

CHAPTER 4

Video Game Analysis and Discussion

In the story of *Metal Gear Solid 4: Guns of The Patriots*, there are two noticeable factions which are The Patriots, the upper class which uses the soldiers of each faction on the battlefield, the lower class, employed against their rivals in order to drive its war economy all of which benefit the upper class. This bipolar relationship in the game reflects the Marxist relationship where the bourgeois capitalists, the oppressive higher class, use the proletariat, the laboring class, in their means of production to create profit for them.

This chapter provides a Marxist analysis applied to the story in the game. The data was divided into three parts focusing on the dominating bourgeoisie, the exploited proletariat, and the revolt of the proletarian class in the game. Also, Peirce's triadic signs and Peirce's sign types are employed on the selected footages from the game in order to decode a Marxist interpretation.

4.1 Bourgeois Class

This section discusses the superior class in the game, which gains the benefit from exploiting the inferior class. Several parts of the story and dialogue relating to the oppressive power of the in-game superior class are depicted and analyzed through Marxist theory in order to demonstrate how the superior class in the game resembles the bourgeois class in Marxist theory.

4.1.1 The Patriots

In the game, there is a dominating secret organization called “The Patriots,” which is an artificial intelligence (A.I.) system originally created by Zero, the former commander of a US elite unit called FOX who took a large amount of funds acquired during a mission in the past into his own possession and created The Patriots in order to serve his purposes: to secretly manipulate the United States of America and to eventually control the globe.

At this point, it becomes clear that the ultimate aim of The Patriots is to preserve the survival of the USA and take control of the world. Consequently, it has to seek for the method that will enable its nation to become stronger in both economy and power at the same time. Therefore, it plans to set the world on fire with wars as an excuse for that country to expand its military and produce military products fed into the market to develop its own national economy, as Big Mama, one of the resistance leaders in the game, informs Solid Snake:

Zero created the Patriots to manage and control the American state. That control endured long after the Cold War ended. The organization became an empty shell, continuing to function through AIs. Those AIs are responsible for the creation of the war economy (Copaciu act 3).

To initiate its war economy approach, The Patriots first start to manipulate the information of each party in the way it wants in order to create conflicts among groups or nations, as Big Mama mentions concerning global control by The Patriots:

JD and the other three AIs have controlled all information on every aspect of global society... economics, politics, law, morals and culture. The war economy is no exception. In the shadow of the System and its complete control over the world (Copaciu act 3)... .

This consequently leads to proxy wars everywhere around the globe, creating huge increases of the global demand for weapons and military supplies in every faction and every country, including the USA. Secondly, The Patriots secretly hire ArmsTech

Corporation, the biggest weapon manufacturing company that has a contract with the US government in the game, to launch the program of an advanced military network system called Sons of The Patriots (SOP) and Nanomachine, the module implanted into human bodies in order to communicate with the SOP system. According to Dr. Naomi Hunter, the scientist who invented the nanomachine, the SOP is an automatic system which monitors the situation on the battlefield and then processes suitable commands to the Nanomachine inside the body of each unit. Consequently, the Nanomachine stimulates those implanted units to respond accordingly to the commands that they have received and suppresses unwanted emotions. This makes the implanted soldiers on the battlefield more effective and durable in combat (Copaciu act 2). This excellent performance by the SOP system convinces US military and other heavily funded factions, including the private military corporations (PMC), to use the system in order to increase their military capabilities. Finally, The Patriots hires ArmsTech to produce the unique weapons for the SOP-registered soldiers called ID-tagged weapon systems. These cutting edge weapons have special ID tags which only work with each specific soldier in the SOP system. In other words, those who are already using the SOP have to purchase these ID-tagged weapons too in order to have fully advanced arsenals. Also, The Patriots have a plan to illegally sell some types of weapons to militia forces around the world in order to respond to the massive demands of weapons from them. However, The Patriots cannot sell those weapons to the militia forces publically since they still have the weapon contract with their SOP customers; alternatively, it hires the gun launderer, codenamed Drebin, as the arms dealers who can remove the ID tag from those weapons and sell them directly to the militia forces, as Otacon. Solid Snake's assistance explains:

Drebin. A well-known gun launderer in war economy circles. He's a businessman who deals mainly in selling black-market firearms to small PMCs and local militia (Copaciu act 1).

