



**BIG BOSSES AND WALKTHROUGH FOR  
DEATH STRANDING**

**GAME GUIDE**

# Big bosses and walkthrough for Death Stranding Game Guide

Delivery your baby safely!

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# Introduction

The unofficial game guide to *Death Stranding* is a **complete guidebook and body of knowledge** which explains all features of this video game designed by Kojima Productions studio. As befits Hideo Kojima, *Death Stranding* is full of complicated and even in some cases bizarre gameplay mechanics. Fortunately, all elements that are difficult to understand are discussed and explained in this guide. Our **game guide** contains various chapters like starting tips as well as sections such as combat, **exploration**, taking care of BB (the fetus transported by Sam), **sneaking**, multiplayer, inventory management, crafting, and information about private premises (hiding spots and hideouts).

The FAQ section, **which contains answers to the most frequently asked questions, plays a very important role in our guide. We have described a few dozen of different and potentially problematic issues in the FAQ section of our guide. You'll find out, among other things,** whether you can use fast travel, how multiplayer works, what are 'likes' used for, what is the Timefall, how to build constructions, what happens after the hero's death, how to avoid being detected by BT monsters, how to change the hero's appearance, **and** whether you can finish the game in offline mode.

We didn't forget about a comprehensive walkthrough - you will find it in our guide. We have prepared an extended and detailed walkthrough to all quests related with the main story. You will learn what activities should be performed during particular quests and tasks, as well as how to prepare for each expedition. In the guide we also provide information about **side assignments** that are not required to complete the main camping. You will also find locations of **all collectibles and secrets in Death Stranding, like** Memory Chips. The whole is complemented by chapters about controls and **system requirements**. Our guide concludes with a trophy guide, in which we described in detail how to unlock the platinum trophy.

*Death Stranding* takes place in a former U.S. territory affected by an unspecified cataclysm. The post-apocalyptic game world is extremely dangerous - there are invisible monsters lurking for brave adventurers. In addition, there are regular temporary rainfalls that age everything they encounter. The main character of the game is Sam Porter Bridges, who specializes in transporting cargo between locations inhabited by the remnants of mankind. The main premise of the Hideo Kojima video game is an attempt to reunite these places at the request of government leader who represents the United Cities of America (UCA). *Death Stranding* places great emphasis on a high level of immersion. The main character moves in a realistic way and can easily lose his balance when carrying heavier loads. We have to take care of his hygiene and physiological needs, and he has to take care of the transported fetus BB (Linked Child).

## I have a question and I'm looking for answers

By far, the largest section of our guide is the **FAQ** section where you will find **answers to frequently asked questions**. Below we have compiled some of the topics:

1. What is the Porter Grade? - Each order you perform is evaluated based on your performance (e.g. you delivered the cargo in perfect condition). A higher note means more likes. Sam can also level up faster and unlock various stats bonuses.
2. What happens after the hero dies? - Sam's death doesn't mean you will see the "Game Over" screen. Sam ends up in an underwater location called The Seam. You can leave this place by leading the hero's soul to his "empty" body.
3. How to increase the load capacity limit? - You can do this in several different ways. You can choose to wear a special exoskeleton or place some of the cargo on the vehicle.
4. What role does BB (Bridge Baby) play? - Our "child companion" is extremely important for surviving in the game world. BB is the only effective way to detect BTs (the invisible monsters) and either avoid or eliminate them.
5. How to repair a damaged cargo? - Sam can repair only cargo containers. There are two main methods - you can use a repair spray or hide in a Timefall shelter. In both cases, the container can be restored to 100%.
6. What is a Timefall? - This is the most important weather phenomenon that you have to deal with. To put it simply, it is "soiled rain" that doesn't threaten Sam directly but can gradually destroy transported cargo and all structures in the game world.
7. Is it possible to change the appearance of the main character? - You can do this in any shelter / private room. Initially, the game only allows you to change the color of the cap and glasses. After completing the main plot, you unlock the option to choose a different color for your outfit.
8. How to collect Chiral Crystals? - You can encounter these crystals from the beginning of the game, but the main character can't collect them right away. You need to make enough progress in the main storyline to get a special container to collect these crystals.
9. How to get and start a new motorcycle? - You have to be patient because you won't get any vehicles during the first few hours of the game. The situation changes once you make enough progress and unlock the generator to power a motorcycle. At a later stage of the campaign, you will also receive blueprints to make your own vehicles.
10. Is there a fast travel option? - Sam can use the fast travel option, but only from the third chapter onward. Fast travel is free, although you can't use it to move around while transporting cargo.
11. What are the likes for? - They are, to some extent, classic experience points. Their main purpose is to increase the Connection Level with facilities and your Porter Grade. Likes send to other players allow you to strengthen your ties.
12. What does multiplayer look like? - It is very unusual because you don't have direct encounters with other players. However, the worlds of different players can "exchange" signs, structures or loot.
13. How to get the first weapons? - You get each subsequent weapon by making enough progress in the main storyline. Firearms and Bola Gun are useful against living opponents. As for the BTs, you can use, e.g. hematic grenades and a special handgun.
14. How to avoid BTs on the way to the wind farm? - This is one of the first difficult moments in the game. During the trip to the wind farm, Sam doesn't have weapons to fight monsters. You can choose from 2 solutions - sneak or run.

## How to defeat enemies?



Our **Guide** has two important and extensive chapters on how to deal with living opponents and BTs:

1. Confrontations with living opponents - These enemies are called MULE. Sam doesn't have to fight them - you can simply run away. Stealth approach is also available. If you go into direct combat, you can rely on melee attacks and a variety of weapons. You can also hit MULE with a vehicle.
2. Confrontations with BTs - they are very different from battles with regular opponents. In the beginning, Sam is helpless. You need to make enough progress in the story to acquire weapons that can harm BTs. You don't kill BTs but simply drive them away. Sam can do that by using, e.g. hematic grenades and anti-BT handguns.



## I have a problem defeating a boss



*Death Stranding* has several boss fights. Check the **Bosses** chapter to find a solution:

1. How to defeat the squid? - This is a large variant of BTs. You face this monster at the end of the second chapter.

## Death Stranding walkthrough

Our guide contains a **complete walkthrough of *Death Stranding's*** campaign. The walkthrough is divided into fourteen chapters.

- Prologue and Chapter 1 - Bridget
- Chapter 2 - Amelie
- Chapter 3 - Fragile
- Chapter 4 - Unger
- Chapter 5 - Mama
- Chapter 6 - Deadman
- Chapter 7 - Clifford
- Chapter 8 - Heartman
- Chapter 9 - Higgs
- Chapter 10 - Die-Hardman
- Chapter 11 - Clifford Unger
- Chapter 12 - Bridges
- Chapter 13 - Sam Strand
- Chapter 14 - Lou

## Will Death Stranding be released on PC?

**Yes. We don't know the official release date of the PC version yet, but Hideo Kojima has announced that it will be released somewhere in the summer of 2020.** During the time when we were preparing this guide, we didn't receive any information that would indicate on which digital platforms the new game by Kojima Productions will be available. It is unlikely that *Death Stranding* will be released on Xbox One and Nintendo Switch.

## Is Death Stranding the so-called walking simulator?



**No, that's an extremely harmful statement to describe this video game with such words.** The main hero of *Death Stranding* is a character who can be compared to a kind of futuristic courier, although this does not mean that the game is extremely monotonous and is limited only to moving from point A to point B. The gameplay is much more complex - you have to plan your route, balance your body when carrying larger loads, help yourself with gadgets to overcome obstacles, and avoid potentially dangerous confrontations with bandits or monsters. Also, *Death Stranding* rewards gamers for optional exploration - you can find other loads or cargos, resources and interactive constructions (including those built by other players).



## In which versions is the game available?



*Death Stranding* is offered in several different editions:

1. **Standard edition** - You can buy it in a retail boxed version or in digital version. It contains only the game itself.
2. **Digital Deluxe Edition** - In addition to a digital copy of the game, it includes a soundtrack, video footage & behind the scenes (of sequences shot for the game), 10 avatars for the PSN, as well as two gold exoskeletons, gold sunglasses and 2nd level gold armor that can be unlocked in the game. The suggested price of this version is \$80.
3. **Retail Special Edition** - In addition to a physical copy of the game, it includes a steelbook, soundtrack, video footage & behind the scenes (of sequences shot for the game) and golden sunglasses that can be unlocked in the game. The suggested price of this version is \$70.
4. **Collector's Edition in retail version** (check out the above picture) - In addition to a physical copy of the game, it includes a steelbook, soundtrack, video footage & behind the scenes (of sequences shot for the game), a key ring with a Nendoroid Ludens figurine, a suitcase to carry goods, a BB Capsule, 10 avatars for PSN, as well as two gold exoskeletons, gold sunglasses and 2nd level gold armor that can be unlocked in the game. The suggested price of this version is \$200.

All *Death Stranding* versions **contain pre-order bonuses** - a dynamic game theme, Nendoroid Ludens avatar for PSN, and Sam's equipment in golden color: sunglasses, baseball cap, armor and speed-enhancing exoskeleton.

## Is it possible to save game manually?



**Yes, Death Stranding allows you to create manual saves.** You can create a new save only if Sam is not in combat, is not in immediate danger, is not sitting on a motorcycle or does not perform any important quest-related activities. After pausing the game, you can open the **System** tab and select the **Save** option from it.

When you create a new save, the game does not display a list of saved games, but don't worry - your previously saved game won't get overwritten. After you select the **Load game** option, the game will display all saves. The list will include manual saves as well as autosaves created without your participation. Autosaves usually occur when you reach a certain checkpoint or after you complete a task or assignment.

We recommend to create manual saves especially in those situations that involve entering the location with monsters or while playing a mission with time limit. This will reduce the possible risk of failure.

## Can I skip the in-game cutscenes?



**Yes, in Death Stranding you can skip cut-scenes.** To do this, click the **Options** button and select **Skip** feature. We do not advise you to take such a step while playing and advancing in the main campaign, because you may miss some important events. The cut-scene forwarding option is useful, for example, for switching off short videos that are being displayed after you deliver some materials to base.

**You can also speed up standard dialogue sections.** Pressing the button on the game pad will end the dialog prematurely and the game instantly skips to the next statement of a specific hero or NPC. Also in this case, the main application of this function is to accelerate insignificant or repeated conversations with NPCs.



## How important are the footprints of my hero?



While traveling through the world of the game you can find footsteps - they appear on the ground once you activate the scanner. **Most footsteps are left by the main hero** and have two uses - **you can quickly determine the path that you took to reach the current location** or see locations which you've visited before. **Moreover, the footsteps make backtracking much simpler**, for example in a situation where you receive a task during which you need to get a quest item and return with it to the starting point (your base).

**You may also encounter other players' footprints** (if your session is online). In such cases, they can help you determine the path a player took to the objective - it can be helpful in locations that require a difficult climb in order to reach the objective.

**The route you have travelled is also displayed on the world map.** It might help you in planning longer trips.

## Can I get back the motorcycle from the beginning of the game?

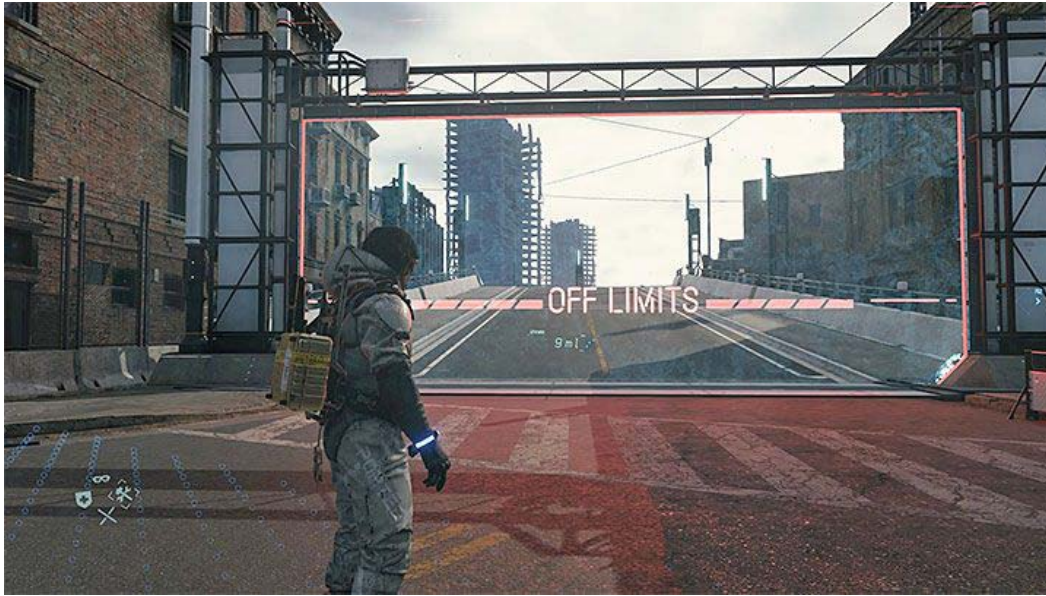


**No, this vehicle is completely destroyed in the game's prologue.** During the first few hours of the game you will be forced to travel the world on foot. Luckily, this state of affairs does not last until the end of the campaign. **After some time you will be able to own a new motorcycle** as well as other vehicles and machines. To do this, it is enough to advance in the game, as well as meet additional requirements - in the case of replacement of the motorcycle will need to unlock the generator plan and build such a device.

For more information, please visit the How to get a new motorcycle and get it started? **chapter** in the **FAQ** section of our guide.



## Is the open in-game world seamless and limitless?



**No, in Death Stranding there is no one big map - separate regions that make up the world of the game cannot be traveled freely and without restrictions.** First of all, the game does not provide the entire map of the world after the campaign's prologue is completed. You will need to advance in the main storyline to gain access to further regions. In addition, access to some areas is blocked by high rocks or various types of energy barriers. The force fields can remain active throughout the game or disappear after you have been given permission to do so thanks to the progress in the main story.

The good news is that many of the locations associated with quests can often be reached in different ways - you can decide to climb a mountain or choose a longer, but less risky, circular route to your destination. This is not always possible and in some missions the game may force you to pass through an area where an important event occurs.



**The map of United Cities of America is divided into regions** that aren't connected. For example, after the end of the second episode of the game, the main character uses a boat to travel to the new region of UCA. You can easily return to previously visited regions thanks to fast travel feature which is free of charge and becomes available from the third chapter of the game.



## How many chapters does Death Stranding have?

**The main campaign in Death Stranding consists of 14 chapters.** They differ in length. Usually there are a number of role-playing missions to complete within a given episode, although the gameplay time can be longer if you decide to explore or take some side quests.

For complete information about the length of the game, see the **FAQ section - How long does it take to complete Death Stranding?** of our guide.

## Why buttons on my gaming controller don't work after I pushed them?



This is an easy-to-solve problem you may encounter while playing the game. If the game does not respond to a press of a button, for example, to give Sam some sort of command, then the probable solution is to **hold down the button instead of pressing it a single time.**

**The requirement to hold the button is indicated by a small circle surrounding button icon** - an example of such an action shows the above picture. It is worth noting that holding it does not apply only to the main gaming controller buttons. Sometimes you may also need to hold down the Options button (for example, to disassemble an item). This will trigger the desired action instead of entering the pause menu (single press of the Options button).

## How to fold and collapse ladder?



A ladder is not a disposable item in Death Stranding - it can be folded back up and taken away. To do this, you must stand next to the ladder and **hold down the Options button** to use the Collapse Ladder option. Once the ladder has been folded up, once again you can add it to your inventory and use it elsewhere.

It is important to note that **you cannot collect or pick up ladders which were folded out by other players**. Fortunately, you can use them without any problems and it is very helpful if you are not carrying a ladder at the moment or if you just want to save time to set it up.

## Are there any time quests in the game?



**Yes, some orders may force you to complete them within the imposed time limit.** Information about the Delivery Time Limit is displayed in the description of the order - in the example from the above image the main *Cryptobiotec Delivery* story mission must be completed within 30 minutes.

We advise you to make manual saves before starting any time-limited tasks. Also, you can increase your chances by using vehicles in this type of missions. It's worth to plan your route on the world map in order to avoid wasting time on useless wandering or tedious climbing.



## Does the game have distinctive main and side quests?



**Death Stranding does not offer a traditional division into main and side assignments, although you can discern important and less significant tasks.**

1. **The most important quests are Orders for Sam** - these are story missions - each of them is unique. It should be noted, however, that it is not necessary to complete all Orders for Sam to complete the main storyline. Some quests are optional, though, it is worth doing all of them in order to unlock all possible rewards (including unique gadgets).
2. **Standard Orders** are side missions that are characterized by a low level of complexity. Usually it is about transporting cargo from point A to point B and, for example, protecting it from harm along the way. These missions do not offer any unique rewards and are rewarded with less likes. In the further stages of the game, you can unlock **standard orders for bots**. These are automated contracts that are carried out by machines.

Aside from the aforementioned setup, the game also offers various social activities. They involve e.g. delivering the lost cargo, or accepting tasks received from other players.

## Are there any collectibles in Death Stranding?



**Yes. During the game you can find many secrets and collectibles.** The game's collectibles include Memory Chip cards, which you may encounter as you explore the in-game world. You can read the data stored on the acquired memory cards - we have discussed this in more detail on a separate page - **What is the use of memory cards?**, in the **FAQ** section of our guide.

## Is Death Stranding a difficult game?



**No, Death Stranding is not a difficult game and you can change the difficulty level as often as you like.** The game allows you to choose from four levels of difficulty. The lowest level of difficulty (Very Easy) deserves special attention. It has been prepared for casual players who are only interested in learning the game's storyline and who prefer a minimum level of challenge. You can find our suggestions on how to choose the best suitable difficulty level on a separate page of our guide - Starting Tips.

The difficulty level can be changed freely in the options menu. You can decide on such a step, for example, if you have extremely big problems with surviving battles with your opponents.



## Why does the drop-down menu not show the entire inventory?



When you call up the drop-down menu, you may notice that it contains all the items from the current inventory of the main character. This is not a bug in the game, but the result of a mechanism that limits the number of items displayed on a single page. **You must press the right analog stick to move to the other side of the inventory.** Information about the number of pages is displayed in the lower right corner of the screen - in the example above, there are two pages.

## Can I return to the starting region later in the game?



After enough progress in the main story, Sam will reach Knot City port and board a ship that will take him west. **You will be able to return to the starting region of the UCA in the latter part of the game, but before you embark on a trip, it is recommended to settle unfinished business.** We are talking, first of all, about various types of side missions. If your journal contains any optional contracts, finish them before you enter the port.

Once you reach the third chapter of the game, you'll unlock fast travel which will allow you to visit all locations, including the starting ones. This mechanic is described in detail on one of the pages of the guide (Does the game contains a fast travel option?).

## Is there crafting in the game?












**Yes, in Death Stranding, crafting is one of the available mechanics** - you can use it to create new items. After reaching one of the hideouts, you can interact with the terminal and choose **Fabricate Equipment**.






1. Sam can only create objects that he had unlocked blueprints for. New blueprints will be unlocked thanks to progress in the main storyline.
2. Creating an item involves spending certain amount of materials. If the current location does not offer needed resources, you can travel to a different location (the amount of resources is different for each hideout) or gather them and bring them to the current hideout. When it comes to second option, you can gather materials by exploring the world of the game or breaking down unneeded equipment



## Most important buttons - controls

Below you will find **a list of the most important buttons** to control the main character. We recommend to look at the Controls section of our guide, which contains additional vehicle controls (you will be able to use vehicles later in the game).

|   |   |
|---|---|
|    | Movement.   |
|    | Sprint / Stop.  |
|    | Look around.  |
|    | Compass mode - you have to hold the button.   |
|    | Left hand action - the hero can hold an object in his left hand, grab a backpack with his left hand, aim with a weapon or throw an item.  |
|  | Change posture - you can choose between standing or crouching.  |
|  | Interaction - you often have to hold down the button.   |
|  | Load Cargo - load an object on the back.  |
|  | Jump / Climb - you can hold down the button to automatically climb further objects.   |
|  | Right hand action - hero can hold an item in his right hand, grab a backpack with his right hand, fire a weapon or throw an object.   |
|  | Trying to catch a balance - this is useful when there is a risk of tipping over, for example, as a result of a tilting cargo that you carry or when passing through streams of river. |
|  | Single press of the button - Terrain scanner.<br>Hold down the button - Hold your breath (this is helpful when you want to avoid being detected by enemies).                          |

|   |   |
|---|---|
|  | Select equipment - you need to select the item you are interested in from the drop-down menu.   |
|  | Select item - you must select the item you are interested in from the drop-down menu.   |
|  | Select tool/weapon - you must select the item you are interested in from the drop-down menu.  |
|  | Select object - you must select the object you are interested in from the drop-down menu.   |
|  | Pause / Handcuffs. In the pause menu you will find, among others, a map, inventory, quest log with contract list, and system options. |

## Do I need PS+ for multiplayer?



**No, you don't need PlayStation Plus subscription for multiplayer.** You can play online and enjoy all the social elements offered by the game even if you don't have a PS+ subscription. It is still possible to exchange likes, items and orders between different players and their worlds.

## Are there any diverse locations in Death Stranding?



**Yes.** Official game press releases may suggest that during the entire story player has to travel through similarly looking locations. Fortunately, it turns out that there are lots of different areas which can be explored in the game world. Lowland regions, forests, hills and small mountain ridges are just a few types of areas that game has to offer. In the following chapters of the main campaign, your hero will mainly visit **locations in high altitude mountains**, which means that he may have to break through thick layers of snow. Another attraction can be **various volcanic areas**. When you explore this magnificent but dangerous zones, from time to time you will even have to avoid poisonous gases coming out of the ground.

## Is it possible to skip the ending credits?



**Unfortunately, no.** The credits (ending titles & payroll) are displayed at the end of chapter 13 for the first time. Then, they appear at the end of chapter 14 after you have seen the actual game ending. In both cases there is no option to skip or accelerate (fast-forward) them. You'll have to wait till they're over.



## Does Death Stranding run well on a regular PS4?



**Yes, the game looks nice and works well even on the basic PS4.** This is probably partly the result of using the Decima graphics engine, which worked well in *Horizon: Zero Dawn*, even on a regular PS4.

During our work on the guide, we didn't experience any serious errors regarding the stability of the game or the speed of texture processing. There are small drops in the animation, especially during fights with bosses in places covered with tar. However, they weren't that problematic and didn't cause much discomfort.

## Is the Death Stranding's platinum trophy hard to get?

**Yes and no. Getting a platinum trophy doesn't require much skill, but it will take you a long time.** *Death Stranding* is primarily a game with a very long main storyline (around 50 hours). If you add the requirements of individual trophies, you can easily spend **over 100 hours with the game**.

The majority of the trophies in *Death Stranding* don't require you to play perfectly. Also, you can complete the campaign on any difficulty level. Unfortunately, some of the trophies will require you to repeat the same actions many times (e.g. completing standard orders which are very similar to each other). More information about the platinum trophy in our trophy guide.



# Basics

## Vehicles and means of transport

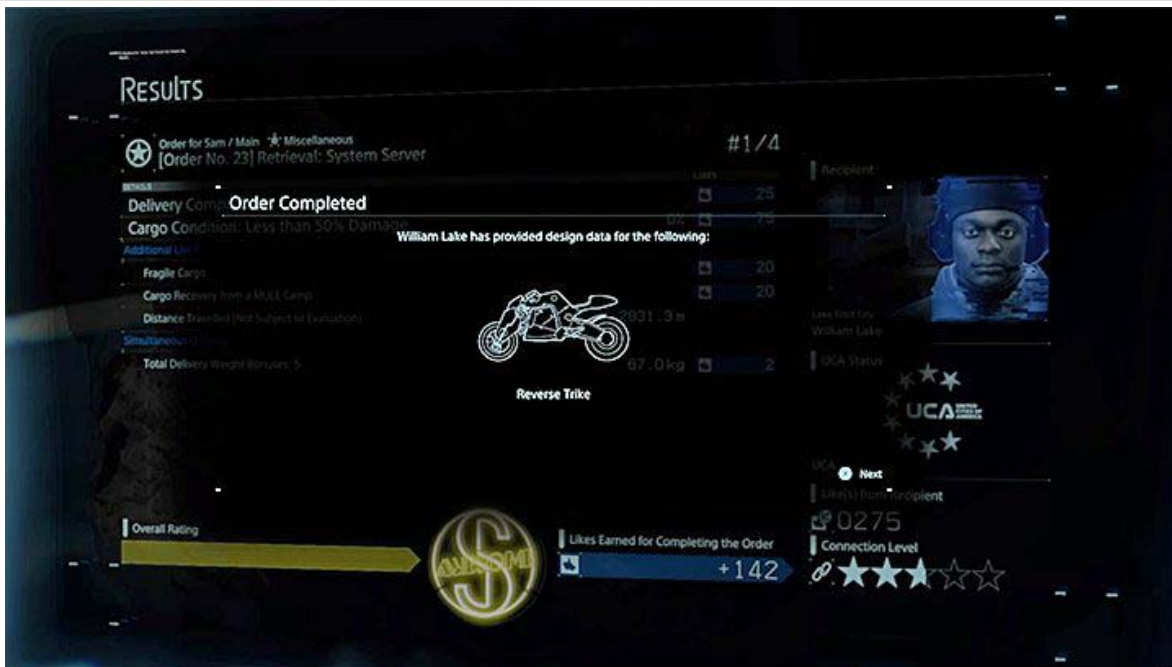
On this page of our guide to *Death Stranding* you will find a set of information on **how to use the vehicles** that make it a lot easier to travel around the in-game world. You will learn, among other things, how to get new vehicles, how to drive them and what vehicles have an impact on the gameplay.

### How to get a motorcycle?



Game's intro depicts Sam travelling on a motorcycle, but the main character loses this magnificent machine almost immediately. The first few hours of the game have to be spent on foot.

The situation may change only after the completion of Order No. 9, that is after the visit at Wind Station. After you have successfully completed this order you will receive a generator blueprint as a reward. For more details, please visit the **How to get a new motorcycle and get it started?** page of our guide. In short, you can place a generator next to an idle motorcycle to charge it and drive it later.



Fortunately, the first motorcycle is the only problematic vehicle to get. After you have completed Order No. 23 (Retrieval: System Server), you will get the first two motorcycle blueprints. From now on, **you can produce them in allied settlements connected to the network**, provided that you have the right materials at your disposal.

## How to get a truck?



Obtaining a truck is less of a problem than getting a motorcycle. You can obtain such a vehicle after you move to the central region of the game world. The game doesn't allow you to use trucks parked in allied locations, but you can find **MULE trucks** by exploring the game world. These can be:

1. Parked unused vehicles
2. Vehicles driven by MULES - you can wait until the driver gets out of the truck or throw him out of the cab.





Another way to get a new truck is to **use crafting and manufacture it in an allied facility**. You can get the truck's blueprints after completing Order No. 35.

## Vehicles of other players



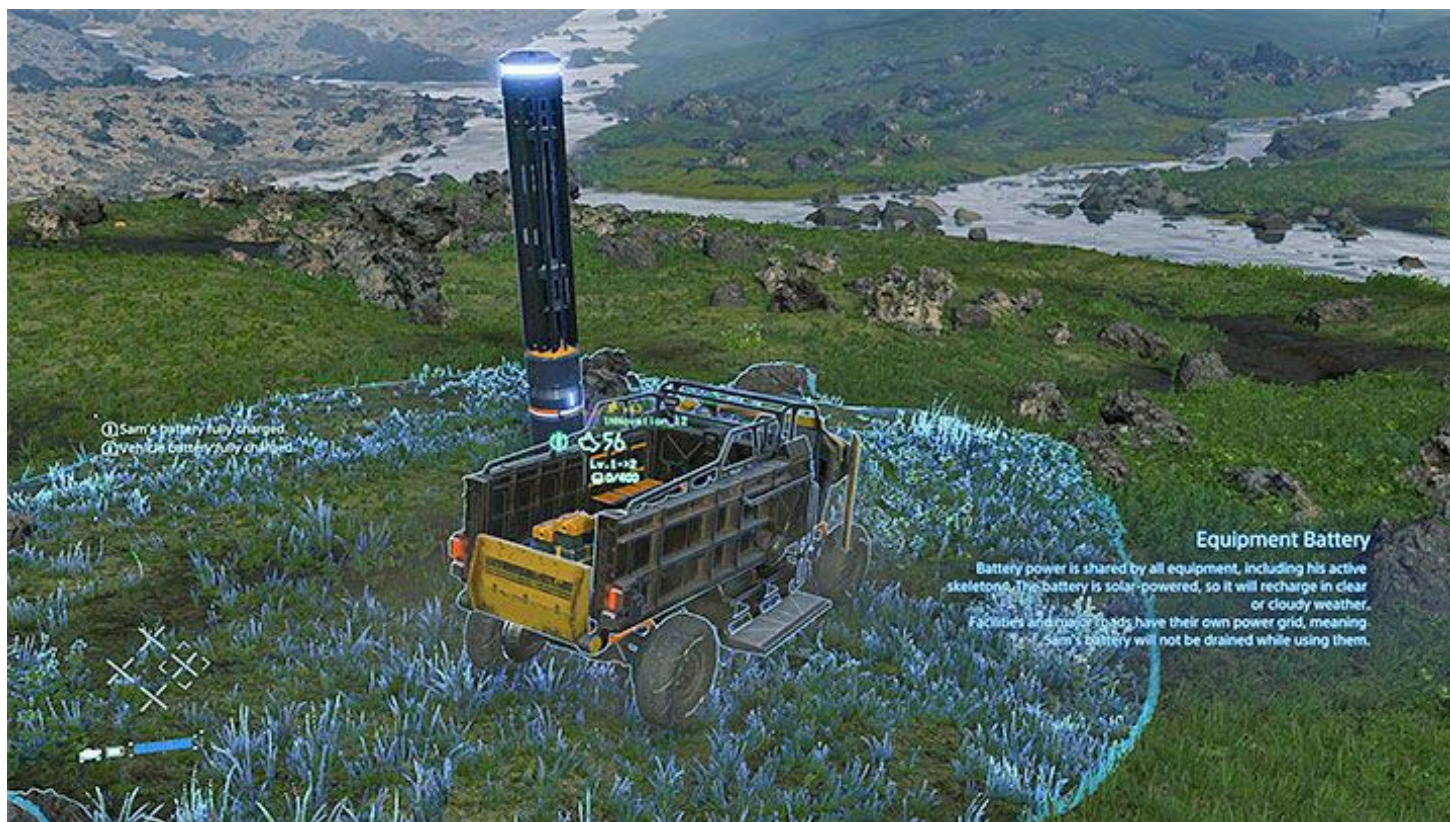
The methods described above are not the only ones which will allow you to get a motorcycle or a truck. If you play online, **you can also use vehicles left behind by other players for free**. You can find these machines:

1. Directly in the game world
2. In the online garage after visiting any settlement which has a safe house (underground facility).

