs it is hinted that she is 18 years old. Her father died in the gulf war, meaning that he died in around 1990-1991. Several years later, Meryl started to be obsessed in becoming a soldier that besides following her father's path is also because his uncle and Snake's reputation in FOX-HOUND.

Meryl : Huh? Oh, this? It's a paint tattoo. It's not real. I was a fan of FOX-HOUND way back. When guys like you and my uncle were in it. None of that gene therapy like there is today. You guys were real heroes.

As stated in the prologue that Roy Campbell and Snake did not work together in FOX-HOUND until around in 1995-1999 since the commander-in-chief of FOX-HOUND until 1994 was still Big Boss. Therefore, Campbell's becoming of commander-in-chief in this unit was around 1995-1999, meaning that Meryl

started to practice soldiery things, like using a gun in 8 years old, was around those years too.

Meryl : Listen, I've used a gun like this since I was 8 years old. I'm more comfortable with it than I am with a bra.

1995, however, is more reasonable since it is the closest year to the year of her father's death as she mentioned that she wanted to understand her father by becoming a soldier after her father had died. If it is taken that her age was 8 years old in 1995, then she should be around 18 years old in 2005, the year of the Shadow Moses incident. Being an 18 year-old girl means that she is still a youth or adolescence, and being adolescence means that someone is in a transition from a child to an adult.

*Masa remaja menunjukkan masa transisi dari masa kanak-kanak ke masa dewasa. Batas umurnya tidak dirinci dengan jelas, tetapi secara kasar berkisar antara umur 12 sampai akhir belasan tahun, ketika pertumbuhan jasmani hampir selesai (Atkinson, Richard, and Hilcard translated by Dharma and Adryanto, 1982: 51).*

She was a niece, a daughter actually as revealed in the game, to Roy Campbell, Snake's commander during the Shadow Moses incident, and also a rookie of the U.S Next-Generation Special Forces sent as a replacement soldier during the incident. The day before the terrorists' taking over, some soldiers were mysteriously missing so that the government needed replacements and Meryl was one of them. Unfortunately during her coming as a replacement, a U.S high-tech special unit FOX-HOUND and a U.S Next-Generation Special Forces (also referred as genome soldiers) turned to rebellion and took over the nuclear weapons facility on the Shadow Moses Island. She was taken prisoner since she

wanted to participate in nothing for the rebellion. As the story progresses, it is revealed that her coming to the island was actually a ruse set up by the government in order to force Roy Campbell out of his retirement and join the mission to eliminate the terrorists which has been predicted before by the government. The government had been secretly investigating FOX-HOUND and aware of the revolt. His role was needed since he knew FOX-HOUND well as it was the unit which he was the commander of, he was a good friend to Snake that was considered to be able to take him in the mission as well, and the last thing is that he was already retired so that he can be used for this secret black operation without having fear the information leaking. In short, it can be said that Meryl is the ace in the hole to get Snake out of his hole.

Meryl was raised in a family with atmosphere of military. Her supposed-to-be father, Campbell's brother, was a soldier who died during the Gulf War. After his death, her mother and her supposed-to-be uncle Roy Campbell, her biological father, who was also a soldier, had raised her. She had been really obsessed in becoming a soldier even since she was a kid when her uncle and Snake were still in FOX-HOUND. On top of that she wanted to understand her father better. She had trained herself hard, treated herself not like a woman, and missed her times as a woman. She, however, could not become a real soldier since it was not what she really wanted.

Being just a youngster when she is accidentally put in a real mission for the first time as a soldier puts her in no condition but confusion. In facing the transition period, youths usually face internal conflict within themselves between reliance and independence.

In the beginning she was described wearing a black shirt and white underwear which reflects her condition when she was in a doubt whether to become a soldier or not. Becoming a soldier to follow her father's path means reliance and becoming herself whatever it is means independence. The black shirt reflects her desire to follow her father's path while the white underwear reflects her desire to be herself. The black shirt was more noticeable than the white underwear was since the size was surely different. This also reflects that her desire to follow her father's path is bigger than to be her true self. Then, her next costume, the Next-Generation Special Forces' uniform, reflects her condition when she feels that she has found the answer for her self-identity search, becoming a soldier. It is like a "mask" teenagers usually wear when they are in a search of self-identity. They want to cover their doubts and believe that they are what they want though actually they feel uneasiness within. It is, just like the green color of her uniform suggests, hope. Green is usually associated with growth; sensation; hope; fertility... (Guerin, 1979: 158). However, she later on found that it is not really her identity so that she took off her uniform and wore the same first costume, black shirt and white underwear. She was half girl half soldier. She was once again in a state of doubt, but then, with the help of Snake, pulled herself together and decided to be someone new as reflected by her costume, black shirt and trousers. She was a new person, a girl as well as a soldier.

In the same scene during her realization of self-identity she took out a Desert Eagle, a semi automatic handgun known for its weight besides its awesome performance since its parts mostly made of steel. This handgun is designed for

high accuracy and power, but its weight downgrades its performance for some shooters. Despite its popularity, the Desert Eagle is recommended only for those skilled with handling guns. It is a difficult gun to use for the uninitiated, but can be very accurate, powerful, and reliable in the hands of an experienced shooter (<http://www.metalgearsolid.org/gun>, cited on 25 May 2006 at 09.10 AM). For Meryl, however, the weight was not a major problem as shown in the scene showing Meryl taking out the handgun and changing the clip. This scene is captured using a medium shot to show the figure of Meryl from the waist up in order to focus on how she held the gun and changed the clip.



Picture 7

Completed with her quotation also suggests the same thing, it is obvious that she was familiar with that heavy weapon, and that she was not an ordinary girl.

Snake : C'mon. Use my .45.

Meryl : Listen, I've used a gun like this since I was 8 years old. I'm more comfortable with it than I am with a bra.  
(Meryl pulls a clip of ammo out of her shirt and reloads her pistol.)

Her preference of weapon tells us that she was a professional in the field of weaponry and shooting, however she was not in real battle since she was strong outside but weak inside.

She was just in a search of self-identity, and thought that becoming a soldier, just like her father, was her path. Though she had practiced using a gun since she was 8 years old and practiced soldierly things, she did not match a real battle. She, instead, always became the damsel in distress who needed to be saved by Snake many times. As she faced real battle and found how ugly war was and how weak she was she started to doubt herself whether it was really her dream to be a soldier. She eventually thought that it, becoming a soldier, was just an excuse for her for not having the courage to be herself, to make her own decision in life.

Woman : Don't move! So you killed the Chief. You bastard!

(Snake turns around to face the woman.)

Woman : Liquid!? No... you're not.

(Snake makes a sudden movement, he startles the woman.)

Woman : Don't move!  
(Her hands are shaking. Snake notices this.)

Snake : Is this the first time you've ever pointed a gun at a person? Your hands are shaking.

Woman : !!!

(Snake grabs the barrel of her gun and pull it to his chest.)

Snake : Can you shoot me, rookie?

Woman : Careful, I'm no rookie!!

Snake : Liar! That nervous glance... that scared look in your eyes. They're rookie's eyes if I ever saw them. You've never shot a person, am I right?

Woman : You talk too much.

Snake : You haven't even taken the safety off, rookie.

Woman : I told you I'm no rookie!!!

The dialog above occurs when Meryl and Snake met for the first time, but

they did not yet know each other. At this time Meryl considered Snake as one of the terrorists since after she had managed to get out of her cell, she found him in the cell of DARPA chief Donald Anderson with the chief himself lying breathless. She thought Snake had killed him so she, under the guise of the genome soldier she had knocked down, pointed her weapon to him. However, she showed great hesitation, her hands were shaking and her eyes were showing nervousness, when pointing the gun, and Snake noticed this. A close-up shot is applied to frame the weapon Meryl pointed to Snake in order to show the trembling showing the hesitation of Meryl.

The close-up shot shows very little if any locale, and concentrates on a relatively small object-the human face, for example. Since the close-up magnifies the size of an object, it tends to elevate the importance of things, often suggesting a symbolic significance (Giannetti, 1987: 8)

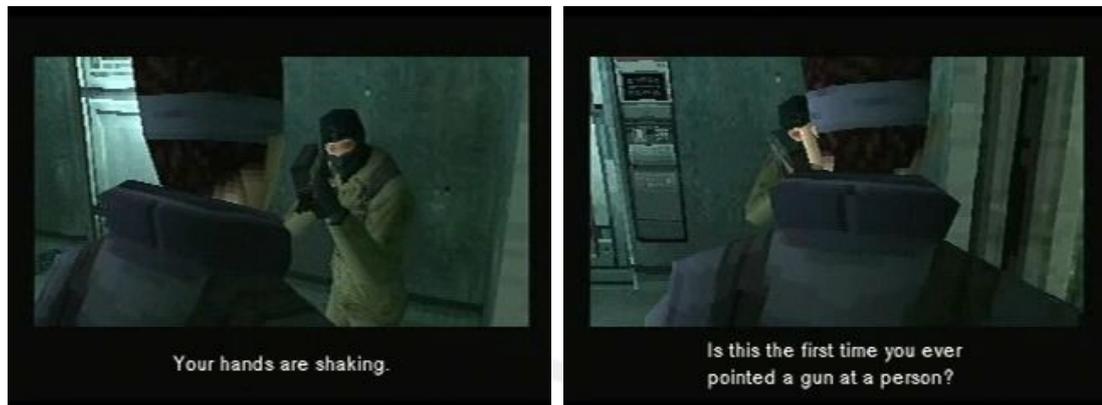


Picture 8

Over-the-shoulder shot is also employed with Snake's back to camera and Meryl facing the camera. It shows the domination of Snake over Meryl in a real mission.

The over-the-shoulder shot usually contains two figures, one with part of his or her back to the camera, the other facing the camera. This shot is useful as a variation of the standard two-shot, and was a

way of emphasizing one person's dominance over the other (Giannetti, 1987: 8).



Picture 9 and 10

He even held the gun, directed it to his chest, and asked her to shoot him, but she did not dare to do that, more over she had not yet taken the safety off. This condition was in contrast with her status of being a soldier and with the fact that she had trained herself to be a soldier since she was a kid. After this cut-scene the game continues with Snake and Meryl being surrounded by genome soldiers which applies bird's-eye view to show the inferiority of Meryl in real battle. Completed with the background music which gives the atmosphere of great haste and nervousness, the situation really suggests the inferiority of Meryl in real battle.

The bird's-eye view is perhaps the most disorienting angle of all, for it involves photographing a scene from directly overhead; In effect, bird's-eye shots permit us to hover above a scene like all-powerful Gods. The people photographed seem ant-like and insignificant (Giannetti, 1987: 11).

She had to take them out or else they would, but she was also in a hesitation until Snake told her to. Her condition was, in some ways, just like Americans who had to fight the soldiers from their Motherland, England. They, with no battle experience before, were left with no option but to fight them if they desired to

survive. Life is like a war and war is just a competition to survive. Just like America nowadays which has to offense other countries just to ensure the continuity of the country, Meryl had no option but to kill her comrades in order to survive.