Regarding to their unique and efficient military products and ability in information control, this completely enables The Patriots to become the dominating

weapon manufacturer and demand controller in the weapons market at the same time, creating a huge amount of profits for their nation.

4.1.2 The Patriots as the Capitalists or Bourgeoisie

Karl Marx has described that there is a bipolar conflict in the modern industrial era caused by the actions of the evil superior class called bourgeois capitalists. First, the bourgeois capitalists are the business owners who are in control of the means of production and always greedily searching for the new market opportunities in order to dominate those markets which would provide them considerable profits in return (Marx 14-16). Apparently in the game, the SOP system and advanced weaponry merchandises of The Patriots are very unique products which other in-game competitors in the weaponry market cannot offer, making a lot of profit from providing these weaponry products to the in-game proxy wars around the world. At this point, it can be concluded that The Patriots are similar to the bourgeois capitalists since they both possess the means of production and use it to dominate and gain enormous profits from the market opportunity.

In addition, there is another scholar who points out the relationship between capitalism and militarism that would emphasize the bourgeois capitalist nature of The Patriots inside the game. Michael Mann has stated that the survival of capitalist states relies on the collaboration between their capitalist and military sectors. According to his view, capitalist states need the strong military forces to protect their properties and expand their power. Also, they need to develop their economic system in order to make sure that they can support their expanding military at the same time (141-142). In the same way as in *Metal Gear Solid 4: Guns of The Patriots*, The Patriots develop advanced weapon technologies in the game in order to make its nation, the USA, stronger and also uses these particular technologies as the merchandise to increase its wealth as well. Therefore, The Patriots can be considered as the capitalists, which is the bourgeois class from a Marxist view point.

Furthermore, Marx maintained that the economic system of modern capitalism creates exploitation of the proletariat, the laboring class. Due to the ownership of the means of production by those modern capitalists, such as owning the machines to work with human labor, the economic system of modern capitalism is focused on nothing but maximizing the production as much as possible at the lowest cost possible, which consequently degrades the human laboring class and results in their relentless exploitation as well (Marx, “Manifesto” 15-17). In *Metal Gear Solid 4: Guns of The Patriots*, though the combat units and civilians are not directly the labor forces of The Patriots, their fighting and activities on the battlefield have increased The Patriots’ wealth. Thus, they can be considered as The Patriots’ labor force which experiences various negative effects from the continuous proxy wars, including The Patriots’ ownership of the means of production (which is further discussed in 4.2). This can be additional evidence supporting the idea The Patriots represent bourgeois capitalists in Marxist theory since their ownership of the means of production exploits workers who are working for them.

Besides the story of the game, the characteristics of the bourgeois class, such as their superior power and higher economic status, also appear in the footages inside the game as well. For this part, Peirce’s theory of signs is used to analyze the selected footages in order to acquire the information that supports a Marxist analysis of the game. The footages showing wealth and superior power of the superior class representing the idea of Marxism in the game are selected and used in the analysis.

In Figure 4.1, the appearance of the character named “Drebin” located on this image, guns lying on the ground, and the text on the armor vehicle can be analyzed by Peirce’s three types of signs in order to show the characteristics of the superior class in the game. First, Drebin who is wearing a luxury suit jacket and precious jewelry on his fingers, can be considered as representamen according to Peirce’s triadic theory of signs. This can lead to the interpretation process, interpretant, that would make viewers think about the object of this sign related to wealth, luxury, and business matters. Also, the fact that Drebin is an employee of The Patriots can add an additional meaning to the object of this sign as well. Accordingly, this is an indexical sign, since the object of this

sign can be deduced from what is visible in this particular sign, showing that The Patriots are the wealthy faction.



Fig. 4.1. Drebin versus Solid Snake. *Metal Gear Solid 4: Guns of The Patriots*. Dir. Hideo Kojima.

Konami, 2008. Video game. 10 October 2015.