Both of these methods will allow you to save time and save high amount of resources required to produce a vehicle.



## Key information about using vehicles



1. **Every vehicle consumes the battery.** You can replenish your battery in two ways - by stopping at the generators (those you have placed yourself and those installed by other players) and by visiting the garage.
2. **The vehicle may use the battery faster while driving in difficult conditions.** This will happen, for example, if you travel with a very heavy cargo, use an afterburner or drive through a deep water.
3. **You can load additional cargo on vehicles** and this is a great way to relieve the main character from carrying a heavy cargo. Trucks can carry the highest amount of load. It is worth noting that machines with extended battery range don't have any additional cargo slots. By using them you agree to an extended range at the expense of less payload.
4. **Every vehicle can be damaged or even destroyed.** If the machine hasn't been completely destroyed, you can return with it to any garage where it will be automatically repaired. In case of complete destruction, reconstruction of the vehicle is impossible and you have to look for another mean of transport.
5. **Vehicles are stored in garages.** Each garage can store up to 4 vehicles - these can be your vehicles, those of other players and those of the online garage. The content of each garage is unique, so if you leave your vehicle in the garage at the location A, you won't find it when you move to the garage in the location B.
6. **Sam can be thrown off the motorcycle,** and it happens when you're attacked by BTs or when you fall into an abyss. If the machine hasn't been completely destroyed, you can resume driving.
7. **The vehicle can drown.** As with hiking, use a scanner to check the depth of the river. If a red icons appear, do not drive your vehicle into the water - as the machine will sink. After that, you won't be able to use it anymore.
8. **Some vehicles allow you to perform small jumps.** You can use this option to help yourself while jumping over a precipice, but also if you get stuck between rocks.

# Standard orders

On this page of our guide to *Death Stranding* we explain the **general objectives of standard orders**, also known as side missions of the game. You'll find out how side missions work in the game, what additional settings they have, and what rewards you can get for completing them.

## Standard orders - General objectives



Sam can obtain standard orders at the same terminals that offer the major story-related orders (main missions of the game). There are usually a few standard orders available and you don't have to take them all at the same time, cause they won't disappear. This is not advisable if several side missions consist in transporting a very heavy cargo. You may not be able to cope with the simultaneous transport of a large number of containers.

Standard orders are not included in our walkthrough because they do not have any story-related elements or any other unique objectives. That doesn't mean you should ignore them. They are a good way to improve the advancement rate in the game and they have an impact on your character development.





When you are undertaking a side order you should pay special attention to the following factors:

1. Cargo weight. If you are not using an exoskeleton or are already delivering some containers associated with another order, then "overloading" Sam can be a very bad idea.
2. Destination of the journey. First of all, it is advisable to take those side missions that have the same destination as your current main order. You won't have to go off the road unnecessarily.

Side orders are divided into four main groups and you can always read about it in the description of the task. Main groups and types of side orders:

1. Condition - these are deliveries in which the cargo must be delivered without exceeding a certain amount of damage and those in which it is necessary to transport the Fragile Cargo.
2. Delivery Time - these are deliveries in which the cargo must be delivered within a specified time limit.
3. Quantity - these are deliveries in which a certain number of items must be delivered. A set of containers usually weighs a lot.
4. Collection - these are deliveries in which it is necessary to collect, for example, a certain amount of raw materials from a designated area.



After selecting an order and moving to the next window you can additionally determine the conditions of its completion. Each side mission can be carried out on a default set of rules or you can choose a premium delivery option. It increases the difficulty level of the specific order. For example, if a certain mission requires to deliver a cargo without exceeding its damage above 50%, then in the case of premium delivery it can even be a level of 20%.

Better rewards may encourage you to complete the mission on a premium setting. It is always worth taking the higher difficulty level when you want to complete an additional order. Remember to save your game when you start the premium delivery. This way you will have an opportunity to try it again in case if you fail or some unforeseen circumstances occur (like confrontation with BTs among your way to the destination).



Standard orders have identical summary screens as major story-related orders. They are rated and scored in the same way. In order to get the highest S rating, you must deliver the cargo in a very good condition and meet all additional requirements (like finishing the task in a specific time limit or completing the order with undamaged cargo).

Side quests do not offer unique rewards, but by completing them you can get more likes and this should be enough to encourage you. Likes are required to increase the level of bonding (connection) with allied in-game facilities. You will not be able to reach a maximum of 5 stars if you only take part in major story orders. You need to take interest in side missions if you want to get 5 stars. Let's remind that the highest amount of likes can be obtained by completing premium deliveries. These will allow you to advance much faster in building up your reputation status with various settlements.

Unfortunately, every standard order can also be failed - it can happen if, for example, you destroy or lose the transported cargo. Then you can cancel the entire mission or return to the order commissioner for new containers (if the order allows for such an action). You don't have to worry about failures, because you'll never run out of standard orders. Even if you did not succeed with a particular delivery, you can easily take care of other tasks.



## Standard orders for bots



Standard orders for bots are a unique category of side missions. They become available upon completion of Order No. 24 (Prototype Bot Delivery: Distribution Center South of Lake City). A new, third option will appear in the order acceptance screen.

Bots can take the same side quests as the main hero. The advantage of this is that the whole process is automated. When you have assigned a mission to a bot, it will set off on its own to the order's destination. Usually, bots need several dozen minutes to reach their destination (the game informs about the time of travel in the description of the order).



After a bot has completed a mission, the summary screen will not be displayed immediately. To do this, you need to visit any of your allies' terminals and open the order tab.

The disadvantage of relying on bots services is that autonomous machines are very poor at coping with field travel. You can get low ratings and low amount of likes due to the aforementioned issue. There is a way to solve this problem - you can expand the asphalt road network. The more roads there are in the game world, the more bots will be able to use them. This will improve the rankings awarded for subsequent missions of this type.

# Character stats

On this page of the guide to *Death Stranding*, we have compiled **all the basic statistics that describe the main character**. You will learn where you can find them and what each one of them means.



**Character stats are displayed in the lower-left corner of the screen** and they appear when you open any **pause menu**. They were all marked in the picture above:

- 1) Blood / health gauge** - It is measured in milliliters. The hero can automatically restore health by consuming blood bags. Alternative you can choose to eat a Cryptobiotte.
- 2) Stamina gauge** - By default, it has a dark blue color, but it can also change the color to blue - this is a visualization of the stamina consumed. When the hero depletes it all, he will stop for a moment. In our example, the stamina gauge isn't fully available. The game reduces it more and more as you make Sam perform actions that require stamina. The hero can return to full strength only by resting in a Private Room.
- 3) BB gauge** - As its condition gets worse, the child will become more nervous. When the gauge turns red, it increases the risk of developing autotoxemy - this is the last chance to calm the baby down.
- 4) Boots durability** - It depletes gradually as you walk. You need to systematically replace current boots with a new pair to avoid wounds on the feet - these wounds can deplete the blood gauge.
- 5) Load capacity limit** - The upper value represents the current weight of the items carried. White color means that there aren't any problems, yellow means that the items weigh a lot, red color symbolizes overload. The bottom value is the maximum load capacity limit. This value doesn't remain the same throughout the entire game, as the capacity limit can be changed by developing the character and using exoskeletons.
- 6) The number of received likes** - The game counts all received likes.
- 7) The number of carried Chiral Crystals** - They are one of the resources used, among other things, to make new items and building new structures.

# Fighting with MULE (living opponents)

This page of the guide to *Death Stranding* contains all the basic information about **fighting with living opponents - MULE**. You will learn **whether the fights with MULE are mandatory or not**, **how to avoid detection** and **how to act during direct fights with MULE**.

## Locations where you can encounter MULE



**MULE are found mainly in camps** scattered throughout the world map. Camps are not marked on the map, but you can try to memorize their locations. Some enemies can stay inside a camp while others can **patrol the area** either on foot or by driving a truck.



## Are fights with MULE mandatory?



**No, fights with MULE are never mandatory to complete a given order.** If your task is not related to the location where the MULE are, then you can try to sneak around them. It will be easier if you use some kind of vehicle or exoskeleton. Each of these "gadgets" will make Sam really hard to catch.

As for missions involving infiltration of an area with MULE (e.g. their camps), direct encounters are also optional. You can try to **sneak around** and focus solely on mission objectives (e.g. to reach the main container with loot). It is possible to completely avoid getting detected by MULE or to eliminate them stealthily.

## How to avoid getting detected by MULE?



**Each MULE camp is surrounded by poles with sensors.** These scanners can detect the cargo you are transporting. If you are carrying any equipment and get close enough to the pole, it will send a ping and **mark the spot where Sam was detected.** This will alarm the MULE - the bandits will go to the place indicated by the pole.



There are four main ways you can deal with the sensor poles:

1. **Hide immediately after the ping is sent.** Just because the MULE found out about Sam's latest whereabouts doesn't mean they know his exact location. The ideal option is to quickly hide in tall grass (it grows in almost all locations with MULE). This will allow you to safely go around MULE or wait until they go back to the camp and then attack them by surprise.
2. **Avoid poles from a safe distance** - Remember to use a scanner to detect them from a distance - they light up in yellow. Unfortunately, this is not always possible, because often the best or only way to the goal is through the area occupied by MULE.
3. **Sneak into locations with MULE without carrying any cargo** - The disadvantage of this solution is that you will have to go back to retrieve the cargo left in a Private Locker or in the vehicle's trunk.
4. **Cancel the ping send by the MULE's scanner** - You can do this after completing order #28 (Wheat Seed Delivery: Timefall Farmers), that is after connecting the Timefall Farm. This unlocks a scanner upgrade - **Scanner Nullification**. This allows you to counteract the effects of the poles with sensors. If you use your own scanner to **send a ping at the same time** as the pole, MULE won't be able to detect Sam. The message on the screen will inform you whether you succeeded or not (example in the picture).



## How to eliminate MULE stealthily?



You can eliminate MULE stealthily **after getting behind their backs**. This can happen if you weren't detected, or by hiding in tall grass after a pole with the sensor alerted the neighborhood.

**Stealth takedowns are done with the Strand.** This is a cord that you can select from the equipment menu. Get behind a MULE and press R1 to perform a stealth takedown.

## How to defeat MULE in direct battles?



As for direct confrontations with a single MULE or a group of them, you have two options. The first option is **close combat**. It is much simpler than it may seem. Most fights you can win by pressing the Square repeatedly. Try to attack the enemies one by one. Luckily, other opponents who are in the area are usually "waiting for their turn".

The game allows you to diversify the melee fights a bit - you can perform a dodge (press L2+X or R2+X) and break the opponents' defense (hold L2+R2 and then attack with Square). Guard breaks are stronger but they deplete stamina.





The second option is to **use weapons**. The first weapon for fighting with MULE that you get will be the **Bola Gun**, which shoots ropes that make enemies fall to the ground (it is a reward for completing order #22). It is important to approach each MULE and kick him to make him unconscious. Otherwise, that enemy may get up.

In the later parts of the game, you will also unlock **firearms** - stun MULE by with non-lethal weapons.

## Weapons used by MULE



At first, MULE have only **electrified spears**. If Sam is hit with a spear, he will be electrocuted - this increases the risk of losing consciousness. If a spear hits your vehicle, it will be immobilized for a few seconds. Fortunately, the spears fly rather slowly - you shouldn't have problems avoiding them.

Later, MULE will start using **firearms**. A laser beam appearing on the screen helps in avoiding the enemies. If you see that you are being tracked, try dodging and get to that MULE before he shoots again.



## Vehicles used by MULE



In some places, MULE can drive **four-wheeled vehicles**. It is harder to escape a vehicle transporting MULE. However, it is still possible to do. Try to run towards rocks or other places where a large vehicle will have trouble accessing.

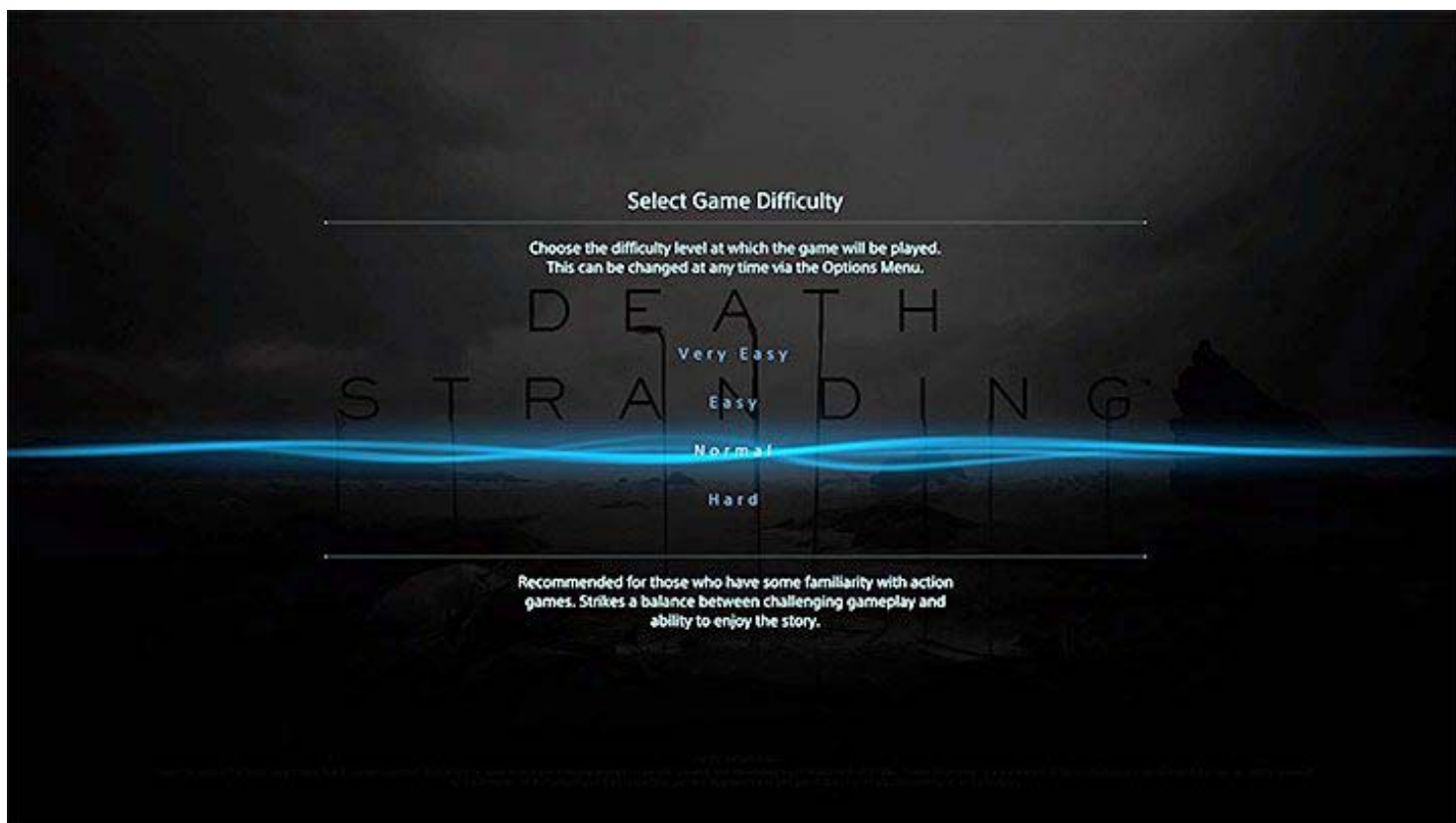
It is worth noting that **you can steal MULE's trucks**, either after they get out or by getting the driver out of the cab (example in the picture).

# Starting tips

This page of the guide to *Death Stranding* has **starting tips**. In this chapter, we discuss various mechanics encountered within the first hours of the game. Some of them may be unclear or problematic - we have paid special attention to them.

This page contains mainly general tips. If you are looking for more information on a specific topic, check the individual chapters from the *Guide* and *FAQ* sections.

## Start the game at normal or high difficulty



*Death Stranding* isn't very demanding, and you don't need to be afraid of big problems when you fail an order or kill the main character. In the worst case, you will lose some time or receive a worse reward. The game also saves your progress rather frequently.

When you start a new game, we recommend that you choose the normal or high difficulty. **The normal level offers the most balanced gameplay** - the game shouldn't cause many problems but you will still have to watch out, for example, when transporting cargo or encountering monsters. The high level is a better choice if you want to have a survival experience. **Luckily, the difficulty level can always be changed in the menu.** The level you chose at the beginning isn't a permanent decision.



## Remember that the controlled character moves in a realistic way



This is very general advice, as it concerns almost all aspects of moving around the game world. Sam isn't as agile as the heroes of many other adventure games and he doesn't move with disregard to the laws of physics. **The hero can easily stumble, slip, lose his balance or fall.** In addition, you should know that **Sam can't always immediately stop on the spot.** This is especially true when going down the hills - Sam can gain momentum and need time to stop moving completely.

Try to move slower than your instinct tells you. Never forget that you are carrying cargo on your back - falling can damage it. It is better to carefully go through each part of the map without taking unnecessary risks. You should also remember that you have **different paths leading to the goal** - if, for example, climbing on the top of a mountain seems risky, then you can look for a different path and go around the hill.

## Use methods to deal with frequent loss of balance



In *Death Stranding*, you are dealing with a **variable center of gravity** - carrying more cargo on the back will shift the center of gravity (the same goes for cargo stacked up to look like a "tower"). **This increases the risk of losing balance and falling down.** This may cause damage to the transported cargo or scatter it around the area. You can avoid this problem in several ways:

1. **Arrange the cargo in the right way.** Don't "pack" everything on the back - this tower can easily tilt to the sides. Try to attach smaller cargo to the upper and lower limbs of the hero, and place them in containers on the belt.
2. **Hold L2 and R2 while traveling.** If Sam doesn't hold anything in his hands, holding these buttons will make him grab his backpack. This is very useful in maintaining the stability of the cargo - you won't see it tilt to the sides that often.
3. **Use the Power Skeleton as soon as it is unlocked** (you get it during the main storyline). This is the best version of the exoskeleton for transporting cargo. Wear it to significantly increase the load capacity limit - you won't have to worry about losing your balance because most of the cargo carried during the missions aren't that heavy.



## The scanner makes it easy to find interactive objects and loot...



The Terrain Scanner doesn't have any disadvantages. **This gadget is available from the beginning of the game, and you can use it without restrictions.** No need to fear that performing a scan will consume any resources, or that you will be detected by opponents. You can also use the scanner in almost any situation, even while driving a vehicle or exploring dangerous locations.

We recommend developing a habit to activate the scanner every few hundred meters or after a few tens of seconds. The scanner can discover various types of objects:

1. **Crafting materials** - You can find Chiral Crystals or boxes with Recycle materials.
2. **Containers with loot** - This can be, for example, various types of weapons, gadgets, or cargo suitable for transportation to a specified location. Most of these objects are found in hostile camps (e.g. occupied by MULE), or those left or thrown out by other players.
3. **Interactive structures** - These can be objects left by NPCs, structures that you have built yourself, or those made by other players. Each of them can be very useful (e.g. in restoring the battery or in hiding from Timefall).
4. **Ladders and climbing anchors** - These items are left mostly by other players meaning they appear only while you are playing online. Reaching "ready-to-use" ladders and climbing anchors allows you to continue your journey without using your own items.



## ...and also allows you to locate the so-called Beached Things (BTs)



**BTs are invisible monsters**, which can be encountered during the exploration of the game world. **The scanner activates automatically when a BT is approaching you**. Also, the way it functions change significantly - you don't need to send "impulses". Instead, **the antenna turns in the direction of the nearest monster**. Thus, you can determine the location of the creatures to get around or chase them away (with a grenade).

It is worth noting that once you are near a BT, the color of the antenna will change to orange. **You will also see a silhouette of a levitating monster** - the antenna will stop it from being completely invisible to Sam.

## Don't try to fight BTs at the beginning



After detecting a BT, you may wish to attack the monster, but **Sam is initially helpless**. You can't damage BTs in hand-to-hand combat, and you don't initially have gadgets that can do real damage to them. **Sneak and avoid BTs as much as possible by keeping a safe distance**. If you get detected, try to escape and be ready to free yourself when Sam gets captured is goo.

The first item (out of several unlocked throughout the game), which allows you to neutralize BTs is **Hematic Grenade**. From now on, you don't have to rely only on stealth. You can throw grenades at monsters to get rid of them and collect the crystals dropped by them.



## Check the depth of the river before getting into it



In *Death Stranding*, there are many moments where a river separates you from the destination. However, you shouldn't rush into them carelessly. **Use the scanner to check the depth of the riverbed.** Blue means that the depth is safe. Yellow means that Sam will submerge partly and will need to fight with the river (Hold L2 and R2, and stop after a depleting the majority of the endurance bar).

**Red means it is too deep.** If you go into the river in such a place, the main character will lose his footing and start moving with the stream. You will lose some of the cargo - you can get the items after they fall down the river.

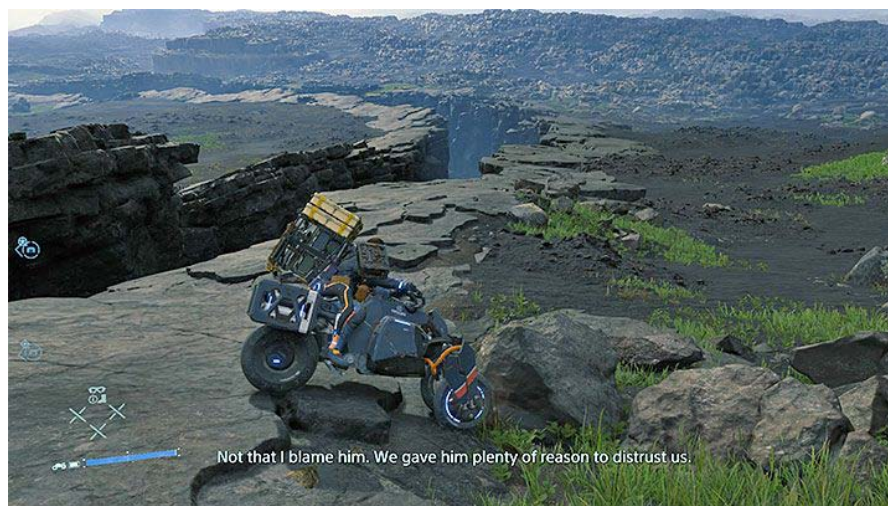
## Instead of entering the river you can use a ladder or a bridge



Fortunately, entering the river is never mandatory. In addition to finding a completely different path to your destination, you can also **use a ladder or build a bridge across the river.** A ladder is the best option for crossing small rivers. A bridge is useful only in the case of large rivers.

An important hint is that **you can often come across ladders and bridges left by NPCs or other players.** It is definitely worth using them - you won't waste your own PCC or resources (to build a complete bridge).

## Beware of the abysses, especially while riding a motorcycle



In *Death Stranding*, you visit a lot of mountain areas. This means that, in addition to climbing, the hero must pay attention to places where you can fall from a great height. It may end with Sam's death or, at best, the loss or serious damage to the cargo. You should pay special attention for **chasms** similar to the one presented in the picture. They can suddenly appear on areas that look relatively flat. Sprint and use a vehicle's booster only when you are sure that there is no abyss or pit in the vicinity.

If you drive a motorcycle, you may want to jump over a chasm or a pit. **Jumps often end in failure** - even when you use a booster, your motorcycle won't gain enough speed. We advise you to do this only if the "ramp" is clearly higher than the planned landing site and the chasm ahead is rather small. In all other cases, search for a roundabout road and look for bridges.

## You can place cargo on some vehicles



After reaching a certain point in the main storyline, you unlock motorcycles and other vehicles (including four-wheelers). Thanks to them, you will be able to travel faster but also **make the main character carry less cargo**. The game allows you to place transported cargo on vehicles.

Unfortunately, this mechanic isn't without drawbacks - **some motorcycles don't have room for containers**, because they are equipped with, for example, additional batteries. **Vehicles also have a load capacity limit** - exceeding it can significantly increase battery consumption or, in extreme cases, immobilize the machine.



## Pay attention to the health (blood) gauge and Sam's stamina



Both gauges are very important. If the blood drops to zero, **Sam will die**. If the stamina gauge drops to zero, **Sam will run out of strength**. In the case of stamina, you will notice the negative effects sooner. As the gauge depletes, you will notice that Sam is moving slower. He will also start losing his balance easier. Notice that the **stamina gauge can shrink automatically**. To restore it to its full state, you need to visit the Private Room described below.

**Eating Cryptobiotics is the easiest way to restore health** (these are the small living creatures found in the game world). You can also use **Blood Bags** (the game unlocks them along with Hematic Grenades). **You can restore your stamina easily by drinking water from a canteen and by stopping and sitting down to rest**. After the sitting down, you can also choose to stretch your muscles and take a nap to improve the recovery process.

## You should also return to your Private Room every now and then



For the record, **you can find a Private Room under each larger allied location**, that is, one that has an elevator traveling underground. In the later parts of the game, you will also be able to place or find shelters with the same option.

The main advantage of returning to a Private Room is a **good rest**, which means that health and stamina will be restored fully. However, visiting a shelter has other advantages, but some of them are added as you progress through the game - you can, e.g. save the game automatically, **heal BB (Bridge Baby) from autotoxemy**, **use a fast travel option** and get special grenades using the shower and toilet.



## Always have stocks in the inventory



In *Death Stranding*, some orders can take several tens of minutes - this can be caused by factors such as difficult terrain or a long distance to overcome. In addition, Sam can always find in unexpected trouble. Below we have compiled a few of the most important things to have with you:

1. **Cryptobiotics and the Blood Bags** - Use them to restore full health.
2. **Ladder and Climbing Anchor** - They will help you if you come across, for example, a wall for climbing and there is no any objects of this type left by other players.
3. **PCC** - Useful when you need to place a large object, such as a generator.
4. **Weapons / gadgets to fight MULE** - You shouldn't have problems with running away from them (especially when you are traveling by a vehicle or using an exoskeleton), but they still can surprise you or stay in an area related to a mission.
5. **Weapons / gadgets to neutralize BTs** - We are talking primarily about Hematic Grenades, although in the further stage of the campaign you will get other "gadgets" useful in fighting monsters.
6. **Container Repair Spray** - It is good to have at least 1 piece. If the containers with a quest item are severely damaged, e.g. by a fall or Timefall, you will be able to repair them.
7. **Shoes** - Always equip Sam with the best shoes and try not to have their durability go down more than 50 percent.

## Save the game before each more challenging part of a mission

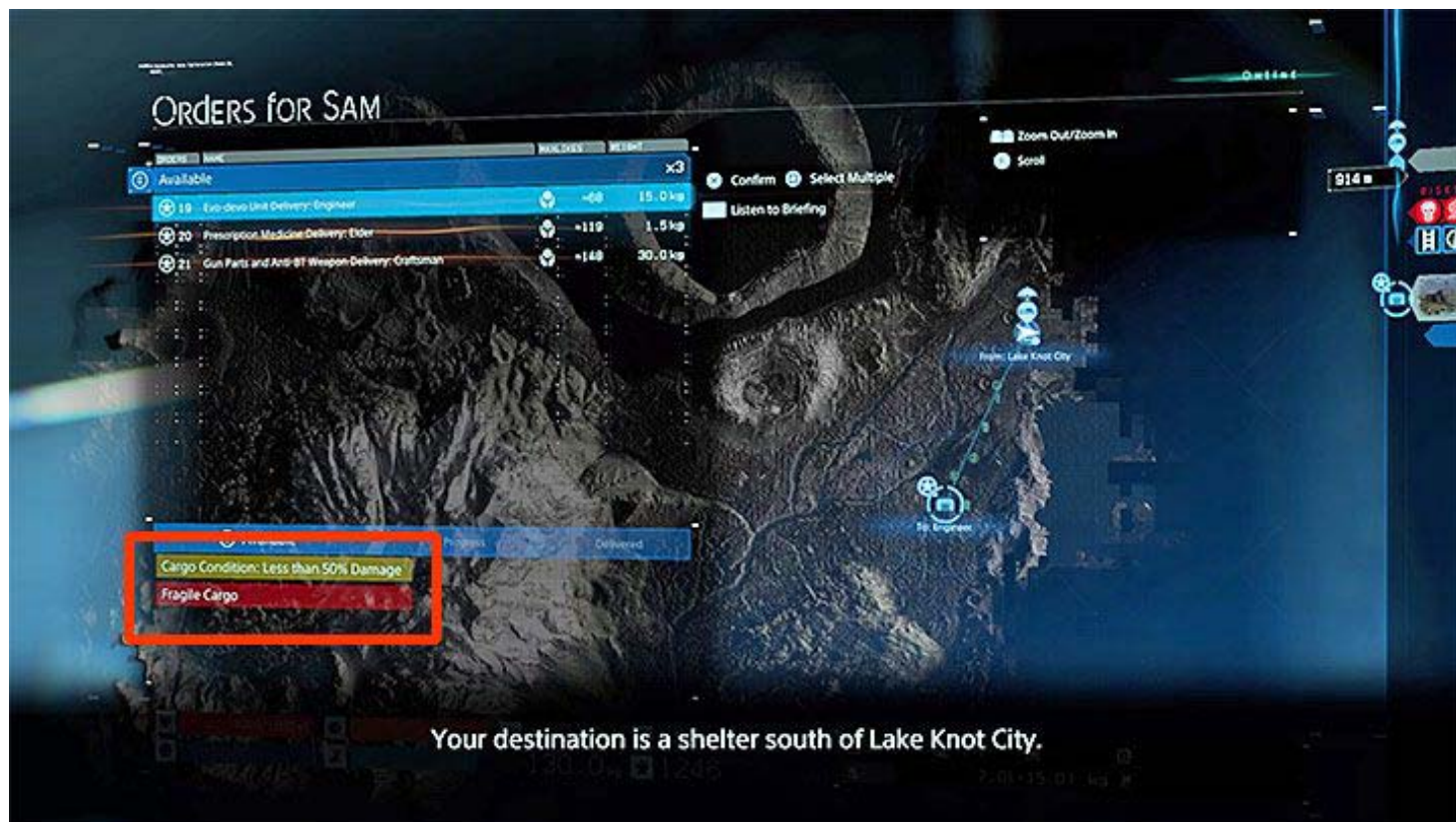


*Death Stranding* isn't a game in which you die a lot, but despite that, **saving the game frequently** is a good idea. The saving system doesn't have any limitations, but the game won't allow you to create a save if Sam is in immediate danger or is driving a vehicle (you need to get off that vehicle first). We advise you to create new saves:

1. **Before entering a location with BTs** - It is very easy to make a mistake while sneaking. If you walked for a long period of time and the antenna has activated, leave this location to unlock the option to save.
2. **Before approaching a MULE camp** - It isn't always easy to determine that there are MULE in the area. However, if you have the opportunity, then making an additional save can be useful, for example, in case they managed to stop your vehicle or when they knocked Sam out.
3. **Before starting a more difficult climb** - It is easy to make some mistake and, for example, slip off a shelf, topple over, fall into a rushing river or, at worst, fall into an abyss.
4. **Before starting a battle with a boss** - Clashes with larger and stronger opponents were described in the Bosses chapter and in the walkthrough section. If you know that you are about to start a boss battle, make a save and leave all the items that can get damaged. You should also equip items that can damage a boss (grenades, weapons, etc.).



