

# Will Ghost of Tsushima fail because of the 'imitate' type of Assassin's Creed?

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The highly anticipated game **Ghost of Tsushima** has just released a fairly long gameplay demo, showing the basic gameplay as well as answering many questions from fans. Just like what was introduced before, Ghost of Tsushima is a large open world game set in Japan with a stealthy action and assassination game. A lot of people think that it is somewhat similar to the recent versions of Assassin's Creed, which is not really good.

At the time of the trailer release and side information, many people thought that Ghost of Tsushima would probably be a game like Nioh 2 and Sekiro (mainly due to the same Japanese style). But after the 18-minute gameplay demo was released, everyone had a clearer view, when Ghost of Tsushima showed a play-in-action style mixed with stealthy assassination. According to the plot, we can understand it as the main character Jin Sakai is both a samurai and a ninja, but there are some problems of Ghost of Tsushima that may hold back when it launches.

The most easily recognizable thing of Ghost of Tsushima is that it is very similar to **Assassin's Creed** (Origins and Odyssey), the first is an assassination style but placed in an open world environment. We can clearly see in the demo that Jin went to the barracks and destroyed the target, depending on the style of the player that you can choose to go sword fighting or assassination.



The most difference of Ghost of Tsushima is the unique fighting mechanism, it combines the form of shield - counterattack similar to Sekiro and switch depending on the enemy's fighting style. Basically, it is completely unlike Assassin's Creed because this type of fight is very slow and depends on the timing, rather than messing around, cutting and spilling crazy skills like 'no brain'.

But the point where I feel that Ghost of Tsushima will fail is its open world, because the open world can be very good for many types of games (especially action) but if it is stealth it is completely bad. . Simply put, the stealth game requires patience and waiting for the prey to arrive, but it is only suitable when the game is a screen game or a mission, that is to force gamers to only have one choice. the only choice is sneaky assassination, then the quintessence of the game really blossoms because you have to think of everything possible to complete.



But if there's more than one assassination option, it's a different matter, and anyone who plays Assassin's Creed will find it a lot of weird stuff to go around stabbing each guy in the neck, while we can do rambo. rush in and kill it all quickly. Moreover, when the world is open, the number of enemies you have to confront will increase dozens of times, at that time no one will enjoy the assassination, but always find a way to make a pile of items. kill for convenience



Tifa's breasts are big but is it as big as the cosplay made by this female gamer?

Nhat Tieu Duong Trach is a famous female coser in China because of the beauty of the beauty that old goats often crave.

A part of gamers hope that Ghost of Tsushima will be like Tenchu ??because this type of ninja recently rarely appeared, but as I said stealth game should follow the screen play style. It's actually a good idea to move around freely and slowly search and wait to kill the theoretical target, but the open world has too many distractions for gamers and sometimes the stealth is Nothing to do.



It feels like Ghost of Tsushima is being embraced by so many things, it both wants to act as a samura, as an assassin like Tenchu ??and still have to build a large and beautiful open world like **Red Dead Redemption 2** (shown through environmental change). The fact that open-world action games have a problem is that it's not free - it's a level cap, the theory is that you can go anywhere on the map, but if the monsters there are level 40 and you level 20 then stop working well to complete. Ghost of Tsushima also mentioned the issue of leveling up and skill upgrading, so it was highly likely that it would apply this mechanism to restrict players.

A lot of games like Assassin's Creed or Horizon Zero Dawn encounter this situation, Red Dead Redemption 2 makes the best of free adventure because it doesn't require training, but it seems that Ghost of Tsushima will still follow the traditional direction. So there will be one more problem is what the game will focus on in the end, maybe just keep going from barracks to barracks continuously, but if it's an adventure game, I don't believe in Ghost of Tsushima can be enough to do hundreds of random events like Red Dead Redemption 2. In short, it is showing signs of being a bit too much, everything is a little bit but nothing really stands out.



Ghost of Tsushima will be officially launched on July 17, from there there will certainly be more introductory clips for gamers to have a clearer view of this game. Hopefully, after that time of development and delay, it will bring something truly worthwhile, not another bomb.

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