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This is the official app that allows you to watch videos from the Internet directly on the Android device. YouTube works just like its web version: subscribe to channels, search videos, see recommended videos, share videos and that it also has voice search and instant search suggestions. You can also throw videos on tv, comment on videos, and also loved and disliked them and letting the world know how you feel about said video. Enjoy watching YouTube videos for Android. Check out Tom's Guide for more information android and Android Games. Also check out the forums for Android. Download Source: Android Central Death Stranding will never live up to the mythologized version we created. You may consider me to be someone who considers the evaluations arbitrary and would prefer to focus on the text, and it is particularly difficult for me to assign an assessment to kojima's latest project. This is already happening as one of the most controversial games out there. Time may change that, but whether it will be for better or worse remains to be determined. I'm not someone who thinks video games should be fun to be good, but I also don't think they should be exhausting and tedious. This is the best way to describe the early gameplay of Death Stranding. Hours of work are such a slog that I wanted to quit smoking a few times, but every time I was going to put the controller down, I fed a piece of something amazing. Death Stranding dishes out these moments sparingly, always knowing exactly when to do it. At this point, I'm sure you've read countless other reviewers refer to it as a walking simulator and call Sam UPS delivery man. I won't bore you by being superfluous - although these comparisons are painfully accurate and perfectly capture what you do in Death Stranding. Bottom line: the fascinating world and cast of characters are saving tedious gameplay, but something about it just works and keeps your attention on the way. If you like micromanagement, this is the game for you. The visual effects are magnificent successes in creating tension when the necessary social aspects with other players intriguing World and the characters of the Great Character Performances Gameplay is monotonous and tedious For too long for its own good opening hours to start slowly not to take full advantage of the premise of its universe presented Makes my PS4 Pro fan sound like a jet engine often Source: Android Central I huddled under the rockface of me a little cover from the rain. I was crouched there for what felt like eternity, but in reality, maybe 5 or 7 minutes. To put it in perspective, I had time to make myself a bowl of cereal and answer some emails on my phone. It's not raining. I figured it would allow sooner rather than later, because Stranding's death encourages you to take cover so as not to damage your cargo. In the end, I reluctantly left my miserable refuge to continue, not wanting to wait any longer. I ended up ruining much of my shipping containers. Maybe this is the type of reaction the game was hoping to create. Reuniting the world is much more difficult than tearing it apart. We have to make sacrifices, and it's a lonely job. But it's rarely thankless. No matter where I went, people expressed their gratitude, whether in the form of a simple thank you or something more tangible, like a transfer update. Source: Android Central World feels extremely intimidating on foot, but definitely to a lesser extent on a motorcycle. I found that my motorcycle had become a crutch and I felt lost when I needed to give it up to trek past the BTs so the noise wouldn't alert them. Of everything in the game, I think this is the most useful tool, second only to the actual bridges and zip lines that players build to help you cross difficult terrain. When it comes to fighting, violence is not recommended for a very good reason: corpses necrotize and cause emptiness that you can think of as a nuclear bomb occurs. Because of this, you will find yourself either sneaking through enemy territory or avoiding conflict in general. If that's not enough, you have other tools at your disposal to disable enemies. BTs, these otherworldly creatures are caused by the phenomenon of Death Stranding in the game, this is a different story. Sam's blood and bodily fluids hurt them, so whenever you use your personal cabins, you'll get grenades that do some damage. MULEs, rogue porters addicted to cargo, are clearly less threatening most of the time. I could be surrounded by a group of them and easily take a minute or two to knock out all of them. They don't pose a big threat, which makes them just an annoyance. And when you come across tougher MULEs that use deadly weapons, they are still annoying and not fun to fight. Some sections act like your typical third-person shooting moments, and they're not very good. The one that happens later in the game throws you on a war-torn battlefield where you work around the trenches, trying to shoot anyone you see. The shootout is clumsy at best. What is easy my favorite aspect of the game are its social aspects. If you happen to lose the load, other players can find it in their world and deliver it to you. Players can set up timefall shelters, ziplines, bridges, ladders, safe homes, warning signs - you name it. I've used these countless times throughout Death Stranding, and every time I used one, I couldn't help but think how grateful I was that it was possible. Despite being a single player's game, you never feel lonely, in a way. It's almost like a shared world experience. Death Stranding story and characters Source: Android Central World of Death Stranding is incredibly interesting and when Take the time to listen to some of the exposure, the premise is easy to follow. When it comes to specifics about understanding the world, that's when it becomes harder to make out. It is never so confusing that you feel completely lost. If someone asked me to explain what it is, I think I could do it pretty well in simple terms. And if you want a deeper understanding of his knowledge, Death Stranding offers a lot of information through written interviews. As interesting as some of the characters were, I didn't really connect with them on an emotional level. Some of them have tragic backstories, especially mum and fragile that players can sympathize with, they just haven't done it for me. But some of the unexpected twists involving multiple characters hit their mark and make you question everything you thought you knew. Death Stranding Visual Effects and Performance Source: Android Central Walk to Death Stranding felt like a journey through the pristine, scenic landscape of the picture. The world is almost empty, and it strengthens its atmosphere. You will travel through beautiful mountains and valleys, snow-covered hills, rocky, desolate terrain and ruins of former cities. Maybe it's a color palette and as an empty world, but I've seen games with a more diverse environment, despite everything I just listed. Despite this, the world is fascinating. In terms of performance, overall, the game ran well away from some slowdowns in the menu. This made my PS4 Pro fan sound like the plane takes off, but it doesn't affect the gameplay in any way. Interpret Death Stranding as you want Source: Android Central You can tell only intellectuals will get Death Stranding whatever you want. That doesn't make it true. He has a wider message and succeeds on some level at conveying it thoughtfully. Kojima wants to unite the world; connect everyone when it's more divided than ever. Other times, it's just a game where you fashion ammunition out of your own blood and human waste. I'm not going to discuss any deep metaphors that, believe me, kojima. It boils down to a hard way of saying build bridges, not walls. There are times when you want to argue about the game with a high school English teacher who insists that there is symbolism in everything in the book, even if the author does not intend it. Twitter is guilty of this as well, with the popular theme of the animated film Ratatouille insisting that Remy cooked for his mother's mother's meal critics years before, which is why Remy's food reminded his mother's ego. As it turns out, this was a case of Pixar re-asset for the film. There's no hidden meaning or anything so clever. Now imagine what happens when people start replacing on Death Stranding in similar scenarios. After all, you take away from death Stranding what you do. If I Find specific symbolism in it, more power for you. The death of the author exists for a reason, however controversial it may be. This is your prerogative if you want to play through tens of hours of gameplay stumbling against rocks and carefully balancing the load because the game speaks to you on some level. Bottom Line Source: Android Central Is Death Stranding Boring? Yes. Is that exciting? Yes. Is it confusing and interesting and weird and thoughtful? Besides, yes. It's not something to put in a box and is defined as one thing. A lot of people won't make it past hours of work. Some of them won't be able to get enough. This is true for most games, but especially this one. I'm not sure if I can tell you that I had fun with it myself. What I can say is that the character performances are top-notch, the visual effects are stunning, and the world of Death Stranding is fascinating. For all its flaws - and there are many - I am glad that The Death of Stranding exists. I want developers to be able to create these games. I want publishers to fund them. Maybe some ideas stick, maybe they don't. But the industry will never grow as an environment if we continue to rework old ideas. Make weird games. Build bridges at your own risk and the captivating world and cast characters have let down the tedious gameplay, but something about it just works and keeps your attention on track. If you like micromanagement, this is the game for you. You.

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