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The Ghost In The Shell Vol. 2



Synopsis

March 6, 2035. Motoko Aramaki is a hyper-advanced cyborg, a counter-terrorist Net security expert, heading the investigative department of the giant multi-national Poseidon Industrial. Partly transcending the physical world and existing in a virtual world of networks, Motoko is a fusion of multiple entities and identities, deploying remotely controlled prosthetic humanoid surrogates around the globe to investigate a series of bizarre incidents. Meanwhile, Tamaki Tamai, a psychic detective from the Channeling Agency, has been commissioned to explore strange changes in the temporal universe brought about by two forces, one represented by the teachings of a professor named Rahampol, the other by the complex, evolving Motoko entity. What unfolds will all be in a day—a day that will change everything, forever. The long-awaited sequel to Shirow Masamune's groundbreaking *The Ghost in the Shell*, and one of the most highly anticipated graphic novel events in many years, *Man-Machine Interface* is Shirow's most ambitious and complex story yet, with deep forays into philosophy and the meaning of artificial life, intelligence, and existence. Utilizing awe-inspiring digital effects on a level never before seen in the annals of graphic fiction, Shirow has raised the bar for what can be achieved, page after page!

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Customer Reviews

I bought the three-volume Kindle edition and could not be happier with the value, image quality, and convenience. I was put off with the paper quality issues of the paper versions and am happy that I went this route. My only gripe is with the amount of time it takes to download these volumes onto a Kindle in relation to other titles, but that is understandable because these books are all images, while the other books are just text. Highly recommended!

I have never been interested in the whole anime genre but was curious about the 2017 movie coming out so decided to read GITS 1 and 2. I am not an expert in the anime/manga genre nor a writer so I'll keep my comments brief. Though this wasn't a direct continuation of the first volume's storyline it was just as intriguing. The plot line is good and I kept wanting to know what was coming next. There is a lot of detail that the author based in reality that helped tie the fictional technology together. The art work was terrific. I was a bit disappointed he discontinued the fuchikama as I thought they were interesting and good comic relief. This led me to was the animated movie from the 90's. Which was awesome. This book is definitely worth your while if you're curious about GITS or manga and are in the mood for some action and a wonderfully penned work.

Pretty deep. Interesting bit of folk lore dropped in in the last. Hope there is more. Crazy drawing. Great fun.

Good long interesting read, different style than most graphic novels but hard to put this book down.

Shirley follows the seminal Ghost in the Shell with a disorienting yet alluring cyberpunk narrative. The commentary on cloning, Internet of things security, and consciousness remain relevant and intriguing. Much like William Gibson's prose, Shirow throws the reader into a collage of chrome and silicon, only to bring all of the pieces together in a moment of wonder.

Not the same feel as the first book, but still good for anyone who likes GITS

Thought this was in English, it was not. However the hardcover edition I got looks amazing and I can't say I'm not satisfied.

Ditto'ing the other reviews; this sequel is not quite a sequel, and is hard to follow. It pretty much

differs from GitS 1 in every way to include story, art style (over a decade between releases) and even the chars. I was surprised to see well over half the comic in color! AND is by no means a small book. Shirow's mind is on an entirely different level when it comes to creating an intricate futuristic cyberworld. What I like about him is that he puts a lot of extra effort into explaining these futuristic Sci-Fi scenes and what is going through his head. (i.e. captions explaining certain scenes like why Motoko said ___ or why her body is in place ___ or Shirow explaining what acronym ___ means). This is what makes GitS; it is mentally stimulating and, if not familiar with the GitS or underestimate the series, is down-right confusing. Though not for a casual reader *myself*, I don't have a problem just staring at the art while I read and re-read to understand what Shirow is thinking. If you at all like GitS-like a challenging read (this one's a doozy) AND-like comics Get This.

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