

# Analysis of Ghost of Tsushima trailer: Don't compare with Nioh and Sekiro!

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When it was announced in 2017, Ghost of Tsushima was quickly gathered by world gamers in the same group as Nioh 2 and Sekiro: Shadow Die Twice. This is understandable because all three games were published very close to each other from the end of 2017 (Ghost of Tsushima) to E3 2018 (Sekiro, Nioh) and set in Japan.

Now that both Sekiro and Nioh have debuted with nearly identical gameplay and scores are quite impressive, all gamers' eyes are on **Ghost of Tsushima** to see if the last one in this trio is worthy. Worth two games before or not. That curiosity was satisfied after Sony published an 18-minute gameplay video introducing aspects of the game, from exploring open worlds, the ability to customize characters, samurai-style fighting methods, and ghost (or also called ninja) and its cinematic effects.

## Compare Ghost of Tsushima with Nioh 2 and Sekiro?

After watching all the videos above, I felt quite excited with this game. However, when walking through some MXH, subreddit related to the game, I found a strange phenomenon: quite a few gamers compared the gameplay of the game to Sekiro or Nioh and concluded that I was disappointed with this game. , predict that the game will 'spray' and criticize the developer.

It is normal for gamers to be disappointed when a game is not in line with their ideas - the nerds also pretty much imagine the gameplay of this game before watching the trailer above. But I also have to say that criticizing the developer is unfair: these gamers have brought Ghost of Tsushima, Sekiro and Nioh 2 together so long that they forget one thing that the developer himself Sucker Punch has never said that he will make a souls-like game.

If you accept this and review the Ghost of Tsushima gameplay video that was just announced at the last State of Play event, your rating for the game will be different. It is clear that Sucker Punch wants to create an open world action game set in Japan, combining real events (two Mongolian landings to Japan in 1274 and 1281) with the His imagination to create a fascinating game.



The battle of Ghost of Tsushima is what gamers are most interested in in this trailer. Indeed for those who have played through both Nioh 2 and Sekiro and are familiar with the aggressive, stylish and smooth, rhythmic movements of the main characters, the moves that Jin Sakai uses when wearing His Samurai armor was stiff and slow. However, the game is still in development stage so these movements can be made more smoothly.

What Sucker Punch included in the gameplay video also makes I feel familiar to me. After rummaging through his memory, I found the source of that familiarity: the Assassin's Creed games. Indeed, the birds or fox guides for gamers, side quests in each location, hidden temples, the ability to pick up materials on horseback, . are all factors that you can find. in recent Ubisoft titles.



For the author, the existence of these elements in the gameplay of Ghost of Tsushima has confirmed that it is a game 'soul Sucker Punch, da Ubisoft.' This does not mean that the game will be bad, because if there are collectible items that are appropriately distributed, bring interesting rewards and touching side quests or have a deep story, Sucker Punch can make gamers. fall in love with the game.



Review Koi Unleashed - When Samurai is no longer a lonely warrior

Koi Unleashed is an immersive game with flexible multi-dimensional perspective extremely attractive, was launched in late April.

## **The unique characteristics of gameplay**

Instead of taking Ghost of Tsushima to measure and measure according to the standards that Nioh 2 or Sekiro (games of a completely different genre) have created, pay attention to its unique characteristics. Moderate combat speed of the game is not necessarily a minus point: the combat still has depth and space for gamers to show their skills, such as the protagonist Jin Sakai need to timing the right time to dislodge the attack. of the opponent and counterattack to deal great damage. Besides, it also makes the game 'easier to swallow' with gamers who cannot react in 1/10 seconds like the masters Sekiro or Nioh 2.

The enemies in the game also seem not to be exceptional buffaloes. Normal soldiers were defeated in a single blow, while the commander in heavy armor was also defeated in two attacks. However in general this is just a gameplay video and it's hard to say how the battle will feel for gamers, so I will wait for the demo before commenting on the Ghost of Tsushima combat.



However, it must be said that it is very interesting for an enemy to see the main character. While the civilians and the kneeling in Skyrim were ready to attack a man who had just killed a dragon, bathed in the giant's blood because he accidentally touched their chicken, the fear of a Mongolian soldier fearlessly letting go of his weapon when Seeing you appear in front of your eyes is a sure thing to make gamers extremely satisfied.

## **The image is too good!**

I have been conquered by the graphics of Ghost of Tsushima from the first trailers, and the new scenes shown in the gameplay video do not disappoint us at all. The field of flowers and grass of the game is beautiful to the heart, while the discovery feature of the game proved very interesting thanks to the help of birds and the bright red fox.



Let pet fox? 11/10, Game of the year!

The graphics of Ghost of Tsushima also have highlights to mention. In addition to the breathtaking natural scenery you can see in the video, the thing we want to talk about the most is the bright lights appearing

everywhere, every time - whether you're fighting in the night or watching the mid During the day, these light sources appear and attract noticeably. They are usually the moon or the sun covered behind a layer of mist to create a scattering effect, as you can see in the following image:



Strange-looking light sources are Sucker Punch's choice.

Those light sources seem to be Sucker Punch's choice to create a unique image in the game. If you've ever seen a swordplay movie, you will be quite familiar with the scenes of wandering warriors fighting in the forest in the middle of the night under the light of high-pressure lamps. Are they real? 100% are not, both historically (at the time there was no electric light) and logic (at night), but they gave the viewer impressive, clear frames. The lights of Ghost of Tsushima too: this is an option to create a unique image for the game.

The features that Sucker Punch collectively calls 'Samurai Cinema' also proved to be a highlight. In addition to enjoying the game with colorful graphics and distinctive mark like the one mentioned above, you can also activate black and white filters, film grain effects, visible breeze that the developer has into the game for a compelling 'cinema' experience. They are things that do not take much time to develop but can completely make the game of gamers more impressive and more interesting.



Photo Mode.

## Eagerly looking forward

Although not a console gamer and rarely touching the DualShock 4 (other than the recent co-op Moving Out), Ghost of Tsushima proved to be a game that would make the author grab the PS4 handle with a colleague. . The gameplay video has just been released successfully, so I want to wait for the next information as well as the release date of the game, July 17, 2020.

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