Meryl : Got it. I'll be careful. Y'know... I don't use makeup the way other women do... I hardly ever look at myself in the mirror. I've always despised that kind of woman. I always dreamed of becoming a soldier. But I was wrong. It wasn't really my dream. My father... he was killed in action when I was younger.

Snake : You wanted to follow in your father's footsteps?

Meryl : Not really. I thought that if I became a soldier I could understand him better.

The character of Meryl reflects the myth of American paradox since all what she did was due to the uncertainties and conflicts she had experienced. Losing a father when she was still young made her grow up without a figure to follow, a person who should protect her and teach her a lot of things in life. As a result she grew up as a girl who did not really have a solid identity. She was in a state of confusion between becoming a person she thought she should be, a soldier like her father, or to be a person she wanted to be. In simple words, she was afraid of taking her own decision in life. With all the uncertainties and conflicts, she eventually became half herself, half soldier, neither truly a soldier nor completely a girl. She had lost many things a woman usually enjoys like using make up and loving a man for example, since she only concerned of becoming a soldier. However, when she was in a real battle she was in a great hesitation to kill her enemies. She was just like the Americans who left their motherland, England, and lived in the colonies in America. They only concerned of getting a new better life in the colonies. In the colonies they lost some of their characteristics they brought

from their motherland, kept some others, and developed new ones. They could not really separate themselves from their motherland in certain ways, but, in fact, they were separated from it in some ways. In the early time of their arrival in the Promised land, they were still under the authority of England, but later on they faced many uncertainties and conflicts that came from the new world and even from their very motherland. These had resulted in their realization that the things including laws, policies, and values, from their motherland were no longer suitable for them. They needed to govern themselves, as they understood more what they needed in the new world, and a revolution for independence was needed. This is like Meryl who finally realized that she needed to be some one new who dared to make her own decision in life as what she faced during the mission. She decided to help Snake in the mission. Meryl is the Americans and Shadow Moses Island is America, with all the uncertainties and conflicts as the word “shadow” implies as well as hopes as the word “Moses” implies.

Snake : So are you a soldier yet?

Meryl : I thought I was until today. But... now I understand. The truth is I was just afraid of looking at myself. Afraid of having to make my own decisions in life. But I'm not going to lie to myself any more. It's time I took a long, hard look at myself... I want to know who I am, what I'm capable of. I want to know why I've lived the way I've lived until now. I want to know.

In her effort in becoming a new person, just like the Americans, she faced many obstacles on her path, but with the help of Snake she managed to pass them. She felt very guilty when Psycho Mantis, one of the members of FOX-HOUND who had specialty in psychic ability, controlled her mind and used her to fight Snake. Just like any youths who are in search of self-identity, she started to doubt herself, but Snake convinced her. Search of self-identity usually deals with youth

and, in this case, Meryl was not an exception since she was still a youngster after all. Starting to find the answer for the search of his self-identity and feel convenient with it, reality gave him a different answer. Convinced by Snake, she gained a confidence in herself though lasts not for a long time. The next obstacle generating her doubt back was when they met Sniper Wolf, a lady sniper who was also a member of FOX-HOUND. Wolf shot Meryl and used her as a bait to lure him out. At this moment, Meryl tried to grab her gun and kill herself since she thought that she only slowed him down and brought him problem. However, she could not manage to kill herself since Wolf shot her arm as she tried to take her gun. The background music during this cut-scene is a desperate melancholic music suggesting how weak, fragile, and hopeless she was

Meryl : Snake.... leave me and run...

Snake : Meryl...

Meryl : I guess... I am a rookie after all...

Snake : Don't worry, Meryl. It's me they want.

Meryl : Even I know that, it's the oldest trick in the book. The sniper's using me for bait to lure you out.

Snake : Damn!!

Meryl : Shoot me, Snake!!

Snake : No!

Meryl : My gun... I can't reach it by myself.

Snake : Don't move!

Meryl : I promised... I wouldn't slow you down! I... I... I can still help... I want to help you!

Snake : Quiet down! Save your strength!

Meryl : I was a fool, I wanted to be a soldier. But war is ugly...  
There's nothing glamorous about it. Snake, please! Save yourself. Go on living and don't give up on people! Don't forget me... Now get out of here!

From the dialog above it is obvious that Meryl was in a great doubt of herself. She started to question herself as she could not be some of use for Snake, but even worse she was used by the enemy to lure Snake out. Put in such kind of position, she thought that the only solution for this problem was her death.

While Snake was away looking for a sniper rifle to fight Wolf, Meryl was taken by the enemies and tortured by Revolver Ocelot, FOX-HOUND member who was a formidable gunfighter and an expert in interrogation. During the torture, as implied by her dialog with Snake, she tried hard and managed to survive despite all the torture and, presumably, a rape. This time Meryl was no longer weak in spirit, but instead she fought hard so that she could meet snake again.

Snake : Meryl, it must have been terrible...

Meryl : It wasn't that bad. I didn't give in to the torture.

Snake : Torture?

Meryl : ...And things even worse than that... I was fighting too. Just like you.

Snake : You're a strong woman.

Meryl : Fighting them... made me feel closer to you. I felt like you were there with me. It gave me the strength to go on. But I was scared.

Snake : ...I'm sorry.

Meryl : Don't say that... But it made me realize something. During all the pain and shame there was one thing I was sure of... a single hope that I held onto... And that hope kept me alive...

Snake, I wanted to see you again...

From the dialog it is apparent that Meryl did not only endure a torture, but also a rape. Her words "...And things even worse than that" and "During all the pain and shame" when she told the torture she experienced done by Revolver Ocelot suggest that she had been tortured as well as raped. All of these show that Meryl had really done a great effort and had changed as a strong girl who no longer doubted herself since a torture and a rape are things really worst someone can bear, especially if they were done by an expert in torture. She wanted to prove that she could fight too, at the very least.

That Meryl hated war is also a paradox if it is associated with her obsession in becoming a soldier. She was already a soldier during the mission, but she said that war was ugly and felt hesitation in killing her enemies. These are something really contradictive since soldier is surely associated with war and war surely deals with killing. As mentioned previously that she really wanted to become a soldier and that it is not really what she wants but just her father path she wants to follow show that she acts paradoxically between doing thing for her country and for herself.

### 3. Hal Emmerich (Otacon)



Picture 11

Dr. Hal Emmerich, another main character in *Metal Gear Solid*, was the genius behind the creation of Metal Gear REX and also the lead engineer of Metal Gear REX project who did not even know the very true nature of the weapon he had created until he met Snake and got the information from him. He thought that, as his boss told him, Metal Gear REX was a tank mecha created for defensive purpose only. Knowing the truth, he started to pity his pathetic family history that could not be separated from nuclear. Revealed in the game that his grand father had worked on the Manhattan Project and his father was born on the day of Hiroshima bombing, and he developed a new weapon that could conduct nuclear attack. The truth about the weapon was more than enough to make him decide to help Snake destroying the weapon. Both Snake and Hal, since then, became friends and partners who supported each other during the mission.

The description of Dr. Hal Emmerich is just like any scientist in appearance besides his blue jeans and young-taste scientist robe which seems to be in contrast with the image of scientist who usually unfashionable. His liking

toward Japanese anime, Japanese animation, also seems to be contradictory to his status as a scientist as well as his title. He even preferred to be called as Otacon to his real name. Otacon stands for Otaku Convention, a convention held annually in Baltimore attended by Otaku, people who like Japanese animation.

Otacon : I became a scientist because I wanted to make robots like the ones in the Japanese Anime. Really, it's true.

Snake : Just sounds like a childish excuse to me.

Besides his costume that resembles the clothes of a scientist but in a modern and young taste, the fact that he is a devoted fan of cartoon and the fact that he is a scientist show a paradox since a scientist usually deals with non-fictional scientific things, and cartoon is surely far from them. This is the reflection of American Paradox which shows how America usually handles things. They use scientific reasons to cover up and justify their childish and selfish intentions, dominating the world and preserving their interest. The suitable example is the policy of "War on Terror" made by George W. Bush administration after the September 11, 2001 incident. The policy is not so much different from the Cold War in term that it can cause perpetual war. It is a tactic that can be brought to surface when it is politically needed by the US as a way to legitimize any actions it takes in engaging who it considers as terrorist. It can launch any attack in the name of fighting terrorism. It is a tactic since many terror suspects are targeted without any evidence. Moreover, terrorism is difficult to define. One may be a terrorist for some people, but a freedom fighter for other. In the term of the terror triggered, what the US triggers in fighting terrorism is probably greater than the terror triggered by terrorists.

His characteristics also show contradictions. As can be seen from his dialog with Snake that his real motives in developing Metal Gear was because he wanted to make a robot like in Japanese animation he often watched, a simple single obsession which seems childish. This was in a contradiction with the purpose of and the nature of the weapon which were not simple or even childish in all ways. He was a smart scientist, but was also like a naïve, innocent kid who had a simple way of thinking and easy to be deceived. He was like any other scientists in the beginning of the story in terms that he was second to no one in field of technology, but just a plain coward in battle or anything that may risk his life or involves violence. But after all the lies and uncertainties he experienced, he became someone new not only a “spectator in life” like he said to Snake. He did many useful things with his ability for Snake instead of hiding himself inside the locker like he did formerly. A brave coward surely fits him since despite his cowardice he still wanted to help Snake and even sacrificed his life for him.



Picture 12

The scene above puts emphasis on the cowardice of Otacon as he peed on his trousers when Fox was coming to him. The next scene shows that he hid himself inside the locker to make himself, just like a kid, safe. Compared to the

scene when he came all the way to Snake just to ask about love, this scene shows that he was a brave coward and that the condition that forced him to be so.

Emmerich became a real partner to Snake during the mission. All the lies he experienced from his superiors before and the uncertainties brought him to confusion that led him to paradox. Though he finally became a real partner to Snake, he was not in the early time after the fact about REX had been revealed to him. He helped Snake but not completely. Emmerich even fell in love with one of the terrorists, Sniper Wolf, probably under the effect of, as noted by Snake, Stockholm syndrome. He came all the long way to Snake just to ask whether it is possible for love to bloom in a battle field.



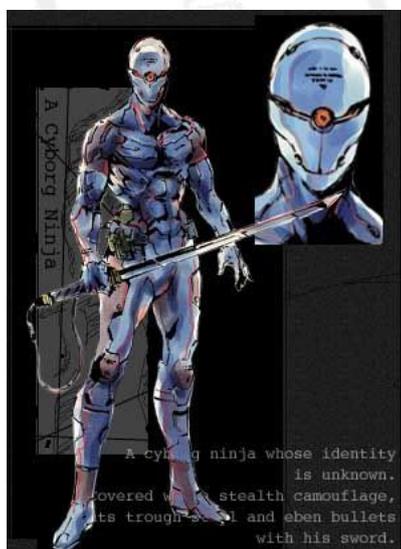
Picture 13

This scene is shot using over-the shoulder shot in which Otacon dominated the conversation asking about love. It tries to show, compared to picture 12, that he was also a brave man despite of all his cowardice so far.

