



The Ghost in the Shell, Vol. 2: Man-Machine Interface

By Shirow Masamune

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The Ghost in the Shell, Vol. 2: Man-Machine Interface By Shirow Masamune

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March 6, 2035. Motoko Aramaki is a hyper-advanced cyborg, a counter-terrorist Net security expert, heading the investigative department of the giant multinational 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's work—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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