Secondly, the guns of Drebin lying on the ground in a well-arranged pattern highlighted by the luxury carpet is the representamen resembling the goods displayed in the market. Therefore, these guns are an indexical sign of “merchandise” since the representamen of this sign is visibly correlated with its object. Final, the sentence “[e]ye have you” painted on Drebin’s armor vehicle can convey a hidden meaning to the

viewers. In this case, the language knowledge of the viewer serves as the interpretant in order to reveal the object out of the representamen of this sign, a series of alphabetic letters. Using the knowledge of the viewers, the object of this sign shows the meaning that someone is monitoring or controlling things that are happening in this scene. Furthermore, in the game, Drebrin's armor vehicle is the property of The Patriots, and this adds additional important meaning to this sign. Thus, the sentence "[e]ye have you" can be considered as a symbolic sign conveying the meaning of this sign, which can be explained from the knowledge and experience of the viewers, namely that The Patriots are watching the activity in this particular scene. As a result, the combination of those three different signs above conveys the meaning from this image that The Patriots control the war business and gain benefit from it at the same time.



Fig. 4.2. Liquid Ocelot is Watching his PMC Army.

Metal Gear Solid 4: Guns of The Patriots. Dir.
Hideo Kojima. Konami, 2008. Video game. 12
October 2015.

Next in Figure 4.2, two elements which portray the characteristics of the bourgeois class in the game are focused on in this image. The representamen in this image are the PMC soldiers who are working on the field and the man in the coat in the center of the picture. In comparison, the PMC soldiers are on a lower level than the man

in the center of the picture. This can be the interpretant leading to the object's meaning that the PMC soldiers are in a lower social position than the man. In addition, the fact that the man in the coat is Liquid Ocelot, who is using the service of The Patriots' system to control his own PMCs, suggests this meaning of the object of this sign. The sign appearing in this image can be considered as an indexical sign, since it shows the degree of relation between the representamen and the object. This conveys the meaning that The Patriots have superior power to the ones who are under the control of its system which is its ownership and control of the means of production.



Fig. 4.3. PMC is Using Force against the Militia. *Metal*

Gear Solid 4: Guns of The Patriots. Dir. Hideo Kojima. Konami, 2008. Video game. 13 April 2016.

Additionally, there are elements in Figure 4.3 showing the superior power of the bourgeois class in the game. The representamen in this image is the posture of PMC soldiers equipped with weapons and hi-tech combat walker gear towards the unarmed rebellion soldiers. The posture of the PMC soldiers standing and pointing their guns at kneeling unarmed rebels can create the interpretant which translates to its object as an indexical sign portraying the PMC soldiers as the faction having the higher position and power. Here, every player of the game would know that the PMCs are supplied with

their weapons and equipment by The Patriots. This knowledge helps to create the meaning out of this image that The Patriots are those who are in the higher social position in the game.

Accordingly, both the story and footage from the game portray the “war economy” as The Patriots’ unique means of production which enables them to gain power and advantages for The Patriots. Nevertheless, this war-based economy exploits the soldiers on the battlefield whose fighting turns them into laborers of The Patriots. These findings serve as indicative information supporting the idea that The Patriots are similar to the bourgeois capitalists in Marxist theory.

4.1.3 Discussion of the Bourgeois Role of The Patriots

From the analysis above, it can be seen that there are two pieces of evidence which make The Patriots the bourgeois class from a Marxist point of view. These are their domination of the means of production and their resultant economic strength. From the evidence in both the script and the screenshots in the game, The Patriots introduce their unique military products into the proxy wars which function as their controlled markets since The Patriots can increase the demands of war by their capability in manipulating information worldwide. These dominating means keep The Patriots expanding and gaining more profits for their group. These events then clearly resemble the bourgeois capitalists in Marxist theory, who use advanced technology to increase productivity in order to maximize their profits. Thus, their wealthy social status and unmatched means of production make them powerful and enable them to continue expanding their business interests, and this is similar to The Patriots in the game.

4.2 Proletarian Class

In this section, the inferior class in the game, who are exploited by the superior class discussed previously, is discussed. Various parts of the script and images from the

game are depicted in order to see how the inferior class in the game is exploited from a Marxist point of view.