He also asked Snake not to kill her when they were about to engage a battle. If Snake let her live means that he would have been the dead one since Wolf was a professional sharp shooter who would not let her prey alive. When she

was about to die in the hand of Snake, he found himself in a situation of confusion and started to question himself and Snake about what their real purpose in life was, what they were fighting for. In the end he, in his way to search for the answer, decided to keep helping and even sacrificed himself to help Snake and Meryl escape from the facility. He was the one who created Metal Gear, yet he was also the one who, though not directly, destroyed it. Just like America, he fought the enemy he had created. If it was not because America developed nuclear bomb and showed its overwhelming power with the consequences of having the weapon, other countries would not develop or at least would not be motivated to develop nuclear weapon. As other countries started to have the ability of nuclear weapon, it becomes, in some ways, America's enemy.

#### 4. Cyborg Ninja (Gray Fox)



Picture 14 and 15

Gray Fox, Frank Jaeger for the real name, was the right hand of Big Boss when he was still the commander of FOX-HOUND. He had also joined in Snake's

two previous missions though in different roles. In the first mission, Outer Heaven incident, he was sent by FOX-HOUND as the greatest agent at that time to infiltrate to Outer Heaven to find out about the possibly developed advanced new nuclear weapon. He was, however, missing during the mission, but could eventually be saved by Snake. After the fall of Outer Heaven, however, he disappeared leaving no trace. Not until during Snake's second mission, Zanzibar incident, Gray Fox suddenly appeared, but this time he was on behalf of Big Boss who had become a mercenary as well as General Commander of Zanzibar Island, a military nation with a group of strong mercenaries, surrounded by a tough fortress intending to establish its economic and military superiority over the entire world. At some stage in Zanzibar Incident, Grey Fox confronted Snake many times by controlling Metal Gear as well as by fighting hand-to-hand. Snake defeated him in the battle. He came up to the surface six years after the incident, this time he was neither alive nor completely dead. He managed to survive after Zanzibar Incident as he was "brought back" to life and used by the government as a guinea pig to do experiments on genetically modified soldier. His condition was much or less like Murphy as Robocop. He was made into a cyborg ninja, a ninja wearing an extra sturdy armor called exoskeleton, who got addicted to a kind of drug to keep him alive and to stabilize his condition. During the Shadow Moses Incident he acted as a friend to Snake as well as an enemy. By giving Snake useful information in his mission, he became a friend of Snake, but he did it in purpose to keep Snake alive so that he could do a final battle with him.

His codename, Gray Fox, was given to him as a sign that he was the best member of FOX-HOUND. It also implies his paradoxical characteristic as the

word “gray” suggests as a combination of black and white. In doing his role during the Shadow Moses incident he often showed paradox so that what he did seems to be good things as well as bad things. He provided Snake with useful information that helped him to accomplish his mission or saved him from dangers. When he was helping Snake he used Deepthroat as the codename until he met Snake face to face and hold a fight that he revealed his true identity as Gray Fox. He killed many members of the terrorist, with his stealth camouflage enabling him invisible and his high-frequency blade capable of cutting hard metal, without any significant difficulty. What he did seem to be a good thing, helping Snake to accomplish his mission easier, but on the other hand they were stepping stones to get him closer to Snake so that he could have a battle, thing he considered he was only good at, with him. The battle, however, did not end as the final battle for both as Fox wanted to be since his addiction to the drug he had been depending on made him run riot.

The roots of Fox’s paradox are presumably the conflicts and uncertainties in his past as a soldier and mercenary. As a member of FOX-HOUND he adored Big Boss very much so that he worked hard for the U.S like, in his perception, Big Boss did, but the fact started to betray him as he found out that the mastermind behind the conflict he was about to settle was the very person he respected. Internal conflicts and uncertainties must have haunted him so that he ended up in confusion between being patriotic or following Big Boss who understood him better as a soldier than the desk jockeys, hypocrisies, and betrayals in the government. This was probably the reason why he was suddenly failed to spot in the mission, since as an agent with his caliber the mission surely would not stop

him if Snake, as a new recruit, could do it. Though he was in the end saved by Snake and brought back to America still as the soldier of America, few years later he, on behalf of Big Boss, confronted Snake who was under the order of the U.S government. His decision to entrust himself to Big Boss was encouraged by the past of Big Boss who was used by the government as a tool for the sake of themselves even it means that anyone including Big Boss would be sacrificed if it is necessary. This indication can be seen from Fox's last words to Snake.

Fox : Snake, we're not tools of the government or anyone else! Fighting was the only thing... the only thing I was good at, but... At least I always fought for what I believed in... Snake... farewell.

The scene when he was saying his last messages to Snake is captured using wide-shot covering him lying helpless in the middle of the frame with the foot of REX about to crushed him. This scene is intended to show how important what he said since almost in the end of his life he chose to say that instead of other things.

His last words are also the notable quotation of Gray Fox. From this quotation it can be seen that he was tired of being used by the government as a tool that could only benefit the government no matter the order was right or wrong. In this case, he can be said as, completed with the fact that he was an outlaw, rogue-hero who defended the sub-group that is soldiers. The last scene of him is also a proof that he is a rogue-hero usually lives fast and die young. Until his death, he still fought for what he believed.

Rogue-heroes do live fast, die young, and (sometimes) leave a beautiful corpse, and in the course of doing so they act out the fundamental American fantasy of absolute personal freedom in a land of infinite frontiers, endless roads and limits set only by what the human body can withstand before collapsing (Nachbar and Lause, 1992: 329).

Another possible reason that also supports the reason above is his confession about his relation with Naomi Hunter. He probably killed her parents under the order of the government when he was still a young soldier. He managed to bring himself to kill her parents, but could not kill her and instead raised her. He might think that what he did was wrong, but he was in no position to refuse the order. That is why probably he realized that the government had used him like a tool. Then, he met Big Boss who, as explained above, understood him well as a soldier.

Fox : Because I'm the one who killed her parents. I was young then and couldn't bring myself to kill her too. I felt so bad that I decided to take her with me. I raised her like she was my own blood to soothe my guilty conscience. Even now she thinks of me as her brother...

Snake : Fox...

Fox : From the outside, we might have seemed like a happy brother and sister. But every time I looked at her, I saw her parents' eyes staring back at me... Tell her for me. Tell her that I was the one who did it.

During the Shadow Moses incident his faith, however, was no longer for Big Boss as he was already dead long time before so that he bowed down and became the slave of fighting as his real name, Frank Jaeger, implies. The word *Jaeger* in Germany means *hunter* while the word *frank* in English means honest or forthright or free, so Frank Jaeger means an honest hunter or a free hunter. A hunter who hunts enemies who could match him in fighting, and a free and frank one who pledges for no one but the fighting itself and what he had faith in. He, therefore, always fought for what he believed in, no longer for the government. His superiority in battle is shown by the high angle used to frame him in most of the scenes picturing him appeared in some actions, most of which are battles.



Picture 16 and 17

As mentioned before, he is depicted as having a red and blue colored robot-like body armor completed with a helmet that covers up his entire face with one mechanical eye in the middle front of it and a stealth camouflage enabling him to be unseen by enemies. With a high-frequency blade as his weapon of preference he seems like, much or less, a ninja. The point is that he is a robot as well as a human, dead as well as alive, a criminal as well as a hero. He was a cyborg who coldheartedly slew the genome soldiers, but he was a human as well as a friend who sacrificed his life for Snake when Snake fought Ocelot and Liquid, in this sense he was also a criminal as well as a hero. On top of that is the image of him, the red and blue colored armor, resembles the color of the clothes worn by cardinal and bishop; cardinal in red and bishop in blue. Cardinal and Bishop are considered as the chosen persons to deliver the teachings of Jesus with peace and to bring peace. He delivered some important information for Snake which were very helpful. This is surely in contradiction with his image as a robotic ninja armed with hi frequency blade which refers to violence, fighting, blood, and murder. Peace and violence. Red is also usually associated with blood, sacrifice, and violent passions; disorder whereas blue is usually associated with

something highly positive, truth, religious feeling, security, and spiritual purity. (Guerin, 1979:158). The blue color dominates the front part of his exoskeleton body while the red color dominates the back part. An obvious meaning of this is that blue represents his positive good intention, truth, and spiritual purity of helping Snake to eliminate the terrorists, but behind all of that, as represented by the red colors in back, his violent side, the desire of fighting and killing, is still very much with him. Those colors are also the colors of American flags, meaning that Grey Fox is the representation of America while all the characteristics above are America's characteristics that show paradox.

As described in some scenes how he slew the genome soldiers without mercy using his blade. The scenes are shot using extreme wide shots and over-the-shoulder shot with low angle to show the magnitude of Grey Fox in battle over the genome soldiers.



Picture 18 and 19

Extreme wide shot is used to get the sense of the surrounding engulf the human figure. This technique is used to show the corpses, cracked walls, bullets-damaged walls, and blood stained walls and ceilings. All of these, completed with low angles and frightening background music, show how superior and violent he is in fighting and also how hard the genome soldiers had fought him.



Picture 20

Medium shot with panned camera movement show the damages caused by Gray Fox by still focusing to him. This scene also suggests how violent he was.

His contradictory thoughtful and violent sides were also pictured in his final meeting with Snake when both of them had to face the real power of Metal Gear Rex piloted by Liquid. In this scene the thoughtful side of him was revealed. He told Snake everything about the truth of his relationship with Naomi. The scene is shot using wide angle to get the sense of the surrounding engulf the human figures. Before the conversation, Fox came when Liquid, piloting Metal Gear Rex, moved in to crush Snake but Grey Fox leaped out of nowhere and held up Rex's foot while Snake moved away. Fox then leaped away and fired a few shots into the Radome, a kind of radar, of Metal Gear Rex so that it did not work properly. He landed calmly behind the box where Snake was taking cover. At the very time he told Snake, Liquid attacked the surrounding frantically using the Metal Gear as the radar was damaged. Even in a situation like that he still had the time to tell Snake about his past, Naomi's past, and his guilty feeling to her he had kept for so long. Saying all the truths, he asked Snake to tell to Naomi he was the murderer of her parents. A great soldier, a trained killer, and a mercenary, but felt so guilty for the rest of his life for the murder he had accomplished.

The reason why he killed many genome soldiers and helped Snake was one and the same, to fight for and prove what he believed in, that soldiers are not tools of the government. In reaching his goal, he did many paradoxical things.

## 2. FOX-HOUND

### a. Liquid Snake



Picture 21

Liquid Snake, often referred as Liquid, is a brother to Snake in term that they were born out of the same secret genetic cloning project done by the U.S government. Short after his birth, he was brought to England to live there. During the Gulf War in Iraq, he served the British SAS (Special Air Service). He also worked as a sleeper agent for British SIS (Secret Intelligence Service) and secretly infiltrated to Middle East, but was captured by Iraqi forces and taken as a Prisoner of War until America rescued him. Later on he joined FOX-HOUND after Campbell and Snake had retired from the unit. He earned the position of field commander of FOX-HOUND due to the attribute of a genius he had, an over 180

IQ and seven languages mastery. His magnificent ability in fighting did also count in earning his position.