## Try to deliver the cargo in the best condition



Your destination is a shelter south of Lake Knot City.

In *Death Stranding*, you don't simply transport cargo from point A to B. It is always necessary to deliver cargo to its destination **in the best possible condition**. You can learn about the desired cargo condition when you are accepting an order. The sender can request the cargo to be delivered in good condition - the example in the picture above shows that the cargo gets damaged easily and that the damage shouldn't exceed 50%.

During the journey, **avoid falls** because they can damage the cargo. Each carried cargo is described in the inventory by two energy bars. In addition to the cargo bar, you also have a bar for the container in which the cargo is stored. **Containers can be repaired by using container repair spray** - this helps you reduce the risk of damaging the cargo. This spray, however, always repairs only the container, never the cargo. It is worth adding that exceeding the damage value listed in the order description (in our example 50%) doesn't mean that you the order is failed. You can still deliver the cargo, but you will get fewer likes as a reward. The only way to fail an order is to reach 100% cargo damage.

## If possible, stay online all the time



**Death Stranding** doesn't force you to play in multiplayer mode, but playing online has many advantages. Stay online as often as you can. In case of loss of connection with the game servers, try to reconnect - this can be done from the pause menu (the System tab).

**In the online mode, players can give each other likes.** The more likes you get, the more **objects and items from one player's world will appear in the other's.** This way you can accumulate more loot and encounter useful structures, such as for climbing (bridges, hooks, ladders, etc.) can recuperate (shelters, temporal shelters, generators, etc.).



# Building

On this page of our *Death Stranding* guide, we explain **how to build structures in-game**. We also answer the questions **what is the importance of the construction of new structures**, and what **additional requirements** may appear before creating a building.

## Building in Death Stranding



To build, you need to gather boxes called PCC.

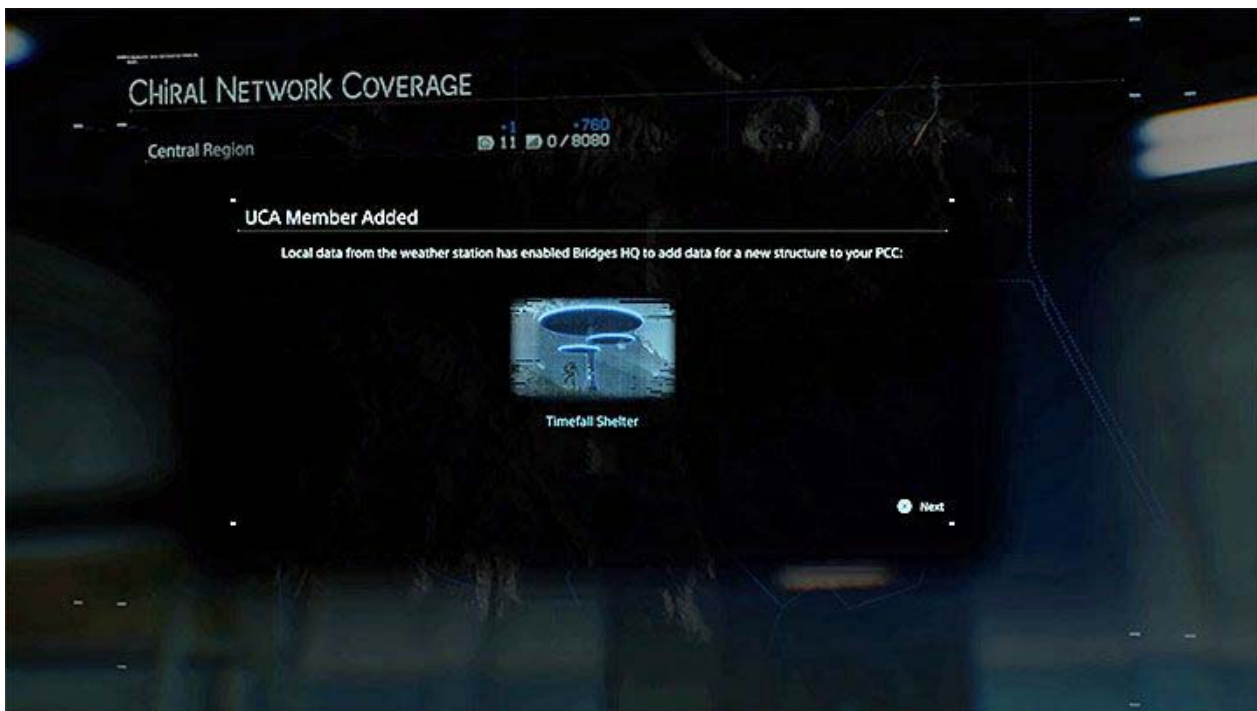
1. **First level PCCs** are unlocked after completing **task 4** - Smart Drug Delivery: Waystation West of Capital Knot City.
2. **Second level PCCs** become available after completing **task 27** - Chiralium Gauge Delivery: Weather Station



PCCs can be obtained in three different ways:

1. **Given to you during a task** - such PCCs are free.
2. **Found in the game world** - you can e.g. encounter PCCs left by other players.
3. **Crafting** - use a terminal in any ally location.

Found PCC has to be taken to a location where you want to use it. **Every PCC is a one-time use item**, and so when you build some object will irrevocably disappear.



In addition to owning a PCC, you need to **have construction plans**. Further plans will be unlocked along with your progress in the main story. In the example from our screenshot, one of the rewards for completing the task was the temporal shelter plan.



## Using PCC



If you want to start building, you must **select PCC from the drop-down menu**. After choosing the item, you can use the **d-pad to switch between projects**. Choose the one that interests you.



Hold L2 to start looking for a place to build. The game will allow you to start building if:

1. The selected area is not in the territory of the ally base.
2. Access is not blocked by rocks, water or other obstacles.
3. You have not exceeded the allowed chiral bandwidth - you cannot build too many objects in a given territory unless you have connected to other facilities.



## Features of a constucted building



After the building is ready, you can start using it. Each object has other uses, for example, the tower allows you to look around the area. Moreover, you can hold down the interaction button to enter an additional menu. There are three options here:

1. Expansion - the bottom right corner contains the list of advantages following the building's extension. To expand the building, you need to provide certain materials to finance the extension.
2. Repair - the building can be damaged following e.g. temporal rains.
3. Disassembly - use this option if you think that the object you built is in the wrong place.



In the case of very complex structures, the PCC is used only as foundation. **Large quantities of materials are required** to complete the construction. This requirement applies, among other things, when building bridges and shelters. Once the foundation is built, it is necessary to interact with the terminal and transfer resources to complete the construction.



## Best buildings in the game



We recommend building following structures:

1. **Mailboxes** - you can place abandoned cargo in them and use private and public lockers to store or retrieve items.
2. **Generators** - it is worth placing them along the roads on which you often drive. They make it very easy for you to charge your vehicle batteries and exoskeleton.
3. **Bridges** - Again, it is recommended to place them in frequently visited locations. They make it easier for you to cross large rivers and reduce the risk of being caught by the current.
4. **Shelter** - You won't create a lot of them, but they can become useful in remote areas of the map which doesn't contain any ally location with terminal and private room.

## Other players' objects



An important feature of the game is that **the buildings are used by different players**. Other players can encounter your structures and you can encounter other players' structures. This "free" help is definitely worth using. If you find another player's design, then don't build the same structure in the same location so the buildings are not unnecessarily duplicated. It is better to leave the PCC for other structures.



# Fighting Beached Things

**On this page of our *Death Stranding* guide you will find all the important information regarding encounters with beached things (BTs), which are invisible creatures that you encounter while playing. You will learn **how to avoid detection**, **how to escape them**, **whether you can fight and defeat them** and **how to get grenades that can be used to fight them**.**

## Locations with beached things (BTs)



In the game world, there are many locations inhabited by beached things. Getting through some of them may be required for some quests. If the quest doesn't involve a confrontation with a BT, you can retreat and search for a different path to your objective.

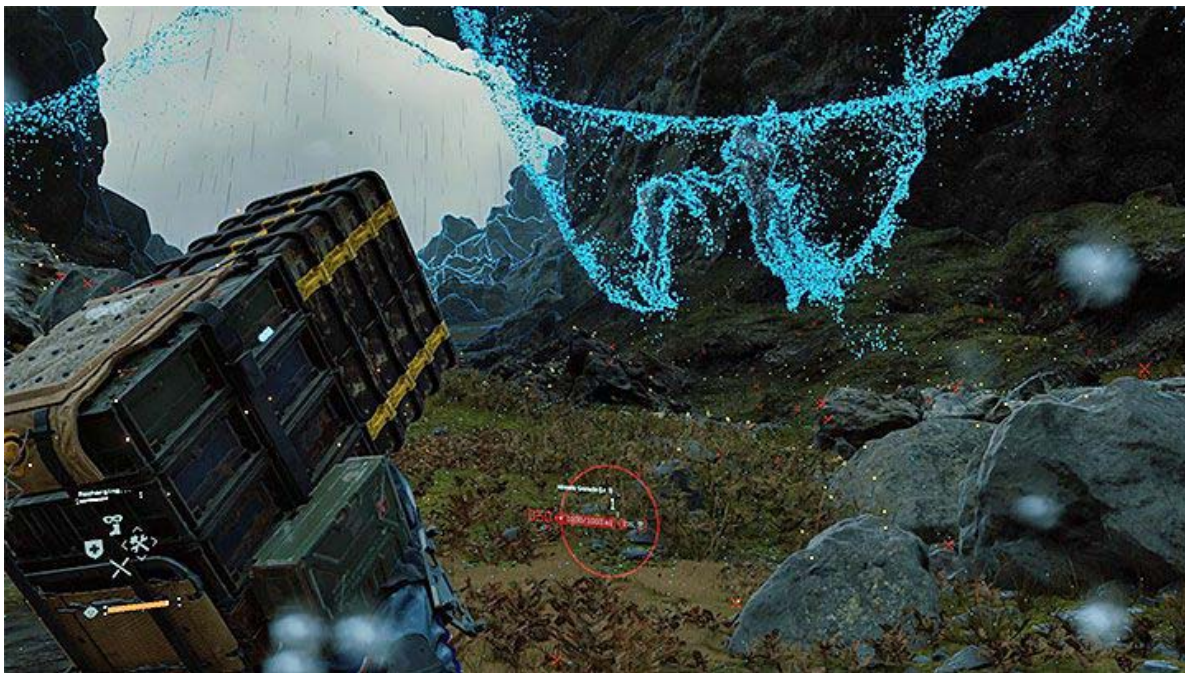
**At first, the main character cannot fight against the beached things, but he can detect them.** After you get close to a group of BTs, a short cut-scene will begin depicting automatic activation of the scanner.

## How to avoid being detected by beached things?



**In locations with beached things, make sure to sneak**, which involves pressing the crouch button. Beached things are invisible but your scanner will turn to the nearest creature.

1. As the distance to a BT decreases, the scanner will tick faster and faster.
2. Once you get very close to a BT, **the scanner will turn to orange** (as shown in the picture).



The silhouette of a BT will appear only if he is close to the main character. If you have trouble recognizing a monster, press the R1 button to perform a terrain scan. For a moment, the creature will become visible.

**Stay away from BTs and maintain safe distance.** If you feel that you are very close to detection, press R1 to hold your breath. This will make it difficult for BT to detect the player.



## Escaping



If you have been detected by a BT, you can use a grenade (more on them below) or attempt to escape. During the escape, try to avoid tripping over a stone or some other object.

**If you get caught, press square rhythmically to get free.** Moreover, **try to escape from the black ointment area**, as only then the creatures will stop attempting to capture Sam.

you can be caught by BT, when you are traveling on a motorcycle. They will throw Sam out of the vehicle. There is also a risk of damaging the motorcycle and the carried cargo. If you're driving a vehicle, it's best to deal with BTs first or find another way to your target.

## Where to get anti-BT grenades?



The first weapon able to do damage against BTs is unlocked after completing Order No. - **the fourteen story mission**. 14 - Aid Package Delivery: Port Knot City. As a reminder, this quest involves a long trip to the port with an intent to leave the starting area of the game.

At the same time, you can undertake the **fifteen story mission** - Order No. 15 - Equipment Trial: Hematic Grenade. The mission will allow you to test the grenades described below, used to get rid of BTs.



Once you accept the fourteen story quest, **you'll unlock access to Hematic Grenades**. These grenades use Sam's blood to fight off attacked BTs.

You'll receive the first few grenades once you begin the mission (each grenade has 5 charges). You can find more in the game world (including those left by other players) or build them yourself thanks to crafting.



Hematic Grenades work in an unusual way, **as they require Sam's blood** which means depleting the hero's health points.

Fortunately, there are alternative ways of charging the grenades - **Blood Bags, blood containers** that can be stored in your inventory. If you have a container, the blood will be taken from it first, and so your health will remain unchanged.

Containers with blood can be automatically "crafted" by resting in the hideout (filled by transfusion) and picking them up from the Private Locker. They can also be found in the game world, received from quest givers or crafted. **It is recommended to have at least two blood bags in your inventory** - fortunately, there are very light.



## Using grenades against BTs



Once you approach a location with BTs (e.g. during the fifteen story mission) hold **the right direction** on the d-pad to display a drop-down menu. Choose Hematic Grenades from the menu

If you don't see the grenades on the list of inventory items, press **the right analog stick** to proceed to the next page.



Once you detect a BT, aim at him - **the grande needs to hit the floating creature.**



A successful action will lead to an "explosion of blood" The BT won't be permanently killed, but he will be banished, resulting in the same effect.

We recommend scanning the area after getting rid of a BT, as they leave valuable loot - **chilorium crystals**.

## How to get the Anti-BT Handgun?



**An Anti-BT handgun is a weapon that you will obtain by progressing through the main story.** You need to complete the **Order No. 33 - Hourglass Delivery: Chiral Artist**. From now on, it is possible to manufacture this item by using **crafting**, but you can also find it in the game world.



## An alternative option - cutting the umbilical cord



This method of defeating the BTs appears later in the game - you can **cut a monster's umbilical cord**. This action is available after you finish **order #44** and meet with **Mama**. The main character in the process of the cut-scenes will cut the umbilical cord of a BT child with whom the woman is connected.

From now on, you can behave the same way with the "levitating" BTs. Every time you encounter them, **you need to find a monster thanks to the antenna and sneak near it**. The black strand running away from the silhouette of the detected BT is its umbilical cord.



The screen should display information that cutting the umbilical cord is possible - **you need to press the Square**. If you succeed, that BT will fly away and will no longer haunt you. It is worth noting that doing this for the first time unlocks *Rest in Pieces* trophy.

## How to use an Anti-BT handgun?



Each gun has 8 charges and after they're used up the gun can be thrown away or recycled. **Anti-BT handguns have similar characteristics to the hematic grenades described above** - they need blood to operate, which is taken directly from your health bar or from the carried blood bags.

An important feature of this handgun is the possibility to control its attack strength. We recommend that you **always hold down the R2 button** to amplify the attack and deal as much damage as possible. That way, you won't waste ammunition on weaker attacks.

## How to deal with squids?



During the game, aside from standard BTs, you can also encounter **monsters that are similar to squids**. Once you encounter this type of monster, you can react in two ways:

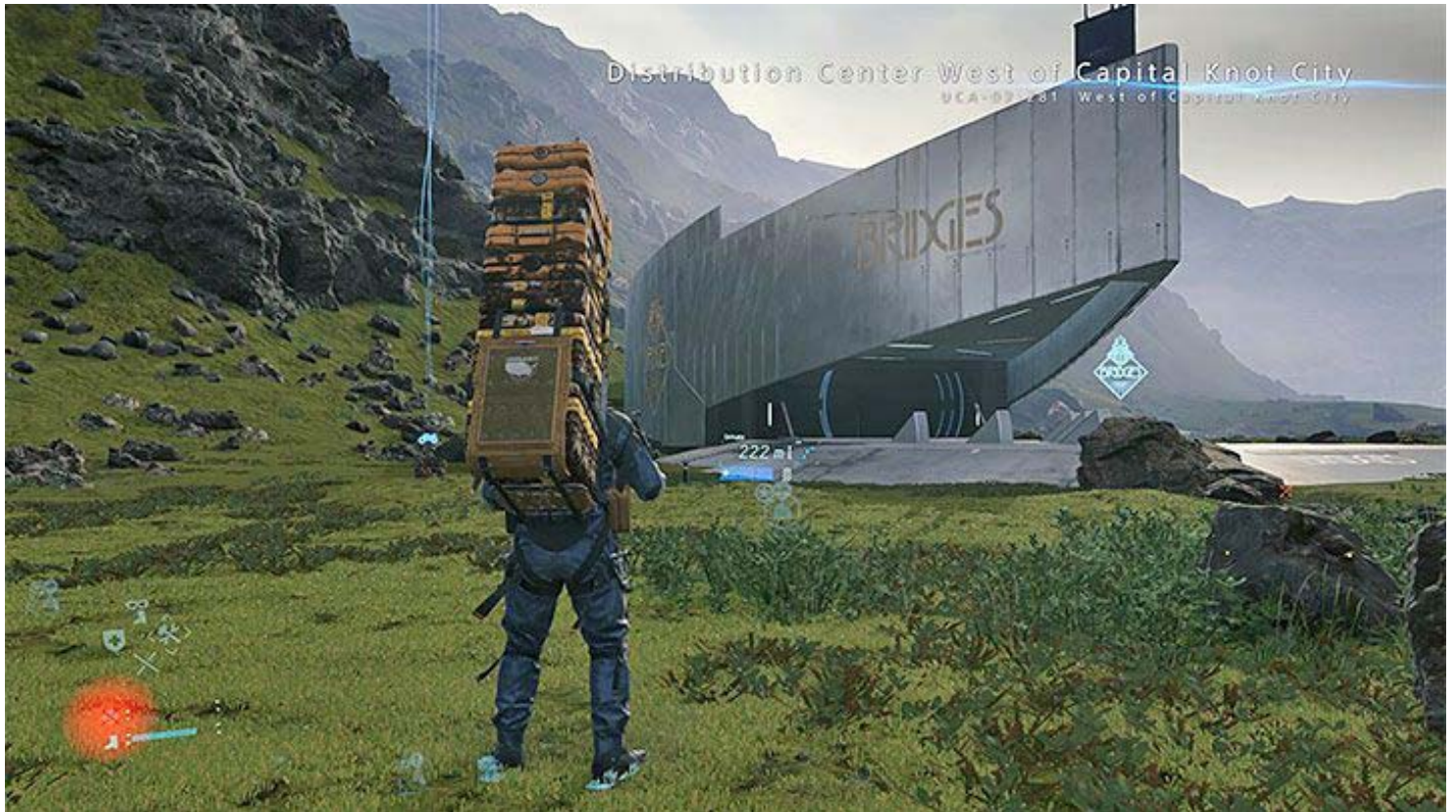
1. If you don't have Hematic Grenades - **escape**. Run in any direction and try to leave the area covered by black goo. Do not try to hide on the rocks or roofs of buildings, because this kind of objects can get submerged in goo.
2. **If you have grenades, you can throw them at the squid**. Each explosion will weaken the monster a little. At least one of these confrontations will take place during the story - we described it in detail in **Bosses**.



# Safe houses & hideouts

On this page of the guide to *Death Stranding*, we have compiled the most important information about **the shelters - Private Rooms**. You will learn, e.g. **whether there is more than one shelter** and **what is their purpose**.

## Where are the shelters?



**During the game, you will be able to use dozens of Private Rooms.** Each one looks the same and offers the same features and "attractions". You can find a Private Room in **every allied location with an elevator**. We are talking, among other things, about the bases in cities or distribution centers. You can move into a Private Room by selecting the appropriate option from the terminal.

**You won't find shelters under small locations**, such as farms or small buildings that are used to connect successive sections of the network. Even if you interact with the terminal, you won't find the option to stop in a Private Room.



In the later part of the campaign, you will unlock the option to build shelters by using PCC and crafting materials. A shelter can be placed in an open space, but the PCC is used only to build its base. To complete the shelter, you need to deliver the necessary crafting materials.

The important information is that **while playing online, you may encounter shelters left by other players**. They are fully interactive, that is, you can use their elevator and go to a Private Room.

## Why should I visit a Private Room?

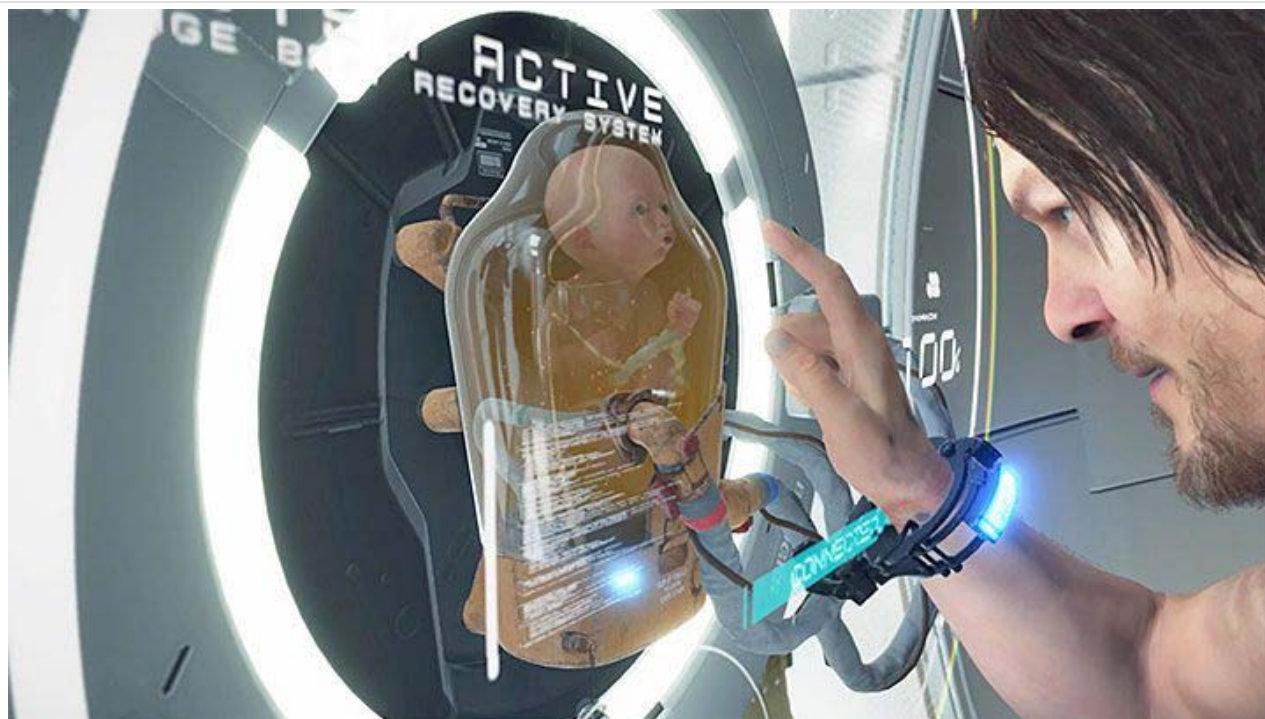


The main purpose of Private Rooms is to **rest**. This action **restores the blood (health) gauge and stamina**.

The game also does other automatic actions:

1. **saves your current progress**
2. **replenishes ammunition for firearms**
3. **charges the battery** - it is mainly used to provide power to exoskeletons
4. **creates a blood bag** - the bag is automatically added to Sam's inventory. Remember to take it out from Private Locker before you leave.





Another important feature of a Private Room is to **regenerate BB** (Bridge Baby). The baby calms down completely. Visiting a Private Room is also the only way to (automatically) heal BB from a disease called autotoxemy, which temporarily prohibits the baby from detecting BTs.



Another very important function of the shelter is the option to use **fast travel**. This option is initially blocked, and you must **reach the third chapter - Fragile**. During a visit to one of the hideouts, the main hero meets with Fragile, who informs the player that she has an ability similar to teleportation. She will help you in visiting previously visited locations.

To use fast travel, **interact with Fragile's "umbrella"**. Once interacted with, you'll receive an ability - Fragile Jump **Fast travel is free**, although only the hero is moved. After that, you need to take items from a Private Locker or craft new.



Another group of unique features of the shelter is the option to **use the shower and toilet**. These actions serve not only to take care of the hygiene of the hero. They can also **produce different types of grenades** (e.g. based on the hero's urine sample) that can be used against **BTs**. Grenades, just like blood bags, aren't added to Sam's inventory. You can take them from a Private Locker.



Other available actions:

1. The ability to do different faces in the mirror above the sink.
2. Ability to view racks with weapons and gadgets.
3. Ability to change the appearance of cosmetic items (hats, glasses, etc.).
4. The ability to examine the figures behind the bed.
5. Ability to examine objects left on the table.
6. Ability to interact with the terminal on the wall.



## Garage



Each shelter has a **garage**, which can store up to four vehicles. It has three important features:

1. **Each shelter has a separate garage**- each of them can store different vehicles. You have to remember this because if you leave a vehicle in garage A, you won't find it in garage B.
2. **Getting into the garage repairs the vehicle and restores its batteries.** It will only happen if you park in the elevator and go down to the Private Room.
3. **While playing online, you can use the vehicles of other players.** This is a great way to get them without having to spend crafting materials. Vehicles belonging to other players have the same characteristics as yours, so you can use them, for example, to transport the cargo faster.

# FAQ - Exploration and cargo transportation

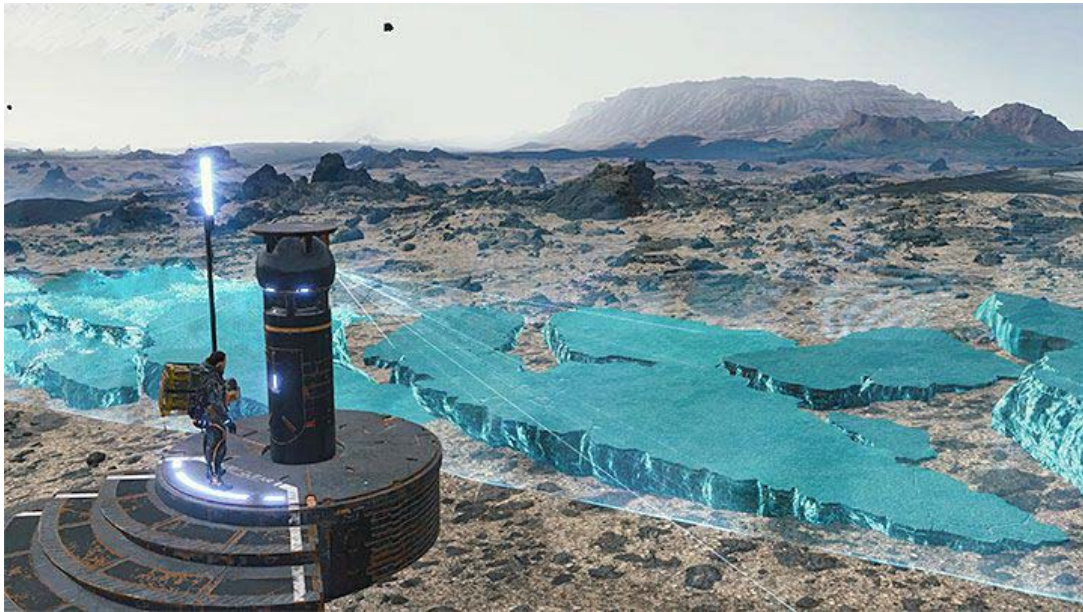
## How and why it's worth to expand the road network?

This page of our guide to *Death Stranding* explains **how important is the development of the road network**. Also, we suggest how you can build new roads and what are the requirements associated with this process.



You can't miss the moment when you unlock the option of building asphalt roads, as it's part of story-related mission. You build your first road during order #25 (Road Reconstruction). As part of this mission, Sam must take materials with him and bring them to the terminal where you can build a road.





