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The Ghost In The Shell 1



Synopsis

Now a major motion picture! Deep into the twenty-first century, the line between man and machine has been inexorably blurred as humans rely on the enhancement of mechanical implants and robots are upgraded with human tissue. In this rapidly converging landscape, cyborg superagent Major Motoko Kusanagi is charged to track down the craftiest and most dangerous terrorists and cybercriminals, including "ghost hackers" who are capable of exploiting the human/machine interface and reprogramming humans to become puppets to carry out the hackers' criminal ends. When Major Kusanagi tracks the cybertrail of one such master hacker, the Puppeteer, her quest leads her into a world beyond information and technology where the very nature of consciousness and the human soul are turned upside down. From Shirow Masamune, the award-winning creator of *Appleseed* and *Dominion*, comes *The Ghost in the Shell*, the breakthrough manga that inspired the internationally acclaimed animated film. An epic dystopian tale of politics, technology, and metaphysics, *The Ghost in the Shell* has been hailed worldwide as an unparalleled visionary work of graphic fiction. And now it's ready to dazzle the imagination in its second millennium. This edition includes a new Introduction from Dark Horse publisher Mike Richardson, and a fascinating Postscript from author Shirow Masamune, with his thoughts on the phenomenon that is *The Ghost in the Shell*!

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Customer Reviews

"Ghost in the Shell" is one of my favorite stories." -Steven Spielberg
"A stunning work of speculative fiction." -James Cameron
"This is a work of profound and melancholic beauty;

every bit as essential in the 21st century as it was in the 20th. --This text refers to the Hardcover edition.

In 1983, Masamune published his first manga, oBlack Magico from Atlas, a science fiction dojin manga society (dojin is the Japanese term to describe an amateur fan publication). In 1985, his first major work, oAppleseedo, was published by Seishinsha, without being serialized in or submitted to a manga magazine, which is quite rare in the Japanese manga publishing industry. Shortly thereafter, Shirow set up his own company, and besides working on his own manga and illustration work, took on projects from the anime and game industry. Shirow's work has been recognized and highly respected outside Japan. He has been active in numerous anime and game projects but it is rare for him to take the helm of such projects, or even to have his name used prominently. Shirow Masamune was born in Japan in Chuo Ward, Kobe City, Hyogo Prefecture, on November 23rd, 1961. He still lives in the same district. --This text refers to the Hardcover edition.

Alas, I've been eagerly awaiting this "definitive" version of Ghost in the Shell and it's a pretty big disappointment. The size is certainly not deluxe (it's no longer or wider than a normal trade paperback of an American comic; I've attached an image comparing it to a Doom Patrol TPB and a DC "Deluxe" collection), and somewhat amazingly, the contents are censored yet again despite an 18+ warning (I've attached an image showing how a rather famous scene is presented here). The quality of pages is fine, and it's cool to have the story presented in the Japanese right-to-left style with the original SFX, but this is a pretty major letdown given how the book was advertised. As for extras: I don't really know what's included beyond what would have been in the normal edition. There's a glossary for the newly restored Japanese sound effects, but good luck reading it -- it's in incredibly small white font against a black background, as you can see. Alas, swing and a miss for Kodansha. I got this for \$14.99 and can live with it, but run the heck away from the MSRP of \$29.99.

Read this if you enjoy science fiction, awesome writing style, very detailed and thought provoking

The entire story is here in one volume along with many notes and comments as an addendum.

This book has great artwork, interesting characters and a plot which will drive you mad if you skip a page by accident. Full of humor and serious scenes, this book deals with the greatest fears and greatest gifts of mankind. Life, what is it and do I fit the mold? Masamune Shirow takes us on a ride,

with Major Motoko Kusanagi, to answer these questions and much more. Of course, sometimes, like in real life and trains, we get derailed and have to be put back on track, but the subplots just add to the flavor of the setting. I loved the idea of 'Fuchikoma' and they kept me laughing. The reason I think this will never be outdated is, while much of our knowledge is advancing at a very fast rate and stuff like interfaces between organic systems and computer systems is becoming more and more seamless, I don't think we will ever be able to truly answer the question 'what is life' anymore than we can define what we mean by 'artificial intelligence'. 50 years ago my watch would of freaked half of the US military and made most scientists drool. Now its something that is tossed away if it breaks! 50 years from now my computer will be looked at as lower in 'intelligence' than the kitchen table!

after all the slandering on the latest franchise installment, time to go back to the original which started all these

I really enjoyed it. fast paced action. checked this out after thinking the movie would be good. really enjoyed this as a first time anime fan

I've owned a few copies of this manga and am satisfied... I mean, this is what I've had before and its just fine.

This brief review pertains specifically to the newly-released hardcover edition of "The Ghost in the Shell" by Kodansha Comics. I have owned and read all versions of the English language versions of this remarkable work. This edition has a nice heft and feel for a graphic novel that has been bound as a hardcover. Although, this is predominately black and white there are a number of colored pages. The colors, in comparison to other editions, are bright, and appropriate (no under or over coloration when required). Shirow's footnotes are here as well as his afterward. One of the questions that many would like to have answered is whether or not the original content that was censored has been restored. It has NOT. This edition is consistent with the later Dark Horse editions that featured panels that had been reworked by Shirow. Other than the perpetuation of this alteration, this is remains an entertaining and thought-provoking work on the impact of cyberspace and technology on humanity. For those who are new to the media universe of Ghost in the Shell, prepare yourself for various and vastly different imaginings of Kusanagi Motoko and her associates. Shirow's Kusanagi has a sense of humor and is fallible. Oshii, the first to interpret her for the screen in two movies (Ghost in the Shell and Innocence), gave us a contemplative and duty-driven Kusanagi. Between

the first movie and second, Production IG would bring us two television series, GiTS:SAC and GiTS:SAC 2nd Gig. The GiTS Kusanagi would show up a 3rd time in the movie, SAC: Solid State Society. Following Oshii's second movie and Solid State Society, Production IG brought out a reboot called Arise. Arise featured a younger Kusanagi at the end of her military career and beginning of her transition to Public Security and Section 9. Arise had two seasons and a follow on movie. And now, we await Kusanagi 6.0. (Oh, I forgot, Shirow wrote a series called Ghost in the Shell: Man-Machine Interface). I'll leave it to you to delve into this highly compelling universe..."The net is vast."

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