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Why does solid snake kill big boss

Trending Popular Contact us Asked by: Obie Pagac Score: 5/5 (30 votes) So technically, Snake kills Big Boss 3 times. Solid Snake thought he killed Big Boss 3 times. Solid Snake thought he was very close to death. His body was essentially kept on ice by Zero so he could suffer. Does Big Boss Hate Solid Snake? Solid Snake stopped him. D-Dog for President! In the tapes, Big Boss dislikes them, but when he learns about Eli loose in Africa, his whole tone changes and he's genuinely concerned. How did Solid Snake beat Big Boss, and iconic gaming protagonist Solid Snake ultimately brought down the villain with a barrage of gunfire. However, MGS 5's true ending revealed that Solid Snake was actually doing battle with Venom Snake all along. Who killed Big Boss MGS? Solid Snake to die, having living in the shadow of Big Boss for so long the two characters were one in the Boss? After one final fight, Snake kill The Boss? After one final fight, Snake kills The Boss who gives him the Philosophers' Legacy hidden by Volgin. ... The Boss's entire personality is also reconstructed in a special AI system developed by Strangelove for the Peace Walker weapon. The Boss died on September 2, 1964 at Tselinovarsk, USSR at the age of 42. 31 related questions found During Colonel Volgin's torture of him, Big Boss, then known as Naked Snake, received a muzzle burn that blinded him in his right eye, which also ruptured and destroyed the cornea and the lens of his eye, while intercepting a bullet that was meant for Tatyana/EVA, after her cover was blown. Overview. Big Boss was originally depicted in Metal Gear as the leader of Outer Heaven, and the game's main antagonist. Naked Snake, however, is the original Snake: Big Boss. First appearing in Metal Gear Solid 3: Snake Eater, Snake's first big mission is to eliminate the woman who trained him, The Boss, and destroy the progenitor to the Metal Gear walking tank, the Shagohod. While it's clear that Big Boss will do anything to achieve his goal, his honest conversations with Revolver Ocelot during the Truth Tapes seems to suggest that he holds a deep admiration for Venom. ... Hideo Kojima has apparently gone on-record and confirmed that not only is Metal Gear Solid 5 happening, series hero Solid Snake is also still alive and kicking... even though he was supposed to die at the end of MGS4. Pause for breath. Liquid Ocelot, often shortened to Liquid, was the alias used by Revolver Ocelot following his transformation into the mental doppelgänger of Liquid Snake. In 2014, he amassed a mercenary army to lead an insurrection against the Patriots, and became the final nemesis of his "brother" Solidoner of Liquid Snake. In 2014, he amassed a mercenary army to lead an insurrection against the Patriots, and became the final nemesis of his "brother" Solidoner of Liquid Snake. In 2014, he amassed a mercenary army to lead an insurrection against the Patriots, and became the final nemesis of his "brother" Solidoner of Liquid Snake. In 2014, he amassed a mercenary army to lead an insurrection against the Patriots, and became the final nemesis of his "brother" Solidoner of Liquid Snake. In 2014, he amassed a mercenary army to lead an insurrection against the Patriots, and became the final nemesis of his "brother" Solidoner of Liquid Snake. In 2014, he amassed a mercenary army to lead an insurrection against the Patriots, and became the final nemesis of his "brother" Solidoner of Liquid Snake. In 2014, he amassed a mercenary army to lead an insurrection against the Patriots, and became the final nemesis of his "brother" Solidoner of Liquid Snake. In 2014, he amassed a mercenary army to lead an insurrection against the Patriots and Insurrect Snake. Practical espionage action. In Metal Gear Survive, you play a custom character who is the physical opposite of Metal Gear Solid 5's Venom Snake. So, by the end of the game (if you've done it right), you realise Quiet has a very strong bond with "Venom Snake. So, by the end of the game (if you've done it right), you realise Quiet has a very strong bond with "Venom Snake." end of the game, Miller learns the truth. Big Boss has betrayed him. He let Kaz waste his time with some body double while because Kaz clearly wasn't either good enough or trustworthy enough for him... 10 The Big Boss To Surpass Big Boss Venom Snake isn't just a Big Boss clone, in many respects he's the better Big Boss. He's the one who builds up Diamond Dogs, he's the one who ultimately builds up Outer Heaven, and he's the one who faces off against Solid Snake at the end of the first game. His real name is Jack. At the start of Metal Gear Solid 3, Zero refers to him as Jack whilst briefing him, as does The Boss when they first speak over the codec. Naked Snake then calls himself 'John Doe' when talking to Para-medic. He's been