

Review Death Stranding - Tau75 game by Hideo Kojima

Review Death Stranding - The game that is considered a super product by Hideo Kojima is the most anticipated from gamers

Publisher:
Sony Interactive Entertainment, 505 Games

Developer:
Kojima Productions

Release date: 11/8/2019

Platform: PS4, PC

The mystery surrounding Death Stranding has piqued people's curiosity about the true nature of the game. Part of this is down to the game's creator, Hideo Kojima, who always delivers new and exciting experiences with intricate stories, themes, and an artist's personal fantasies. That gives players the idea that the game has to be a lot more than we've seen so far where players must be doing more than just transporting goods.



To rebuild America after a mysterious event blew up a crater in the middle of the country and destroyed civilization, protagonist Sam travels the land to find supplies and connect with all even survivors. And to do that, Sam needs to constantly collect packages of different sizes and weights, sometimes break devices and even deliver a pizza on time.

Initially, the player will find it very difficult when the character moves very unsteadily and has to try to keep his balance when crossing the rocky and mossy roads. The gameplay of Death Stranding is actually very simple, and the elements surrounding it such as the story, combat, and initial mission objectives are quite lackluster and sometimes make the player impatient enough to keep the player.



Death Stranding features optional side quests and multiple ways to build the world's infrastructure, such as making roads and other useful structures. Your goal is simple and this should come as no surprise; they don't extend Sam's interactions with the world, nor demand novel resourcefulness. It's all about the journey and as noted above, for the most part, the game will be pretty dull.

Combat is also part of Sam's travels, but it doesn't require too much skill. Multidimensional spirits known as BTs rose from the ground and separated from the air, but they were more of a nuisance than a challenge.

In addition, the Marauders, also known as MULEs, are looters with large physiques, and also have guns and trucks to hunt you down. However, defeating them is easy, whether using guns, melee attacks or stealth.



The ability to fight is essential because the combat in the game is quite simple and any weapon is effective against both BT and MULE. Even boss battles, are simply encounters where you shoot while paying attention to dodging enemies. The game lacks creativity and suspense like previous products from the Kojima family, let alone other super products. This is unfortunate, because you can craft some pretty useful gear, like grenade

launchers and camouflage stones that you can hide under there, even though there aren't compelling scenarios to apply them to. .

Overall, Death Stranding's interweaving systems have been well thought out. Rain and snow (called Timefall) ruin everything they touch, so I love the sense of survival urgency when the weather report shows rainfall along the way. Building zip lines and safe houses in useful areas is something you need to do, especially since they strengthen the overall network of nodes keeping you powered and supported on your trip. go your own.



Death Stranding's online connectivity is one of the game's strong points, not only because other players in real life add useful items like ladders and warning signs to your world, but because it shows the hidden meaning that the game wants to convey: Connection.

At the end of the game is also the time when players have a lot of thoughts because there are times when they are pushed to complete their delivery tasks but forget that: The surrounding scenery is really beautiful. Crossing a mountainside, reflecting on how far you've come and knowing that just keep walking, you'll get to where you want to go, bringing a very strange feeling that few games can bring.

The story of Death Stranding is really different from anything we've ever known, it's a journey of discovering countless strange but also very interesting things, molded by a talented mind. by Hideo Kojima. The player, like Sam himself, is always moving forward, although sometimes he still has not determined what his purpose is. But keep going, keep experiencing because the interesting thing is not in the destination but in the journey.

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