During his term in FOX-HOUND, he was provoked and led to believe by Revolver Ocelot, his trusted fellow who was actually a double agent working for America and Russia, by telling him the truth of his past, Les Efants Terribles, and that he was the inferior one sacrificed to create the superior best soldier Solid Snake, though the truth is that he was the superior one. He fell in the conspiracy plotted by the U.S president, Solidus AKA George Sears, and Ocelot, and did not realize it until the end of his life. Seen from this case, the paradox he bears is that on the one side he was a genius, but on the other side he was a helpless moron who could be easily manipulated and deceived. His hatred to Snake made him to take revenge on him and on the world and to take revenge on the government who had used and considered soldiers merely as tools to benefit themselves. He desired to bring conflicts and wars to the world as well as to bring honor of their existence. This was all Big Boss' dream.

Liquid : Just because you've destroyed Metal Gear doesn't mean I'm done fighting.

Snake : Fighting? What are you really after?

Liquid : A world where warriors like us are honored as we once were... as we should be.

Liquid : It was his dying wish! When he was young, during the Cold War, the world needed men like us. We were valued then. We were desired. But things...are different now. With all the liars and hypocrites running the world, war isn't what it used to be... We're losing our place in a world that no longer needs us. A world that now spurns our very existence. You should know that as well as I do. After I launch this weapon and get our billion dollars, we'll be able to bring chaos and honor... back to this world gone soft. Conflict will breed conflict, new hatreds will arise. Then! ...we'll steadily expand our sphere of influence.

His notable quotation “A world where warriors like us are honored as we once were... as we should be” help tell us that he is a rogue-hero who defended the sub-group of soldiers, in this case genome soldiers. He was an outlaw who defended the sub-group over the mainstream. Moreover, he did live fast and die young. A man who had been a citizen-hero turned out to be a rogue-hero.

His paradox, however, can be easily seen through his comparison with his brother, Snake. First of all is their name, Solid and Liquid. As mentioned in the previous analysis, Solid refers to Snake’s firm and strong will so that even though he was betrayed so many times by his superiors he never gave up to help his country. The word liquid, thus, refers to the opposite one, that is something weak and fragile, just like Liquid with all his great reputations, but could be easily deceived with something he did not really know, his past, so that changed him from a hero into a criminal. Unlike Liquid, Snake did not really care about his past. He just did what he could at the moment. Secondly, his current role as a leader of terrorists is also in contradiction of Snake’s role as a hero. He was the man expected to be a hero for America, but turned out to be the menace for the very country that created him. Even Liquid himself noted their contradiction by saying that Snake was the brother of light while he was the brother of dark.

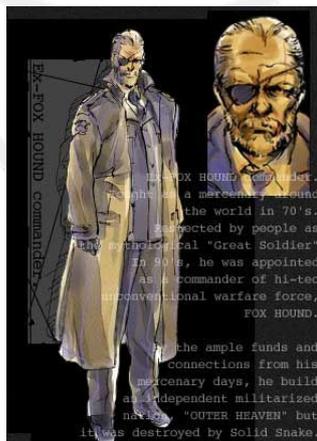
He is like the immigrant from England who came to the Newfoundland to seek a better life. As mentioned before that he was taken to British shortly after his birth, this what made him a British soldier, but then when he was captured and taken prisoner by Iraq, there was nothing his country could do to save him. Not until America saved him that he got a better life as well as a better position in military. Since the time he became an American and the soldier of the country.

The real condition, however, was not always like what he predicted. This is like many immigrants who came to America to avoid the conflict in their native country or to get a better life in America, but the reality often betrayed them. As he got a better life in America, the fact about his past was revealed so that he faced confusion leading him to turn to rebel against America. He had not known his own past. As he knew, his past did pretty shock him. He then realized that he had been used by the government as merely a tool, thing that made him hate the government. As shown before in his battle with Snake, he revealed to Snake about the truth about the mission and the sending of Solid Snake and told him how stupid he was, did not know being used by the government as a tool. Then after the battle with Metal Gear he once again expressed his hatred to the government by saying that they just used soldier like him as a tool. He also gave the example of the government selfishness by telling him the truth about the Gulf War syndrome. The Gulf War syndrome that hundreds of thousands of returning soldiers complained about was, he said, a side effect of the soldier genes secretly injected to them. They were also guinea pigs of gene therapy experiments done by the government. The cut-scenes when he was saying this are taken from real records of the Gulf War. This technique of combining a real movie with cut-scenes in the game is used to give emphasis on what is concerned, to support Liquid's argument.



Picture 22, 23, and 24

His physical appearance was depicted similar with Snake with only differences of the skin tone and hair. His costume was (picture 21) very similar to the costume of his father, Big Boss (picture 25), but without the high-rank uniform inside. He wore soldier trousers without any costume for his upper body reflecting that he was a strong but naïve soldier.



Picture 25

The tattoo on his left hand was a tattoo of Rod of Asclepius with the Rod replaced with sword. The Rod of Asclepius is the symbol of god of medicine with the pictures of snake entwined a staff. The snake symbolizes the poison that is also a good medicine while the rod symbolizes an authority. In the case of Liquid's tattoo the snake symbolizes the same thing while the sword symbolizes power or strength and a warrior. Something to heal and something to destroy. On one side he was obsessed to cure his "families", the genome soldiers. It was a kind of good thing. On the other side he was an unforgivably cruel person who wanted to bring chaos and war in this world.



Picture 26

## b. Revolver Ocelot



Picture 27

A double-agent working for US and Russia who, under the order of the US president, provoked Liquid Snake to revolt, along with his unit, against the government. The codename *Ocelot*, a kind of big wild cat, implies that he was like any cat who was a philanderer to its master, but he was wild so that his masters, America and Russia, could not completely control him. Sometimes he acted as he wished. He was a formidable gunfighter and an interrogation specialist whose likeness toward gun was presented by his way of clothing, American cowboy-style clothing. The Colt Single Action Army was his weapon of preference though at that time many more advanced weapons were available. The gun required a long time to reload so that made him vulnerable to be shot by enemies, but it was because of this tension of reloading the gun that made him decide to use this weapon. His codename Revolver, however, suited him perfectly in the field of shooting. In the field of interrogation, he was a maniac as well as a sadistic who enjoyed the pleasure of torturing people very much. He crippled the Arms Tech

president Kenneth Baker, killed the DARPA chief Donald Anderson, and raped Meryl during his torture to them.

His status as a double agent was the very reflection of paradox. As we know that America and Russia are countries that are contradictive one another. It was possibly because his past that was not too far from both countries history. He was born with the mother of an American and a father of a Russian. His mother, The Boss, was the legendary soldier before Big Boss who was also Big Boss' mentor while his father was a Russian soldier who teamed up with The Boss when both countries were allied during the World War I. The shocking thing is that after the victory of the allied forces with the help of the Boss and her team, she was ordered to kill her husband, a Russian soldier, by the government for some reasons. Blood of America and Russia flowed within him. He was an American as well as a Russian as well as his status as a secret agent. He did all of this in order to survive so that either government would not kill him since both governments knew his past. Had he worked only for one of the government, the other would hunt him down.

He was the first member of FOX-HOUND snake had to face during the mission. He was torturing Kenneth Baker when Snake came and confronted him. In this battle he fought Snake as a formidable gunslinger. The battle, however, did not meet its end as Gray Fox interrupted it by coming suddenly, cutting down Ocelot's right arm, and releasing Kenneth Baker from the stringed C4s attached to him as a trap. In this scene we can see how Ocelot enjoyed torture very much. He attached so many strings on his body. The strings were connected to C4s as a detonator so that the C4s would explode as one of the strings was touched, a way

that seems too much to kill a man. What is so paradox about his likeness in torturing is that he was a loyal agent, as revealed in the game and for other article, for the US, but he dared enjoyed to torture and kill persons who were important for the US. The scene of Baker being strung with C4 is captured using wide shot to put emphasize on Ocelot's sadistic side.



Picture 28

By being paradox he could survive and also do whatever he wanted without any fear since the two countries behind him were two superpowers.

### c. Sniper Wolf



Picture 29

Born as a Kurd, Sniper Wolf had to face the cruelty of war even when she was in her early age due to the Iraq-Iran War and Saddam Hussein's troops' gas attack. She had to witness the deaths of her families and friends before her eyes. That was more than enough to put her in a great fear, confusion, and hatred that resulted her in growing with revenge to the World as when it happened to her and her people the governments of the world turn their eyes blind. During all the worst times, a man came to save her and bring her to the U.S to end her misery. A man whom she considered as Saladin, a hero of Kurdish who defeated crusaders in the 12<sup>th</sup> century, was none than other but Big Boss. Being very grateful for his help, she bowed down to him and followed him as his underling. Her loyalty to Big Boss, however, had to come to an end as Big Boss died in the hands of Solid Snake. Being a lordless soldier, she eventually became a member of FOX-HOUND as Liquid convinced her to.

During the game, she showed her hatred to the world and America several times. She considered all Americans are hypocrites without realizing that by the time she said that, she was already an American. Her hatred to America was also because in her past, America, which was considered as the world police, did nothing to help her people. She thought that every single thing did by America was not as good as it seemed but just actions with hidden motives. This also contributed to her hatred to the world.

Her costume was, like Snake, in gray that also suggests that she owned contradictory characteristics; lover and hater and tough and weak. She was not born as a person with hate, but her condition in the past turned her to be so. Her choice of weapon was *Heckler & Koch PSG-1* which was notable as a formidable German rifle for sniping, but that was not the only notable thing from the weapon. It was also notable for its history of creation. It was created by the Germany government as an answer for the threat of terrorism, Munich massacre, that police could not handle. A terrorist used a weapon created to fight terrorists. It is like America who used the name of justice and peace to justify its actions no matter they are right or wrong.

On the one side she hated war since war brought great misery, but on the other side she joined the terrorists that could possibly bring war and even greater than that. She used her miserable past as a reason to take revenge to the world and to justify her actions of terrorism.

She knew that joining the terrorists was a wrong thing, but she needed to since she needed a chance to take revenge on the world, and joining them was the only way. Had she not acted paradoxically, she would never have come to her

goal, taking revenge. As death was about to pick her up, she said that she had done wrong and brought shame to her people.

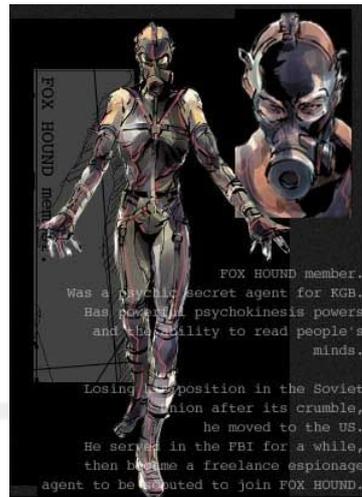
Wolf : I became a sniper... hidden, watching everything through a rifle's scope. Now I could see war, not from the inside, but from the outside, ...as an observer... I watched the brutality... the stupidity of mankind through the scope of my rifle. I joined this group of revolutionaries... to take my revenge on the world. But... I have shamed myself and my people. I am no longer the wolf I was born to be... In the name of vengeance, I sold my body and my soul. Now...I am nothing more than a dog.