evil since Peace Walker. And in Metal Gear 1 and 2, he kidnaps and tortures somebody completely loyal to him (Gray Fox), he tries to lure in his own clone to kill because that's the only one who can thwart him, he holds the entire world hostage twice, among much more. Snake possesses an IQ of 180 and is fluent in six languages. ... But Snake's perceived stance on violence may be a case of denial, as Snake's enemies and at least one of his allies have claimed that, in truth, he enjoys killing, and thanks to the series' narrative structure, fated. So while Solid Snake may have been the 'good guy' of the Metal Gear universe and the main character for many years, ever since Snake Eater, the story is no longer about him - he's merely a supporting actor in someone else's narrative. Snake loved Meryl, she was fallen in love with him since the first time they met but they truly loved each other after liquid's death, while they were escaping from Shadow Moses, then she even gave him an "infinite" bandana (I don't know if I remember correctly) and he reveals just to her his real name. Type of Villain Liquid Snake is the main antagonist of the videogame Metal Gear Solid, as well as the GameCube remake "Metal Gear Solid: The Twin Snakes". He is a clone of Big Boss created alongside Solid Snake. The horn is a piece of shrapnel that the game's main character, known as both "Big Boss" and "Snake," cannot remove. ... Like so many aspects of the "Metal Gear" universe, the shrapnel has a meaning beyond just being a thing lodged in the main character's head. Metal Gear Solid 6 is a game that, truthfully, will never be released. The falling out between Hideo Kojima and Konami, along with the pretty closed off nature of Metal Gear Solid's story, make a sixth entry seem highly unlikely. As far as influential game franchises go, Metal Gear Solid is one of the most impactful. METAL GEAR SOLID V: THE PHANTOM PAIN > General Discussions > Topic Details why did big boss become bad (spoilers) big boss was always the good guy from metal gear 3 until mgs 5: ground zeros, in the end of phantom pain he tells venom snake to take his place as big boss so he has the time to make a military nation called outer heavenin metal gear 1 which is the next game in the time line big boss is the leader of fox hound and he sends solid snake to inflitrate outer heaven and stop them. in the end of the game solid snake meets venom snake and kills him. after that big boss betrays foxhound and solid snake learns that big boss is the true leader of outer heaventhe thing i dont understand is why did big boss become the bad guy in between the end of phantom pain and beginning of metal gear 1? Note: This is ONLY to be used to report spam, advertising, or rude) posts. Something went wrong. Wait a moment and try again. Fictional character For the reptiles, see Venomous snake. Venom SnakeMetal Gear character For the reptiles, see Venomous snake. Phantom PainFirst appearanceMetal Gear (1987) Last appearanceMetal Gear (1987) Last appearanceMetal Gear Solid V: The Phantom Pain (2015) Created by Hideo KojimaDesigned by Yoji Shinkawa, Chihoko UchiyamaVoiced by EN: Kiefer Sutherland (facial) Erik Brown (body) Rudy McCollum (body Awakening]) In-universe informationFull nameAssigned by the playerAliasesPunished Snake, Ahab, V, Big Boss' phantomAffiliation Militaires Sans Frontières Diamond Dogs Outer Heaven NationalityAmerican Venom Snake (ヴェノム・スネーク, Venomu Sunēku), also known as Punished Snake (パニッシュド・スネーク, Panishudo Sunēku), is a fictional character from Konami's Metal Gear video game series. Created by Hideo Kojima and designed by Yoji Shinkawa, he is most notably the protagonist in the 2015 game Metal Gear video game series. Created by Hideo Kojima and designed by Yoji Shinkawa, he is most notably the protagonist in the 2015 game Metal Gear video game series. version. Within the series, Venom Snake is the leader of a mercenary unit, Diamond Dogs, who returns to the battlefield after waking up from a nine-year coma in an incident that also resulted in the loss of his left arm and a piece of shrapnel embedded into the right side of his forehead. While initially introduced in-game as a long-standing Metal Gear character Big Boss, hints of his true identity gradually emerge throughout the course of the story. It is ultimately revealed to be the man killed by Solid Snake at the end of the original 1987 game. Venom Snake and his role as a replacement for Big Boss in The Phantom Pain received mixed opinions from critics, with some finding the decision fitting in the context of the series, while others thought it negated the emotional crux of the game's story or failed to provide closure. Sutherland's performance garnered praise from critics, although some were bemused by his relative lack of dialogue. Appearances Fictional chronologyin Metal Gear 1999 - Solid Snake 2005 - Metal Gear Solid 2007/09 - Sons of Liberty 2014 - Guns of the Patriots vte Metal Gear Solid V Main articles: Metal Gear Solid V: Ground Zeroes and Metal Gear Solid V: The Phantom Pain as the player character also known as Punished Snake (パニッシュド・スネーク, Panishudo Sunēku). His original identity (whose face is partially obscured when he's on-screen) was employed by Big Boss's Militaires Sans Frontières private forces. He accompanies Big Boss in the helicopter extraction of Ricardo "Chico" Valenciano Libre and Paz Ortega Andrade from a U.S. Naval prison facility in Cuba in 1975. The medic successfully removes a time bomb implanted inside Paz's abdomen, however, fails to notice a second bomb within Paz which goes off, causing their helicopter to crash in the process. The medic shields Big Boss from the blast and the two men survive the crash, but the medic ends up losing his left arm while fragments of bones and teeth are buried within his body, including a large piece of shrapnel lodged within his cerebral cortex. [MGSV 1] Both Big Boss and the medic fall into a coma for the next nine years. During his coma, the medic fall into a coma for the next nine years. reconstruction in order to be Big Boss's mental doppelganger and draw attention away from his mental template.[MGSV 2] After awakening, the medic (now dubbed "Snake") escapes the hospital following an attack by XOF strike force and is extracted by Revolver Ocelot.[MGSV 3] He takes command of the Diamond Dogs mercenary unit along with a new Mother Base constructed near Seychelles in 1984. Snake then engages in a series of missions in Afghanistan and Central Africa as he and Kazuhira Miller seek revenge for lost comrades and pursues the Cipher organization. With Miller and Ocelot as advisers, he recruits several individuals into his army, including companions such as the sniper Quiet and the canine D-Dog. Snake ultimately comes face to face with XOF's leader Skull Face, as well as the traitorous Huey Emmerich and child mercenary leader Eli. During an unspecified time period, he is shown receiving Big Boss's cassette tape, with one side labelled "Operation Intrude N313" which he plays on a Sony BitCorder device connected to an MSX2 computer; the timeline establishes that Big Boss's phantom would later die fighting against Solid Snake in Outer Heaven. [MGSV 4][1] After Metal Gear game, initially serving as Solid Snake's commanding officer of FOXHOUND and Snake's main radio contact, while also serving as the leader of Outer Heaven's forces.[MGSV 5] Despite an apparent defeat, the game ends with a message from Big Boss rebuilt with cybernetic parts after being mortally wounded during the previous game's final encounter; [MGSV 7] this explanation was used for Big Boss' survival in the Metal Gear Solid 4 Database, [MGSV 4][1] Creation and design Physical appearance Concept art of Venom Snake standing next to an early design of his canine companion [a Rhodesian Ridgeback in this artwork] (left) and a finalized version of Venom Snake drawn by assistant designer Chihoko Uchiyama (right). Venom Snake is distinguished from the original Big Boss by his bionic left arm, the numerous facial scars, and the shrapnel "horn" protruding from the right side of his forehead. His eyepatch also differs from the one usually worn by Big Boss, as it has three straps instead of just two. The decision to have Snake lose his left arm was made early during the development of Metal Gear Solid V, although originally he was supposed to wear a regular prosthetic rather than a bionic arm.[2] The game features a hidden "karma" system which causes Venom Snake's appearance to change based on the player's behavior. Negative actions such as killing people and animals or developing nuclear weapons earn Demon Points. Earning 20,000 Demon Points causes Snake in blood. This demonic appearance is accentuated by Snake's belt, which resembles a tail.[3] Positive actions such as extracting animals and child soldiers, earning certain achievements, or visiting Mother Base's zoo will eventually reverse these changes, which are purely aesthetic.[4] Casting Kiefer Sutherland voices Snake in English In Metal Gear Solid V, Venom Snake is portrayed by Canadian actor Kiefer Sutherland through voice-over and facial motion capture, briefly as the medic in Ground Zeroes and then as the player character throughout The Phantom Pain. Sutherland plays both Venom Snake and Big Boss, but the official credits make no distinction between either character, with the role, simply billed as "Snake". The casting was announced by Konami on 6 June 2013, during the annual Konami Pre-E3 show.[5][6][7][8] Kojima's reason for selecting Sutherland rather than David Hayter (Snake's usual voice actor) was to "have a more subdued performance expressed through subtle facial movements and tone of voice rather than words". and that he "needed someone who could genuinely convey both the facial and vocal qualities of a man in his late 40s". Hollywood producer and director Avi Arad suggested to Kojima that Sutherland could fulfill these requirements.