4.2.1 The Proletarian Class in *Metal Gear Solid 4: Guns of The Patriots*

Besides the superior bourgeois class, there is also the inferior class called the proletarian class in Marxist theory. Karl Marx maintained in his theory that the proletariat are not in possession of any means of production like the bourgeoisie, which consequently forces them have to trade their labor for the superior bourgeoisie in exchange for wages causing them to be controlled by the economic system of the bourgeoisie (Marx, “Manifesto” 18). Similarly, in the game, several groups such as PMCs, militia forces, and civilians can be considered as the proletarian class in Marxist theory since they are under the control of the in-game superior class. Thus, the war economy created by The Patriots in the game is like the pillar system of the global society that forces these groups to fight for their own survival as Colonel Campbell mentions in the game:

Because of the military might of the PMCs, and the effect they have on the economy. War is to the 21st century what oil was to the 20th: The pillar that supports the global economy (Copaciu act 1).

This then makes these PMCs, militia forces and civilians similar to the labor force under the ruling power of The Patriots.

Moreover, Karl Marx added that the exploitation that the proletariat have to encounter from the ownership of the means of the production by the capitalist bourgeoisie is also what that turns the proletariat into the inferior class. The manufacturing process that focuses on how to create as many products as much as possible at the lowest expense creates difficult conditions for the proletariat such as unfair wages, being devalued by machines, and extended working hours (Marx 18-19). In the same way, the control of the means of the production by The Patriots in the game also creates the exploitation of the PMCs, militia forces, and the civilians. The first exploitation is the negative side-effects of the advanced weapon technology on those

who are using it. Although the SOP system and the Nanomachine give the PMCs and various heavily funded units more tactical advantages on the battlefield, this equipment causes negative results for those soldiers who are using them. In the game, Dr. Naomi Hunter says:

But the moment the system stopped... All the pain, and fury, and sorrow...
All the trauma and stress, all the hatred, regret, guilt... All the sensations that
had been suppressed were unleashed within their hearts (Copaciu act 2).

According to Dr. Hunter, the traumatic pains caused by wars inside each soldier's mind are suppressed by the SOP and the nanomachine. However, once the system is shut down, each soldier suffers as a result body malfunction caused by the mental illness resulting from his participation in the wars. She states that "[t]he sins of war these soldiers carried inside them returned to assault them in the form of... [u]nimaginable shell shock" (Copaciu act 2). Moreover, the accelerated aging symptoms that occur with the protagonist Solid Snake also reveals the horrific exploitation of the in-game inferior class by The Patriots. According to Dr. Naomi Hunters, Solid Snake is the product of The Patriots' clone soldier experiment that seeks to create super soldiers as she says in the game:

You are clones created for one purpose - war. And so in order to prevent
you from being abused by clients or stolen by the enemy... They shortened
your lifespan and removed your ability to reproduce (Copaciu act 2).

The modified gene shortens the life span of his body cells, making him experience accelerated aging symptoms, the symptoms that weaken his physical fitness and makes him look older than his age of thirty-six. Since Solid Snake has been working for The Patriots before, this can be considered as another exploitation of the in-game inferior class and also the reason that he turns his back on The Patriots and becomes part of the resistance in order to take it down.

Next, the results of fighting make the lives of indigenous people even harder. Because once the PMCs have won the battles, they intend to make the territory that they have just conquered secure. In order to do this, the PMCs bring order to these areas by

setting up checkpoints and applying curfews to monitor the conquered areas, as Colonel Roy Campbell, Solid Snake's commanding officer in the game, informs him: "[s]nake, a national state of emergency has been declared in an effort to root out the local resistance" (Copaciu act 3). Also, this can be seen in the footage of the game shown below.



Fig. 4.4. PMC's Checkpoint. *Metal Gear Solid 4: Guns of The Patriots*. Dir. Hideo Kojima. Konami, 2008. Video game. 14 April 2016.