Once you are in the right spot, you have to interact with the terminal and hand over the raw materials. A short cut-scene of road construction process will be displayed.

From now on, you can deliver more materials to road construction terminals in order to expand their network. We recommend to deal with this issue at early stage of the game, because in the further part of the main campaign (and after its completion) you will have an opportunity to return to famous regions and locations.



Construction of new roads has two main applications:

1. **It's easier to travel by using vehicles** - Sam can reach his destinations much faster by using asphalt roads. You don't have to worry about avoiding rocks, rivers and other obstacles along the way. What's more, you don't have to be afraid of confrontation with BTs or MULES.
2. **More efficient execution of orders by bots** - Machines sent to complete standard orders have some serious problems with traveling over a rough terrain. It takes them a long time to reach their destination and they tend to damage the cargo along the way, which results in lower order ratings. Construction of roads makes it easier for bots to travel around the game world and increases the chances of obtaining higher ratings for completed orders.

# Are there any traditional firearms in the game?

On this page of the guide to *Death Stranding*, you will learn **whether the game has "classic" firearms**, that is various handguns, rifles, shotguns or launchers.



**Yes, there are standard firearms in the game.** However, you have to be patient - the first firearms are unlocked in the fourth chapter called Unger. You will get more weapons by progressing through the story. In *Death Stranding* you can use:

1. Handguns
2. Automatic rifles
3. Shotguns
4. Grenade launchers
5. Quadruple rocket launchers

You can craft weapons, get them during missions or find in the game world.





Most of the weapons in the game appear in two versions. The difference is mainly in fire modes - for example, there is a "normal" grenade launcher and a grenade launcher with remote detonation.

A more important division are **Lethal** and **Non-Lethal** weapons. In most cases, you will want to use Lethal weapons to simply stun opponents. For the record, killing someone is highly undesirable. If you kill someone, you will receive a warning that the killed person will eventually turn into a BT. In addition, you will get information on transporting the corpse to a crematorium (you can ignore this).



Another important feature of the weapons is that **you can change the type of ammunition used** - open the wheel menu, select a weapon and press Triangle.

The main types of ammunition are those against BT (attention - they consume Sam's blood!) and ammunition for living opponents. Before each confrontation, make sure your weapon is set to the appropriate type of ammunition.

# What is premium delivery?

This page of the guide to *Death Stranding* **focuses on Premium Deliveries** - one of the types of orders. We have also provided information on what benefits you get from these missions.



**Premium deliveries are a special kind of standard orders.** Each standard order can be played according to the "usual" rules or you can choose a premium delivery, that is, **a higher difficulty level of that order.**

Once you select a standard order from the list, you will be taken to a screen with details about it. Here, you can select mission goals - check **the buttons in the bottom left corner of the screen.**

1. Press the **Select** button to play a mission with standard rules.
2. Pressing the **Select Premium Delivery** button will allow you to perform that order on a high difficulty level.





**Premium deliveries are always more challenging** - the picture above shows the differences between a normal order and premium delivery. In our example, the standard requirements for this order are - complete the order within 45 minutes and deliver at least 1 cargo. Requirements for premium delivery - you have only 25 minutes to complete the mission and must deliver at least 2 cargo.

Differences, of course, can include, for example, the need to collect more materials from the area or deliver cargo in better condition. **After starting each premium delivery, it is best to manually save the game,** because it is much easier to mess them up or get a lower grade.



Each premium delivery ends with the same summary screens as the standard orders. **Premium deliveries are give you more likes.** If you want to get the platinum trophy, then you will have to complete premium deliveries:

1. Complete 20 premium deliveries in each of the 4 main categories. This means that you have to complete at least 80 deliveries.
2. Get the "Legend of Legends" title for each of the 80 deliveries. This variant of rank S is granted while playing at a high difficulty level.

Fulfilling these requirements will allow you to get **Birth of a Legend** and **Growth of a Legend** trophies. More information can be found in our **trophy guide**.



# How to use a zip-line?

**Zip-line** - is a large construction that can be placed and used while playing *Death Stranding*. On this guide page of our guide you will find information on **when the Zip-line is unlocked**, **where to build Zip-line towers** and **how to travel with the use of Zip-line**.



Zip-line becomes available after advancing to **Chapter 5: Mother**. After visiting crafting menu, you will learn that you can use second level assemblers (PCC Lvl 2) to construct a Zip-line.



Zip-lines are U-shaped towers. It is worth remembering that you don't have to build them all yourself, because when you travel around the game world you can also come across Zip-lines set by NPCs or other players (the latter is available only in online mode).



**A single Zip-line has no application yet - you have to combine 2 or more of them in the same area.** The default range of each Zip-line is 300 meters (it can be increased by improving the construction). It means that zip-lines cannot be placed too far from each other. In addition, **they cannot be separated by any obstacles.**

An example of a correct connection is shown in the attached image - **a blue line indicates that the two towers are correctly connected.**



A correct combination of zip-lines allows you to get a quick ride on the rope. If you can't see the blue line, remove the zip-line tower and try to place it somewhere else.





For the first time, zip-lines come handy during the **Order no. 42** (Collection: Scattered Rare Material Resources), which consists in collecting raw materials scattered around a waterfall. The best tactic is to set up zip-lines on opposite banks of the river. In addition, it would be great if at least one of zip-line towers was placed on top of the hill. You won't have to complete an extra climb when you finish your rope ride.

# How to get the armor?

This page of our guide to *Death Stranding* answers the question of **how the main character can be equipped with armor** to increase his defensive and make the combat with enemies much easier.



**In Death Stranding it is impossible to equip a full body armor, but instead you can equip individual Armor Plates.** It is also worth noting that the armor plates operate independently of the exoskeletons we described on the separate page **How to get an exoskeleton?**

The game unlocks access to armour plates after completing **Order no. 41** (Building Materials Delivery: Waystation North of Mountain Knot City). **Armor Plates can be attached to shoulders (2 slots) and hips (2 more slots).** In total, you can have four such items installed. Of course, they exclude the possibility of attaching some small types of cargo to the same slots. **Armor protects against firearms attacks**, so it is especially useful in chapters 4, 7 and 11, where you have to visit different battlefields.





Sam can also be equipped with other pieces of clothing that have a utility character. You will get access to them one by one as you advance in the main campaign. These are the following:

1. **Exoskeletons** - we have described them in more detail on a separate page of this guide.
2. **Bridges Boots** - the best shoes are those of 3rd level. Always replace them when you unlock their better version.
3. **Power Gloves** - these improve grip strength, allow faster climbing up ladders and ropes, increase throwing distance and help you regain balance when you slip down. Power Gloves consume battery, but you should always have them at your disposal.
4. **Thermal Pad** - it helps to maintain the right body temperature. A drop of body temperature can accelerate the exhaustion of stamina. It is worth to travel with it high in the mountains where it snows.
5. **Oxygen Mask** - it allows to avoid poisonous gases occurring in some volcanic locations. It uses up the battery quickly, so equip it only if necessary.

# How to get crafting materials?

On this page of the guide to *Death Stranding*, we will tell you **how to get resources**. You need them to craft and build new structures in the game world.



The most obvious way to get new crafting materials is to **find them in the game world**. Remember to use the scanner often while traversing - you will find the resources faster.

You may encounter a lot more of these objects while playing online because some of them can be left behind by other players. Sam carries these materials on the back. He must transport them to an allied location.



When you reach a connected location, you can select **the recycle these resources**. In this way, you can recycle not only "ready" resources, but also all other unnecessary items from the inventory. After selecting the item you want to recycle, you can see what materials will be added to the stock of the given location.





Two important things about collecting crafting materials:

**1) Each location in the game has its own stock of materials.** The resources aren't shared between locations. If you transferred materials to location A and then moved to location B, it is possible that it won't have enough materials to craft a specific item. Another important piece of information is that each location has a limited storage for resources. Never go beyond that limit, because some of them will simply disappear.



**2) You can't pick up Chiral Crystals right away from the beginning** - the hero must get Crystal Collector item. The solution to this problem, fortunately, is very simple. You just need to make enough progress in the main storyline - you need to complete order #8 (Collection: Chiral Crystals). This quest consists in collecting the first crystals and you will receive a crystal container for free.

# Where can I find Conan O'Brien?

On this page of the *Death Stranding* guide, we described one of the game's **easter eggs**. You will learn where you can meet **Conan O'Brien**, who, in addition to his evening talk-show, is a host of **Clueless Gamer**. Finding Conan is very easy since he is associated with one of Sam's orders.



To meet Conan O'Brien, you have to get an order from **Distribution Center South of Lake Knot City** which is available in the third chapter. You need to get **order #37 - Sewing Kit Delivery: Cosplayer**. The objective is to visit a small location belonging to the titular **Cosplayer**.

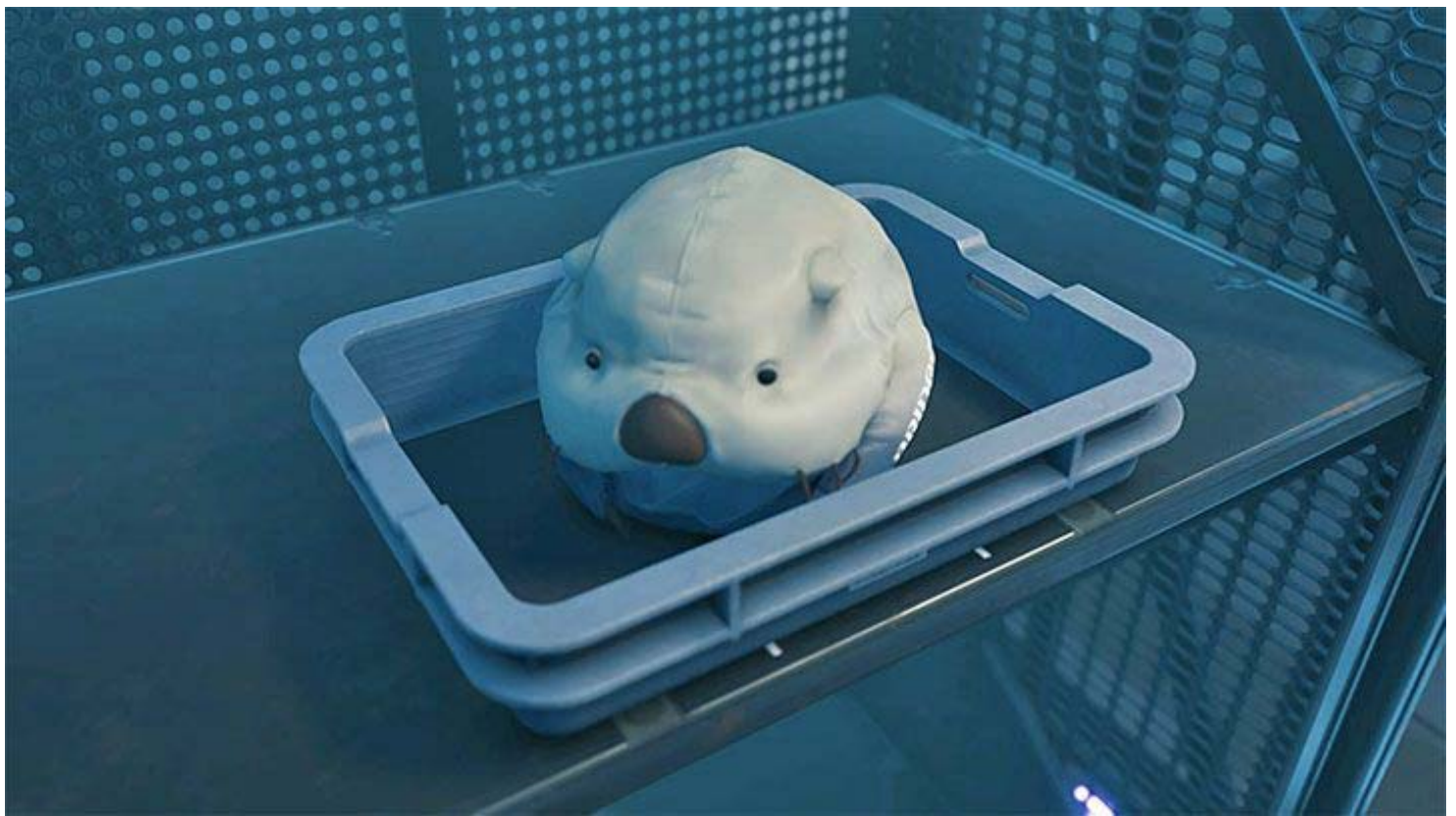


Your destination is a small bunker surrounded by rocks. Inside, you will find an interactive terminal. Use it to deliver the cargo.





After that, you will speak with a woman. When the hideout joins the network (automatically), a hologram of Conan O'Brien will appear.

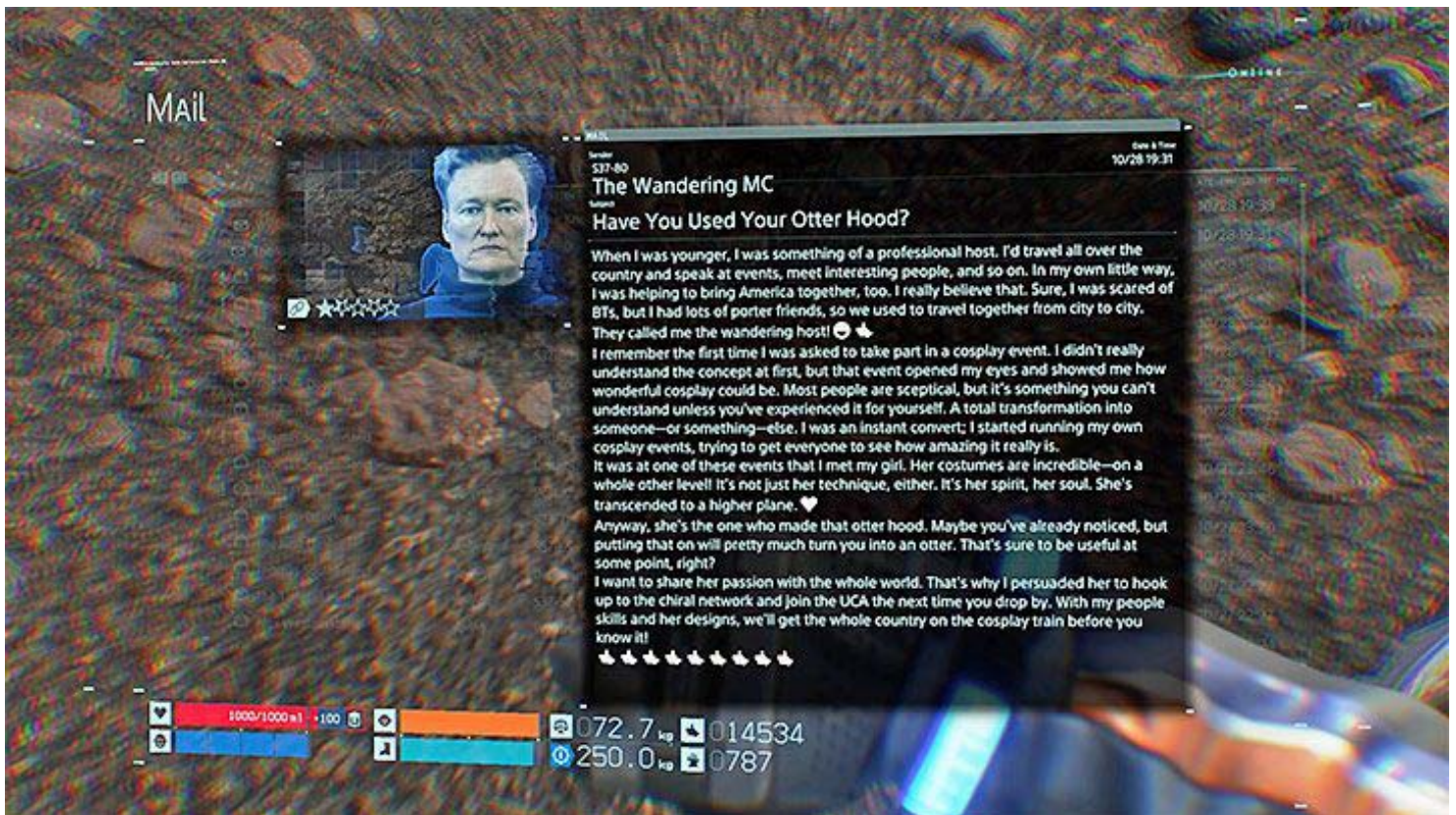


Conan will give you a special gift - an **Otter Hood**.





The hood can be selected from the drop-down menu with cosmetic items, and, unlike the baseball caps, it isn't always visible. The hero will put on the hood automatically after reaching a place where Timefall occurs.

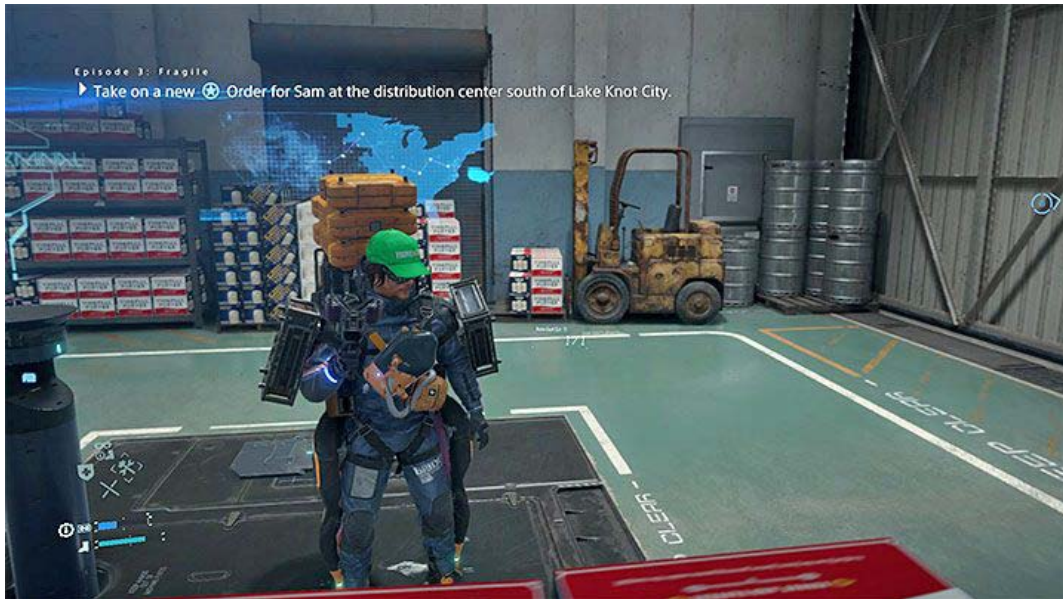


Sometime after meeting Conan, he will also send the main character an email - reading it is optional and it doesn't give you any rewards.



# Where should I go next?

On this page of the guide to *Death Stranding*, you will find a solution to the potential problem with **the lack of new main orders in the hero's journal**. You will learn **how to determine where to go next** to continue the campaign.

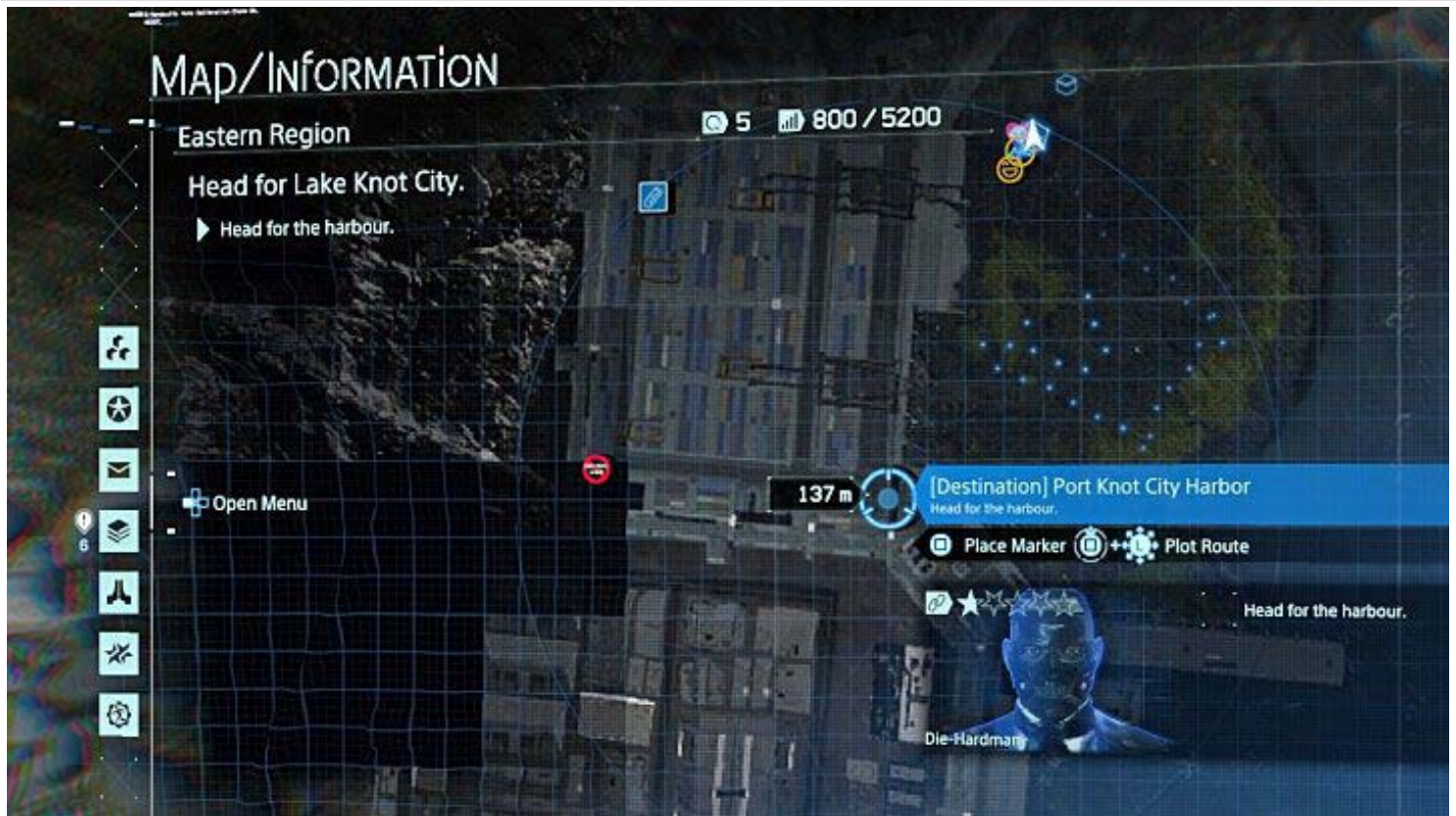


For the majority of the campaign, each new main order (orders for Sam) begins in the same location in which the previous one ended - the one where you have delivered the last cargo. However, this isn't the rule - **some main missions may start in a completely different location or don't appear in the orders list at all.**

After you finish a given order and check all the summary screens, **the information on where to go next will appear at the top of the screen.** This message will also be visible after you pause the game.



In our example, we had to return to the distribution center. You always need to find the specified location on the map and get to it on foot or, if the game allows, by using a fast travel.



This can also cause the game to display the next objective without adding a new order to the log. This usually happens when you need to perform some activity within the same location. In the above example, we had to complete the trip to the port after reaching this location.



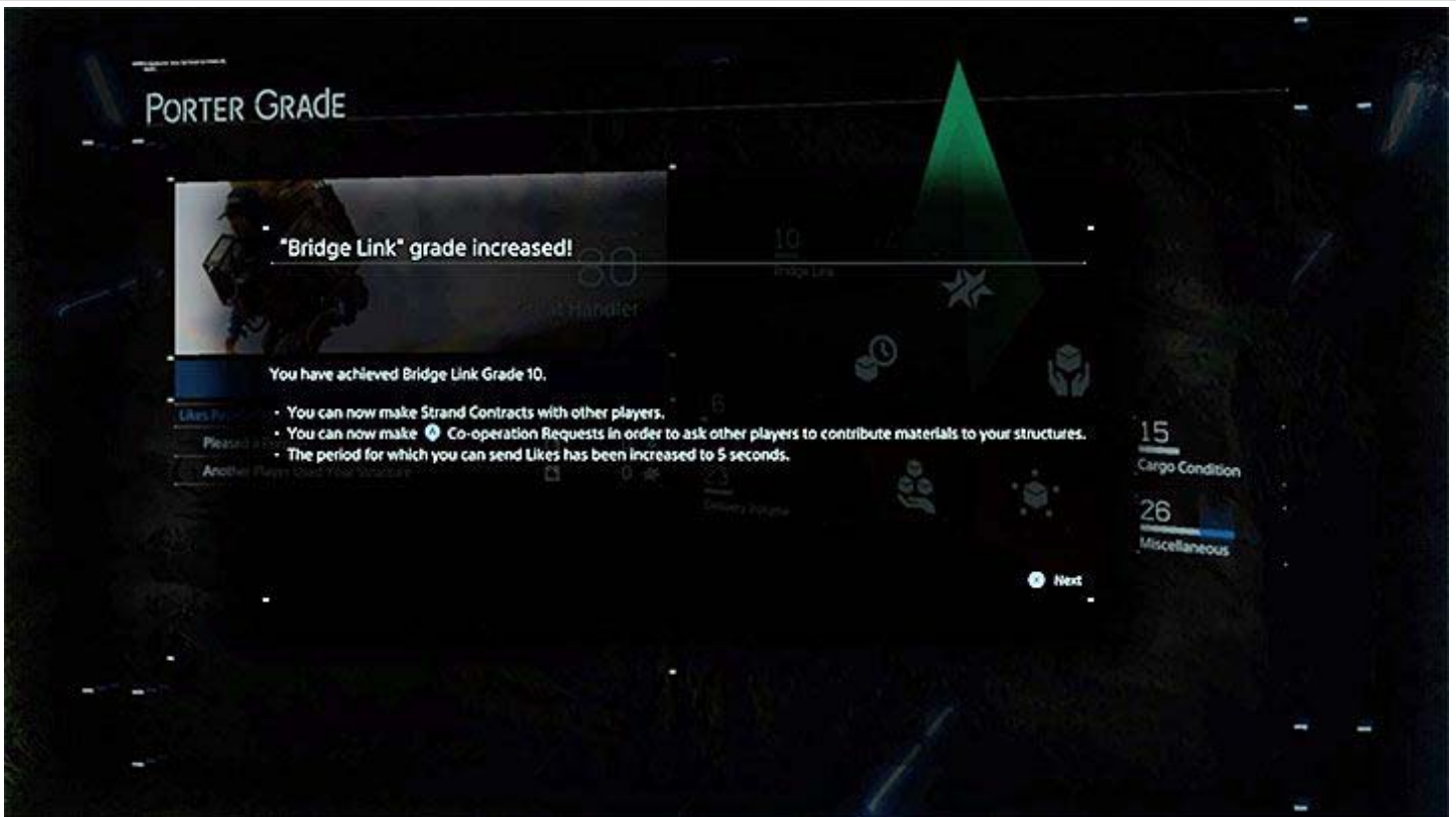
# What is the Porter Grade?

This page of the guide to *Death Stranding* **explains the Porter Grade**. The window informing about the current porter grade appears always after the end of an order. However, at first, this mechanic can seem unclear.



The Porter Grade window appears after each completed order, whether it is a main mission or a side task. Porter Grade window can be compared to reaching a new level of experience - **received likes are used for developing Sam's five categories**.

Once you complete an order, the game will analyze your performance and give you likes for various achievements. The biggest number of likes can be obtained for completing missions and for fulfilling its requirements in 100% (e.g. for providing the maximum possible number of cargo). Likes can be obtained, for example, for avoiding damage to the cargo or for delivering it well before the time limit. **You spend these likes on developing selected categories**. Usually, completing missions allows you to send likes to around 2-3 categories. Don't expect to be able to develop all 5 categories evenly.



Each development of a Porter Grade category by 10 levels gives you a reward, which, for example, increases the hero's statistics or helps in progressing through the campaign.

1. Reaching new **Bridge Links** levels allows you to create Strand Contracts with other players to make exchanging likes even more beneficial. You will also be able to ask other players for materials and give more likes.
2. Reaching new levels in **Delivery Time** will make the hero get tired less often.
3. Reaching new levels in **Delivery Volume** will increase the maximum capacity limit by 5 kilograms each time you increase this stat.
4. Reaching new levels in **Cargo Condition** help in balancing the body and reduce the risk of losing balance and falling to the ground. In addition, Sam can endure longer in stressful situations before he loses consciousness.
5. Reaching new levels in **Miscellaneous** increases the number of likes received meaning that it accelerates the pace of developing the hero.



# What happens after the hero dies?

This page of the guide to *Death Stranding* answers a very important question - **what happens when the main hero dies**. This is not so obvious, because you won't see the traditional Game Over screen.



The main character is the so-called a repatriate which means that when he dies, he goes to a place called **The Seam**. This place looks like depths of a sea. We move as Sam's soul and observe the action from the first-person perspective.



If you play online, then **you can optionally search for the souls of other dead players left in The Seam**. They are floating corpses to which you can swim up and interact. This strengthens your connection with that player - from now on, you will share more items and structures.