The scene was captured using wide shot technique with low angle to view the lying helpless Sniper Wolf who was about to face her death. The shot put the characters at some distance from the camera; they are seen in full within their surrounding environment. Wide area of snowfield with many casuarinas trees, night sky, and falling snow completed with melancholic background music, this seems to be the contemplation of Wolf for what she had done and experienced. This scene also shows the real Sniper Wolf.



Picture 30

#### d. Psycho Mantis



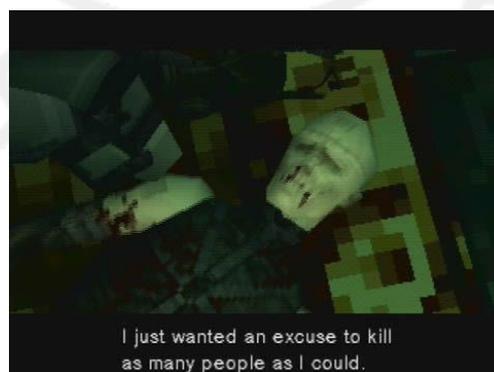
Picture 31

Psycho Mantis was the member of FOX-HOUND who had a natural psychic powers since he was a kid. Born as a gifted child, he became an unhappy child since Mantis could read people's minds, and the worst thing was that the first person he read was his father. He was shocked as he found out that his father despised and hated him due to his mother's death when she was giving birth to Mantis. His fear that his father would kill him resulted in his psychic powers came out uncontrolled and ended up in his village engulfed by fire and the death of the people in his village.

The KGB took him and made him work for them with his powers as a spy. After the collapse of the Soviet Union he had nowhere to go, so that he moved to the U.S and worked for FBI. During his time in FBI he had to probe the minds of criminals especially killers in order to reveal the truth about their crimes. Unfortunately, he probed too far on one of the killers he dived into resulting in his mind being contaminated by the mind of the killer and his becoming of a maniac in killing. This created another personality, alter ego, of him called the parasite.

To control this alter ego, he had to use his psychic powers, resulting in the great decrease of his psychic powers. Since then, he wore a mask in order to cover his damaged face due to the burn and as one of the ways to prevent others' minds to influence him.

He was recruited then by FOX-HOUND after he left FBI where he worked to brainwash the genome soldiers and boost their morale. In this unit he, however, let the parasite to freely control him so that he earned even greater powers than before in exchange of his real personality consciousness. Though it seems that he was part of the revolution of the terrorists, he never agreed to it but just wanted to have an excuse to kill as many people as he could. The scene when he was saying this is shot using close-up shot with high angle. The shot gives emphasis to the importance of a particular character at a moment in the game. Besides, the connotation given can be intimacy, of having access to the mind of Mantis. This is like some kind of confession from Psycho Mantis before he met his death. His real face is shown in this scene which suggests that he must have been through hard things in his past.



Picture 32

His paradox is understandable as he had to face the uncertainties and confusions even when he was still a kid. As a kid growing up with fear and without guidance,

he needed to be paradox if he wanted to survive. He did it. This depressing past grew along with him until the very day the mind of a series killer influenced him. Moreover, he had to face another problem that is his other personality. He was left with no other choice but to let his other personality control him since only by doing so that he could survive.

He was depicted as wearing tight black suit and a gasmask. The tight suit shows clearly the shape of his thin body telling that he had undergone a hard life. The tight suit and thin body also gives him high mobility as by having them, he could use his psychic power to lift and move himself somewhat floating in the air. He could also use his psychic power to make him invisible. What these imply is that he was just like Americans who underwent hard life in his native country. In the new country where he lived, he also found that life was not easy so that he had to do anything, even though bad things as reflected by the black color, in order to survive. On the one hand he helped the government by joining FBI and FOX-HOUND, but on the other hand he just wanted a place and excuse to kill.

### e. Vulcan Raven



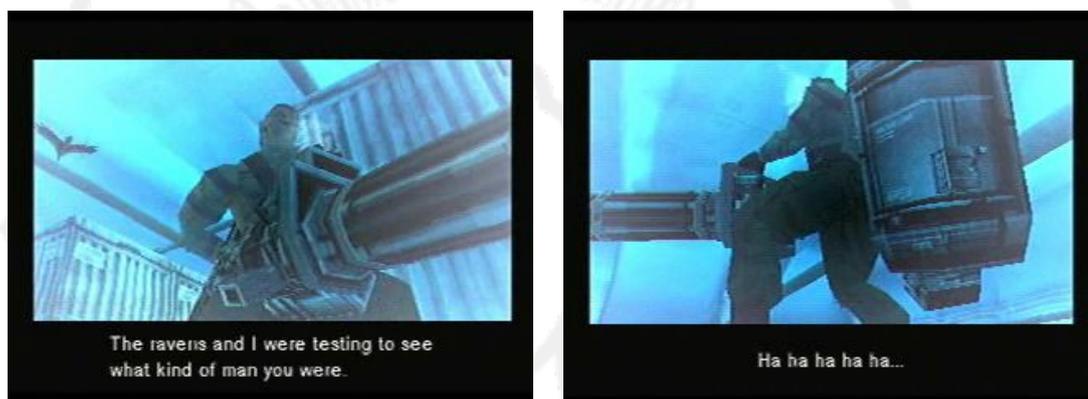
Picture 33

Vulcan Raven was the only Inuit Indian in FOX-HOUND. He, who was a giant in appearance, was a shaman who had supernatural power and great strength. The contradictive things from his appearance is that he was an Indian Shaman, but he used M61 Vulcan, a machine gun usually mounted on modern fighter jets, with a very huge barrel of ammunition as his weapon. This is something contradictory as his status as a shaman who usually deals with magic, supernatural things, and many traditional and natural things Indian usually do are in contradiction with the modern scientific thing like M61 Vulcan. Not only that, his first battle with Snake also suggests the same thing, he piloted M1 Abrams tank which was known in the military as one of the great modern tanks. The scenes when he was piloting the tank are shot using medium shot with low angles to make the tank and Raven authoritative and superior in using modern devices.



Picture 34 and 35

In his second battle with Snake, the same shot and angle are also often used to frame him with the M61 canon.



Picture 36 and 37

As an Inuit he worshiped raven as the creator so that he tattooed his forehead with the symbol of a raven. He explained the habit of ravens that ravens are not scavengers, but they are just returning something which is no longer needed in this world. It usually eats the corps of dead animals that one the on side seems something bad, but good on the other side. This is also what was in the mind of Vulcan Raven when he was joining the terrorists. He wanted to return everything that is no longer needed in this world, and that something is the governments of the world that have created many destructions in the world. He wanted to end the

destruction in the world by bringing another destruction, thing that is surely a paradox. He is just like America that wants to bring peace by war.

#### f. Decoy Octopus



Picture 38

Decoy Octopus was one of the members of FOX-HOUND who had specialty in disguising as his name Decoy implies. He also joined the revolt and disguised himself as DARPA chief Donald Anderson who was killed during the torture by Ocelot. His mission during the revolt was to disguise himself as Donald Anderson and try to get information from Snake on how to override the security system of and to activate the Metal Gear Rex. This mission however became the last chapter of his life as when he got in contact face to face with Snake, he died of FoxDie virus secretly injected to Snake.

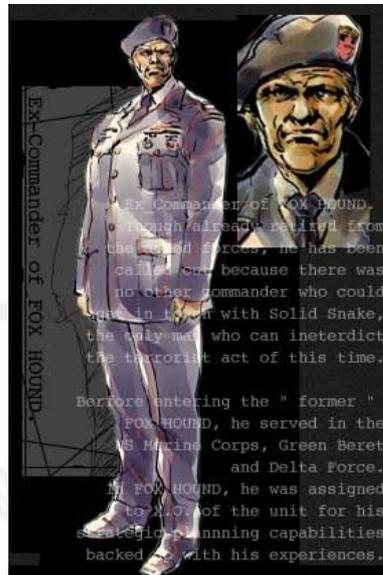
He died in his first appearance in the game leaving a great mystery about himself. His personality, however, can still be traced through his short appearance in the game. He was surely perfectionist in the filed of disguise that can be seen

form physical appearance which has no ears on his head. This is presumably due to his job as a person who devoted himself in the duty of disguise since by doing so he could perfect his facial appearance whenever disguising as someone. Another thing suggesting the same thing is the corpse of the real DARPA chief Donald Anderson who was found by Snake had been died and his blood had also been drained. As explained by Mei Ling that the Chief was also injected by GPS transmitter in his blood so that his position would be caught by Snake's radar if he was nearby. The fact that the fake Chief's, Decoy Octopus, position also appeared in his radar means that Octopus had drained Donald Anderson's blood and injected it to himself. The most convincing evidence that he was perfect in disguise is that no one knew that he was the fake DARPA Chief until Raven and Liquid revealed it to them. In short, when he got a target, he would mimic to the details.

His existence resembles America. It has many faces in term that most of Americans are immigrant who have various and different cultures so that they at once have many characteristics yet they do not have any of their own or in other words which one is the real America's is questionable. America is world police, superpower country, and democratic country yet it is also known to the world as a country seeking influences and benefits for itself. To determine which is the real America is surely difficult, perhaps one of them, all of them, or even none of them. Octopus acted and behaved like someone or anyone else depended on the situation and condition so that he could manipulate and deceive his target as if he was the person his target knew. By doing so he would get what he wanted.

### 3. Supporting Characters

#### a. Roy Campbell



Picture 39

Roy Campbell, Snake's commanding officer during the mission, who was a friend to Snake and a father as well as an uncle to Meryl. His joining to the mission was mainly motivated by personal reason as his niece, biologically his daughter, was imprisoned by the terrorists during the incident because she did not want to join the revolt. It was revealed later that Meryl's joining to FOX-HOUND and her coming to the island were all a ruse set up by the government in order to make Campbell involved in the mission so that Snake could also be brought in. Everything went well as Campbell finally joined the mission and could successfully convince Snake to believe that he was really needed for the mission.

During the mission, he hid many truths from Snake though he eventually revealed one by one. He was in no position to reveal them all from the very beginning since he was in a state of confusion and uncertainty between prioritizing Meryl's safety or helping Snake and telling him the truths. He

gradually decided to do both of them as he realized how important Snake existence was. In the end, he helped Snake and Meryl escape from the island by giving order to delay the nuclear attack targeted to the island under the order of the Secretary of Defense so that it brought confusion and gave Snake and Meryl some time to escape. The attack, however, never happened as the Secretary of Defense was put under arrest and forced in early retirement with the accusation that all of these were his acting alone. After the incident was over, he helped Snake and Meryl by letting them go, but officially reported that they were dead. That was the only thing that could save them from being pursued by the government.

He was depicted as an old soldier who had great reputation in his career as a soldier. As stated in the prologue that he had a couple of run-ins with Snake in some important missions. He served in the U.S Marine Corps, Green Beret, and Delta force before he joined FOX-HOUND and eventually became the commander of the unit due to his excellent strategic planning capabilities. All of the great reputations were contradicted with the fact that he was only an old retired soldier taken out of his retirement for the mission. Looking at his appearance, he wore a high rank soldier uniform with the color of purple. What is so apparent from this is that purple according to Longman is a dark color that is a mixture of red and blue (2005:1331). Red and blue are the colors of American flag, but the combination of both creates a dark color. What implicitly lies within this is that he was a noble patriot, but patriotism that went too far and in a wrong way would only result in being paradox as the dark color suggest.