In Figure 4.4, the representamen in this image are the PMC soldiers and civilians at the checkpoint. Here, the appearance of the PMC soldiers with combat gears and guns creates the interpretant which signifies the appearance of war as its object. This sign is

also an indexical sign since the representamen and object are connected. On the other hand, the interpretant from the posture of the unarmed civilians, who are being forced to wait in line for the search, leads to the object being seen as a symbolic sign, since the object is conventional and not related to its representamen, that of surrendering and being powerless. Together, the signs in this image portray the suffering of the civilians from the diminishment of their freedom which is caused by war. Thus, the war causes the local people to suffer since their freedom is diminished, making them unable to live the way they used to live anymore except by following the PMCs' orders.



Fig. 4.5. Fallen Militia during the Furious Fire Fight.

Metal Gear Solid 4: Guns of The Patriots.

Dir. Hideo Kojima. Konami, 2008. Video

game. 14 October 2015.

Further exploitation by the war economy of The Patriots is seen in the footage from the game shown below, which can be analyzed by using Peirce's semiotic theory in order to decode the hidden meaning. In Figure 4.5, the first representamen in this image are the corpses of soldiers lying on the ground. This is the interpretant to the viewers to identify the object in this image as an indexical sign that there are many people who have been killed. Another representamen in this image are the soldiers with guns and the explosion in the background. This creates the interpretant which leads to

the object of this indexical sign portraying the brutal and terrifying battle. These two signs are classified as indexical signs because the object in each sign can be deduced from its representamen. Altogether, this image portrays the casualties from the firefight during the battle which amounts to another exploitation of the proletarian class by the war economy.



Fig. 4.6. Destroyed City from the Battle. *Metal Gear Solid 4: Guns of The Patriots*. Dir. Hideo Kojima. Konami, 2008. Video game. 14 October 2015.

In addition, many footages from the game depict the exploitation of the inferior class. In Figure 4.6, there are two representamen that the researcher would like to highlight for discussion. The first representamen are the collapsed and fired-on buildings, and this enables the interpretant of the viewers to consider the disaster and destruction as the object. Next, another representament are the attack helicopters flying over the city. This forces the viewer to think of aerial assault or war as the object. These signs are indexical signs since the representamen and the object are related. In summary, the indexical signs in this image convey the meaning to the receivers that wars arising from the war economy of The Patriots bring disaster to the society in the game.

In conclusion, there are two main reasons for seeing the inferior groups in the game, namely the PMCs, the militia forces, and the civilians, as equivalent to the proletarian class in Marxist theory. First, they are ruled by the system of war economy maintained by The Patriots. This makes them very similar to the laboring class in Marxist theory who have to subject themselves to the means of production owned by the business owners in order to survive. The other reason is the exploitation by the means of production that they experience such as high casualties, negative side-effects of technology, destruction, and the lack of freedom, show them exploited like the proletarian class in Marxist theory.

4.2.2 Discussion

From the information gathered in the analysis above, the researcher found that there are two issues which make the people on the battlefields in the game similar to the proletarian class in Marxist theory. First, the status of those who are fighting each other in the battles in the game are like that of the labor force which works for The Patriots. It is true that there is no evidence in the game indicating that the soldiers and the people in the wars are hired by The Patriots. However, their fighting enables The Patriots to expand their wealth since they are the major supplier for most of the military equipment in the market. This fact then creates the realization that the soldiers and people on the battlefield in the game are identical in status to the labor force of The Patriots since their activities create the advantage and benefits The Patriots.

Another point which makes the people in the game on the battlefield similar to proletarian class is the exploitation they undergo. The analysis shows that these soldiers and people on the battlefield experience various forms of exploitations caused by wars. As a result, these points indicate that these soldiers and people on the battlefields are similar to the proletarian class in Marxist theory who are the labor force of the bourgeois capitalists and suffer severe hardship from working for them.

4.3 Revolution

In this last part, the counter-reaction which the in-game lower class against the superior class in order to break itself free from the exploitation is focused on. The selected script and the images from the game showing the revolt and retaliation of the lower class will be analyzed in order to discover whether the actions of the in-game lower class resemble the revolution of the proletarian class in Marxist theory.

