



Ghost in the Shell 1.5: Human-error Processor

Masamune Shirow

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This volume presents for the first time in America the lost Ghost in the Shell stories, created by Masamune, but never collected until now. Deep into the 21st century, the line between man and machine has been inexorably blurred as humans rely on the enhancement of mechanical implants, and robots are upgraded with human tissue. Older teens.

Ghost in the Shell 1.5: Human-error Processor Details

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Author : Masamune Shirow

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Jesus Flores says

GITS 1.5

Aquí son mas bien historias de casos de la novena sección después de la desaparición de Makoto, y si bien ella interviene en un caso es bajo su nueva identidad Chroma.

Interesantes y mas enfocadas a la parte investigativa/policiaca.

Aun así, algunos temas interesantes, como el caso del cadáver andante, los traficantes de armas muertos.

4 stars

Svarnyp says

EN/CZ

Wow, once again Shirow manages to deliver a cool story in cyberpunk Japan with exciting plots, technology, and Shirow's comments. I love how his comments create a very personal link with the author during reading the manga. Scenes are filled with a ton of details, but they still maintain clarity. The only scenes I was lost in were those where something happened fast, so I like to think of it that it simulates the reality of the scene.

CZ:

Op?t musím pochválit CREW za p?inesení dalších p?íb?h? ze sv?ta Ghost in the Shell. Zápletky, kresba a skv?lé komentá?e od Shirowa zase d?lají mangu dílem vhodného k p?e?tení. Kdyby n?koho cyberpunk nezajímal, potom stojí za to si alespo? prohlédnout Shirow?v jedine?ný styl spojení se ?tená?em, kdy jej vtahuje pomocí svých poznámek pod ?arou nebo malými detaily a d?ním ve scénách ?iní mangu živou jako reálnou ?i alespo? filmovou scénu.

Michael says

Bridge between stronger volumes

While Shirow's style remains consistent, the cases in this volume are mere episodes. We get some glimpses into Section 9 after the Major's departure, but very little groundbreaking material. The imagination and technology after flung father in the other volumes. The material here shows the basis for Stand Alone Complex, but that series is overall stronger.

osoi says

Human-Error Processor ?????? ?? ?????????? ?????????????? Section 9 ? ?????????? ??????????. ???, ?????? ? ?????????? ??? ?? ?????, ??? ? ?? ?????? ?????????? ????? ?????? - ?? ?????? ?????????? ?????, ?????????? ?????????? ?? ?????? ?????????????? ?????????? (?? ??????????? ?? ? ?? ????). ?????????? ? ?????????? ?????????? ?? ?????????? ??????????, ? ??????????, ?? ?? ?????? ?????; ??-????? ??? ?????? - ?????????? ?????????? :3
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Gianfranco Mancini says

Not as good as first volume, but I liked very much the fleshing and development of Batou, Togusa, Aramaki and all the Section 9 characters. They are just like old friends of me now.

Rolando Marono says

- The good:
- The art style, though it is not as detailed as Ghost in the shell 1, is cleaner, the action looks much better in this style.
 - The characters Togusa and Batou are very funny and engaging, something that we didn't saw much in previous volumes.
 - The last and the previous to last stories.
- The bad:
- All of the stories looked the same.
 - This volume was missing the things that make Ghost in the shell 1 and 2 very innovative, in this volume we have a lot of people controlled by other people thorough cybernetic implants.
 - Major appearing like a Deus Ex ´machina.

Brit says

As seem to be common practice for Ghost in the Shell this volume is familiar because of its influence on other versions of Ghost in the Shell. However it is also a little confusing to follow the different story lines and how they interconnect. Also you don't get a lot of the Major only one appearance in one story line. But I love Batou and enjoyed those other characters' interactions and interplay.

Terra says

The first time I heard of Ghost in the Shell was the movie version with Scarlett Johansson. I loved it. So when I saw this in the library I had to read it. My first Manga! It was fun but hard to read because the font was so small.