He was a soldier who was already old and an old man who was still a soldier. As an old man he concerned a lot with his personal motive of saving his niece whereas as a soldier he also concerned with his country. Snake words “that’s not very soldierly” suit his paradox well. He was a soldier, yet not a complete soldier. The paradox was needed in order to survive to get both objectives. If he revealed the truth about Metal Gear to Snake from the very beginning Snake would probably refuse the mission or the military would silenced him forever so that Meryl had no chance to be saved. On the other side, he knew that this mission, disregard of the conspiracy, was very important for his country and he also knew that what he did was wrong for the constitution and for his friend, Snake. This condition is surely like America in the slavery era. It is stated in the Declaration of Independence that all men are created equal, but in fact, some Americans in the slavery era betrayed the very conception they had made by practicing slavery. This was due to the contradiction between ideal and fact. What is stated in the Declaration of Independence is the ideal while what the people, especially southern Americans, faced at that time is the fact or reality. The fact forced them to practice slavery since Americans, especially in south, needed Blacks to work on their vast farms.

He can be said as a coward brave man who used patriotism as his excuse for circumventing the Constitution. Even worse, the real motive behind his joining in the mission was not patriotic by all means, but very personal.

## b. Naomi Hunter



Picture 40

Naomi Hunter was the chief of FOX-HOUND's medical staff and an expert in gene therapy who was assigned in the mission in Shadow Moses Island as an advisor of any information about FOX-HOUND members and Genome soldiers. She was a beautiful lady having high intelligence and position which seem to make her almost a perfect woman.

However, the truth about her personal background and her joining the FOX-HOUND and the mission were pretty shocking to Snake. They were all about revenge. Her personal background is revealed to had been bought in order to get her position so that she had more chance to take revenge on Snake as well as her intention in joining both FOX-HOUND and the mission. The story started in 1980's when she lost her parents during the Rhodesian Civil War which ended her up in being adopted and raised like a sister by a young soldier named Frank Jaeger who was also known as Gray Fox when he found her at the Zambezi River. The two lived together in Mozambique until Big Boss took them to the U.S.

During their living in the U.S, Fox was once again called for duty in Africa by Big Boss, leaving Naomi alone in America. Not until his mission in Zanzibar Land, years later that Naomi could eventually met him again, but this time in a crippled condition after the fight with Solid Snake. Since then, hatred and revenge started to grow in her heart turning her into a person seeking for revenge as her goal in life.

As the first step, she bought her identity and studied genetics with the consideration that she could, partly know her past, join FOX-HOUND, one step closer to her goal. While working in FOX-HOUND, she worked on gene therapy projects and developed FoxDie virus apparently under the order of the Pentagon. As the Shadow Moses Island incident came, she got the chance to take revenge on Snake. She shot the FoxDie virus to Snake not for personal motive, but as part of the mission. It was designed to kill Snake after completing the mission. She, however, made changes to FoxDie program without no one knew what they were. It was probably she felt a doubt within herself about what she had thought of him. During the mission, she found out that Snake was not as bad as she had thought so far. Knowing the truth about Snake she started to be acquainted along the mission so that she told him about her past, her twisted obsession to take revenge, and the truth about FoxDie virus, thing that made her placed under arrest.

The confusions and uncertainties she faced during her life was the main root of her paradox. Losing her parents even when she was still a kid made her life a great misery, as she could not even remember who she was, what her parents looked like, and even her name. As Fox raised her, she started to felt happiness though lasted not for long. She started to search her real past and take revenge to

a person who she thought had taken her happiness with expectation that she would get a more happy better life. This condition was just like the condition of Americans their early time in the land of freedom. Just like the early Americans who faced many uncertainties and problems in their motherland and expected to get a better life in America, she expected to get a better chance to reveal her past and to take revenge that would never come to her if she had remained in Zimbabwe or Mozambique. Upon her coming to America she started to get a light for her goals, but the realities forced her to live in confusions. The genetics studies she thought would bring her to her past failed, the revenge to Snake she had been waiting for was not like what she had expected, her superiors brought her more uncertainties and confusions. These are just like the early settlers of America who found out that the land they relied their hopes on was not always like what they had thought.

Facing these, Naomi started to act paradoxically between taking revenge on and saving Snake and vice versa. Formerly she acted paradoxically by helping him but with the real purpose of taking revenge. She helped Snake with injections said to help him during the mission and with information. The reason why she acted paradoxically was because if she did not do it she would never had a chance to take revenge. Had she confronted him directly, she would have been history. The second paradox is that she wanted to take revenge on him, but instead saved him. This was triggered by the facts that Snake was, no matter what he had done to her brother, the only man who could save the world from the terrorists, that Snake was not like she had thought, that her brother needed him to fulfill his

ultimate goal, and that the superiors she trusted betrayed her. She injected him with FoxDie virus, but she altered the program of the virus

#### 4. Minor Appearances

##### a. President George Sears (Solidus)

As revealed in the story of the game, ten years after the obliteration of Metal Gear, it was America who secretly developed the new type of Metal Gear, Metal Gear REX, under the support of American military and the supervision of the president of the United States of America, George Sears (fictional president). He was one of the products of *Les Enfants Terribles* and also a brother to Snake and Liquid who was in charge as the president of the United States during the Shadow Moses Island. Among the three, he was the mediocre one in term that the dominant and recessive genes of Big Boss within him were in a balance. He was the mastermind behind the incident whose appearance in the game was very mysterious, in a brief, voice-only conversation between him and Revolver Ocelot, as part of the ending of *Metal Gear Solid*. When he was conversing with Ocelot, the screen is black with only the title of Metal Gear.



Picture 41

This is used to bring up the atmosphere of mystery of who was speaking. By means of which, the revelation of his identity as the president of the U.S will give a great shock to the player. Though he did not appear physically in the game, his existence was very crucial for the story of the game.

He ordered Revolver Ocelot to attain Metal Gear Rex for his, partly, individual purpose though actually he was, as the president, also behind the development of this weapon along with Secretary of Defense who then also brought DARPA chief and ArmsTech President in the conspiracy in order to preserve America domination in the world especially in the field of technology, weaponry as well as military. The American Paradox reflected by Solidus can be seen mainly from the fact that he was the President of The United States when he took part in the development of the weapon and plotted the conspiracy. On the one side he wanted to preserve America's interests and domination in the world, but on the other side he wanted to benefit himself by planning to use the weapon to make him the ruler of the world.

The American paradox reflected by Solidus is the paradox of many Americans especially related to their expectation toward the president they elect. They, at once, look forward to a president with good personalities as well as a forceful and hardhearted president in order to preserve their interests and superiority. The U.S. president serves as a symbol as well as political leader of the nation. Thus on the one side he should be a good characterized person as the symbol of the nation, but as the leader of the nation he should do anything for the sake of the nation even though it is forceful, cruel, or even manipulative and deceiving things.

The electorate's expectations of the U.S. presidency are not only ambiguous—they are often contradictory. Americans generally want a “good person” in the White House—some one honest and trustworthy. Yet they also like tough, forceful, perhaps even ruthless presidents (Lipsitz and Speak, 1986: 375).

All of this, added with the ambiguous nature and range of presidential powers and responsibilities, has forced presidents to push their power limits time to time, and thus American Paradox.

In the surface Solidus was a president that desired peace as mentioned in the game that he was about in the process of ratifying START 3 with his Russian counterpart and was also very vocal in his opposition to eugenics experiments. As a matter of fact, it was all just hypocrisy since secretly he, with cooperation of DARPA (Defense Advanced Research Projects Agency) Chief and ArmsTech, an arms manufacturing Company, developed a new weapon that can launch nuclear warheads from anywhere on earth. Moreover, he also took part in the genetically modified soldiers project. He did all of these partly because he wanted to protect America from any threat which might attack America. As stated in the game that to maintain America's policy of deterrence, an overwhelming weapon is needed with the consideration that Russia and China, the communist nations, still maintain a significant nuclear presence and that complete nuclear disarmament is impossible.

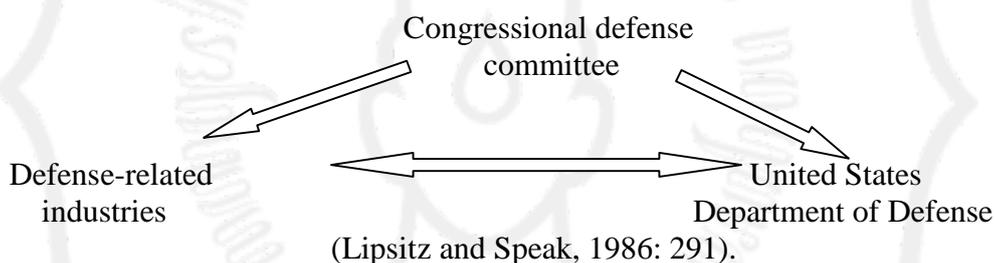
By doing all the hypocrisy and conspiracy he served the American Paradox well. He did presidential abuses of power and violated international treaty.

Presidential abuses of power fall into three categories: (1) betraying the public trust, when the president and/or his aides deliberately mislead the public or arouse public emotion in a manipulative way; (2) undermining the separation of powers by usurping functions that properly belong to

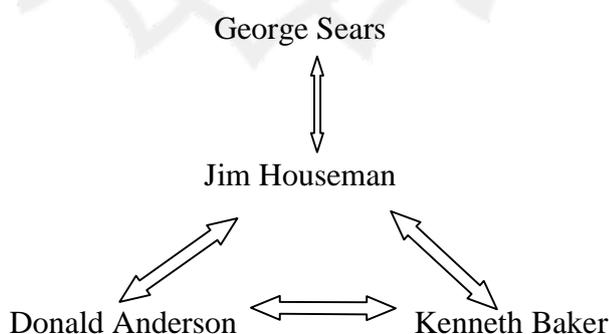
Congress or the courts; and (3) manipulating the political and legal processes (Lipsitz and Speak, 1986: 375).

He betrayed public trust since in front of the public he was very vocal on arms reduction and prohibition of eugenics experiments, but did the opposite things behind. He did not only betray public trust, but also violated international treaties which once goes public will harm America's reputation. He undermined the separation of powers by usurping functions that properly belong to Congress since developing weapons is under the authority of Department of Defense and Congressional defense committees in cooperation with defense-related industries, not the president.

**The Traditional Iron Triangle**



He, however, became the mastermind, with the secretary of defense, DARPA chief, and ArmsTech president, of the black project. The conspiracy can be clearly described by the diagram below:



George Sears, apparently knowing the bribe done by Baker to Anderson, made a conspiracy with Jim Houseman to develop the new nuclear weapon and then houseman continued this to Donald Anderson as the DARPA Chief without telling him that the President was also involved in this. The DARPA Chief than in collaboration with Kenneth Baker who had the idea of Metal Gear REX made conspiracy under the supervision of the Secretary of Defense, Jim Houseman.