4.3.1 Revolution of the Proletarian Class in MGS4

The ownership of the means of production by the bourgeois capitalist class brings hardship to members of the working class and leads to the social movements of the proletarian class. Marx said that the brutality experienced in the means of the production of the capitalist system is like a weapon that can destroy the bourgeois capitalist class itself. This exploitation is what binds the proletariat together in groups, for instance, trade' unions, to counterbalance the power of the bourgeoisie (Marx 18-19). Similarly in the game, people who cannot tolerate the oppressive power of The Patriots start to form groups to fight back, as shown in this conversation between Colonel Campbell and Solid Snake:

Campbell: Right now, Liquid is a slave to the Patriots, forced to fight their proxy wars for them.

Snake: He must be dying to break free of their spell.

Campbell: Beneath the surface, a new cold war is brewing between Liquid and the Patriots over who will survive (Copaciu act 1).

In the game, there are two main resistance groups led by two protagonists; Solid Snake and Liquid Ocelot. Formerly, they were products of The Patriots' cloned super soldier project and served as special operatives working for the US military. However, they later realized the existence of The Patriots and their plan and then they turned against The Patriots.

At this point, several parties in the game who are not satisfied with The Patriots' actions, including Solid Snake and Liquid Ocelot, begin to form resistance groups to resist The Patriots. Both protagonists defect from the US military to establish the resistance force for their own goals. Liquid Snake foresees the threat of The Patriots' SOP and nanomachine so he forms his own military force, consisting of several PMCs, to strike at The Patriots. However, Liquid Snake changes his mind from destroying The Patriots in the first place to seizing the control of The Patriots' system for himself due to the performance of the SOP and nanomachines, and as Dr. Hunter said "Liquid's goal is to seize control of the SOP" (Copaciu act 2). On the other hand, Solid Snake retires from the military and creates his own infiltration unit to try to infiltrate The Patriots' activities and reveal them to the public. Both Liquid Ocelot and Solid Snake's actions share the same purpose: to resist and take down the reigning The Patriots, and this is equivalent to the action of the proletarian class, the formation of labor unions, in Marxist theory in order to retaliate against the dominant bourgeois capitalists.

Consequently, the next movement of the proletariat after they form large and powerful enough resistance groups is to attack the property of the evil bourgeois class. In order to stop the oppressive power of the bourgeoisie, Marx said that the proletarian class has to rise up and use force to strike not only against the bourgeois ownership of the means of production but also against their property in order to end the exploitation by the bourgeoisie; then the proletariat would actually be free from the bourgeois tyranny (Marx 18).

In the same way, there are three events of the in-game resistance which resemble the striking back of the proletarian class against the bourgeois capitalists in Marxist theory. The first step in the uprising against The Patriots by the lower class in the game is their study to find the weak point of The Patriots. To do this, Liquid Ocelot uses his own PMCs as a cover to distract The Patriots and conducts several experiments with the aid of Dr. Naomi Hunters in order to find the exact location of The Patriots' system core and how to hack into its system by studying the communication between the SOP and nanomachine (Copaciu act 2).

Secondly, the next movement of the resistance is the attack on The Patriots' system core by both Liquid Ocelot and Solid Snake. After ascertaining the location and how to hack into the system of The Patriots, Liquid Ocelot then starts his plan of attack against The Patriots to seize its system. However, The Patriots are aware of these abnormal events and suspect that Liquid Snake is possibly behind them. Ironically, The Patriots secretly provide this piece of news and some support to Solid Snake's unit because it knows that he will not let that happen and he is also the only one capable of stopping Liquid Snake, as Drebin reveals at the end of the game when he states that he was sent by The Patriots themselves to back Solid Snake up in order to eliminate the considerable threat from Liquid Snake (Copaciu act 5). Without a doubt, Solid Snake begins hunting down Liquid Snake in order to stop his insurrection that might finally become a new threat to the world. Consequently, he finds out that he is too late since Liquid Snake has already begun the hacking operation. Instead of eliminating Liquid Snake, Solid Snake plans to wipe out the entire system of the SOP and nanomachine instead in order to prevent Liquid Snake from acquiring the system. He uploads the virus acquired from Dr. Hunter directly to the core of The Patriots which not only destroys the whole system of the SOP and nanomachine but also unexpectedly destroys The Patriots' A.I. These actions of both protagonists resemble the elimination of the bourgeoisie's control of the means of production by the proletariat in Marxist theory.

