



Review Sekiro: Shadows Die Twice

From Software

Sekiro: Shadows Die Twice is a Japanese-style soul game, where you can fight various monsters and bosses in this fantasy world. You have several weapons that make it very interesting and with a difficult route to overcome thanks to the enemies that you will find on the way

Sekiro: Shadows Die Twice is a single player action-adventure game, developed by **FromSoftware** and is a younger brother of the **Dark Souls** series, not because it is developed by the same studio, but because the game has very similar mechanics. It is almost as difficult and the only difference is that you can revive yourself right after you die, so it gives you a great chance to defeat the enemy with all your health and power, but if you do, the disease known as **Dragonrot** it will spread across the land.

This virus will make the infected interact less with **Sekiro**, which will gradually make it more difficult to get the Invisible Help of the Gods, so that you will have fewer and fewer options to keep your money and experience each time you die.

This resurrection power, thankfully, is restored by defeating enemies, rather than collecting some kind of items. The story of the game follows a **shinobi**, who is basically a ninja, in the **Sengoku** period (around 16th century), known as Wolf, as he tries to get revenge on the samurai who attacked him, cut off his left forearm and kidnapped his lord. After being brought back to life by Sculptor, he has left his forearm behind and now has a grappling hook attached, but it's not just that, it can transform to help you throughout your adventure. It is available for PC, Playstation 4 and Xbox One.

The mechanics are mainly inherited from the Dark Souls or Bloodborne series, which are soul games just like **Sekiro**. It is played from the third person perspective, but compared to other souls it has less role-playing elements, lack of character creation, basically you play with the same team, the same Katana throughout the game and that seems enough, mostly not There is a need for better weapons, because instead of stubborn to Katana, you attack the enemy's posture and balance, leading to exposing the weak points and instant death of the opponent with a single attack, even if he has the health.

That means that the fighting system in **Sekiro: Shadows Die Twice** is skill-based. There is also a stealth system that gives the player the feeling of being a real ninja and allows them to attack some enemies, if they can reach it, without being detected. As we said earlier, the main protagonist has the ability to use various tools attached to his dead forearm to aid with combat or exploration, such as the grapple, ax, or tool, which allows you to teleport somewhere, in a life that is not life, threatening distance, to launch the enemy attack.

It has been awarded an average rating of 90% by the world's best known critics, so you will have fun playing the game as the story takes about 30 hours to complete. Everything in the game is happening very fast and you have to keep your attention, because you have to decide what to do in a second, otherwise you will die. That means the matches are challenging but good.

Unlike other titles from the company, the experience points and the game currency are separate and will not be lost if you die. The first ones are achieved by defeating enemies and will make the skill bar increase, each time it fills up a skill point is gained and can be spent in the skill tree, each of them is different and provides the tools for character upgrades.

The checkpoints in **Sekiro** are much like the bonfires in Dark Souls, being Idols of the Sculptor. By resting on these you will be able to restore your health and travel faster between different idols that you have already visited. At these points you can also buy emblems for your prosthesis.

Explore the entire map and do not be content only with the marked path, in **Sekiro: Shadows Die Twice** there are many rewards that you can find by exploring all the corners, as advice, always do it in stealth **game mode**, if you go straight ahead and think you are invincible enemies love to attack you by surprise, this will make them separate and you will be the one to attack them without waiting.

If what you are looking for is one of the action games and applications of the moment, **Sekiro: Shadows Die Twice** is the best option.

Pros	Cons
- More punishing than ever. - Shinobi's death blows are satisfactory. - Balance brutality with beauty. - Combat is smooth and rewarding.	- Not for those without patience. - Accept that you may never finish it. - Using Invisible Aid gradually makes you invisible to the infected. - The gameplay is difficult for beginners.

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Twitter: <https://twitter.com/sekirothegame>

Instagram: <https://www.instagram.com/sekirothegame/?hl=en>

Web: https://store.steampowered.com/app/814380/Sekiro_Shadows_Die_Twice/

Play Store:

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