By doing so and using Pentagon's black budget to avoid the bureaucracy, he also manipulated the political and legal processes. Seen from one perspective, he was not different from criminals who violate laws, but from the other perspective he was like a hero for America in some ways since what he did could protect the country from any possible nuclear threat from other countries. What become ideals surely become nothing than just double standards when facing the realities. Peaceful world without nuclear threat, arms race, and technology race for military purposes seem only as a beautiful dream that no one knows when it will come true or whether it will really come true. It is just like America who forbids other countries besides the five "nuclear weapons states" to develop or have nuclear weapons, but it still owns a great number of nuclear warheads. This is because America is aware the danger of nuclear warfare that can mean doomsday so that it tries to limit the spread, development, and ownership of them, but on the other side it is also aware that to ask or force other countries having nuclear weapons to come along with it to eliminate them all is impossible. As a result, America seems and becomes paradox in the concern of this matter. If America eliminates all of its nuclear weapons, it will surely not be able to defense itself from nuclear attacks of other "nuclear weapons states" or other states that have

nuclear weapons. What also counts is that if America does not try to prevent the development of and to reduce the number of nuclear weapons, it will also in the same situation since there will be many countries, including its opponents, having nuclear capabilities that can pose threats to the very country America. What is clear from these is that in fighting the threat of nuclear weapon, America is in a paradox between saving herself and her interests and the global world. This is not far from the fact that the first country creating and using nuclear weapons was America. Only when the monopoly of the weapons has been no longer with America that America tries to fight and prevent nuclear weapons development. It is because this country is vulnerable of any nuclear weapon attack since nuclear weapons has also been produced by many America's leading political opponents. It is America that has started everything and also America that fights what it has started. If America remains the only country having nuclear capability or at least the greatest in this field, it probably will not fight against nuclear weapon development as what happened in the Cold War, and nuclear weapon use as what happened in the conflict between America and Japan.

Another thing showing the double standards of Solidus is when the Secretary of Defense, Jim Houseman, said that he would use nukes to cover up everything without leaving any evidence. As revealed in the ending of the game that the President was behind all that happened, it was also obvious then that he was also responsible for the plan to nuke down the Shadow Moses nuclear weapons facility since he was also in conspiracy with the secretary of Defense. Due to some reasons, he turned out to sacrifice him by saying that it was the Secretary of Defense acting alone and putting him in early retirement, in order to

save his own skin and America's reputation. It is logical that if the attack had been really conducted, the cover up story would have settled the problem with the media, but there would have been a great loss for the president, besides the possibility that the other members of the team who were in the Pentagon, Campbell, Naomi, Mei Ling, and in L.A, Natasha Romanenko would have become quite a problem. He would lose the precious double agent Revolver Ocelot and more importantly the optic disc containing Metal Gear's test data. The President, in this case, was proven genius as he could take advantages from what happened. First, he could put all the blames on the Secretary of Defense. Second, he could eliminate people involved in the conspiracy so that the worries that one of them would leak the conspiracy on the other day were eased of his mind. Third, he could obtain Metal Gear's data.

Another issue occurring in Metal Gear is terrorism. This game tries to say that in dealing with terrorism, however, America does not act much differently from the terrorists in term that this country also brought terror. The suitable example is the policy of "War on Terror" made by George W. Bush administration after the September 11, 2001 incident. The policy is not too much different from that of the Cold War in terms that it can cause perpetual war. It is a tactic that can be brought to surface when it is politically needed by the US as a way to legitimize any actions it takes in engaging who it considers as terrorist. It can launch any attack in the name of fighting terrorism. It is a tactic since many terror suspects are targeted without any evidence. The definition of terrorism, however, is not something as clear as the definition of terror itself. Moreover, one considered as a terrorist for certain people might be a hero for other people. Yet, a

definition from UN probably suits it in some ways. In November 2004, a UN panel described terrorism as any act: "intended to cause death or serious bodily harm to civilians or non-combatants with the purpose of intimidating a population or compelling a government or an international organization to do or abstain from doing any act" (<http://en.wikipedia.org/wiki/Terrorism>).

By means of the definition above, what was done by the FOX-HOUND and the Next-Generation Forces is surely an act of terrorism while what the conspiracy itself was not though it was the very core of the problem. As mentioned above, terrorism is used as a tactic to justify what America does when it is needed. In this case, the president wanted to burry all the secrets to save his and America's reputation by referring them as terrorists so that if they or the mission to eliminate them went to public, he already had a trump card. As mentioned before, it fights the problem it creates, and it tries to bring peace by war. Solidus plotted everything so that he could have conspiracy with those important persons to develop the super weapon, make FOX-HOUND rebel and become terrorists, eliminate everyone, get the weapon without any evidence or witness. In simple words, the existence of the weapon would remain secret.

By looking what George Sears did, he is the reflection of president Johnson with the Vietnam War, Nixon with the Watergate affair, and Reagan with the Iran-Contra affair. He is like Johnson in the case in which without a declaration from the Congress he declared the Vietnam war. Though in the game he did not declare a war, but he, as a president, did something that needs Congress approval without the Congress notice and kept it secret from the Congress. He had an initiative to develop a new nuclear weapon that he considered good for the sake

of America, but he did it in a wrong way. This is, like the Vietnam War, also a presidential abuse of power.

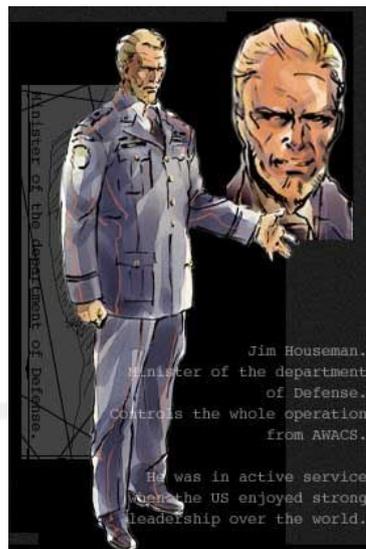
George Sears is like Nixon in case that he started a conspiracy and violated laws for the sake of, partly, himself.

...Nixon administration had violated most of the rules of U.S political life. White House personnel and Republican Party members illegally wiretapped political opponents, stole documents, lied to grand juries, and engaged in large-scale falsifications about illegal campaign contributions (Lipsitz and Speak, 1986: 389).

As revealed in the end of the game that Solidus' intention in gaining the weapon was because he wanted to be the ruler of the world. In reaching his obsession, he did many violation toward the laws.

He is like Reagan in terms that he did secret policies that contradict public statements. In the Iran-Contra Affair, Reagan's administration hold secret policies that contradict to its publicly stated policy like trading arms for hostages and diverting the profits to the contras. According to official policy, such bargaining would motivate terrorists to seize more hostages in the long run (Lipsitz and Speak, 1986: 390). In George Sears' case, he obviously violate his own publicly stated policy concerning his opposition to eugenics experiment by conducting gene therapy experiments, and creating genome soldiers. In another case he also violated the treaty concerning nuclear weapon reduction, START 3, he was about to sign with his Russia counterpart the day after the Shadow Moses Incident. Thus, from the explanation above Sears is also like president Reagan in term that both violated their publicly stated policy by doing secret policies. This is something democracy cannot tolerate and also a presidential abuse of power.

## b. Secretary of Defense Jim Houseman



Holding the position of Secretary of Defense, Jim Houseman controlled the mission in the Shadow Moses Island behind closed doors. As an advocate of the nuclear retaliation theory, he agreed with the project of Metal Gear Rex as a way of defending his country as well as preserving its domination. He worked under President George Sears, but was eventually used as a scapegoat and put in early retirement as the mission went messily. He decided to nuke down the Shadow Moses facility in order to leave neither witness nor evidence to cover up the whole truths from the world as he failed to get the optical disk test data Donald supposed to bring back which contains Metal Gear Rex test data. Moreover, Rex was destroyed by Snake and his best friend Donald was already dead so that there was no more reason for him to preserve the facility. Unfortunately, President George Sears used Houseman's decision, nuking down the facility, as a way to cover up the conspiracy he plotted by referring it as Houseman's acting alone and putting him in an early retirement as well as putting all the blame to him.

He wore a high rank soldier uniform with the color of purple. What is so obvious from this is that purple according to *Longman Dictionary* is a dark color that is a mixture of red and blue (2005:1331). Each of both colors, red and blue, has a contradictive meaning one to another. Red is usually associated with blood, sacrifice, and violent passions; disorder whereas blue is usually highly positive, associated with truth, religious feeling, security, and spiritual purity. (Guerin, 1979:158). He was a man having high position in the government as well as military that was second to no one in terms of patriotism. In this way he was the resemblance of a highly positive security and spiritual purity, as what he did was because he wanted to protect and preserve his country. However, in doing what he wanted he chose the wrong, violent way that caused chaos, disorder, bloodshed, and loss which is well represented with the red color. Red and blue are also the colors of American flag, but the combination of both creates a dark color. What implicitly lies within this is that he was a noble patriot, but patriotism that went too far and in a wrong way would only result in being paradox as the dark color suggest.

### c. DARPA Chief Donald Anderson



Picture 42

DARPA Chief Donald Anderson was one of the persons involved in the conspiracy of the development of Metal Gear Rex. Although his presence in the game was replaced by decoy Octopus who disguised as him since the very beginning, the information about him was still available. He was a friend to the Secretary of Defense, Jim Houseman, who was also involved in the conspiracy. Their relationship was revealed in the scene in which Houseman said to Snake that the government wanted to nuke down Shadow Moses Island to leave no evidence about Metal Gear development, anyone involved, and Genome soldiers. However, Jim Houseman probably would not have ordered to nuke down the island if the Chief had been still alive.

The American paradox reflected by Donald Anderson is more or less like what is reflected by George Sears and Jim Houseman. It is about showing patriotism, defending the country from any nuclear threat, but by violating the

laws. This is not far from his background as, like Jim Houseman, an advocate of the nuclear retaliation theory.

#### **d. ArmsTech President Kenneth Baker**



Picture 43

Kenneth Baker was the president of ArmsTech, a manufacturer of arms industry, who bribed Donald Anderson in order to get support for his project of Metal Gear Rex. He did it in order to recover the financial problem his company suffered from due to the reduction in the military budget and the failure of the company to win a project from its rival company. The Metal Gear project was a black project paid by the Pentagon's black budget in order to avoid bureaucracies. He gave contribution in making it a black project since it was partly his idea to make it so. The reason was that had not it been a black project, it would have surely found many obstacles from bureaucracies and probably would have been forbidden. Had it happened, he would have never had a chance to get money to recover his company. His coming to the island was because there was about a

final test for Metal Gear REX before the mass production. Unfortunately the terrorists hijacked the island and put him in custody to get the detonation code he had to activate REX. He was in the same jail as Meryl before finally moved to the torture room to be interrogated by Ocelot. He met Snake for the first time when Snake and Cyborg ninja saved him from Ocelot. At the moment Ocelot used him as a hostage by wiring him with strings attached to C4. In this scene Baker, the great person behind the Metal Gear Rex project, seemed helpless when it came to real battle.