Finally, the victory of the resistances from the annihilation of the SOP system and The Patriots is an outcome which is similar to the victory of the proletarian class over the bourgeoisie in Marxist theory. The reason is that the dominating power and war economy of The Patriots are eliminated and this liberates the in-game inferior class from the ruling power of The Patriots, as Liquid Ocelot says at the end of the game after the victory:

Liquid Ocelot: ... Free from the System... Free from ID control. Our minds free from their prisons. That is the haven I've yearned for (Copaciu act 5).



Fig. 4.7. The Resistance is Escorting the Defeated PMC. *Metal Gear Solid 4: Guns of The Patriots*. Dir. Hideo Kojima. Konami, 2008. Video game. 20 October 2015.

Also, there is a portrayal of the resistance's victory in the footages from the game too. In Figure 4.7, the representamen are the resistance soldiers and The Patriots' special units. In the picture, the viewers can notice that the resistance soldiers are sitting on the side of a boat which is a higher position than where The Patriots' special units are situated. This represents the object as an indexical sign that the resistance is now in a higher position than The Patriots. This can be seen as an indexical sign since the object of this sign is connected to the representamen. Furthermore, the viewers can notice in the representamen that the resistance soldiers are holding the guns while The Patriots' special units are unarmed and sitting with their heads down inside the boat. The guns in this image represent their object as the conquering power, while the posture of The

Patriots' special units conveys its object as an unhappy emotion. These signs are symbolic signs since the object's meaning is not connected to what the representamen presents but it is a conventional one based on the knowledge and experience of the viewers. Therefore, the signs in this image together portray the loss of The Patriots to the resistance after the retaliatory battle.



Fig. 4.8. Big Boss, Solid Snake, and Zero. *Metal Gear Solid 4: Guns of The Patriots*. Dir. Hideo Kojima. Konami, 2008. Video game. 16 April 2016.

Furthermore, Figure 4.8 portrays the loss of The Patriots. The representamen are Solid Snake and Big Boss, who are both with the resistance faction, and Zero sitting in the wheelchair who is the founder of The Patriots. First, the posture of Solid Snake and Big Boss who are standing tall over Zero leads to the interpretant creating the meaning

that they both are now in the higher position as the object of this indexical sign. On the other hand, Zero who is sitting in the wheelchair in a vegetative state, creates the interpretant that leads to the object's meaning of this indexical sign as a dying person. Both indexical signs in this image represent the simultaneous collapse of The Patriots and the rise of the resistance.

Thus, it can be concluded that there are two points that make the action of resistance groups in the game resemble the actions of the proletarian class in Marxist theory. The first one is the forming of resistance groups to strike back against The Patriots, and this is similar to the proletarian class in Marxist theory that forms unions to order create enough power to bargain with the bourgeois class. The second point is the taking down of The Patriots by the resistance groups in the game in order to free themselves, which is in accord with Karl Marx's idea that destroying the bourgeoisie's ownership and control of the means of production is the key to bringing peace to the proletariat.

4.3.2 Discussion

In the analysis, the researcher found two events which can classify the retaliation of in-game lower class as a social revolution of the proletarian class in Marxist theory. The first point is the grouping of various people in the lower class; this is equal to the assembling of the labor unions of the proletariat which enable them to have bargaining power against the bourgeois capitalists. The second point is a major similarity that makes the in-game lower class similar to the proletariat is the attack on the ownership and control of the means of production by the superior class. Unlike the large-scale social revolution in Marxist theory, the in-game revolt is created by several small resistance groups instead. However, the attack of these small groups in the game successfully destroys the control of the means of production by the in-game superior class and its power. As a result, the in-game lower class and the proletariat in Marxist theory are similar since their actions lead to the same result, which is the removal of the superior class's power.