[9][10][11] Akio Ōtsuka was unaffected by this casting change and continued to voice the character in the Japanese version.[12] On 4 March 2015, Kojima said that Snake would have less dialogue in The Phantom Pain than in previous installments, explaining that this would make Snake more an extension of the player and that he would act based on the player's actions "rather than doing things like making spontaneous comments or flirting with women."[13] Naming The character was initially introduced as "Punished Snake" in the E3 2013 trailer for Metal Gear Solid V, but this moniker would fall into disuse in favor of "Venom Snake" in the E3 2014. Although the final game bills him as "Punished 'Venom' Snake" in the E3 2014 trailer for Metal Gear Solid V, but this moniker would fall into disuse in favor of "Venom Snake" in the E3 2014. Although the final game bills him as "Punished 'Venom' Snake" in the E3 2014 trailer for Metal Gear Solid V, but this moniker would fall into disuse in favor of "Venom Snake" in the E3 2014 trailer for Metal Gear Solid V, but this moniker would fall into disuse in favor of "Venom Snake" in the E3 2014 trailer for Metal Gear Solid V, but this moniker would fall into disuse in favor of "Venom Snake" in the E3 2014 trailer for Metal Gear Solid V, but this moniker would fall into disuse in favor of "Venom Snake" in the E3 2014 trailer for Metal Gear Solid V, but this moniker would fall into disuse in favor of "Venom Snake" in the E3 2014 trailer for Metal Gear Solid V, but this moniker would fall into disuse in favor of "Venom Snake" in the E3 2014 trailer for Metal Gear Solid V, but this moniker would fall into disuse in favor of "Venom Snake" in the E3 2014 trailer for Metal Gear Solid V, but this moniker would fall into disuse in favor of "Venom Snake" in the E3 2014 trailer for Metal Gear Solid V, but this moniker would fall into disuse in favor of "Venom Snake" in the E3 2014 trailer for Metal Gear Solid V, but this moniker would fall into disuse in favor of "Venom Snake" in the E3 2014 trailer for Metal Gear Solid V, but this moniker would fall into disuse in favor of "Venom Snake" in the E3 2014 trailer for Metal Gear Solid V, but this moniker would fall into disuse in favor of "Venom Snake" in the E3 2014 trailer for Metal Gear Solid V, but this moniker would fall into disuse in favor of "Venom Snake" in the E3 2014 trailer for Metal Gear Solid V, but this moniker would fall into disuse in favor of "Venom Snake" in the E3 2014 t the opening sequence of every mission, "Punished Snake" is never spoken by anyone, while "Venom Snake" is only spoken once in the actual game. [MGSV 3] In all other instances, the character is simply referred to as "Snake" or "Boss". During the prologue sequence of the game, the player character is briefly given the name Ahab (エイハブ, Eihabu) by the medical staff protecting him in Cyprus, while Big Boss (whose face is covered in bandages) assumes the name Ishmael while helping the player thwart off the XOF forces pursuing them in the hospital. These are the names of the protagonist and the narrator in Moby-Dick. According to Kenji Yano (who wrote the novelization of The Phantom Pain under the pen name Hitori Nojima), these names were chosen to symbolize Big Boss takes a supporting role in the story.[14] Reception The character of Venom Snake and his role in The Phantom Pain received a mixed reception. Asserting that Metal Gear has always been a primarily metafictional series, Dave Thier of Forbes praised the game and the series, rather than the plot, and wrote, "You've made it through every mission, you've backtracked, perfected, gotten your S ratings, and employed perfect stealth. That's it, you're Big Boss, you're Snake, You're 'you.' And you're done."[15][self-published source] Chris Carter of Destructoid said that Venom Snake made sense within the concept of 'the legend' being stronger than the actual person", but was disappointed that the game's ending was not a remake of the original Metal Gear, featuring Sutherland as Venom and Hayter as Solid Snake.[16] PC Gamer's Samuel Roberts called the revelation of Venom Snake's identity "one perfect moment in a bad story", and thought that the twist worked on a literal level, making the medic a "tragic and unsettling" figure whose only meaningful relationship is with a woman (Quiet) who thinks he is Big Boss. Roberts complimented that in removing the character's identity of Big Boss, the epilogue left the player with "no backstory other than the one [they]'ve just created", reflecting the player's own unique experience and being "a perfect thematic match for [the] game".