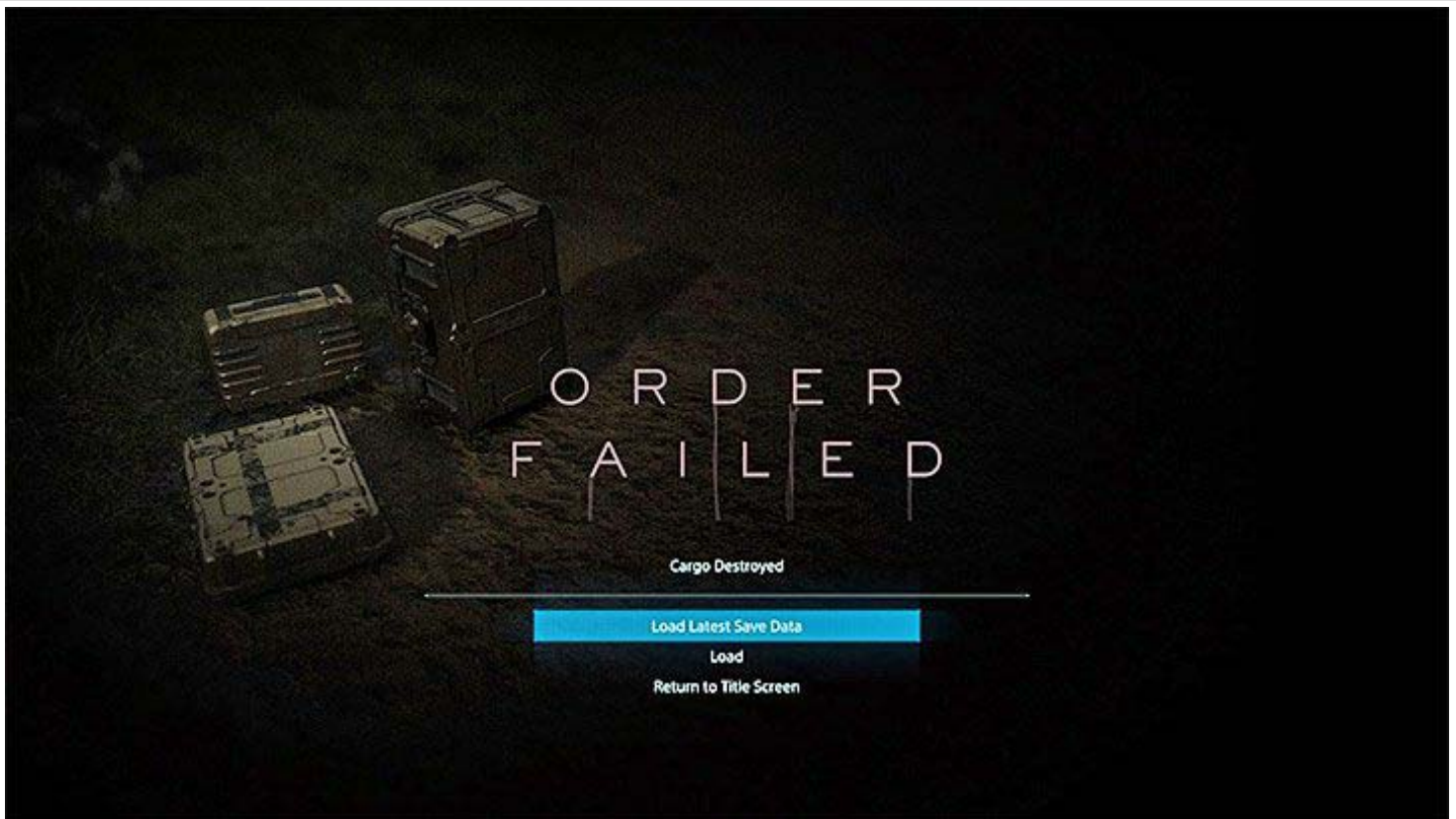


Your main task **is to find Sam's body** so that his soul can return to him. You can do this yourself by using the scanner or just hold the Repatriation button. **The hero will be revived near the place where he died earlier.**



If you found the soul of another player under water and made a connection with it, then after returning to the world of the living you will find some equipment carried by that fallen player. You can take this loot with you and deliver it to the allied location or ignore it.





Important information is that despite the free resurrection mechanic, **there are still moments where you can see a game over screen**. This can happen, for example, if you fail a main order by destroying the cargo or when you exceed the time limit. You will then need to load one of the previous saves meaning that you will have to repeat this section.

# How to increase the load capacity limit?

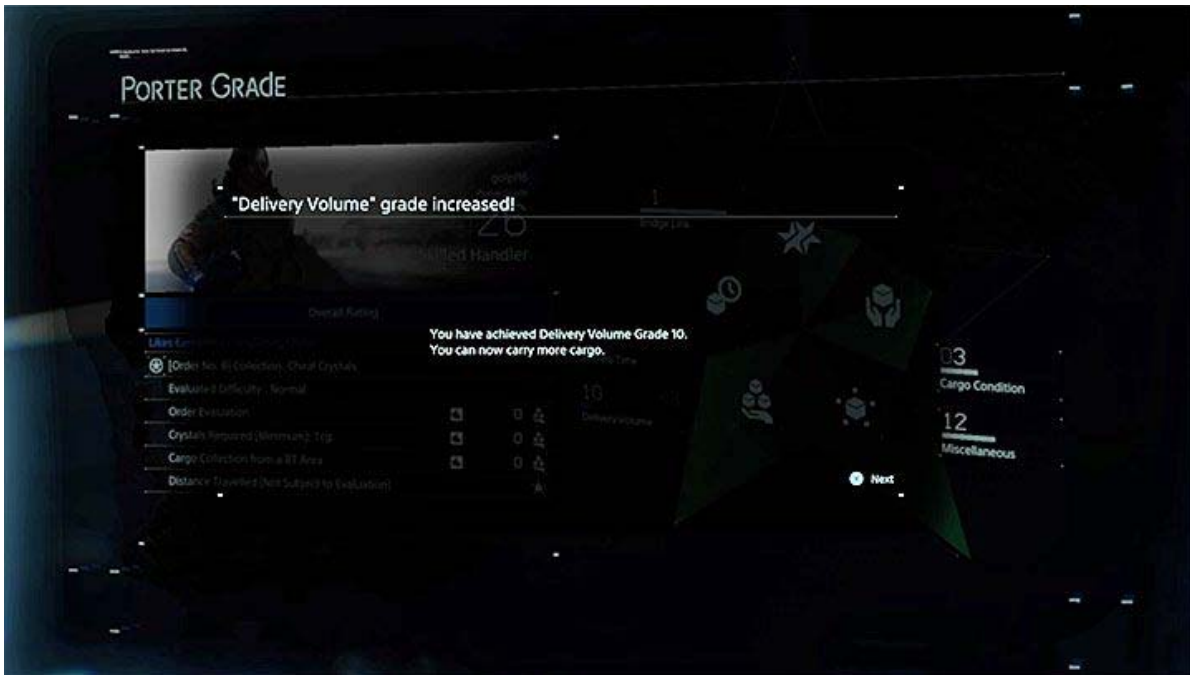
This page of the guide to *Death Stranding* has information on **how to increase the load capacity limit** which will allow you to carry heavy items. In addition, we suggest **how to deal with orders during which you have to transport heavy things**.



Load capacity limit is one of the most important parameters in *Death Stranding*. The current status of this parameter can be viewed, for example, in the inventory menu. The upper value is the current weight of the items carried. The value below is the current load capacity limit - **the default is 120 kilograms**, but there are ways of increasing it.

You can experience some problems with this limit even before you exceed it. When you make Sam carry a lot of items, the weight gauge will turn **yellow**. The hero depletes stamina faster and it will be easier to lose balance. Exceeding the load capacity limit will cause the gauge to turn **red**. Sam will either move very slowly or won't be able to move at all. You will have to drop an item/items from the inventory to go below the load capacity limit.





The load capacity limit can be increased permanently by developing the main character. You can check this in **Porter Grade** menu, which appears every time after you complete an order. **Delivery Volume** parameter is associated with the load capacity limit. Each time you raise it by 10 levels, you increase the load capacity limit. This isn't a big bonus - **+5kg** - but it is better than nothing.



**Exoskeletons** are a great way to significantly increase the load capacity limit. **Power Skeleton** is exceptionally useful because its main purpose is to increase transport capabilities. The load capacity limit will increase by more than **100 kilograms**.

It is worth noting that **exoskeletons offer only a temporary bonus to the load capacity limit**. The bonus to the load capacity limit will disappear or decrease if:

1. The exoskeleton's battery runs out (stop at the generators).
2. You equip a different type of exoskeleton (e.g. one that increases movement speed).
3. The exoskeleton got destroyed (you can, fortunately, produce more).



You can also **reduce the cargo's weight** by placing items on a vehicle. You can do that with:

1. **Vehicles** - On motorcycles, you put cargo in places where bags would normally be. For four-wheeled vehicles, they are placed in the back.
2. **Floating Carriers** - After placing the cargo on the carrier, you can grab the rope and start pulling it.

You get access to vehicles and floating carriers automatically by making progress in the main storyline.



# What role does BB (Bridge Baby) play?

On this page of the guide to *Death Stranding*, you will find an explanation of **what role does BB, Bridge Baby, do in the game**. The child is associated with a very unusual and, at the same time, very important gameplay mechanic.



Bridge Baby will "join" Sam after several main story missions. After that, the will become inseparable. The main character can't leave the child anywhere, even as a result of unintentional actions.



**The main "use" of BB is to detect BTs**, that is, the invisible creatures that you encountered at the very beginning of the game. After entering a location with BTs, **the scanner will be able to point the location of the nearest creature**. In the example from the picture above, the scanner informs that the creature is on the left.





The scanner initially "blinks" white, but once you are near a BT, it will turn orange. **You will be able to see the silhouette of a BT** to make it easier to get around or attack it with grenades.



**The scanner works correctly only if the BB isn't stressed out or ill.** If you notice that the baby has started crying, hold L1 and select the option to sooth BB. Depending on the selected control scheme, you must move the controller or hold down the R2 button.





**A more serious problem is when the BB will develop autotoxemy because it won't be able to detect BTs at all.** You will experience this for the first time during **Order #5 - Rare Metal Delivery: Waystation West of Capital Knot City.** In the later parts of the game, this may be the result of putting the child under a lot of stress and ignoring attempts to calm it down.

The solution is to **return to any Private Room of the hero.** Once you're in the shelter, BB will go to the incubator where it can heal from the disease and make a full recovery.

# Where to store unnecessary equipment?

This page of the guide to *Death Stranding* tells you **where to safely store unnecessary equipment** - Sam's equipment that isn't currently needed. The game, fortunately, makes it very easy to store unused items.



Important information - **don't try to get rid of unnecessary things by throwing them out of the inventory**. When you move too far from them, these items will disappear from "your" world and appear in a random player's world.

You should storage items that will come in handy later (e.g. in missions where BTs appear) or those you have in excess. This can be, for example, weapons, grenades, spare exoskeletons or PCC. **Equipment can be stored in Private Lockers** - you will find them in every friendly location with a terminal.





When you select the option to open a Private Locker, you can move selected items from your inventory to it. Very important information - **each location has a unique Private Locker meaning that their contents aren't shared between them.** If you leave an item in a Private Locker in location A, you won't be able to access it from a Private Locker in location B. It is best to choose one favorite locker from each region of the map to not forget where all the spare items are stored.



The same goes for **garages where you can store vehicles.** For the record, garages only appear in large locations and in built shelters where there are elevators that go to the Private Room. The content of each garage is unique - a vehicle stored in one garage can't be accessed from another.

Each garage can store up to 4 vehicles. If you fill it out, visit other garages on the map to store newly purchased vehicles to them without having to get rid of the old ones.

# What should I do if my shoes wear out?

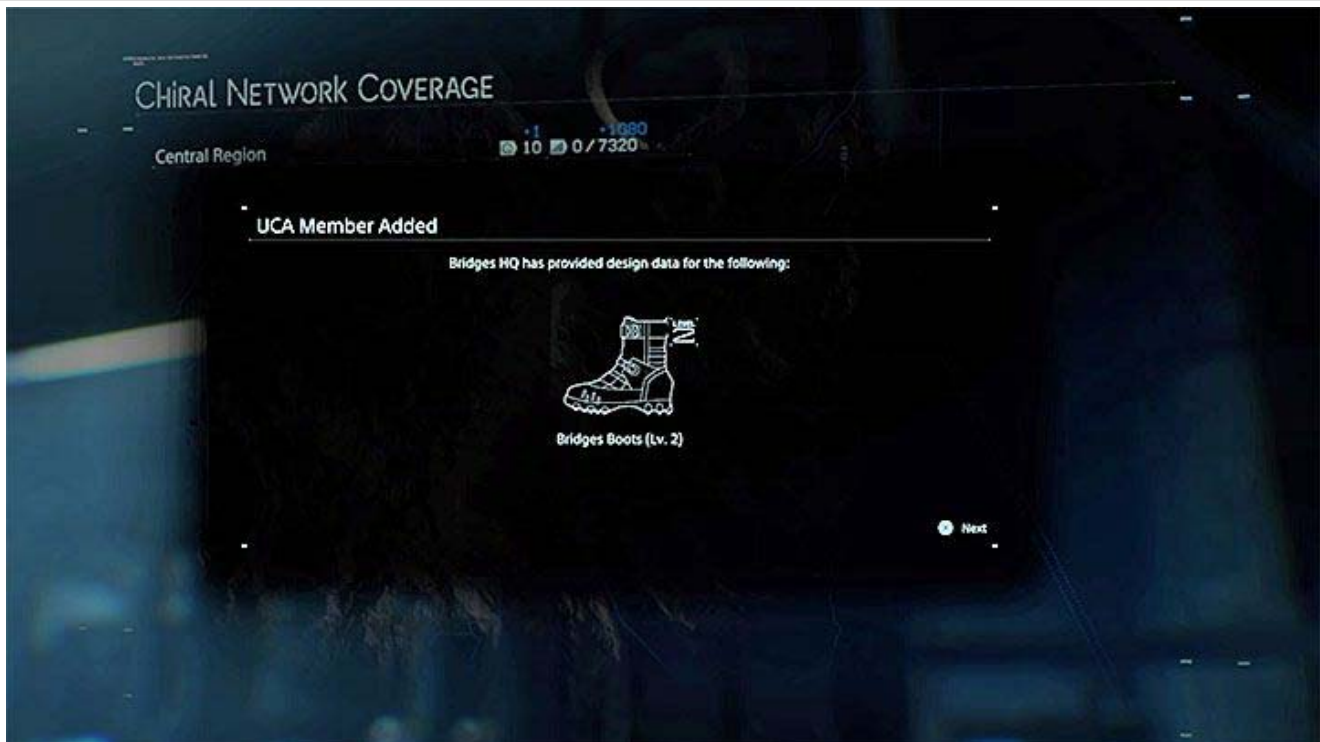
This page of our guide to *Death Stranding* explains **how to react to the wearing shoes of the main character**. This phenomenon cannot be prevented and ignoring deteriorating footwear can bring negative consequences.



**The problem of gradual deterioration of shoes in Death Stranding is not something you can definitely overcome.** You have to take into account that you have to exchange shoes for a new pair from time to time. This process progresses the fastest as a result of traveling through areas with Timefall (contaminated with ageing rain).

You can check the current state of your shoes in two ways - find your shoes in your inventory or look at the blue bar next to the shoe icon. It is best to replace the shoes after they lost at least half of their durability. **The loss of footwear means that wounds will start to appear on the hero's feet. After that, your character will gradually lose his health points (blood).**





**You can produce new shoes (Bridges Boots) by crafting** - after visiting any allied location you have to choose **Create equipment** option and find the desired item in the list.

It is worth noting that you do not use the same shoe model for the whole game. After completing order number 24 (Prototype Bot Delivery: Distribution Center South of Lake Knot City), you will unlock second level shoes that have increased durability. It is always worthwhile to produce the best available shoes.



There are also two alternative methods of protecting the hero's feet. The first way is to **defeat the MULE** enemies, who can drop their shoes behind (MULE Boots). They are always in perfect condition - they have 100% durability.



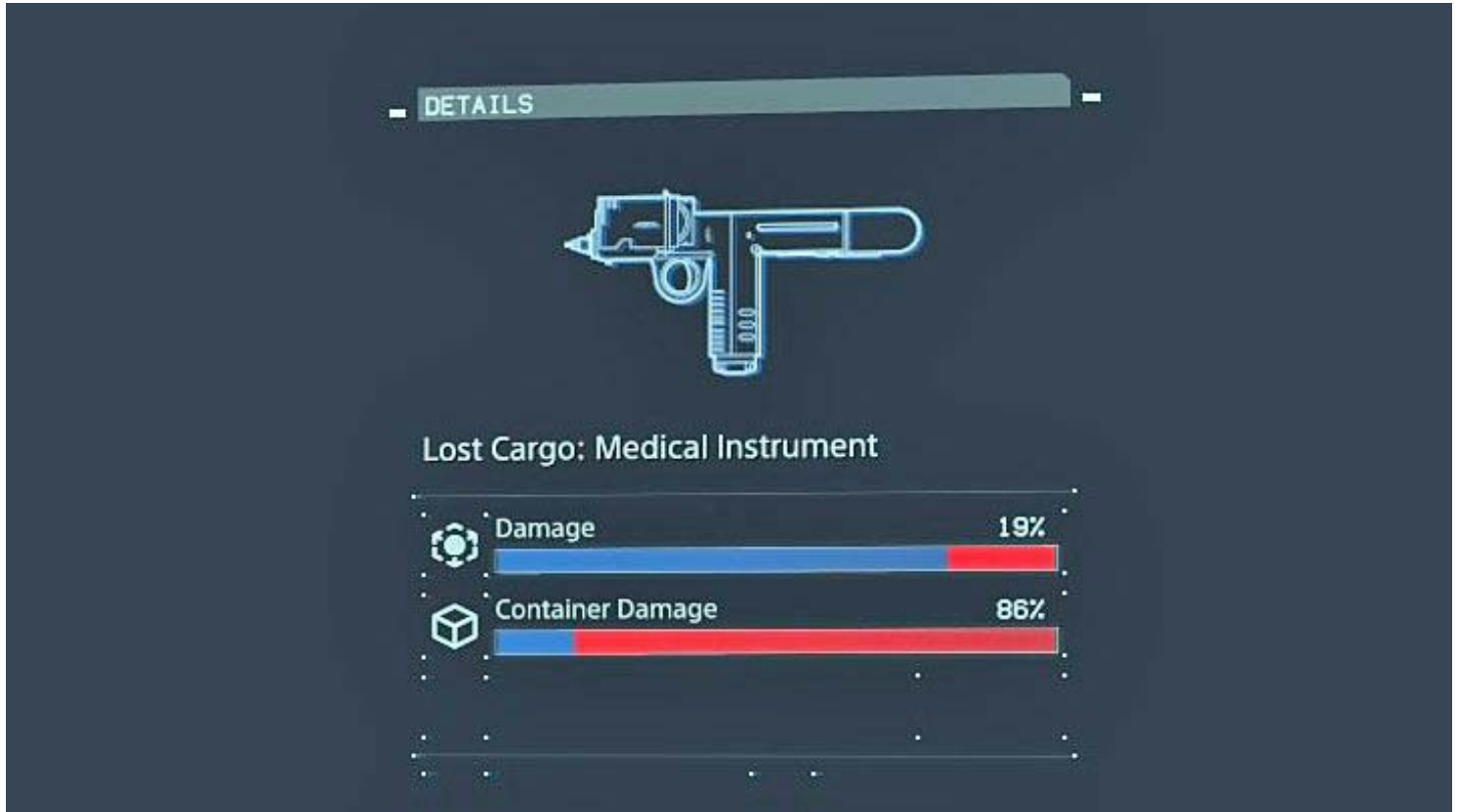


The second way is to find interactive **Sandalweed** bushes. You can then select them from a drop-down menu and gain temporary foot protection.



# How to repair a damaged cargo?

On this page of our guide to *Death Stranding* we explain **whether is it possible to repair a damaged cargo and how to actually do it**. This is a very important issue, as excessive damage to transported items can lead to their destruction or to reduction of the reward collected for the order.



Transported items can be damaged in several different ways:

1. Because of the Timefall.
2. As a result of hero's fall.
3. As a result of dropping them from a high height.
4. As a result of enemy attacks.
5. As a result of carrying them in wrong position. For example, some goods have to be transported horizontally.

You can keep track of the condition of transported cargo in your inventory. There are **two separate bars** - the item status bar (Damage) and the container status bar (Container Damage). Usually, the container status bar gets depleted first, but the transported item can be damaged even if the condition of the container has not yet fallen to 0%.



The game allows you to repair the containers only. You cannot repair the transported items, including those that are not stored in a container. If an item is damaged, you must (unfortunately) accept this state of affairs. On the other hand, you can acquire or craft another item of this type.

Containers can be repaired for the first time after completing **order number 8** - Collection: Chiral Crystals. As a reminder, this is an order which contains a tutorial on collecting Chiral Crystals. One of the rewards for completing this mission is the **Container Repair Spray**. You will immediately receive a few units of spray. You can find more spray cans in the game world or craft them personally. Fortunately, these are cheap and very lightweight items.



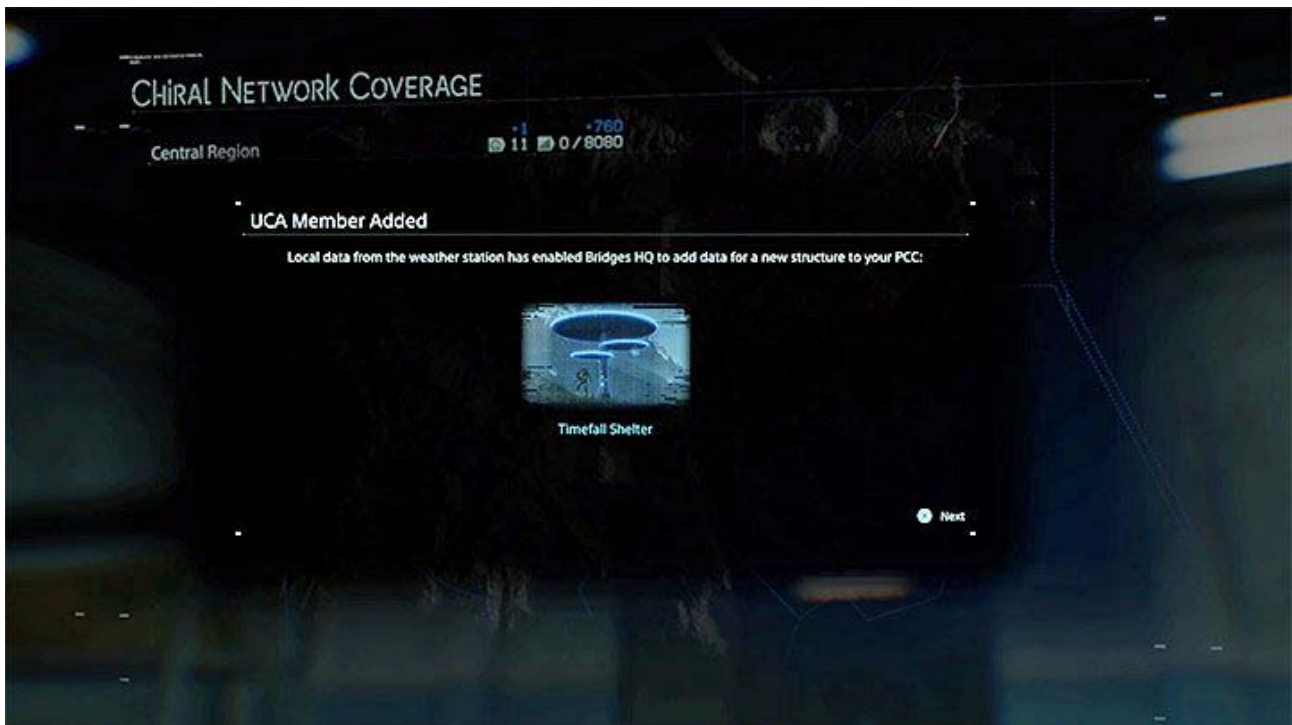
After a container has been damaged, select it from the inventory and put it on the ground. Call up the drop-down menu and select a repair spray from it.





You can spray on the damaged container now. The longer you use the spray, the more durability points the container can recover. The repaired item can be added to the main hero's inventory again.

Most missions provide a reward for delivering a cargo with goods that don't exceed the 50% level of damage. If there is more damage, consider loading some previously saved game to repeat the section when the cargo got damaged.



The spray isn't the only way to repair the containers. Alternatively, you can also use **Timefall Shelter**. These unique structures can be accessed after completing **order #27** - Chiralium Gauge Delivery: Weather Station. They will be automatically unlocked in the PCC.



**Hiding under a Timefall Shelter can result in the immediate repair of transported containers.** If it is still raining, you can also try to wait until the rain stops - you won't risk damaging the containers when leaving the shelter.

It is worth noting that you don't need to build all Timefall Shelters yourself. If you play online, then you can find shelters built by other players - they also restore containers to perfect condition.



# What is a Timefall?

On this page of our guide to *Death Stranding* we explain what is a **Timefall** (also known as temporary rainfall), **how to react when it occurs** and **what it may cause**.



Timefall is a unique weather phenomenon in *Death Stranding*. The easiest way to describe it would be to classify it as **contaminated rain**, which ages everything it comes into contact with.

1. In the case of humans, the skin gets aged. The main character is not in any danger thanks to his special protective hazard suit, but during the game you will meet characters who got affected by this condition.
2. In the case of cargo and structures, their surface is gradually damaged. The effects of rainfall are not extremely severe, but a single long-term Timefall can weaken the durability of a cargo or structure by several dozen percent.





In the initial phase of the game, the occurrence of Timefall is more difficult to predict. Timefall may appear primarily in imposed and scripted moments of some story missions and we warn you about such dangerous events in our walkthrough.

Other players may warn you about Timefall areas by **signs and markings** left somewhere in the game world. You can place such markers in the game world by yourself and help other players.





Things get better after you complete **27th quest related with the main story** - Chiralium Gauge Delivery: Weather Station. You will unlock **weather forecast** feature as a reward for completing this task. You can browse them **by pressing the right analog knob** while on the world map. Areas with a risk of Timefall rain will be marked in blue. You can check the forecast in advance and additionally analyze the wind strength and direction to find out where the next Timefall may occur.



For completing mission 27 you will also receive another important reward - the **Timefall Shelter**. It is a large structure that can be built by using an assembler. In this construction, you can hide from the rain or temporarily leave the cargo in a safe spot for the time of other activities performed in a given area (remember not to move too far away from the dropped items).

If you are playing online you can find temporary shelters set up by other players and they have the same application. Alternatively, you can also look for other shelters that will protect you from the Timefall, such as the interiors of ruined buildings, tents or allied bases.



As we have already mentioned, Timefall can damage objects it comes into contact with:

1. In the case of cargo, the container gets damaged first. You don't usually have to worry about the items you currently transport, as the damage to the container will still be minor at the end of the contract. The case is different if the container was additionally damaged as a result of a fall or if you carry an item for a long time. Then it is worthwhile to get interested in a **container repair spray** - we described it in more detail on a separate page of our guide - **How to repair a damaged cargo?**.
2. In the case of all erected structures (bridges, generators, mailboxes, etc.) you can repair them. When you approach a built object, hold down the Options button and select a repair option from the list. You must use materials in order to repair an item/construction. In most situations, you don't have to worry too much about the deteriorating condition of the structure, because during the journey you will come across a lot of useful objects placed by other players.



Two other, although very similar, weather phenomena start to appear later in the campaign: **temporal snow** and **temporal storms**. Effects of these weather phenomena are almost identical - they cause the things, they come into contact with, to age gradually. However, in the case of storms / downpours, this process progresses much faster. It is worth reacting accordingly and:

1. Stop on your way to your destination in allied locations to rest and replenish your supplies.
2. It is mandatory to take a repair spray with you.
3. Rely on temporal shelters more often, either built by yourself (always travel with an assembler) or built by other players.



# Is it possible to change the appearance of the character?

On this page of our guide to *Death Stranding* we explain whether **it is possible to change the appearance of the main character**, as well as **equip other clothes**. This may be an important issue for those who want to personalize the appearance of the controlled character.



**Death Stranding allows you to modify the clothes of the main character.** The modifications are divided into two main groups. The first category **consists of new clothing elements that have utility values**. This category includes:

1. Armor; Exoskeleton
2. Footwear
3. Backpack

Using better utility items may have an impact on the game. For example, an exoskeleton can improve mobility or increase load capacity limit, better footwear can protect your hero against foot injuries, and extended backpack has an additional generator or containers for small items.



Please note that not all mods are instantly available. You have to advance in the main story to unlock a new exoskeleton model. **Utility items can be changed by selecting them from the inventory.** They have a certain amount of durability and they can get damaged or even destroyed (except for the backpack). Fortunately, the game allows you to produce more copies of such items by crafting.



The second category includes **new clothing elements that only have a cosmetic value.** This category consists of various types of caps and sunglasses, as well as accessories which can be attached to hero's backpack. You will unlock new cosmetic items as you progress through the main story of the game - they are rewards received for completing certain story related quests.





A cosmetic item can be equipped by selecting it from a drop-down menu. This activity has to be repeated after each return to the hero's quarters, cause Sam takes off these items when he goes to rest.



In the hideout **you can also change the color of your cosmetic items**. To do so, simply interact with the rack on the wall opposite your hero's bed - to the right of the container.



Initially you can only change color of glasses and caps. After completing the main campaign, the hero's outfit is added to the list of cosmetic items. You can choose a different color for it.