J.M. Giovine says

Following the events from the first book, Human Error Processor serves more as a compilation of unused stories for the first Ghost in the Shell, rather than a sequel, but Shirow Masamune stated that this could be taken as a prequel to the second book so, yeah, out of the confusion; let's just consider this as a direct continuation. That being said, and considering how hard it would've been to overcome the first's one success, this is a lighthearted and friendlier in tone, unlike its predecessor. No wonder why this is all footage left behind, since they're chapters without the actual tone used in the first book. Here, Section 9 must follow a series of mysterious cases, involving a disappearance of an important politician figure and the use of cyborg-corpses in order to commit a series of murders across town. In favor of this book, the art is more detailed and fluid, which is something the first book struggled in certain pages. Maybe is some kind of balance, since now the story is overall simplistic and regular, but the art compensates. Also, the characters are the same but with a few improvements in regards of their development; also, in essence there are a few new ones, all in order to enrich this incredibly attractive neo-noir dystopia. Certainly, the absence of Mayor Motoko is noticeable, and something fans of the previous book will surely miss, but there is a friendly comeback halfway through the story, and some of the new characters are enjoyable enough, but particularly Bato suffered from an actual appealing improvement on his character, since now he's more of an action hero struggling with the world around him, something missing in the first book, especially considering he's not a 100% cyborg, so his human side serves as an engine to enrich the story. In conclusion, this continuation is just a harmless collection of stories in order to fulfill this amazingly attractive world, with enough smart in the stories and eye-candy action for the casual Manga readers. I'd say if you aren't into this particular reading style, but loved the first book, it won't harm you to skip this, but if the first book caused that much of an impact, then this will most likely improve your depiction of this great franchise.

Adam says

Slightly better in art and plot coherence than the first volume. It suffers greatly from the almost complete absence of the Major (it's unclear why Masamune would make that choice?) and is still not at all comparable

to the excellence of Stand Alone Complex and 2nd GIG. It lacks an overarching plot, which was a good choice given the flop that was in volume one. It's not very long, at least.

The footnotes ramped up seriously in this volume too, and they went from endearing to kind of pathetic and obnoxious. He'll frequently need to use them just to make it clear what is happening in the panels, and often writes a paragraph on the side of the page begging readers to forgive him for some "unrealistic" aspect of the scene or to explain that he didn't include certain elements just because he didn't want to draw them.

Ronald says

This was an interesting collection of stories from the Ghost in the Shell universe. It spends most of its time with the secondary characters. Some of the art looks strange compared to what other stories I have read and in a couple of places the art / story panels feel out of order and mixed up. The footnotes were entertaining and makes it feel like the author was insecure about the story. Maybe not up to the standards of the original Ghost in the Shell still a good read.

Nihal Vrana says

It is not in the same league as the first and not even with the second book. The first few stories are pretty weak and embroiled in technicalities. The suspense in the last story was interesting and made up for the rest of the book. The generally appealing things about Shirow books are already there, the designs, idiosyncratic commentaries, a well-thought futuristic setting etc. It is just not as strong as the other installments.

Clodjee says

GitS est sans aucun doute la meilleure histoire de cyberpunk que j'ai lu (mis à part l'oeuvre déterminante de Gibson). L'univers créé par Masamune Shirow est très complexe dans sa socio-politique et sa technologie. Cela fait que l'histoire est généralement assez difficile à suivre, surtout pour des novices, mais même aussi pour les fans de cyberpunk comme moi. Et le fait que son travail est chargé à rebord de détails (sur les arrière-plans ou les accessoires utilisés par les personnages — Shirow est définitivement fasciné par la technologie et particulièrement les armes et véhicules de combats auxquels il porte une attention particulière) ou de lignes de vitesse (speed-lines) ou d'explosions, en rend la lecture d'autant plus difficile mais Ô! Combien fascinante (si ce n'était de ce caveat, j'y donnerais bien quatre étoiles et demies)! Si vous êtes prêt à faire l'effort de cette lecture, c'est vraiment un manga superbe. Très recommandé.

Lire mon commentaire complet sur <https://clodjee-blog.com/2018/08/13/t...>

Lashaan Balasingam (Bookidote) says

You can find my review on my blog by clicking here.

