

Death Stranding

An action game developed by Kojima Productions, 2019

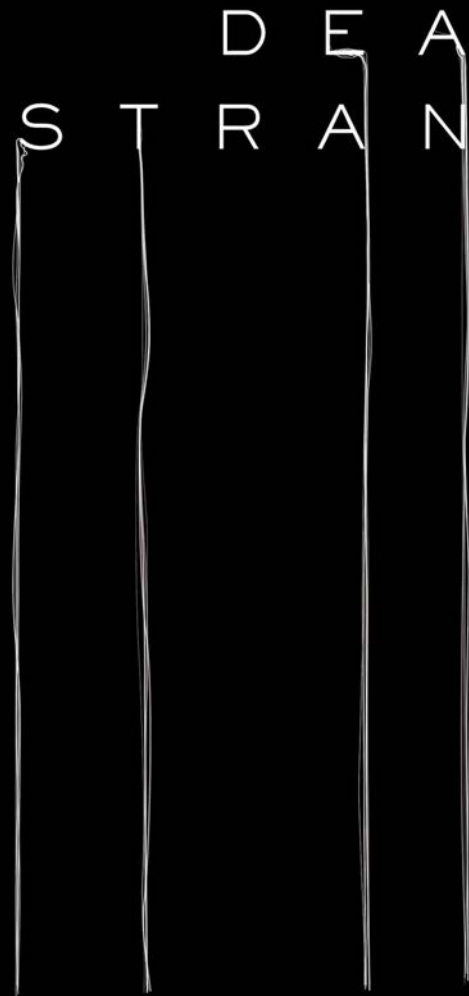
Country: Japan

Recommended by Esther ZENG

The game is set in an apocalyptic United States, where a cataclysmic event known as the "Death Stranding" caused a huge damage to country's infrastructure, making the remaining population confine themselves to remote colonies known as "Knot Cities". Transportation and the internet are breakdown, and people are living in isolation because of the danger outside. The main character, Sam, as a courier, his job is to be the one connects every colonies by delivering supplies, information and setting up the network.

Connection is the main theme of the game. It is not only interpreted in the plot, but also shown in the system. Death Stranding provides the players with a kind of hybrid single player/multiplayer experience. As the player make the ways across America, he may build structures to help him overcome obstacles—a rope to descend mountains, or a bridge to cross a river.

This is what Kojima, the leader of Kojima Productions wants the players to feel in the game, being connected to someone. "There are so many people who play games feeling like that, like they don't belong in this society. They don't really feel comfortable," he says. "The game is about connecting the world and you're trying to connect this fractured society by yourself...Just knowing that, you won't feel alone anymore."



If the player leaves them behind, other players connecting to the Internet would find them.

If a rugged path is walked by so many players, it would become plain.

If another player is shouting at an exact location you are, you would be able to hear their voice.

You will never see another player in the game, but you can find their traces everywhere.

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