

Inherited Freedom

A Metal Gear Solid 2 fanzine

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Current Stage: Pre-Production

Keep an eye on our social media for updates.

This zine is a project made by fans for fans and is in no way associated with Konami or Hideo Kojima

About

Inherited Freedom is a fanzine all about **Metal Gear Solid 2**.

The zine will be 16+ and SFW with canon typical violence.

We will be making a physical zine with flat merch and other items possible as stretch goals during our funding period, with all proceeds raised outside of production costs going to a charity organization.

This project aims to feature content for both the Big Shell and the Tanker incident. We also hope to include both main and side characters from the game.

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Schedule

Please note that dates are subject to change. Written in DD/MM/YYYY format.

Event	Date
Zine announcement	23/04/2025
Interest check	30/04/2025 - 30/05/2025
Mod applications	30/04/2025 - 30/05/2025
Contributor applications	13/06/2025 - 28/07/2025
Results sent	04/08/2025
Join zine server deadline	31/08/2025*
Pitches due	15/09/2025*
Check-in 1	20/10/2025*
Check-in 2	20/11/2025*
Check-in 3	20/12/2025*
Final submissions	20/01/2026*
Rest of schedule TBD	

* - Updated as of 24/08/2025

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Moderators

Snoof [[five5sixers](#)] (she/her) | Head and Writing Mod

Howdy! I'm Snoof, a writer who also dabbles in illustration. I'm a bit newer to the zine scene but I've participated in a few. I've loved Metal Gear Solid for a long time (my username/handle is a reference to MGS1) and MGS2 is an incredible game with a ton of relevance to this day, so I'm excited for this project!

Experience:

- [Fighting Style](#) - A fashion focused zine based around various fighting game characters. I contributed writing.
- [Forever Friends](#) - A Digimon zine celebrating Digimon Adventure 02. I contributed merch by making bookmarks.
- [Defenders of the Legacy](#) - A Bloody Roar series fanzine. I'm head mod while doubling as a writer and spot artist.

Socials: [A03](#) | [Tumblr](#) | [BlueSky](#)

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Omegami (She/Her) | Art Mod

Howdy, I'm Omegami, an artist by day and a student also by day because there's never enough time. Metal Gear is a series that's been near and dear to my heart for years and has inspired me in so many ways, so I'm very excited for this zine!

Experience:

- [Fighting Style](#) - A Fighting/Beat Em Ups Fashion Zine - Co-Art Mod
- [Tangerine Dreams](#) - A Bell-mère Fanzine - Art Mod
- [On the Prowl](#) - an MSBY4 zine - Art Mod

Socials: [Twitter](#) | [Tumblr](#) | [Instagram](#)

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AJ/Clione (She/They) | Social Media Mod

Hey party people, it's me AJ or Clione. I like creating stuff for people and I love video games and old/dated media in general and an example of that is Sons Of Liberty which has a strong place in my heart with how it was relatively progressive and unique for its time!

Socials: [Twitter](#) | [Carrd](#)

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Lee (They/He) | Formatting Mod

hi, my name's lee! i came to metal gear for the funny cyborg and stayed for the yaoi (and also the funny cyborg). im freshly graduated from my college graphic design program and very excited to help bring this project to life with my big boy degree >:)

Experience:

- [Children Of The Forest](#) - A Celtic triptych zine - Formatting Mod
- [Adventure Never Ends](#) - An Adventure Time zine - Formatting Mod
- [On the Prowl](#) - an MSBY4 zine - Art Mod

For Lee's full zine experience, check [here](#)

Socials: [Tumblr](#) | [Bluesky](#) | [Twitch](#) | [Instagram](#)

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Aiboneida (She/Her) | Shipping Mod

Aida is a multimedia artist with 10+ years of experience in manufacturing, shipping and sales fulfillment. Her favourite characters are Ocelot & Otacon

Experience:

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- RELENTLESS – A Resident Evil zine – Cover Artist
- We Can Be Heroes – Merch Artist
- Heroine Anthology – Page Artist

Socials: [Tumblr](#) | [Twitter](#) | [Bluesky](#) | [Instagram](#)

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Special thanks to Arill for organizing and contributing to this project! You can find him on [Twitter](#) | [Instagram](#) | [Tumblr](#)

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Guidelines

General guidelines

- All applicants must be at least 16 years of age by the time of application results.
- Communication for the zine will be done through Discord, so contributors will need to have an account.
- Contributors will be expected to communicate with the mod team and notify when they cannot meet a check-in deadline.
- If an applicant or contributor is discovered to hold bigoted beliefs, they will be rejected or kicked out of the project.
- Plagiarism of any sort won't be tolerated. The use of generative AI is also strictly forbidden.
- Your samples and portfolio must be accessible to view. Please double check when applying, as you will get disqualified if we are unable to see your work.
- To link to your samples, avoid using platforms that require login to view uploads. Avoid using Discord too, as image links will stop being accessible after a time.
- The zine will be SFW and as such, we ask that your samples and portfolio do not contain explicit content. We also ask that you warn for sensitive content.
- Contributors will be expected to create at least one new piece for the zine. Reusing previous works won't be permitted.

Page artist guidelines

- Page artists must follow the general guidelines.
- Page artists will be expected to create at least one full piece of dimensions TBD.
- You will be asked to provide three samples of your best work, one of which must contain a full background, and a portfolio with at least one piece outside those samples.
- Your samples and portfolio must showcase your skills as well as the style you intend to use for the zine.

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- We will be looking for understanding of colour, anatomy, composition and backgrounds.

Writer guidelines

- Writers must follow the general guidelines.
- Writers will be expected to create at least one full piece between 1000 and 3000 words. If a writer wanted to do another kind of writing, like poetry, the wordcount would be adjusted.
- You will be asked to provide three samples of your best work and a portfolio with at least one piece outside those samples.
- Your samples must be understandable by themselves and preferably under 3k words each. They should also showcase the style you intend to use for the zine.
- We will be looking for good story flow, characterization and narrative abilities.

Merch artist guidelines

- Merch artists must follow the general guidelines.
- Merch artists will be expected to create at least one piece of merch, but encouraged to do multiple.
- You will be asked to provide three samples of your best work and a portfolio with at least one piece outside those samples.
- Your samples must showcase the style you would use for merch. Merch samples are not required, but very much encouraged.
- We will be looking at understanding of anatomy and colour as well as how your style would work for merch.

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FAQ

Q: What is a fanzine?

A: A fanzine is an unofficial publication generally made by non-professionals featuring art, writing and other similar mediums. The themes can be almost anything that its creators enjoy.

Q: Will there be NSFW content?

A: No, this zine will be SFW. It might however include canon typical violence.

Q: What characters will this zine feature?

A: Any characters introduced in MGS2 or returning characters with relevance to the plot.

Q: How will contributors be compensated?

A: If funds allow, contributors will be given a free copy of the zine. If the zine were to lack the necessary funds for that after preorders, contributors would be allowed to purchase it at production cost.

Q: Will mods be allowed to contribute?

A: Yes, but it will be optional and they won't take any spots away from regular contributors.

Q: Can I apply for more than one position?

A: Yes, but you will only be accepted for one.

Q: Will follower count matter in application?

A: Absolutely not. We believe that follower count doesn't reflect skill and are fully open to include smaller creators.

Q: Do I need previous zine experience?

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A: Absolutely not. We welcome anyone no matter how much experience they have. We also encourage you to ask any questions you may have to the mod team.

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