After being saved, he told Snake about the existence, the danger, and the threat of nuclear weapons for America, the reason for developing REX. When he was about to tell the truth about the very nature of Metal Gear REX, he died of FoxDie virus due to his contact with Snake.

He was an old businessman wearing neat brown working coat and trousers inside and a long green robe outside. His costumes, including the colors, surely reflect that he was a businessman in the field of military. In other words, just like his outside costume, the military thing that usually deals with patriotism is just something in the surface, while what lies deep within is personal motives, business and money.

Baker's existence was surely like two sides of a coin. As a man in the arms industry, what he had created and developed were surely beneficial for the military of his country which also means beneficial for the defense and the power of his country. He can be considered as a hero in this case since it can be said that he really cared for his country and did things to prevent any threat for it.

It is clear what Baker did, developing new nuclear weapon, was motivated by money, but it was also partly because the fact that he knew about the existence, development, and threat of nuclear weapons in the world up to that time. From Baker, the fact that the threat of nuclear weapon was not over and even greater was revealed.

Snake : I understand, but... why Metal Gear? The Nuclear Age ended with the turn of the millennium.

Baker : You're wrong. The threat of nuclear war isn't gone... in fact it's greater than it's ever been.

Baker : The amount of spent nuclear fuel and plutonium is increasing even today. Listen, have you ever seen a warehouse full of nuclear material?

Snake : ...No.

Baker : Drums and drums of nuclear waste stacked this high. As far as you can see because there's still no real way to dispose of the stuff.

Snake : So they just close the lid and pretend like it'll go away?

Baker : Essentially, yes. And they're not even doing a good job of storing it. Many of the drums are corroded... with nuclear waste seeping out of them.

Snake : Unbelievable.

Baker : Not only that, several pounds of MUF are reported every year.

Snake : MUF?

Baker : It stands for "material unaccounted for". It proves that there is a large and well organized black market in nuclear materials. Furthermore, since the end of the Cold War, Russian nuclear engineers, in particular, are out of work with nowhere to turn.

While he was revealing this, the scene moves to the scenes of missile launches, storage buildings, and missile silos. The scenes are not presented using game cut-scenes, but the real records of missile launches, storage building, and missile silos. This technique of combining a real movie with cut-scenes in the game is used to give emphasis on what is concerned, the awesome power and threats of nuclear weapons.



Picture 44, 45, and 46

The next scene returns to the place where they were talking using game cut-scene. In this scene Baker told Snake about the growing threat of nuclear weapons in this age. What shows that Baker had some kind of patriotism though not pure is revealed here.

**Baker** : In other words, there is plenty of nuclear material and scientists for making a bomb. We live in an age when any small country can have a nuclear weapons program.

**Snake** : What about the other superpowers?

**Baker** : Russia and China still maintain a significant nuclear presence.

Complete nuclear disarmament is an impossibility. To maintain our own policy of deterrence, we need a weapon of overwhelming power.

Snake : You mean Metal Gear.

All what he said does make sense since up till now the threat of nuclear weapons is not yet gone since total disarmament is impossible. The fear of the threat from other countries as said by Baker is just like what happened in the past during the Cold War.

On the contrary, he can also be considered as a criminal in case that what he had created and developed brought problems for his country, like what happened in Shadow Moses Island incident. Moreover, in doing all of these he was not in the proper line of red tape and motivated mostly by personal motive, money. Thus, all the arguments about strengthening the defense, keeping the peace, and the like were just a sweet talk, for a man like him would only look forward to another good war in which he could get benefits.

Baker : Those boys are totally insane. They wouldn't hesitate to launch.

Snake : I agree. But what do they really want?

Baker : Who knows. Maybe they're like us in the arms industry... always looking forward to the next good war.

Baker : You know our industry suffered quite a blow as a result of the cut-backs in military budgets, due to this so called "peace".

Snake : I remember hearing a lot about mergers and take-overs among the big weapons makers.

The scene when he was telling this is framed using close-up shot to focus on his expression which showed hurt and helpless. What this scene tries to say is that he was in no condition and position to say lies. This shot puts emphasis on the truth of what he said.

## CHAPTER IV

### CONCLUSION AND RECOMMENDATION

This chapter consists of two subchapters, the conclusion and the recommendation. The first subchapter deals with the conclusions of what has been analyzed in the previous analysis chapter. The second subchapter contains recommendations for other researchers who want to conduct researches with the related topic and field.

#### A. CONCLUSION

The conclusion for the first research question how the characters in *Metal Gear Solid* reflect the myth of American paradox are that the characters in this game reflect the myth of American paradox through their physical traits, how he/she dresses, psychological/personality traits, motivation, behavior /actions, relationships with other characters in the story, weaknesses/faults, strengths/virtues, moral constitution, motives, history and background, changes, and similarities and differences of the characters.

Some examples, taken from the analysis of the main characters, are Solid Snake was a hero as well as a criminal. Just like his gray costumes, his motives in joining the mission were something contradictory between personal motives and patriotism. On the one side he wanted to save his country and help his friend, on the other side he wanted to satisfy his thirst of battle since only that can make him feel truly alive. Meryl Silverburgh was torn between being patriotic and searching identity or a better condition. Her costumes reflect that she was a fragile girl inside but a soldier outside. As a result, she was not completely a girl yet also not

a complete soldier. By being a soldier she wanted to be useful for her country as well as understand her dead father. Hal Emmerich AKA Otacon is the reflection American paradox that can be seen from his appearance, just like any scientist in appearance besides his blue jeans and young-taste scientist robe which seems to be in contrast with the image of scientist who is usually unfashionable. His liking toward Japanese anime, Japanese animation, and his preferred name, Otacon, also seem to be contradictory to his status as a scientist as well as his title. This is the reflection of American Paradox which shows how America usually handles things. They use scientific reasons to cover up and justify their childish and selfish intentions, dominating the world and preserving their interest.

Frank Jaeger AKA Gray Fox was also torn between patriotism, truths, and personal motives that lead him to be a person that wanted to bring everything in order and peace by using violence with also including his personal motives to have battle with the soldiers and to fight Snake. This characteristic is also reflected in his appearance as blade equipped ninja-like robotic costumes with the color of bishop and cardinal, red and blue. These are the contradiction between violence and peace. Even more, this is the color of American flag that means the contradictory characteristics are the characteristics of America.

Things reasoning the characters perform the paradox, the second research question, are as follow: the tension or conflict and uncertainty or inconsistency bring people in a state of fear and confusion which eventually make them to be paradox in order to survive; cultural transfer and immigration lead people to be paradox since they have to face a lot of diversities that some contradict each other; high mobility and rapid changes, as significant characteristics of America, put

them in unsure conditions and thus they have to combine many options that often contradict each other in order to survive; the inconsistencies of the American government; ideals do not always conform to realities. Each character in *Metal Gear Solid*, in performing the paradox, holds one of them or some of them as the reasons.

The example of this is Snake who joined the mission not only for his country and friend, but also for personal motives, fighting and killing. It was all because the uncertainties and conflicts he had experienced throughout his life as a soldier. If he did not follow the order, he would have been silenced forever. He would also lose his friend and his friend's niece. As a matter of fact, he would also lose the chance to experience his past life he loved so much that was full of battle. If he accepted, he knew that there was something wrong about the order. Thus, he needed to be paradoxical in order to survive and get all the goals.

## **B. RECOMMENDATION**

The suggestions for other researchers who are interested in conducted research on the related topic, myths, and field, video game, to do a research on other myths and on other video game titles. There are many other American myths and video game titles that can be used to conduct a research.

Other researchers can also conduct a research on the topics on heroes, stereotypes, formula, etc. These topics can be found in most of nowadays games which are like movie in presentations. The researcher can use other titles from video game as sources of data. The titles recommended are *Metal Gear Solid*

*series, Grand Theft Auto series, Syphoon Filter series, The Sopranos, Scar face, 50 Cent Bulletproof, Max Paine series, and Final Fantasy series.*



**BIBLIOGRAPHY**

- Duverger, Maurice. (1993). *Sosiologi Politik*. Jakarta: Rajawali. Translated by Daniel Dakhidae.
- Eshelman, J. Ross, Barbara G. Cashion, and Laurence A. Bastrico. (1993). *Sociology: An introduction/Fourth Edition*. New York: HarperCollins College Publisher.
- Giannetti, Louis. (1987). *Understanding Movies*. New Jersey: Prentice-Hall Inc.
- Hammel, William. (1972). *The Popular Arts in America*. New York: Harcourt Brace Jovanovich, Inc.
- Hornby, A.S. (1995). *Oxford Advanced Learner's Dictionary of Current English Fifth Edition*. Oxford University Press.
- Hotgame Vol. 143. (2004). *Game Story: Metal Gear Solid*. Jakarta: Widya Citralikita Utama.
- Isjwaa, SH, ELM. (1982). *Pengantar Ilmu Politik*. Bandung: Binacipta.
- Kammen, Michael. (1985). *Bangsa Yang Penuh Paradoks: Suatu Penelusuran Mengenai Asal Mula Peradaban Manusia*. Yogyakarta: Gadjah

Mada University Press. Translated by Pabotingi.

Kojima, Hideo. (1998). *Metal Gear Solid*. Japan: Konami Computer Entertainment.

Lapsley, Robert and Westlake, Michael. (1998). *Film Theory: An Introduction*. Manchester University.

Mainambun, E.K.M and Hidayat, Rahayu S. (2001). *Semiotik: Mengkaji Tanda dalam Artifak*. Jakarta: Balai Pustaka.

Monaco, James. (2000). *How to Read A Film: The World of Movies, Media, and Multimedia*. New York: Oxford University Press.

Nachbar and Lause, Kevin. (1992). *Popular Culture: An Introductory Text*. Ohio: Bowling Green State University Press.

Sutopo, HB. (2002). *Metodologi Penelitian Kualitatif*. Surakarta: Sebelas Maret University Press.

Internet resources:

[http://en.wikipedia.org/wiki/Metal\\_Gear\\_Solid](http://en.wikipedia.org/wiki/Metal_Gear_Solid) (cited on 25 May 2006 at 09.10 AM.)

<http://www.foreignaffairs.org/19721001faessay51113/george-f-kennan/after-the-cold-war-american-foreign-policy-in-the-1970s.html> (cited on 05 June 2006 at 08.15 PM.)

<http://www.gamerankings.com/htmlpages2/197909.asp> (cited on 02 June 2006 at 07.45 PM.)

<http://www.gamespot.com/ps/adventure/metalgearsolid/review.html?sid=2546002> (cited on 02 June 2006 at 07.60 PM.)

<http://www.highbeam.com/library/docfree.asp?DOCID=1G1:95841639&ctrlInfo=Round19%3AMode19b%3ADocG%3AResult&ao=> (cited on 05 June 2006 at 09.10 PM.)

<http://www.informit.com/articles/article.asp?p=378141&rl=1> (cited on 11 December 2006 at 11.55 AM.)

<http://www.metalgearsolid.org/gun> (cited on 25 May 2006 at 09.10 AM.)

