Ghost of Tsushima

The battle between the Mongol army and the samurai in the time of feudal Japan

By Sucker Punch Productions

6.6/10

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Review

We are approaching the end of 2020 and the PlayStation 4 cycle. Sony seems to be looking for a big farewell to its console launched in November 2013 before the arrival of PlayStation 5, and this year it surprised with two deliveries that take performance to the extreme of your device. We refer to The Last of Us Part II and **Ghost of Tsushima** the beautiful game from Sucker Punch Productions that we will talk about today.

Sucker Punch Productions is a United States-based firm that since 2011 is the exclusive property of Sony. Among its most prominent titles we find the Infamous franchise, with its renowned installments Infamous 2 and Infamous: Second Son.
Ghost of Tsushima is one of the most outstanding proposals in the universe of **games and applications** today. Its main point to highlight, and that stands out above other proposals, is the visual and graphic section. The game takes the risk of recreating the time of feudal Japan during the battle that takes place on the island of Tsushima in 1274. In that fight the Mongol army faced the Samurai soldiers who occupied the place. The recreation and graphical experience of the Sucker Punch game is simply excellent. Every detail is elaborated to perfection with the aim of transferring us to that world and that time. The flora and fauna of the place, the lighting details, the sunrises and sunsets, the wind and the weather conditions. A very high quality experience accompanied by a beautiful musical band composed by Ilan Eshkeri and Shigeru Umebayashi.

The main story will put us in the shoes of Jin Sakai who survives the attack of the Mongols and will seek revenge. Jin will find himself halfway between respecting his traditions as a Samurai or using attack techniques that are outside his usual code. It will be in this way that we will move between direct attacks, with swords and fights as a warrior or as a ghost with stealth techniques. The main story lasts between 30 and 35 hours approximately while, if we perform the secondary tasks scattered throughout the map, we will reach 60 hours. The title is divided into three parts.

Although the proposal when **playing Ghost of Tsushima** is to enter a sandbox-type world or open environment, it must be said that the exploration methods and the progression when discovering the different corners of the map could have been somewhat top. It is not the highest point of Sony production. The missions that accompany the main story are good but at some point what we have to do in each of them becomes somewhat repetitive, in addition some secondary characters

do not achieve a full development of their plots, stories or motivations.
However, although at times they are similar to each other, the missions that we carry out lead us to discover a spectacular world and a series of very entertaining game mechanics.

One of the **advantages of Ghost of Tsushima** is its attack sequences. If we decide to opt for hand-to-hand confrontation, we will enjoy very dizzying action scenes with spectacular movements elaborated with great detail. Always with the world of Japanese warriors as a guide. We have a large number of moves, swords, armor and skills to improve. On the other hand, if we are better at trying not to be detected, we can lean towards approaching enemies with stealth and ghost mode. We will have a special vision that allows us to better position ourselves to silently eliminate hostiles.
Among other adventures that are presented to us during the missions, we will find ourselves at times when we will have to move between great heights with jumping and climbing movements that also pleasantly surprise when enjoying the Suker Punch product.

For lovers of quality games and especially for fans of the universe of the soldiers of the Eastern country, downloading **Ghost of Tsushima** is almost an obligatory stop to become one of the best titles of recent times. Any mismatch that the delivery may present is overshadowed by the large number of points in favor that can be found throughout the good number of hours of play available.

✓ Pros

- Outstanding graphics
- Very slick setting from a bygone era
- Outstanding combat mechanics
- Soundtrack
- Climbing sequences and jumps through spectacular locations

✗ Cons

- Side missions can become repetitive
- The story could have a more solid development
- Only available for PlayStation 4
- The progression between missions and map exploration are not new

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