It's hard to not acknowledge Ghost in the Shell as a critically-acclaimed franchise. The mere mention of its

name has fans conniving against the naysayers. Although it all started with a manga series written and illustrated by Masamune Shirow, it's the anime adaptations that were later created that truly blew the minds of a whole generation. The revolution that came with that creation propelled this franchise into the hall of fame and forever left its mark in the cyberpunk genre, but also in the world of anime production. Ghost in the Shell however only knows three distinct volumes: The Ghost in the Shell (1991), The Ghost in the Shell 1.5: Human-Error Processor (2003) and The Ghost in the Shell 2: Man-Machine Interface (2001). My quest to explore this source material before finally seeing the anime that changed the lives of many continues here with volume 1.5. and things aren't looking so great.

As Masamune Shirow mentions himself in a small paragraph of story commentary at the end of this volume, Human-Error Processor collects a bunch of different stories that essentially leaves you feeling like it's all over the place. This intermediary volume has stories featuring different characters that are part of Public Security Section 9 (the counter-cyberterrorist organization) who have rarely had the opportunity to be on the front-lines in volume 1 and 2. These leftover stories that have never been intended to be originally published finally got collected in Human-Error Processor, but do not necessarily add anything in particular to the protagonist known as Major Motoko Kusanagi or the infamous villain of this series known as the Puppet Master. The featured stories include "Fat Cat", "Drive Slave", "Mines of Mind" and "Lost Past".

One of my biggest surprises with the first volume was the lack of coherence in the structure of each story and the very absence of an identifiable overarching story. This time around, each story was a lot easier to follow and understand from A to Z but came at the price of any innovation and of the presence of Major Motoko Kusanagi. Could you imagine that? The protagonist that everyone loves to see in action only appears once throughout the whole volume and acts as a *deus ex machina*. The Puppet Master is also completely irrelevant for the most part and barely gets a quick mention to tease him as a potential culprit. Instead, each story clearly highlights the police procedural that Ghost in the Shell was meant to be and lets secondary characters take the spotlight. The clear advantage of this decision is a better understanding of these characters, especially Batou who still succeeds in being interesting although not as charismatic and bad-ass as Major.

The other unfortunate downside to these stories is the lack of ambitiousness seen in the first volume. If there's one thing I'll never forget about Masamune Shirow, it's the ideas that he continuously conveyed throughout his plot in the previous volume. His ability to mix technology with consciousness made The Ghost in the Shell incredibly large and special in terms of conceptualization. In the stories collected in volume 1.5., that very ambitiousness is put aside to limit everything to a villain that controls cyborgs for evil purposes, but never goes beyond that. The only time Masamune Shirow actually utilizes the lore he created in Ghost in the Shell is when he has his characters sharing their fields of vision with one another, when cyborgs are manipulated to do things they would never do or when certain characters use their thermoptic camouflage. Besides these basic elements part of the universe, the stories never push any ideas into any creative direction.

While this volume might have been a lot better in terms of coherence and structure, the stories lacked the originality and ambitiousness of the ideas developed in the first volume. The quasi-absence of Major Motoko Kusanagi also restrained each story from the charisma that the character brought around with her. Then again, these short stories should be seen as extras for fans who have read both volumes 1 and 2.

Yours truly,

Lashaan | Blogger and Book Reviewer

Official blog: <https://bookidote.com/>

Robert says

Get's an extra star for having Mokoto reappear in Section 9's life (and thereby reconnecting with Batou who was the last to see her at the end of the first volume).

Also ties her into GitS 2.0/Volume two which was published before this one with the "Ms. Chroma" reference.

Overall, it's a series of "short-stories" focused on Section 9. So no "the Major/Mokoto" in it outside that one story. But it's fine, because it seems better focused and plotted than 2.0/Man-Machine Interface.

I think I prefer the anime series/movies over these books though. I feel Oshii "gets" how to make an interesting Cyberpunk story more than Shirow, and I don't like how Shirow has Mokoto in skimpy outfits, you can tell the decline of his art into pure hentai through the volumes.
