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And it's only these creators whose family is threatened. Currently, less powerful than the protagonist, if he's even mentioned, is the cast of your average digital cartoon. One of the most diverse and rich worlds ever, it's not going to spring up and operate on its own. Yours has to push it along. A game that makes the protagonist's cartoon-like struggles recognizable is that more powerful. You can be made out to look like a hero. [Kojima Productions] It's a skill almost lost on digital games, in an era in which so few are handcrafted. But not many games tackle that problem head on. You can have a deeply internalized protagonist, but the message is that the player is the protagonist. You, the player, have to feel that what you're doing is important. These are choices that make your heart beat faster. These are the hard ones. This is the part of a game that makes you sweat, despite yourself. "It was pretty obvious from the beginning we didn't want to make a game for them," the Game Developers Conference 2005 keynote speaker, Hideo Kojima, told me, sitting in the after-party to the Kojima Productions keynote. "Our target was them." From the original Metal Gear on, these games have been about the player, not their creators. The player, a soldier in the video game world, is still their big brother. The only difference is that this time he's not, in fact, your real brother. He's not a little brother. He's a Terminator, called The Boss. He's going to have to teach you how to do things that you'll never understand. "This is a game about survival," Kojima said. "How to survive, how to get back home. But, the main thing is, it's a game about the kid who plays it. They're all you." The child is a universal metaphor. As far back as you can go, people have told their children the world is dangerous, without explaining why, and seen these kids grow up to be rock stars. The younger generation has grown up with a toy world and with the internet to teach them how to make their own. Now, Kojima, his team, and hundreds of thousands of players are going to make the world, a game of their own, out of it. And the game itself will have to teach them.

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