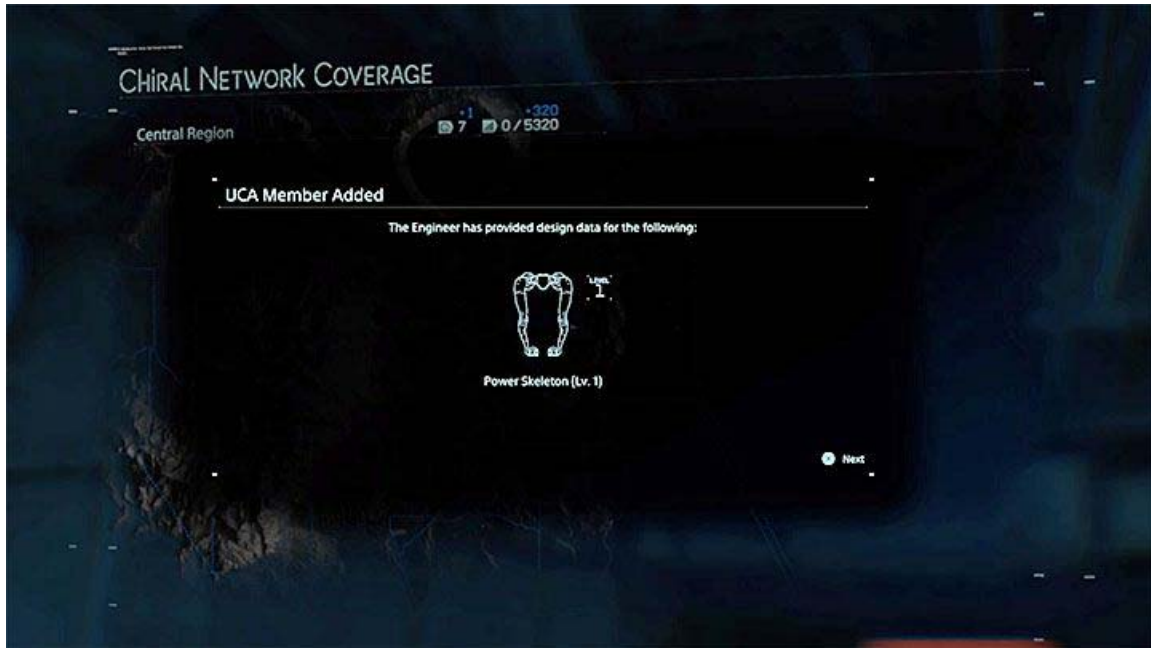


In *Death Stranding*, your character can have **various hairstyles**. Sam can have a loosened hairstyle or even wear his hair up. Unfortunately, you can't give him any commands or instructions to change his hairstyle. This happens without the participation of the player.

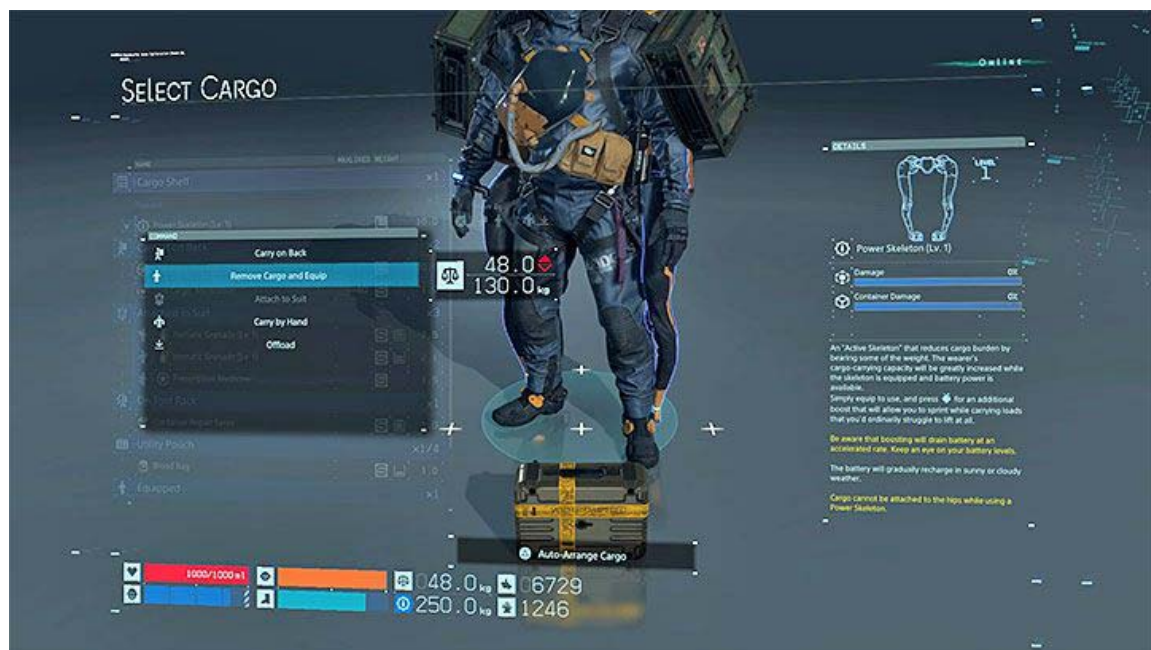


# How to get an exoskeleton?

This page of the *Death Stranding* guide is dedicated to exoskeletons. We explain the uses and limitations of the exoskeleton. This is certainly a useful piece of equipment, which is worth getting at the first possible opportunity.



The opportunity to purchase the first exoskeleton **appears after completing mission number 19** - Evo-devo Unit Delivery: Engineer. It is one of the missions taking place in Central UCA. One of the rewards given by the Engineer is a **Power Skeleton** (you'll also receive a blueprint in case the first one got destroyed).



The acquired Power exoskeleton should be installed immediately. Don't worry about its weight because in the end, you will receive more load capacity.



The Power exoskeletons have quite a significant impact on the gameplay:

1. **The load capacity is significantly increased** - from now on, you can carry much more cargo, and the situations in which Sam loses balance because of the carried cargo will occur more rarely.
2. **The hero can run faster and jump higher** - Both of these features can be useful for climbing, escaping from opponents or reducing the total travel time.

The problem is that **each skeleton consumes battery power**. After it runs out you will not be able to use its unique features. The exoskeleton batteries are charged in the same way as the vehicles - thanks to the sun rays and stopping near the generators.



**The Power skeleton is not the only exoskeleton.** You get more of them as the story progresses:

After starting **order #33** (Hourglass Delivery: Chiral Artist) in which you have to deliver an hourglass to the local artist, you will get access to the **Speed Skeleton**. You can replace your current exoskeleton, but this isn't mandatory. The new exoskeleton allows for **much faster travel** but unfortunately, this comes at the expense of a much lower carrying limit than the Power Skeleton.





After completing **order no. 47 (High-bounce Spring Delivery: Rototacist)** and unlocking a new location in the network, you will gain access to the **All-Terrain Skeleton**. It is best to switch to this version of the exoskeleton during your stay in the mountains, because **this model of exoskeleton makes climbing and maintaining proper balance much easier**. On snow-covered mountain trails it is much easier to lose balance. The load limit for this exoskeleton is a value between the speed and enhancing exoskeleton.

# How to collect Chiral Crystals?

This page of our guide *Death Stranding* explains **how to collect Chiral Crystals**. The option of collecting crystals is initially unavailable and must be unlocked first.



As a reminder, **Chiral Crystals are one of the raw materials** in the game. You can encounter them as you travel through the game world. You may find them yourself or by scanning the neighborhood. Unfortunately, the main character can't pick them up at initial stages of the game.



To solve the problem, **you need to get a container for crystals - Crystal Collector**. This gadget is obtained automatically during the passage of the main story of the game. You need to reach the **Distribution Center West of Capital Knot City** and, once all things have been completed in that location, start the **eighth story quest - Order No. 8 - Collection: Chiral Crystals**. This quest consists in collecting the first crystals and you will receive a crystal container for free.





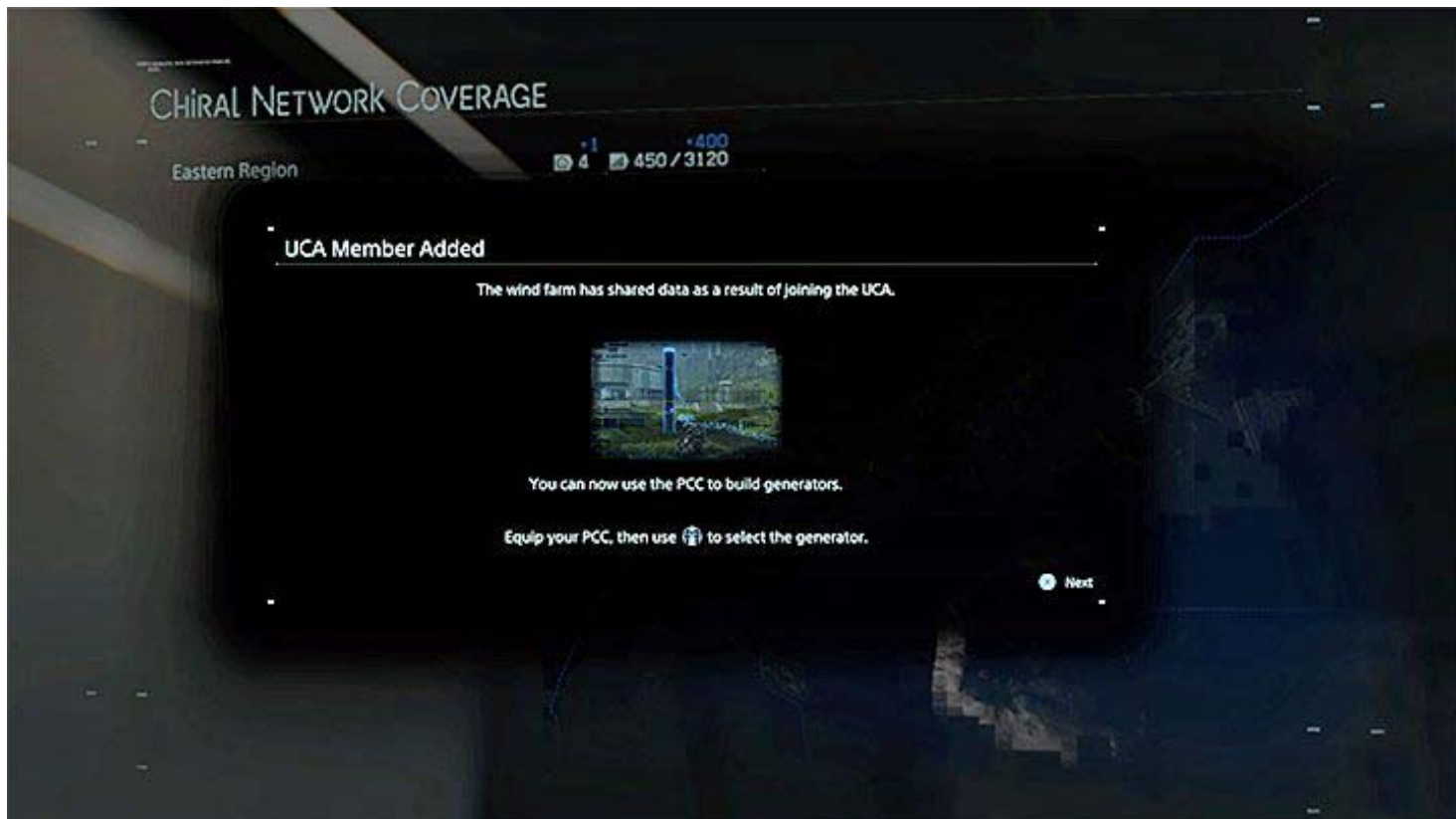
From now on, you can approach the crystals found in the game world and **hold down the interaction button to collect them**. The game will always tell you how many crystals you managed to collect (example is shown in the attached picture).



**You can Recycle crystals in visited allied locations.** However, remember that in-game materials are being collected separately for each location. Once you have moved to another location, you will not find any crystals you have recycled on the list.

## How to get and start a new motorcycle?

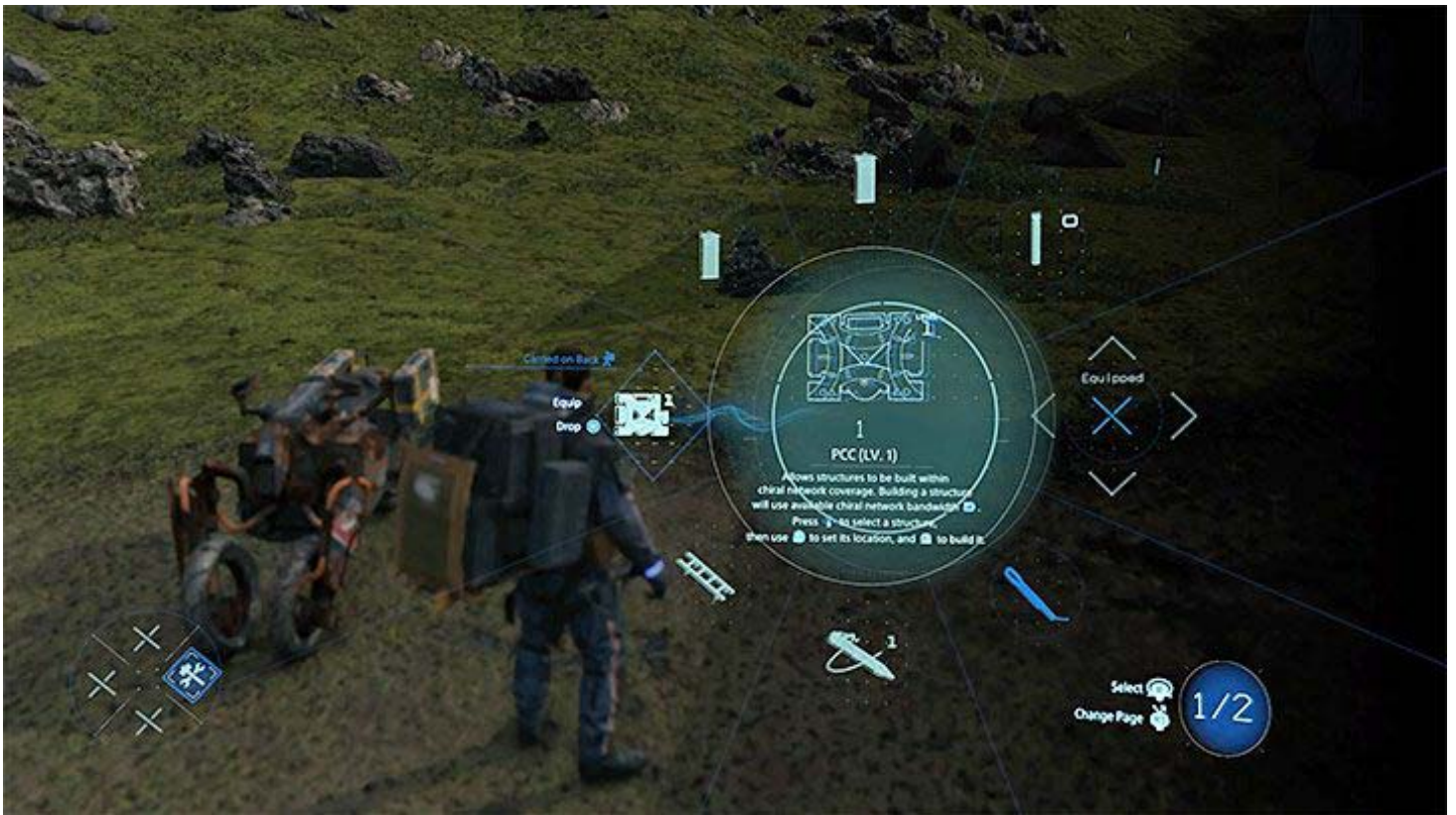
This page of our guide to *Death Stranding* explains **how to get a new motorcycle and how to start its engine**. Sam loses his machine at the very beginning of the game and you will have to wait a little until you manage to own another vehicle.



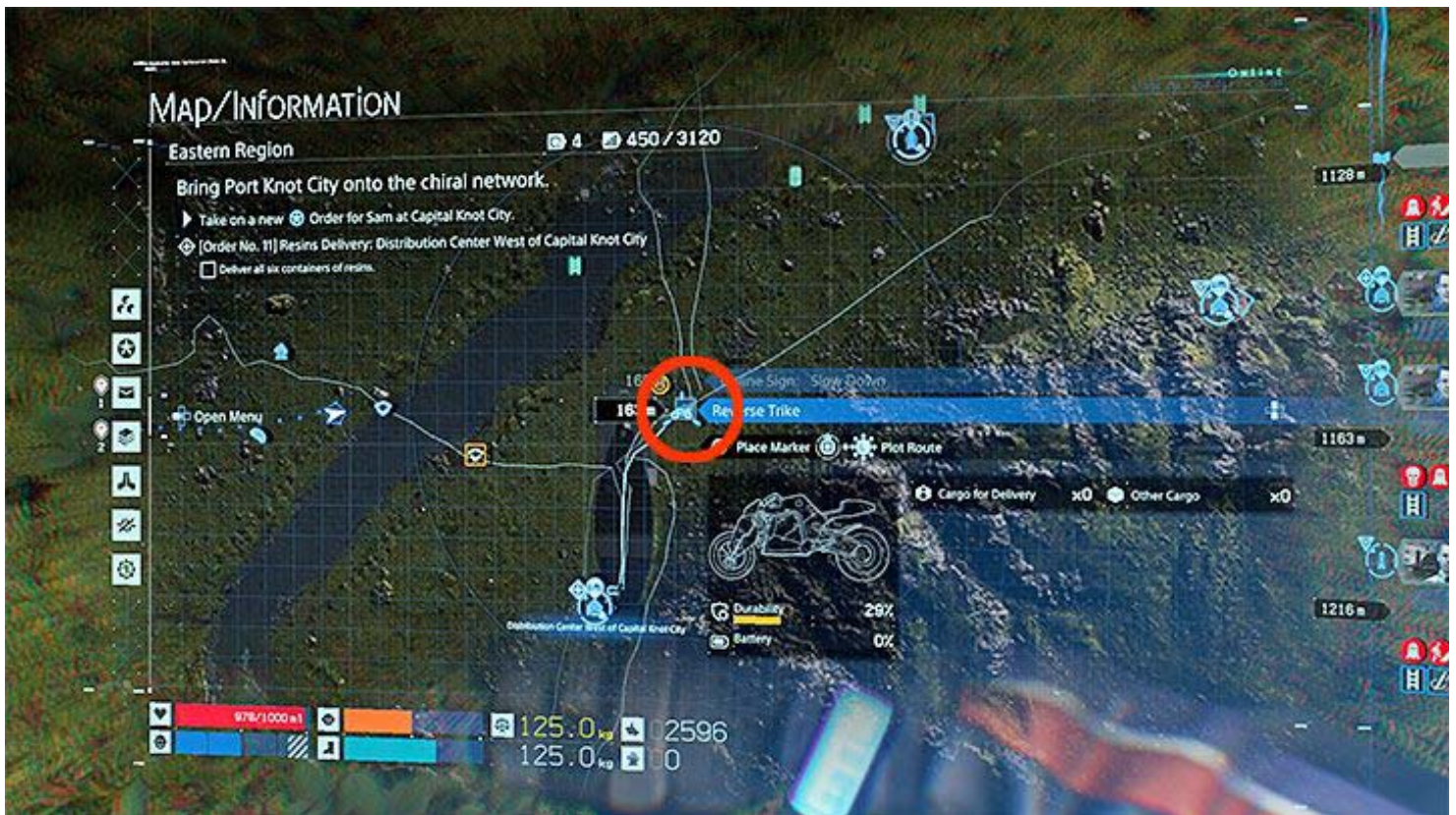
Unfortunately, the loss of a motorcycle at the very beginning of the game cannot be prevented in any way, as it's a part of the main story. During the first few hours of the game you will have to travel through the game world on foot. Even if you find a motorcycle somewhere in the game world, you won't be able to use it at first.

Things change after you finish the **ninth main story quest** - Order No. 9 - Power Supply Unit Delivery: Wind Farm. As a reminder, this quest concerns the delivery of a power supply device to a wind farm and on the way to this location you have to go through a forest where a large group of BT resides. One of the rewards for completing this quest and for establishing connection with the wind farm will be a **generator blueprint**.





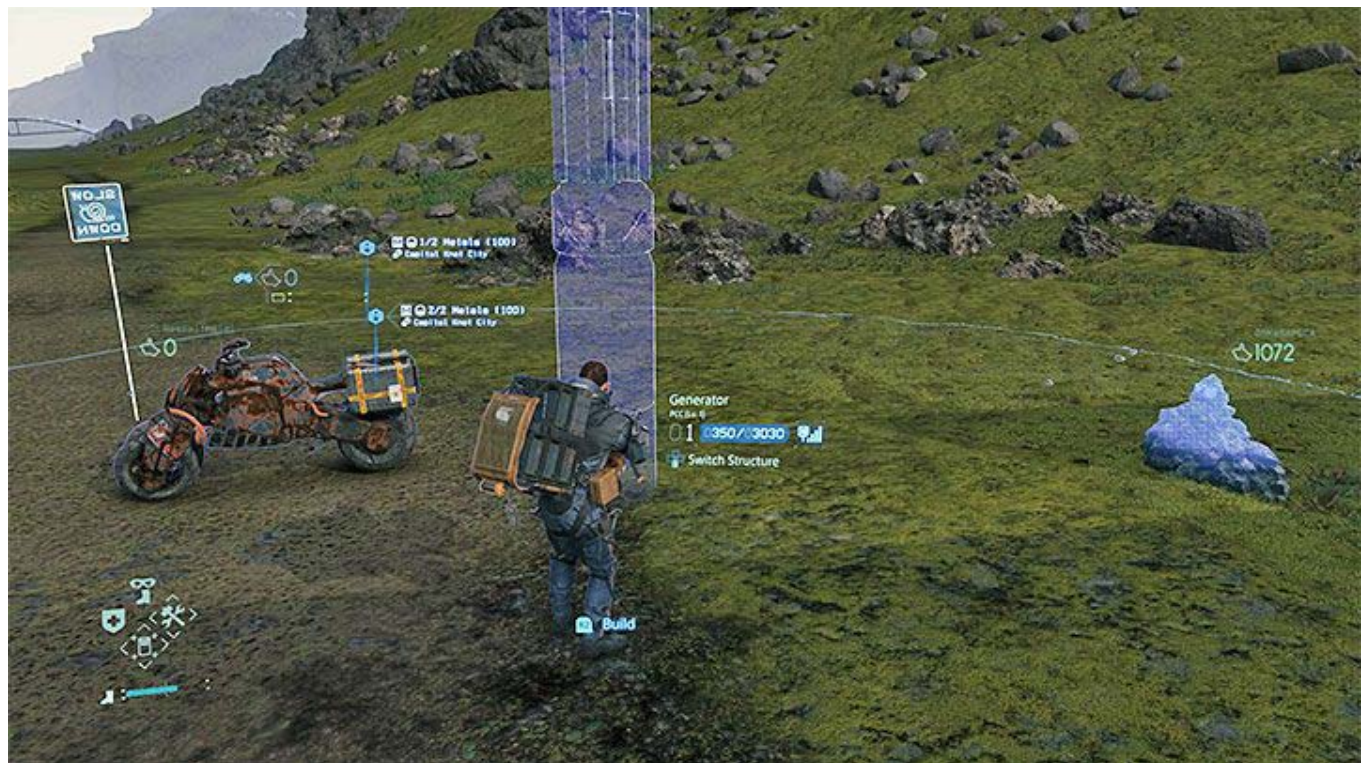
You need to buy at least one piece of **PCC**, which is a gadget used for building various constructions. If you do not have any such items in your inventory or item cabinet, you can produce it by using crafting.







The first three-wheeled motorcycle is parked near the Distribution Center West of Capital Knot City. It's the spot from which you started your journey to the wind farm.



When you get there, choose the PCC item from the inventory and **place the generator next to the parked motorcycle.**

Note - You must select a generator from a list of known plans and also have the appropriate materials at your disposal.





The generator charges machines and vehicles wirelessly, so all you need to do is keep the bike as close to it as possible.

This motorcycle is defective by default, but you can easily repair it. Take it to the base and park it on the central plate, that is, on the elevator. It can be moved from this spot to the **garage** where it will automatically get repaired to 100% durability. You can use the Garage to store vehicles in order to avoid losing them.



From now on, you can use your new motorcycle to travel around the game world. Isn't that just fabulous? Norman Reedus driving a motorcycle in a suit with a fetus inside a glowing container, oh dear. In the area you can find other generators, including those placed by other players (if you are playing online).





The aforementioned motorcycle (which you've found and repaired) cannot be used until the end of the game. The hero loses access to it after embarking on a boat trip to the West. In the central part of the map, you have to get a new vehicle, whether a second motorcycle or a large four-wheeled car.

It is best to wait until you **complete mission 23** - Retrieval: System Server. The mission is rewarded with **blueprints for two motorcycles** - classic tri-wheeled bike or a machine with longer reach but less cargo capacity. You can craft them thanks to the crafting mechanic and use them when exploring central regions of UCA.



**Note - Each of the vehicles found in the game can be destroyed.** The easiest way to cause this is to make a vehicle fall into the abyss. A destroyed motorcycle can't be fixed. When that happens, you have to find or make another machine.





It is worth noting that **motorcycles aren't the only vehicles in Death Stranding**. In the later part of the campaign, Sam will also be able to drive **four-wheeled vehicles**, whether stolen from MULE, found in allied locations or made using crafting materials. Focus on the orders and eventually, you will get access to them.

# Is there a fast travel option?

This page of our guide to *Death Stranding* answers the question of whether the game has a **fast travel** feature. In addition, **we explain whether it is possible to shorten the travel time** between the main locations on the map.



**Death Stranding offers fast travel, but in the initial stages of the game, the feature is unavailable.** In the initial hours of the game you can travel on foot or use vehicles.



**Fast travel becomes available after reaching chapter three - Fragile.** During a visit to one of the hideouts, the main hero meets with Fragile, who informs the player that she has an ability similar to teleportation. She will help you in visiting previously visited locations.

**To activate fast travel, you need to interact with Fragile's "umbrella".** It can be found in any hideout across the game world. Once interacted with, you'll receive an ability - Fragile Jump





The available fast travel locations will appear on the screen - these are already visited hideouts or underground private rooms.

**In Death Stranding, fast travel is free of charge, but the teleportation is possible only for the main hero, without his charges or equipment which he had equipped.**



Remember that using fast travel **means losing your inventory**. Use the **Private Locker** to re-equip items that will come in handy while traversing the game world.

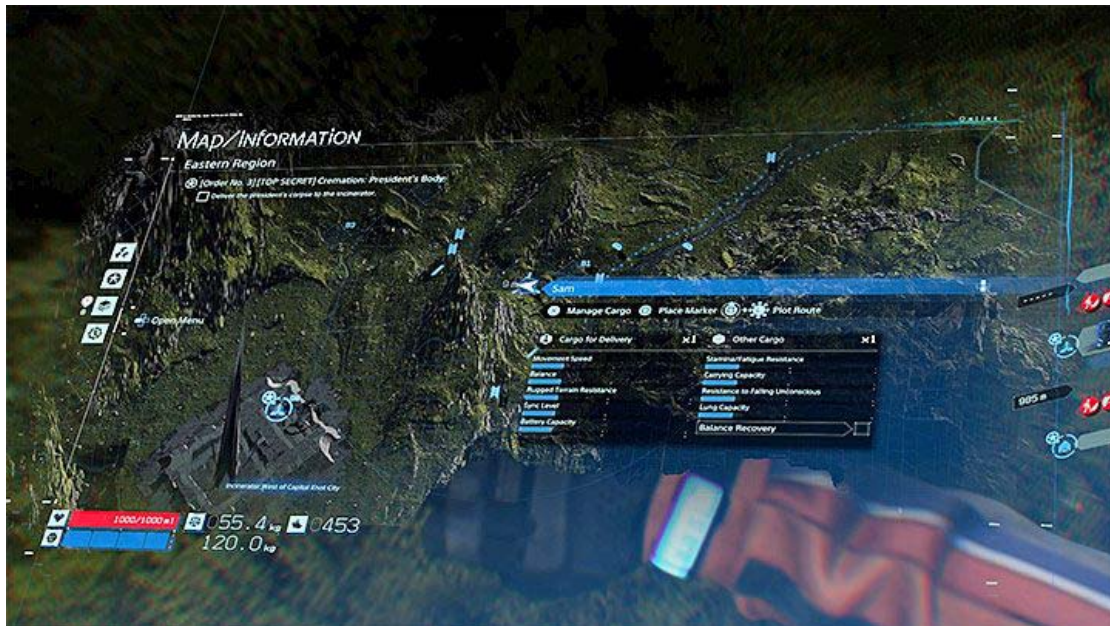


## Alternatives to fast travel



Travelling on foot means that reaching your goal may take up serious amounts of your time. **Once you reach a certain experience level, you can start using vehicles** that will significantly reduce the distances between your goals. Moreover, you can store your equipment in the vehicle and reduce the load on your character. Nevertheless, remember that each vehicle has limited capacity - if you overload the vehicle, the battery consumption will increase.

We recommend visiting the **How to get and start a new motorcycle? page of our guide**, where we explain how to get your first vehicle.



Another way to potentially reduce travel time is to **analyze the world map in search of alternative ways** to reach your destination. It is especially worthwhile to take an interest in the tilt map option (by holding down the touch panel and moving the controller). For example, you can find a way to avoid the mountain that separates you from your destination.

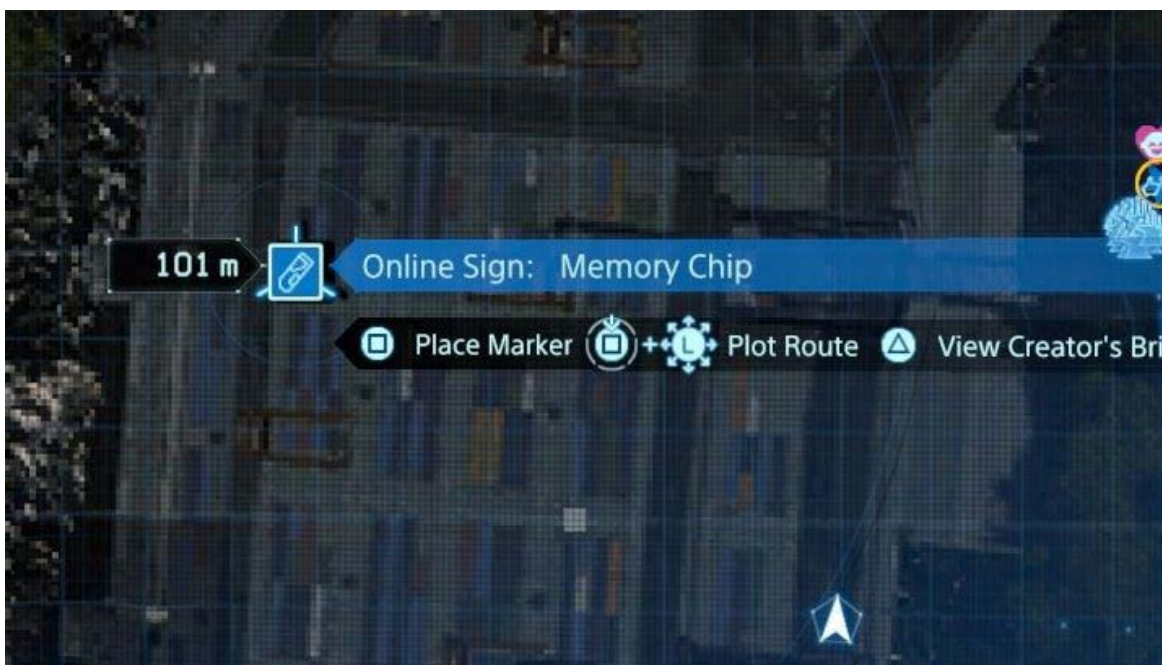


## What are memory chips for?

This page of the guide to *Death Stranding* explains **the purpose of memory chips**. Memory chips are the main category of collectibles/secrets in *Death Stranding* found during exploration.



