



Media Alert

March 11<sup>th</sup>, 2014  
KONAMI

## **METAL GEAR SOLID V: GROUND ZEROES: Keighley Meets Kojima!**

*Twitch to stream live from the UK, an interview with  
METAL GEAR SOLID creator, Hideo Kojima*

Konami Digital Entertainment, B.V. has announced Hideo Kojima, creator of the METAL GEAR SOLID series, and head of Kojima Productions, is to partake in an exclusive video interview on March 13<sup>th</sup> with videogame journalist and SPIKE TV host, Geoff Keighley. The event will exclusively broadcast on [Twitch](#), the world's leading video platform and community for gamers, and is airing live from London during the week of BAFTA.

The hour-long interview with Mr. Kojima will air on the KONAMI Twitch channel ([www.twitch.tv/KONAMI](http://www.twitch.tv/KONAMI)) beginning at 16:00 GMT. Geoff Keighley will be discussing all elements of the forthcoming METAL GEAR SOLID V: GROUND ZEROES with the legendary developer with additional questions provided by Twitch viewers.

METAL GEAR SOLID V: GROUND ZEROES represents a new era for the multi-million-selling METAL GEAR SOLID series. The game charts a rescue mission as users infiltrate a Cuban prison camp and sets in motion a series of events that culminate in the stunning plotlines of METAL GEAR SOLID V: THE PHANTOM PAIN. The prelude showcases key advances to the series made possible by its use of Kojima Productions' FOX Engine, with a large open-world environment, and missions where time of day and weather have a dynamic effect on the game and its missions. These elements will play a vital part in the story set up in METAL GEAR SOLID V: GROUND ZEROES, while familiarising users with the possibilities they offer ahead of METAL GEAR SOLID V: THE PHANTOM PAIN.

Interest in the latest addition to the METAL GEAR SOLID series is growing at a phenomenal rate ahead of its March 21<sup>st</sup> release for PlayStation®4, PlayStation®3, Xbox 360 and Xbox One, and Mr. Kojima will be answering questions relating to the new game. He will detail how the new companion iDroid App works, how the game segues into the events of METAL GEAR SOLID V: THE PHANTOM PAIN, and the challenges the new open-world environments bring to the stealth genre.

Want to ask Hideo Kojima a question? You can also tweet Geoff Keighley directly @geoffkeighley

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