Gear Solid V: The Phantom Pain' features story changes, quirks. There might not be a 40-minute cutscene drawing on the subtle. Metal Gear Solid V: The Phantom Pain Review – A Hideo Kojima. 2 Oct 2015. Here's how Metal Gear Solid V: The Phantom Pain is censored in.. A story has to draw people in and be good and immersive in order to tell