Memory chips are very small objects and as a result they are easy to miss. **You can use a scanner to detect memory chips**. They will be marked, along with other detected interactive items.



If you play online, you can also check the map in search of **signs informing you about their location**. They don't have to be real, but they are still worth checking out and scanning every spot indicated by another player.



You can check your memory chips in the **Data Archives** in the pause menu. Initially, all collectibles here are unidentified.



To identify a memory chip, you must return to any allied facility and interact with the terminal. Select Make Delivery and then Share Memory Chip Data.





When you reopen the memory chips list, you will be able to check the unlocked entries. An additional motivation for finding memory chips are **trophies related to collectibles**:

1. Find and check the first memory chip to get **A Thirst for Knowledge** trophy.
2. Find and read **all memory chips** to get **Fount of Knowledge** trophy.

# FAQ - Campaign

## Is it profitable to complete side orders?

On this page of the guide to *Death Stranding*, we **explain the cost-effectiveness of side orders**. We have also included some tips on how to complete the side missions in the best way to get the best rewards.



As a reminder, the game has **Standard orders** and **Standard orders (for bots)**. The protagonist can get them at almost any allied location that has been connected to the chiral network. Check the bulletin board - you can find from one to several jobs, and you can choose only the "best".

1. **Unfortunately, side orders are rather unprofitable.** By default, they are rewarded with a small number of likes - they slowly increase your Connection Level with the location with which they are associated.
2. **Premium deliveries are much more interesting** - they are more challenging versions of standard orders. More about them on **What is premium delivery?** page. In short - you can set a higher difficulty level for a given order (e.g. shortening the time limit or making the requirements for the general condition of the cargo more strict). Their main advantage is that **premium deliveries guarantee more likes** - thanks to them, you will be able to quickly reach the next Connection Level with a given location. If possible, try to complete all side orders as premium deliveries.
3. **If you have plans to get a platinum trophy, you have to complete the side orders.** The associated trophies are **Deliveries Done** (for completing 36 "normal" orders), **Growth of a Legend** (for completing 20 premium deliveries with an S rank) and **Best Beloved** (achieving the maximum Connection Level in all locations).
4. **A good idea is to accept standard orders while performing the main missions.** If the order for Sam and standard order have the same destination or aren't far away from each other, add them both to the journal and complete them in a single trip. This will save you a lot of time, give more likes and increase the Connection Level. We also advise you to choose standard orders with less problematic criteria, for example, those that don't require the transportation of very fragile cargo or equipment that weighs a lot.
5. **Assigning orders to bots is even less profitable.** This is due to the fact that the greatest influence on how the bot will handle it is the terrain. If you haven't built asphalt roads in the area, the bot will have big problems. Even if it completes the order, you will most likely get a low rank (C or close) and a minimum number of likes. If you want to send bots on missions, invest in expanding the roads first.



# Does Death Stranding have choices and romances?

This page of the guide to *Death Stranding* answers two questions - **are there any important choices** that could affect the course of the main campaign, and **does Death Stranding have the option to romance** the NPCs.

## Important choices



Some scenes in *Death Stranding* (especially those from the thirteenth chapter) suggest that there are choices and that decisions made may have different consequences. However, this is a misconception because **there are no important choices in *Death Stranding*** - the game's plot has a linear course leading to only one possible ending.

It is worth noting that you can skip some orders for Sam. However, this isn't the result of the campaign's nonlinearity - you can ignore only minor orders that aren't important in terms of the main plot. Fortunately, even if you miss these orders, this won't have any impact on the game's finale.

## Romances



**There aren't any romances in *Death Stranding***, nor sex scenes, although there are moments in the game where the characters are naked or appear in their underwear. This, however, never has typical sexual overtones.

The main character gets new friends, e.g. Fragile, but these two never enter an intimate relationship. As for the topic of making more personal relationships, Hideo Kojima went even one step further. Sam Porter has a phobia due to which he avoids direct physical contact, even obvious reactions like hugging or shaking someone's hand.



# Does Death Stranding have different endings?

On this page of the guide to *Death Stranding*, you will learn **whether the game has more than one ending**.



**No, Death Stranding doesn't have several different endings.** You don't have any control over how the game ends - it always plays the same ending cut-scenes.

The ending of *Death Stranding* isn't affected by factors such as completing only some of the orders for Sam, ignoring side orders, not reaching the maximum Connection Level in the allied locations, having low world reconstruction level (asphalt roads etc.) or avoiding cooperation with other players.

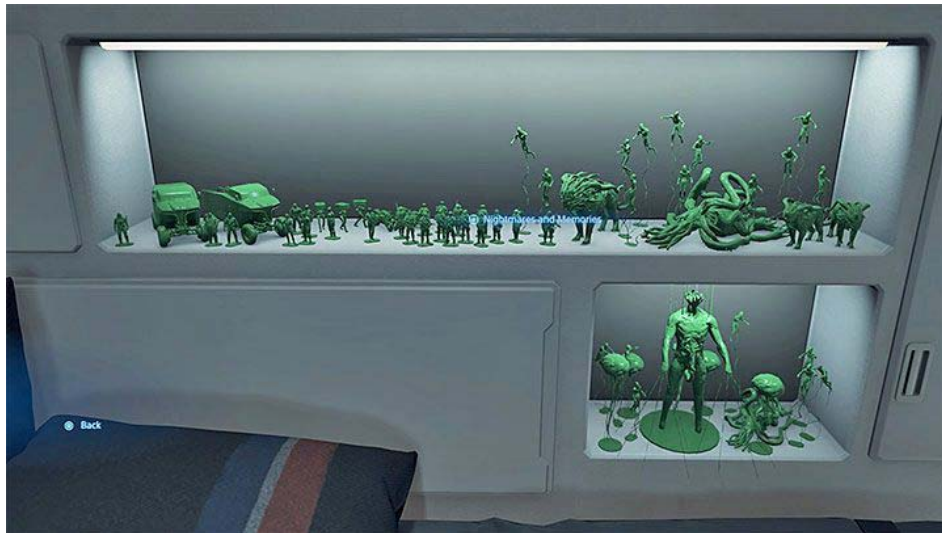
It is worth noting that **you can continue the game after completing the main stroyline**. Thus, you can continue doing additional activities. However, you won't be able to replay the story, only get more from the game and unlock the remaining trophies.

# Can I continue to play after completing?

This page of our guide to *Death Stranding* answers the question **whether the game can be continued after the main story has been completed**, so whether an **endgame** option is available and what attractions does it have to offer.



**Yes, you can continue to play after you have completed the main story.** Once the final credits are displayed (for the second time), the game will take you to Chapter 15. Events in this chapter take place two weeks before the final events.



Once you're promoted to the endgame phase, you'll find yourself in a safe house located under the Capital Knot City. After you leave the safe house, you will be able to take on skipped Sam's tasks and activities (which were not required to complete the game), as well as side orders.

Completing the main story also unlocks new activities in the private quarters:

1. You can change its appearance.
2. You can view Cliff's memories and move back to the battlefields of World War I, World War II and the Vietnam War.



# How long does it take to complete Death Stranding?

On this page of our guide to *Death Stranding* we provide information on **how long it takes to complete the game**. We have prepared several different values depending on whether you want to focus only on the main story or whether you also want to get interested in extra activities to get the platinum trophy.

| Delivery Route                   |            | Order Record  |          |
|----------------------------------|------------|---|----------|
| Tumbles Taken                    | 9          | Orders Completed  | 83       |
| Pieces of Footwear Worn Out      | 0          | Orders for Sam  | 65       |
| Total Water Ingested             | 1,872 [ml] | Standard Orders   | 9        |
| Blood Transfused Into Sam        | 7,520 [ml] | Standard Orders (Bot)   | 9        |
| Total Cryptobloes Ingested       | 42         | Supply Requests   | 0        |
| Total Rest Time                  | 14:03:14   | Pieces of Lost Cargo Picked Up                                    | 49       |
| Types of Items Fabricated        | 26/72      | Pieces of Lost Cargo Delivered                                    | 31       |
| Total Number of Structures Built | 31         | Ivory Completed with an Evaluation of "Awesome" or Higher         | 0        |
| Road Sections Restored           | 11         | Jelly Delivery Completed with an Evaluation of "Legend" or Higher | 0        |
| Total Distance Travelled         | 187.4 [km] | Ivory Completed with an Evaluation of "Legend of Legends"         | 0        |
| Total Play Time                  | 45:00:47   | Total Pieces of Cargo Delivered                                   | 176      |
|                                  |            | Total Weight of Cargo Delivered                                   | 2.33 [t] |

1. *Death Stranding* is a relatively long game. **It should take you 40-60 hours to complete the main plot**. In our case, it took us 45 hours to complete the game for the first time.
2. The estimated time of gameplay is influenced by many additional factors. The most important of these is the **in-game world exploration**. You can significantly improve your game progress by using vehicles and playing online, in which many useful objects and structures are made available by other players.
3. **Optional activities** have a great influence on the time spent with the game. The most important optional activities include side missions, building your own constructions, expanding the road network, searching for collectibles (memory cards) and delivering additional cargos abandoned by other players.
4. *Death Stranding* offers **four basic difficulty levels**, which may affect your total gameplay time. There are no extreme survival-like difficulty levels in the game. However, you can try the other way around and choose a low or very low difficulty level. These allow you to deal with BTs and MULES in a much easier way. The same applies to bosses. Also, lowest difficulty levels reduce the risk of death or mission failure.

# FAQ - Multiplayer and social elements

## How to create holograms?

This page of the guide to *Death Stranding* has information on **how to create holograms and play music near the structures**. These changes are purely visual that can be seen by other players.



If you are playing online, you can find the structures of other players. Some of them may include holograms and music. These modifications don't affect the structures, but they can make using them more pleasant.



You can add holograms and sounds to your structures, too. This becomes possible after you **upgrade a specific structure to level two or higher**. This means that, in addition to using PCC to build a level one item, you need to provide additional crafting materials to improve it (Upgrade Structure option in the object's menu). The required materials are always displayed on the right - in our example, upgrading the Timefall Shelter required 32 Chiral Crystals and 400 units of metal.





Once a structure is improved, interact with it again and select Customize Structure option.





You can set:

1. **Music** - You can unlock more songs as you progress through the campaign.
2. **Short messages** - They can, for example, greet other players or warn them about nearby dangers.
3. **Holograms** - There are two tabs - "regular" and rare holograms. You can gain rarer variations of them, for example, by completing orders and increasing the level of affiliation (stars) with the main locations of the game world.



# What are the likes for?

This page of the guide to *Death Stranding* **explains the likes, how to effectively get likes and what bonuses you get by receiving new likes**. This is one of the most important mechanics of the game, which can make the campaign much easier.

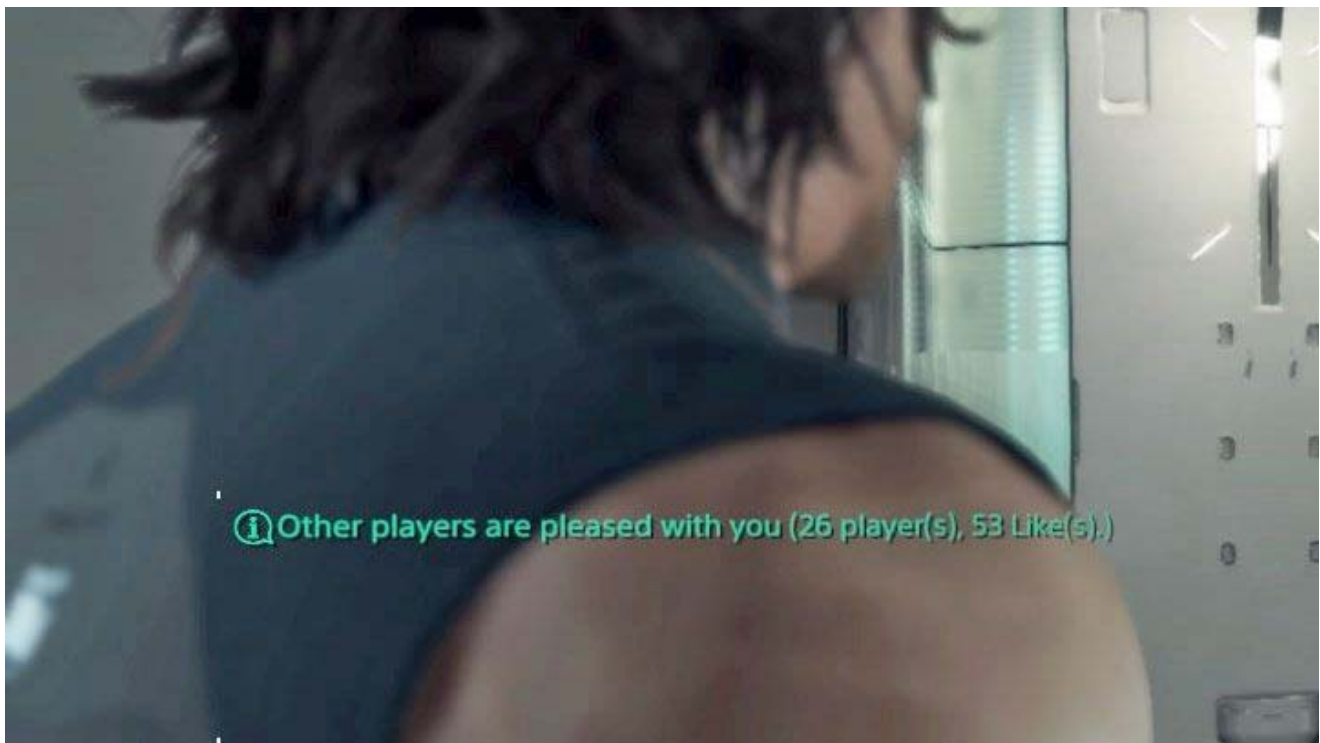


**Likes can be obtained from NPCs and other players.** In each of these cases, the methods of obtaining them and their application differ to a certain extent.

**Likes from NPCs work as XP.** You can receive them mainly by completing orders. When an order is finished, the game will display the mission summary screen. The number of likes received will depend on your performance, for example, if you avoided serious damage to the cargo or managed to complete an order within the time limit. These likes will increase the Connection Level in this location. In each location, the maximum Connection Level is 5 stars - advancing to the next levels gives you small rewards.

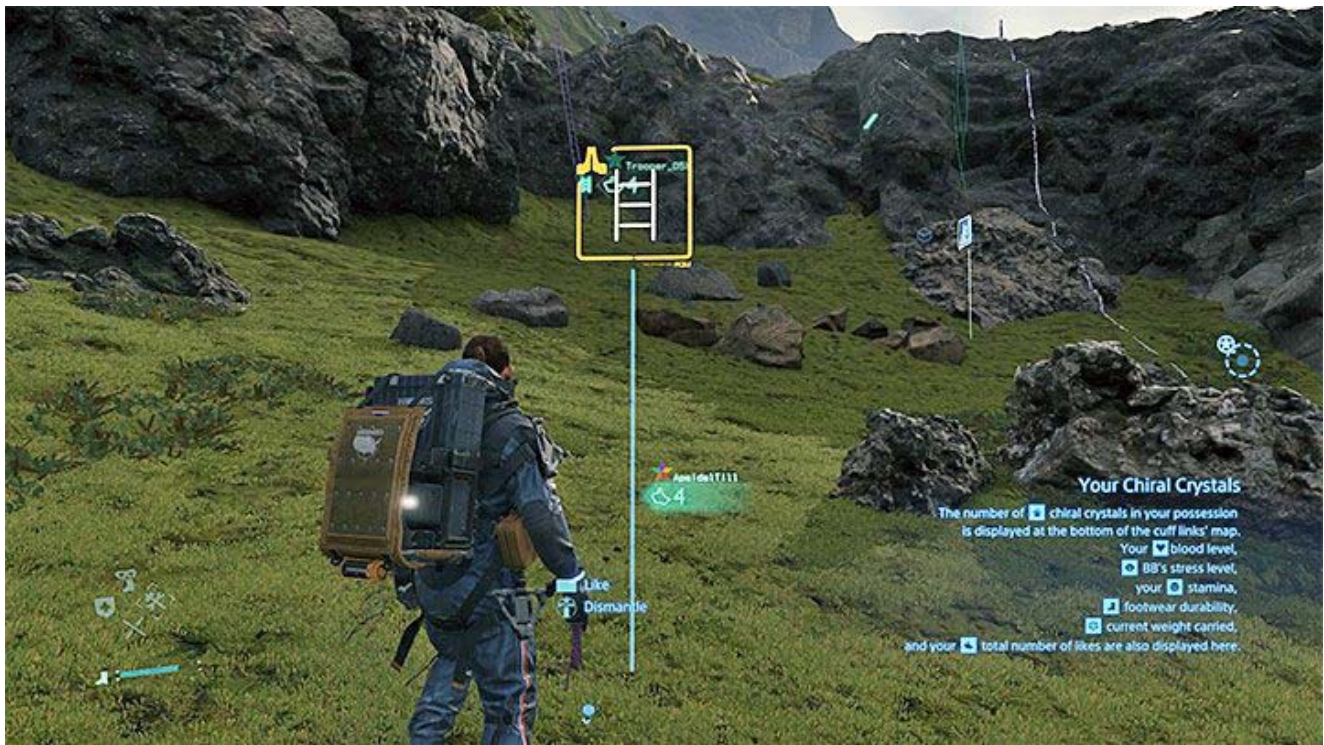


That's not all, because after each completed order, you can see the **Courier Score** screen. Received likes allow you to advance to higher levels in different categories, such as time or delivery size. Each time you advance 10 levels in a given category, you get a valuable bonus to Sam's stats. For example, you can increase the load capacity limit or maintain balance easier.



**Likes received from other players strengthen your ties with them.** The more likes players have sent between them, the more traces of their presence can be spotted. In short - by collecting likes, you can often come across objects and constructions of other players. Almost every object left by another player is useful in some way.





You can give likes to all constructions designs and signs left by other players - stand in the right place and press the touchpad. It is worth noting that you don't need to limit yourself each time to leaving only to a single like. You can quickly tap the touchpad to give another player a few dozen likes before the game temporarily blocks this option.

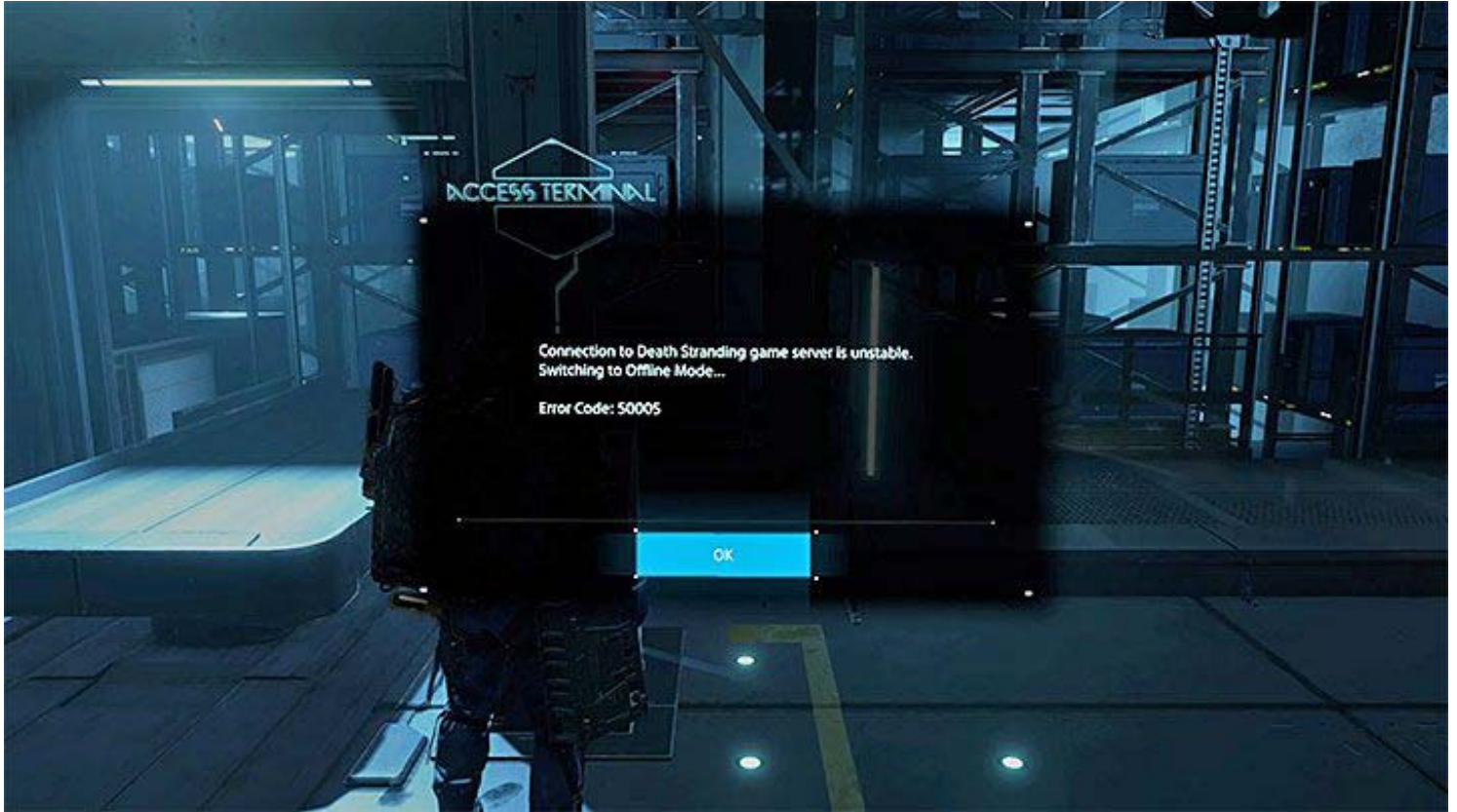


You can track the likes in **Bridge Links** menu available from the pause menu. In the later part of the game, you can choose from a list of specific players to establish **Strand Contracts** with them and further strengthen the relationship. You should choose these players who in the past left a lot of likes to your signs and constructions.



# Is multiplayer mandatory?

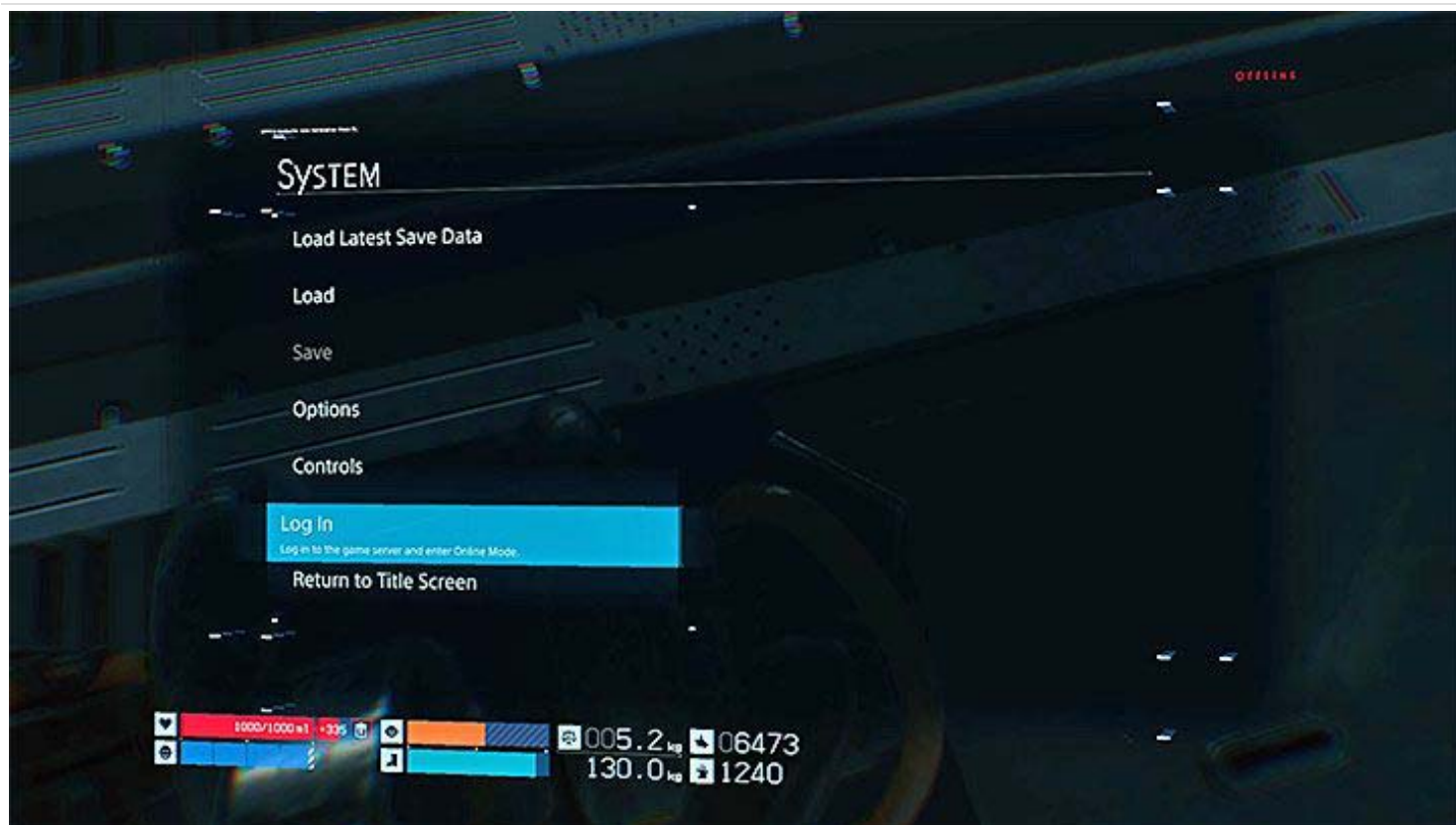
On this page of the *Death Stranding* guide, you'll find the answer to two pretty important questions - **whether the multiplayer in Death Stranding is mandatory** and **whether you can continue to play offline** (like in case of lack of connection to the Internet or to the game servers).



**No, multiplayer in Death Stranding isn't needed in order to complete the game** Moreover, **Death Stranding does not require an internet connection to play the game** (constant connection to game servers) You can start the game in an offline mode, or simply continue your campaign if the connection is lost.

**Unfortunately, the offline mode means that some of the mechanics are unavailable.** These can be found in the following section: **How does multiplayer in Death Stranding looks like?** in our guide - you won't see the movements of other players, be able to send and receive likes, use the equipment left by other players or exchange gifts with them. Having no access to these features won't disallow you to finish the game, but your progress in the campaign may suffer.



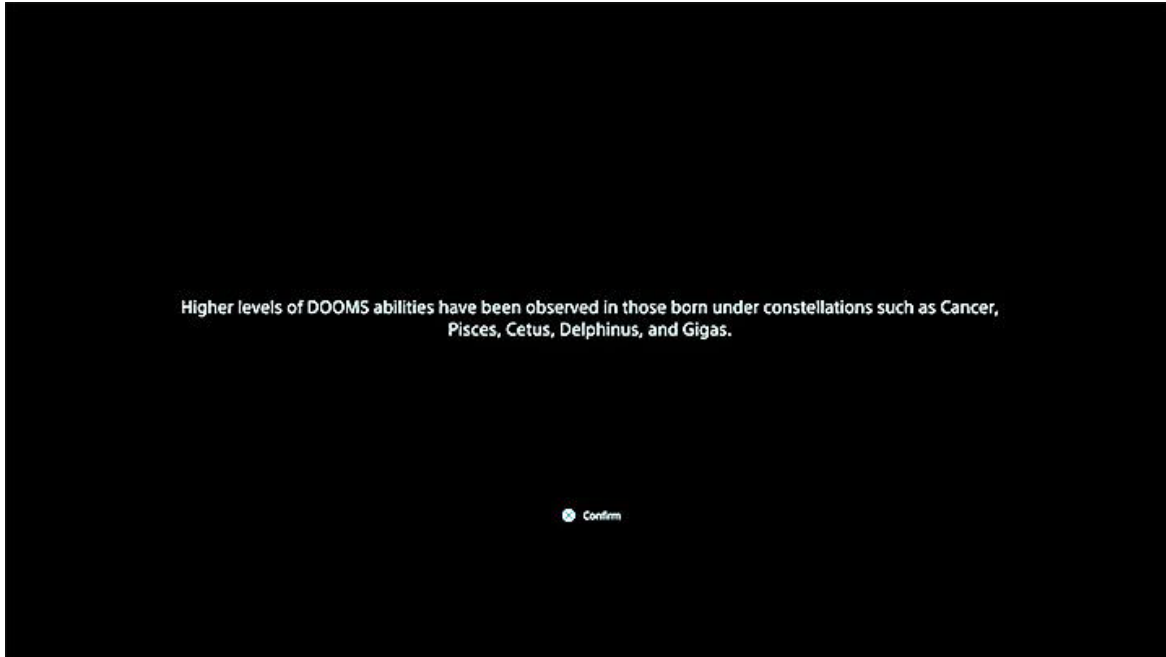


If you started an online game and lost your connection for some reason, you can try **to log back to the game servers**. Enter the pause menu, choose **System** and then press the **Log In** button. If the attempt is successful, you will get access to all multiplayer and social game mechanics. You will also be able to pick up left-over gifts (eg. likes awarded to you by other players).