[17] Conversely, David Roberts from GamesRadar+ wrote that the reveal was a "strange" ending and "a bizarre bit of fridge logic that makes less and less sense the more I think about it". He further felt that the twist caused the story to become "hollow" and lacking in closure as a result of the "rehash[ing]" of missions during the game's second half and its "slapped in" ending. However, he thought a player-created avatar for Big Boss was "purely and distinctly Metal Gear" and a humorous way for Kojima to show his appreciation towards the series' long-term fans.[18] Kotaku's Jason Schreier similarly wrote that while the twist was "neat", it raised more questions under scrutiny, and felt that being misled into experiencing Big Boss' character arc when it was actually someone else cheapened the rationale behind key plot events. Schreier also disliked that The Phantom Pain failed to provide any explanation or context for both Venom Snake and Metal Gear 2: Solid Snake.[19] Kiefer Sutherland received praise for his performance as Snake, [18][20][21] although some critics were bemused by the minimal dialogue spoken by the character throughout the game, calling it "strange", [23] and "positively jarring". [24] Ryan Gilliam of Polygon included Venom Snake as one of the best video game characters of the 2010s, writing he was "one of the more complex characters in all of Metal Gear [...] The Big Boss character lost a lot with the switch from series regular David Hayter to celebrity voice talent Kiefer Sutherland. But Venom Snake makes the list because he isn't the hero. He's masquerading as the real Big Boss, unknowingly, and represents what a person can be if they're told exactly who they are."[25] References Bibliography Metal Gear Solid V: The Phantom Pain. The Complete Official Guide (Collector's ed.). Piggyback Interactive Limited. 1 September 2015. ISBN 978-1-908172-76-1. Footnotes In-game ^ Kojima Productions. Metal Gear Solid V: The Phantom Pain. Level/area: Episode 46. Miller: "How he's doing?" Doctor: "He took some shrapnel... to the head..." ^ Kojima Productions. Metal Gear Solid V: The Phantom Pain. Level/area: Truth Records - Doublethink. Ocelot: We've been busy over the last nine years. His altered state of consciousness has helped us implant powerful suggestions through induced hypnogogia. He's experience all your missions on record, and shares all your knowledge and experience. To make him believe that he is the one true Big Boss. No one around him will doubt that he's the Big Boss they know. So is he the real Big Boss or a stand-in? What does that mean to him? Nothing. The human brain is capable of many illusions. Of pain, of the future. What happens from here depends on his skill. But you can vouch for that. / Big Boss: "He was always the best man we had. But..." / Ocelot: "Nine years ago in that helicopter, he threw himself between you and the blast. In that moment, the man you knew died. He died protecting you. And now, by becoming you, he protects you again. This is just a detour in his journey to Hell. And don't forget it's what he wanted. He's in his Dog Days now. It's not just him. We'll be putting the people in this hospital in the line of fire. They'll be your shield, and a necessary diversion. To buy us some time." ^ a b Kojima Productions. Metal Gear Solid V: The Phantom Pain. Level/area: Episode 46. 1995 - While commanding special forces unit FOXHOUND from a position in the U.S. military, Big Boss establishes the fortified military nation 'Outer Heaven' in South Africa. The Outer Heaven' in South Africa. The Outer Heaven' in South Africa is quashed by Solid Snake! I've been expecting you... ... I am the supreme commander of the FOXHOUND unit... And... The leader of the fortress of Outer Heaven, Big Boss!" ^ Konami. Metal Gear (PS2). Level/area: post-credits message. ... can you hear me? Solid Snake... I'm not dead... Someday, I'll get even with you. Someday... We will meet again ^ Konami. Metal Gear (PS2). Snake (PS2). George Kasler: "Three years ago, when Outer Heaven fell, Big Boss was seriously wounded. He almost died... He lost both hands, both feet, his right eye, and his right eye, decided to use Big Boss as a guinea pig in Madnar's Snatcher project. I don't know the details, but apparently, it involved turning him into a cyborg. Now he's half man and half machine. Hard to believe, I know." ^ Kojima Productions. Metal Gear Solid 4 Database (PS3). Level/area: Snatcher Project. After his death at the hands of Solid Snake, Big Boss became the first test subject [of the Snatcher Project]. When he was found after his battle with Solid Snake, Big Boss had lost both arms, both legs, his right eye, and his right Connects to the Rest of the Series". US Gamer. Retrieved 14 March 2016. ^ Metal Gear Solid V: The Phantom Pain - The Complete Official Guide. pp. 370-371. We decided early on in the project that Snake was to lose his left arm and two fingers from his right hand. 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