

Review One Piece: Pirate Warriors 4, now pirates are all superman

Launched the first version in 2012, up to now One Piece: Pirate Warrior is still living well when it launches the 4th version of this brand.

One Piece is a manga series that tells of Luffy's journey, a man with a mental problem who is always babbling about his dream of becoming a pirate king. In addition to psychological instability, Luffy also has a poor fashion sense when he is always loyal to a unique style of eating, including a waistcoat with shorts and a straw hat. The manga has become a bed-and-back pillow book for countless children in Asia and of course, anything hot will automatically have a follow-on. The business departments of companies aren't just for show. Among the series of products that follow, the game is an indispensable name because it is a means to help fans immerse themselves in their favorite work in the most intuitive way. You can read and imagine, You can watch movies and imagine but you can play the role of that character when playing games, not imaginable.



Among the games that follow the One Piece brand, Koei's Pirate Warriors is very noticeable. Basically, the Warrior (or Musou), although not possessing a very prominent storyline, still has an incredible fan base because if it is purely about entertainment, nothing is more playful than the scene. The main character's sword is swung, and dozens of enemies will fall to the ground like bananas being cut down at the base. The original Musou series originally revolved around history such as the Three Kingdoms or Sengoku, its spin-offs are more diverse and interesting. The beginning of the Musou extra story is the cross-over fusion of two famous titles Dynasty Warriors and Samurai Warriors. Meanwhile, those living in two different historical periods including warriors of the Three Kingdoms and Sengoku will co-exist in an indefinite time and must defeat the demon king Orochi to return to the old world.

It may sound weird, but unexpectedly this cross-game called Warriors Orochi was successful beyond expectations and in the next few episodes not only the Three Kingdoms, Sengoku even other fictional characters from Greek mythology, Eastern legends and the Genra dual Taira and Yoshitsune were also included to enrich the character list. Unsatisfied with the success that Warriors Orochi brought about and the feeling of expanding the content of the hacked Warriors game series is an extremely possible idea, Koei decided to shake hands with many different IPs to earn money. The first is the extremely tough test with Dynasty Warriors: Gundam in 2007 and achieved some success, This made game maker Nihon Ban decide to play big with many different IPs contacted to buy game production rights such as Legend of Zelda, Fire Emblem or Dragon Quest. The most prominent among them is the IP from the famous manga that made a name for the One Piece brand: Pirate Warriors first launched in 2012.



Dynasty Warriors and potential faces for the Musou series - Part 1

In the tight guillotine games that we have known, obviously the name Dynasty Warriors always leaves the deepest impression.

Like its predecessors, One Piece: Pirate Warriors 4 focuses almost every percentage of its core in battles where the main characters must fight each other in a style of a few thousand handicaps. Many people who do not have any passion for this subject will wonder, the feeling of playing a game that just swung a few dozen enemies to defeat is nothing interesting. I don't understand it either, I just know that feeling is extremely immense that normal fighting games can't bring. In the first 3 parts, it is only possible to control the Straw Hats and other notable characters who fight the enemies on the ground. In One Piece: Pirate Warriors 4, an aerial battlefield has been added when one can perform combo moves to keep enemies long in the air. Now there will be more planning to just fight on the ground but also not forget the skills that can be used when jumping up, in general quite interesting to study.

During Luffy's punching journey with nasty bosses, the player can recruit a number of old enemies to use in battle, but what excites us the most is probably the giant Titan, but the only Just looking at the body is enough to make people nervous and Big Mom is one of them. It should be something that people will feel satisfied, especially fans of the Attack On Titan series, but ultimately the bad camera system has made the giant boss battles become more annoying than ever. Don't get me wrong, the Titans are probably strong but they all have weaknesses to exploit but the camera angle that makes people dizzy to death has no way to fix it. In normal battle, you can ignore this but when you fight with Titan, when needing to jump in panic to dodge, the bad rotation can even make people feel more terrified than the destructive power of the bosses.



Like the previous versions, the attack mechanism of the characters in One Piece: Pirate Warriors 4 consists of two basic attacks and up to four special attacks that can be equipped at once. The cast is fully inherited from the 3rd version but tends to expand significantly with 40 combatable fighters right from launch, not to mention DLCs pending release and supplemental update updates. periodically. But do not be too happy because many characters will not be able to use in Dramatic Log mode when experiencing the main story. In the first game, it will probably take more than 20 hours to pass the main content in Dramatic Log and then dozens more hours to plow hoes for the characters they love. For veteran fans to plow Warrior characters is a game that is too familiar to recall, novices should be familiar with smash buttons like crazy to plow MAX for the characters when playing this game genre.

The end of Dramatic Log will be a Free Log stage where people can play characters that they love but they are not the main characters, so they cannot be used in Dramatic Log. This case will continue to consume the player for a little more time but it is completely worth it because sometimes playing the Free Log feels more personal than the main story a lot. Of course, just like any other Warrior game, when the initial enthusiasm disappears, it is difficult for people to return to this game because once the comics are boring, the story in the game cannot invent something more unexpected. Free Log is possible but that is not enough and like the previous versions, One Piece: Pirate Warriors 4 is purely a fan service game so the supporters of Oda should buy it without thinking that if they do not support IP One Piece, they should not bring it home for any money.

In terms of graphics, One Piece: Pirate Warriors 4 continues to follow the cartoon style as its previous versions to suit its manga character instead of the realistic description like the famous Dynasty Warriors or Samurai Warriors. Particularly for the background music, the game still adheres to Koei's familiar style when applying vibrant rock to the background for the tight guillotine phase. However, it is nothing unique to distinguish Dynasty Warriors while still regaining those tones and familiar rock tunes. If you close your eyes to watch the gameplay video of One Piece: Pirate Warriors 4, you will easily be confused with the gameplay of Dynasty Warriors because the sound and background music are almost difficult to distinguish.

Overall, One Piece: Pirate Warriors 4 is a pretty good game for fans of pirate manga, the Warriors style platform can be considered the best way to show the epic battles of thousands of troops and the feeling of holding the character I like to smash is so good. And like every other Warriors game, it is a great time-killing tool if played at a low level and also a nerve challenge if playing the hardest level.

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