It is worth noting that **the loss of connection to the game server and switching to offline mode doesn't mean that you won't be able to access the objects of other players**. The game will save other players' structures, signs, and vehicles - you can still interact with them. However, you won't see any new designs in your world. Once you manage to log back in, you can also receive various gifts, such as likes or materials from other players. "Rewards" of this type, fortunately, don't disappear.

# What will happen on your birthday?

This page of the *Death Stranding* guide explains **the importance of specifying the date of birth at the start of the campaign**. You'll receive a small reward on the day of your birthday.



Date of birth can be chosen immediately after starting a new game. The date of birth will be saved, but the game won't tell you of its importance.



**On the day of your birthday, you'll receive an e-mail with birthday wishes from all NPCs managing the communication network. The mail will have an attachment - a small gift containing a pack of likes. They will be automatically added to your "account".**





Another surprise awaits you in the private quarters of the hero (you can visit any hideout) - there will be a **birthday cake**, which you will find on the table.

# What does multiplayer look like?

On this page of our guide to *Death Stranding* you will find general information about **how multiplayer works in the game**. You will find out if you can meet other players and what forms of interaction are available in the game.

below we have included only basic information about multiplayer. You can find more information in a separate **Multiplayer** chapter of our game guide.



**Multiplayer in Death Stranding does not work according to traditional rules, which means that you won't meet other players directly in the game world.** Also, you cannot explore the game world in their company. Instead, the multiplayer in *Death Stranding* has the following features:





**1) Leaving messages to other players** - These messages are different types of characters that can be seen both on the world map and in the game world. The main use of signs is to provide navigational guidance and warnings about enemy locations. But they can also be (sometimes intentionally) misleading or have a humorous nature.



**2) Interference of objects between sessions of different players** - This applies especially to ladders and ropes used for climbing, as well as various types of mailboxes, observation towers, generators or chests with cargo that were abandoned (on purpose or not) by other players. Some of these objects are useful for exploring the area. There are even items or objects that you can take with you.





**3) By liking activities of other players** - You can reward each found trace of the presence of another player with a "like" just like on Facebook! The meaning of this type of action is described in detail on a separate page of our guide - **What are likes for?**.



**4) Sending help requests to other players** - these requests may concern, for instance, completing a contract or obtaining an item you need at a given moment.





**5) Leave gifts for other players** - You can put these items in a Share Locker so that they can be picked up by someone else. These can be things that you don't need at all or that you possess in excess.



**6) Set Bridge Links with other players** - this process is highly automated. The more interaction you have between your session and another player's session, the closer your bond may become. This results in a higher number of your items and traces of presence that become visible on the account of the other player with whom you have established a better connection. There is also an opportunity to choose other players for Strand Contracts. Bridge Links connections have been described in more detail in the **FAQ** chapter of our guide.

Each of the aforementioned forms of interaction works both ways, which means that different players can react to your activities if your tracks or objects appear in their game. So you can make contact with them, talk with them, ask them for likes, items or even ask for help in completing contracts.

# FAQ - Combat

## How to eliminate enemies stealthily?

On this page of the guide to *Death Stranding*, we have included information on **how to quietly get rid of living opponents**, called MULE.

Sneaking is optional but can save you from participating in fights.



MULE camps are **surrounded by poles with sensors** that warn opponents when they detect transported cargo. You can find these poles yourself or use the scanner - they will glow yellow.

Once you make enough progress, you will gain methods to counteract the pillars and disorienting opponents. However, before that, you can use one of two basic tactics - infiltrating a MULE camp without carrying any cargo or hiding immediately after Sam gets detected. MULE need at least a few seconds to reach the place where the alarm went off.





Before you approach a MULE camp, **scout the area** to determine their position. The game recommends placing observation towers, but this isn't absolutely necessary - you don't need to deplete PCC. Alternatively, you can also use the scanner - each MULE has some kind of cargo on their back which makes them much easier to find, especially those who patrol the area and appear on the screen as a moving cargo.



The game often makes things easier - the majority of the places occupied by MULE has **tall grass**. You can hide in it - this is effective if you weren't noticed while sneaking, and when you don't carry a lot of cargo on your back because it can stick out from the grass.





**Strand is great for stealth takedowns.** Besides its combat properties, this cord is used for securing the cargo. **This item is available from the beginning of the game** - approach an enemy and select it from the inventory.



**The Strand allows you to strangle a MULE from behind.** Press the R1 button to trigger the animation. That MULE will be rendered unconscious without alarming the enemies in the area (provided, of course, that the attack wasn't seen by others). This way you can eliminate individual MULEs or sneak up on enemies patrolling a camp.



# How to get the first weapons?

This page of our *Death Stranding* guide is dedicated to **gaining first weapons** which will surely be useful when fighting against initial opponents. Remember that you need to find a given weapon before it can be found among the dropped loot. Each weapon must first be unlocked by progressing in the main story. Only then they can also appear in the game world.

## Strand

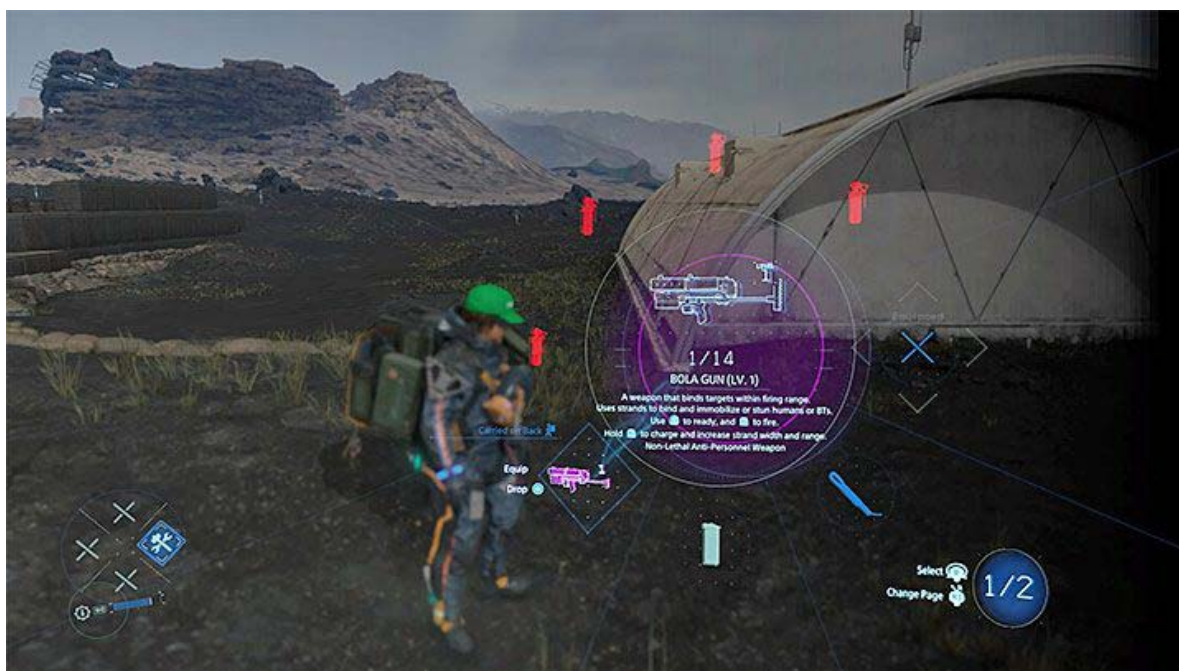


Strand is a type of a rope that can be used to tie cargo. It can also be used **to eliminate live opponents** e.g. MULs. **This item is available from the beginning of the game**, you can select it from the inventory if the enemy is approaching



**The Strand allows you to eliminate MULs through stealth attacks.** You need to sneak behind the back of the enemy, so there is an opportunity to attack by surprise. The MUL will be rendered unconscious without risk of warning the enemy (provided, of course, that the attack wasn't seen by other enemies).

## Bola Gun



**Bola Gun is a weapon that is gained thanks to progress in the story.** To get it, you need to complete task 22 (Recovery: Toolbox) in the central area of UCA. The launcher is a reward for delivering the Toolbox to one of the NPCs.

**The first launcher you get is free** and you can select it immediately from the drop down menu. Unfortunately, the launcher has a limited amount of ammo (14). After the weapon gets worn, **you can craft a new launcher thanks to crafting.**





**Bola Gun acts as a kind of stun gun.** It fires wires that can immobilize and knock down struck MUL. Such an opponent can also be hit to deprive him of consciousness.

Unlike Strand, **the Bola Gun can be successfully used when Sam is detected.** Aim well everytime you fire, as to not waste charges in vain.

## Hematic Grenade



**Hematic Grenade is a weapon which is unlocked along the progress in the main story.** You need to **unlock task 14 - Aid Package Delivery: Port Knot City.** As a reminder, this quest involves a long trip to the port with an intent to leave the starting area of the game.

At the same time, you'll unlock **task 15 - Equipment Trial: Hematic Grenade.** The task will allow you to "test" the grenades.





**Hematic Grenades** are used to **banish Beached Things (BTs)**. Their important feature is that **grenades consume the hero's blood**. They can extract it directly from Sam's health bar or from **portable blood bags**. The whole mechanism of using of hematic grenades and blood bags is described in detail in the chapter **Fighting the BTs**.



Once you locate a BT, you can throw a grenade at it. **The explosion of blood will drive away the monster**, and he will disappear from the given area. Each defeated BT leaves behind loot - chilorium crystals.



## Anti-BT Handgun



**Anti-BT Handgun is the weapon you will get during the progress of the main story.** You must specifically **complete Order no. 33 - Hourglass Delivery: Chiral Artist.**



Anti-BT handguns **can be created by using crafting** or even found in the game world. Each of them has 8 charges. **Anti-BT handguns have similar characteristics to hematic grenades** - they need blood to operate, which is taken directly from the health bar or from the carried blood bags.

An important feature of this handgun is the possibility to control its attack strength. We recommend that you **always hold down the R2 button** to amplify the attack and deal as much damage as possible. That way, you won't waste ammunition on weaker attacks.

## Alternative - melee combat



If you don't have Bola Gun or you've failed a stealth approach, you can engage in melee combat. **This applies only to Mules - do not attempt to attack a BT in this way.** Melee combat is quite simple - focus on one opponent until he loses consciousness. You can also perform dodges - this is especially useful when Sam is surrounded by a large group of opponents. Watch out for spears that can shock the hero with electricity.



# FAQ - Puzzles

## How to stop the nuclear bomb from exploding?

On this page of the guide to *Death Stranding*, we will tell you **how to avoid a thermonuclear explosion** in the third chapter. The risk of the explosion appears after receiving **Order #38 - Emergency Provision Delivery: South Knot City**. In order to avoid the explosion, you need to show cunning.



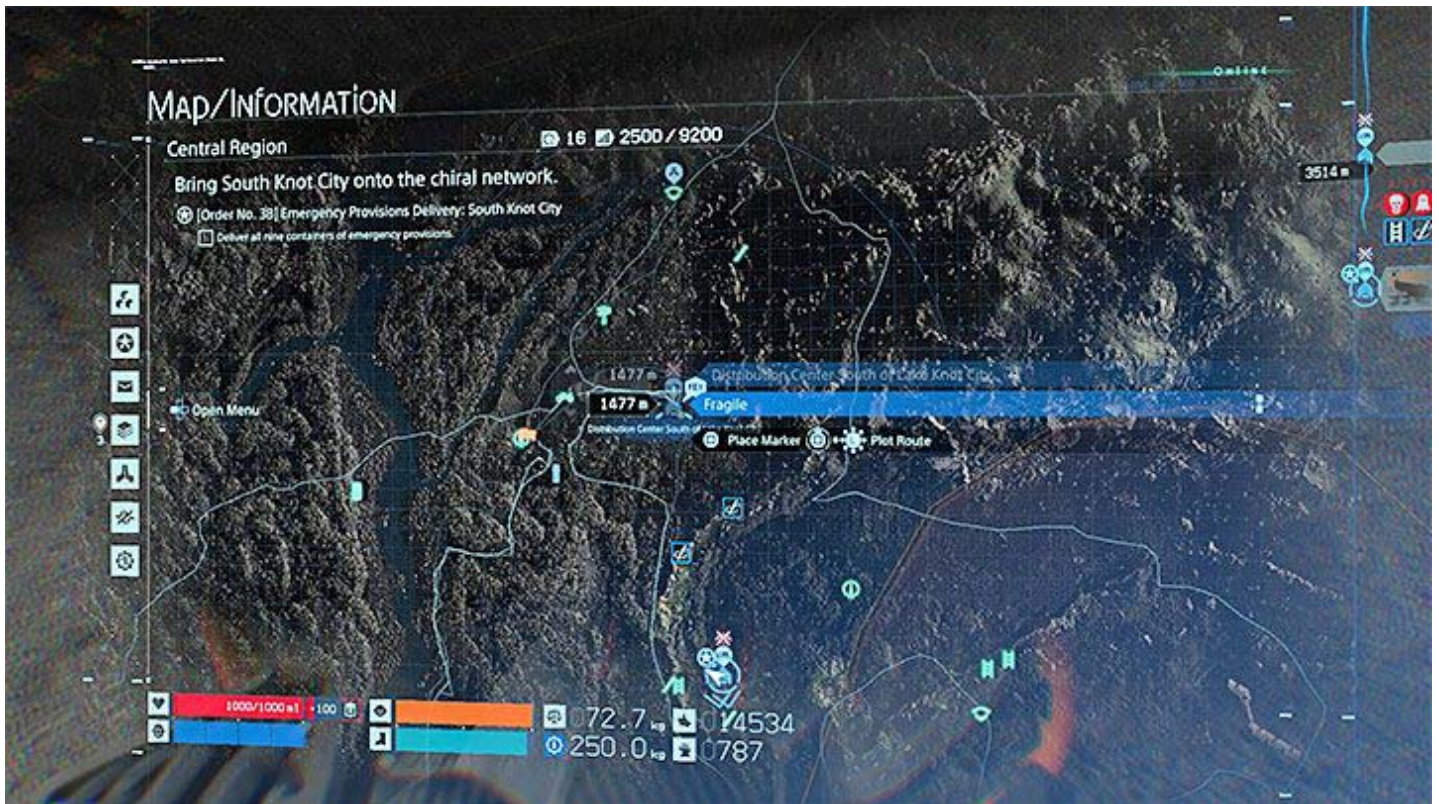
When you accept order #38, you will receive the main cargo, as well as a **package with a thermonuclear bomb** received from a mysterious courier.



**The thermonuclear bomb is a trap.** The bomb explodes if:

1. You go to South Knot City immediately (the explosion will occur at the entrance gate).
2. You leave the bomb somewhere on the ground and move away from it.
3. The cargo with a bomb got destroyed (intentionally or as a result of careless handling of the container).

In each of these cases, you will see a Game Over screen. After that, you will need to load the previous save.



In order to avoid the detonation of the bomb, go to Distribution Center South of Lake Knot City, that is, the location where **Fragile** is.



Upon arrival, take the elevator down to the **Private Room**. The main character has a "vision" - he determines that the mysterious package was from Higgs. Speak to Fragile.





You will get a new mission objective - **deliver the bomb to the Crater Lake before it explodes**. You have 20 minutes to complete this task - we recommend using some kind of vehicle.



After reaching the destination, **you have to throw the bomb into the lake** - remove it from the back. Watch a short cut-scene from the explosion. **You can now safely go to South Knot City.**



## How to avoid BTs on the way to the wind farm?

On this page of the guide to *Death Stranding*, we will tell you **how to avoid BTs while traveling to the wind farm**. This is part of **Order #9 - Power Supply Unit Delivery: Wind Farm**. You can't skip the encounter with these particular BTs.



You find them after entering a small **forest**. This, unfortunately, cannot be avoided. The forest is surrounded on both sides by mountains, and even if you try to pass through its outskirts, Sam will still come across BTs.



The main problem in this mission is that the main character doesn't have Hematic Grenades yet, nor any other items to effectively get rid of the BTs.. **The only solution is to sneak up slowly**.

When you enter the forest, the antenna will retract. It always points in the direction of the BT that is closest to you. The frequency at which the antenna is "blinking" suggests how close the monster is.





The antenna initially flashes white, but it can change its color to orange when a BT is very close to the hero. Then the monster will also become partially visible - you will see a levitating creature.

Since you can't fight the BTs, **avoid them carefully while keeping a safe distance**. If you feel that you can be detected, hold down the R1 button. Sam will stop breathing for a moment - BTs will have problems with detecting the hero.



Passing through the entire forest without being seen is possible but difficult. If you get detected, **start running** - watch out for the branches or small stones. Sam can stumble on them and lose transported cargo. If this happens, return to the lost cargo, but only when it is safe.

While escaping, Sam can **be caught by monsters coming out from the black goo** - press the Square rapidly and move in any direction to free Sam and get out of the area covered with black goo.





The monsters from the black goo can pull Sam under. When that happens, a monster resembling a **squid will appear**. **Don't try to fight it** because you don't have the means to do it. Start running in any direction to get out of the goo and move away from the squid's range. Don't try to hide on the rocks - the goo can move on them putting you in danger.



Reach the wind farm. The BTs will stop chasing you there. Go to the terminal to deliver the cargo.



# How to deliver a pizza?

This page of our guide to *Death Stranding* answers a rather unusual question - **how to properly deliver a pizza**. We explain, in particular, how to avoid causing damage to the pizza during delivery, how not to fail the whole order and especially what you have to do to get a nice score for such a task.



Sam will have to turn himself into a pizza boy several times during the course of the game. All orders of this group have two difficulties - you have to complete the delivery within the time limit and **transport the pizza container in a horizontal position (Keep Flat condition)** to avoid gradual damage.



The solution to the problem of transporting sensitive cargo is very simple - **get yourself a truck**. It can be a vehicle found in the game world, hand-crafted or taken from an online garage.



**Park your truck as close to the pick-up area as possible.** This will allow you to choose the option of **placing the pizza on the back of the truck** as soon as you accept the assignment. It is automatically fixed in the horizontal position.



When you reach your destination, park again close to the terminal. You should deliver your pizza without any damage and if you are within the time limit you will receive the highest S rank for this task.



# How do I get through the tar belt?

On this page of our guide to *Death Stranding* you will find a solution for the riddle that occurs in **Chapter 8: Heartman**. You will find out **how to get to the other end of the tar belt** so that you can continue your journey.



You will encounter the problem of crossing pass the tar belt after completing **Order no. 62** (Repair: Chiral Relay). You will be given the task of connecting the Edge Knot City to the network. **Do not attempt to enter or drive in the water**. Sam cannot swim and after being far away from the shore he will drown.



Follow the shoreline until you reach a place with BTs. **Get attention of the monsters** so you may be caught and dragged away from the tar by BTs.





The above action is aimed at "transporting" Sam to the tar belt where a creature resembling a whale appears.



Don't fight with the big monster, but use the **buildings emerging from the tar** to head towards the opposite end of the tank. Remember not to be in the tar too long or Sam will be sucked in. If necessary, stop at smaller objects protruding from the water (for example, on car wrecks).





The destination of the crossing is a spot where Amelie resides. When you get close to her, a new cut-scene will be displayed. You will finish the riddle of passing through the tar belt.

# FAQ - Safe houses & hideouts

## Why do we use showers and toilets?

This page of our guide to *Death Stranding* **explains the additional use of the shower and toilet in addition to hygiene care.** In this way, the protagonist can obtain unique items that can be used in battles against BTs.



In each private hiding place (a.k.a. safe house) there is a separate section with a shower cabin. You can do three different things in the washroom:

1. Take a shower;
2. Use the toilet while standing;
3. Use the toilet when seated.





Each cabin has a unique function that automatically converts shower water, urine and feces into **various types of EX grenades that can be used against BTs**. After using the cabin, you will always witness a short cut-scene that informs you about the production of a new grenade.



It is worth noting that **EX grenades are not automatically placed in the hero's inventory**. When you leave your private quarters, you need to check your private locker and only then move the items to your inventory.



EX grenades can be used to lure BTs to change their location. As a result, they are much weaker gadgets than hematic grenades, which allow you to completely eliminate the attacked monsters. Nevertheless, using them may make it easier for you to pass through the locations where BTs are wandering.



# FAQ - World

## Does Death Stranding have a large in-game world?

On this page of our guide to *Death Stranding* we inform you **whether the game has an extensive map of the world**. The game offers a partially open world, which is gradually discovered as you advance in the main story.



**So, yes. The map of the world in *Death Stranding* is relatively large.** It is not as extensive as in full-fledged open-world games, although it may take a long time to explore all its nooks and caves. This is undoubtedly due to the fact that the exploration in *Death Stranding* is quite slow for most of the time. The main character often has to travel on foot and pay attention not to damage the transported cargo. Even if you use vehicles, the terrain often prevents you from travelling at high speeds.

**The adventure begins in the eastern region of the world map.** It is relatively small, but it allows you to get to know the basic mechanics of the game and the basics of exploration.



**The actual gameplay takes place in the central region of the world map.** The protagonist can explore both lowlands and high mountains to snow-covered areas which are very difficult to explore.

One of the chapters also takes place in the western region of the world map, but it is small and involves almost exclusively crossing through a ruined city.

We would like to remind you once again that *Death Stranding* is not a game with a fully open world. You won't be able to enter some locations at all (due to an energy barrier that blocks the access). Sometimes you will only be able to enter a specific area after progressing in the main storyline. However, you can't complain about the lack of freedom and discovering the game world is a lot of fun.



# Why does Sam avoid physical contact with other people?

On this page of our guide to *Death Stranding* we explain a rather unusual issue, that is not directly connected to the gameplay, namely **why the main hero has decided to avoid touching other people?**



The problem discussed on this page of our guide can already be seen in the first minutes of the game when the main character refuses to shake hands with Fragile during the first meeting in the cave. You will witness similar scenes throughout the campaign and the NPCs you meet may comment on and respond to the situation in different ways.

The reason for the main character's reluctance to touch other people is simple - **Sam suffers from a disease called Aphenphosphobia**. One of the symptoms of this illness is the fear of touching another human being. It "works" in both sides - Sam avoids touching other people and does not initiate physical contact by his own initiative.



The disease of the main character makes it difficult for him to establish relations with various NPCs, although it does not completely paralyze his social relations or activities. In the most important moments of the plot, for example, when other people's lives are in danger, the main protagonist will decide to make an exception and allow himself for some physical contact with another person. The list of "exceptions" will include Fragile, Amelie (the hero's sister) and Bridge Baby.



# How does the gameplay in Death Stranding look like?

The gameplay in *Death Stranding* is heavily based on exploration while combat isn't that important. On this page, you will find all the information related to the gameplay.

## Exploration

Exploration is a major part of *Death Stranding's* gameplay. The main character crosses the vast territory of the post-apocalyptic America. The majority of the lands are devoid of any buildings. **However, you can come across some remnants of civilization, such as roads.**



Sam can visit a few human settlements scattered around the entire map. **There, you will meet NPCs who may have new tasks for him to perform. However, you have to** be careful because you can also run into hostile settlements.

Sam can also use objects that will help him travel the world. Among them, you can find a ladder that will allow you to climb, as well as vehicles.

## Combat

At some points of *Death Stranding*, you may encounter all sorts of opponents. If you can't get around them, you will have to fight.



The combat mechanic is arcade - **you must be in constant motion or use covers to avoid getting hit.** You also need to attack your opponents. Sam has access to a wide selection of different weapons.



# What is the plot in Death Stranding about?

On this page of the guide to *Death Stranding*, we explain **the most basic and important elements of the plot**, which, traditionally for Hideo Kojima, is very complex and initially incomprehensible. You will learn, among other things, about the game's world and the main character.

On this page, we present general information about the plot and refer to events from the prologue and the first two chapters of the campaign. **We didn't post any major spoilers from the next chapters**, nor information about the game's ending. You can safely read the information written below if you are interested in the introduction to the game - you will only find minor spoilers here.

## World



*Death Stranding* takes place in an unspecified future **in the former United States**. Humanity has experienced a cataclysm manifested in a series of explosions that brought supernatural phenomena called Death Stranding. The result was not only the destruction of the US population but it was also scattered all over the land.

The new cabinet established the existence of the **United Cities of America (UCA)**. It seeks to unite society and bring order to the new world. When we start the game, UCA is led by a female president - Bridget Strand.



We don't know much about the cataclysm that brought the inhabitants of the former US to the present state. However, we can see the effects of that event right from the beginning. One of them is a new phenomenon called **Timefall**.



This rain is very dangerous to everything it comes into contact with. When it gets into contact with human tissue, it will cause rapid aging. We can observe this on the example of a woman named Fragile, which the main character meets at the very beginning of the game. Most of her body has been subjected to Timefall and aged significantly. The only part of Fragile's body, which has maintained in its original state, is her face.

In the case of other objects, Timefall acts similarly to accelerated corrosion - the devices and cargo undergo gradual wear and may eventually get destroyed (fortunately, there are mechanisms to counteract this).





The second result of catastrophic events was the appearance of creatures called **Beached Things** - BTs. To put it simply, these creatures come from the world of the dead and are invisible to the human eye. We can learn about this at the very beginning of the game when the main character is surprised by BTs in the cave. The only evidence of BTs' presence are the marks appearing on the muddy soil.

It is worth noting that BTs don't see people - they rely on hearing instead. Some of the ways to avoid detection are to stay still and hold your breath. BTs are aggressive creatures and attack every living organism found. Their goal is to catch the detected creature and drag it into the tar-like substance.



Another unique characteristic of the world is the emergence of a disease called **Necrosis**. This disease affects every dead person and it gets stronger as the corpse decomposes. Necrosis can be slowed down by freezing a corpse, but the only effective way to deal with it is cremation. Ignoring this step can cause corpses to explode with huge force (so-called Voidout).

The main character transports a corpse at the beginning of the campaign. The journey to the crematorium is unfortunately interrupted by BTs. Members of the transport crew fail to stop the explosion of the transported corpse. The whole area is destroyed, and Central Knot City turns into a huge crater.

## Sam



**Sam Porter Bridges** is the main protagonist of *Death Stranding* - he can be compared to a post-apocalyptic courier. The main character works for an organization called Bridges as a courier - due to the realities of the world, this occupation has become extremely dangerous. Sam loses his motorcycle at the beginning of the game. However, you will be able to get other vehicles later.

It is worth noting that Sam is unique in many ways. He has supernatural DOOMS abilities. In his particular case, they relate primarily to the fact that he can detect BTs presence, even if he doesn't see them. In the later part of the game, we learn that Sam's blood and body fluids also have unique properties.



One of the unusual things about Sam is that he is referred to as **a repatriate**. When Sam dies, he ends up in an "underwater world" called **The Seam**. While controlling Sam's soul, we can find his body and bring him back to live.



## Bridge Baby



**Bridge Baby - BB** is one of the most important characters in the game. However, you won't know much about it at the beginning. This fetus, placed in a special capsule, was taken from a mother who experienced brain necrosis during pregnancy.

It is worth noting that some characters from the game treat BBs like objects, as a tool that allows them to travel safely. We learn that a fetus has a very short life span and that after their death they are replaced by another. This looks different for Sam because he becomes attached to his BB and tries to keep it alive.



A unique feature of BB is that it can "connect" with the world of the dead. This has real effects in the game - **the child allows you to detect BTs** meaning that they cease to be completely invisible to the main character. This makes avoiding and attacking BTs much easier.

An important element of the game is the need to take care of the BB. Exposing the fetus to stress will make BB cry. In extreme situations, the Bridge Baby can also develop a disease called autotoxemia. Fortunately, Sam has methods in calming the baby down and healing it.



The Bridge Baby is also related to **flashbacks** that are experienced throughout the game. They focus on the man played by Mads Mikkelsen. At first, these scenes seem hard to understand. However, this state changes in the later parts of the game. Later, we learn more about the man from flashbacks and even meet him several times. At the end of the game we can watch the complete memory.

## President Bridget



When the game starts, **Bridget Strand** is still the current president of the United Cities of America. She is also the mother of the main character, although we learn that he hasn't seen her for 10 years.

The first meeting with Bridget has a very depressing character - the woman is on her deathbed. We learn that Bridget has cancer and that the current state of the disease can't be treated anymore. The dying woman asks Sam for help in unifying the UCA and appoints her daughter, Amelie, to be the next president.





In addition to the president, we also meet a few other friendly characters. Besides the mentioned **Fragile** (representing the interests of Fragile Express), we also meet, e.g. **Die-Hardman** (leader of Bridges, and a person who directly took orders from the late Mrs. President) and **Deadman** (formerly a coroner, now a person looking after BBs and leading research on the BTs).

## Amelie and Higgs



**Amelie Strand** is the sister of the main character and one of the more mysterious characters of *Death Stranding* - her body has stopped aging and she can meet Sam on the Beach. During the first conversation with her, we learn that her expedition reached Edge Knot City where she was taken prisoner by members of the Homo Demens group. The woman asks the protagonist to get to Edge Knot City and free her so she can take office as President and continue the vision of rebuilding America started by her mother.



The aforementioned **Homo Demens** is a separatist group opposing the UCA. The most important character associated with this grouping is **Higgs**, who hides his face behind a golden mask. This man appears repeatedly in the opening chapters, and the game suggests that he is one of the main antagonists. As the campaign progresses, we learn more about Higgs, his relationship with Fragile, and his true identity.

## Beach



**Beaches** are a unique location in the game - this is where the souls of the dead go. Each beach is individual to the person with whom it is connected. Beaches of different people can also connect and this happens, for example, if they died in the same place. A unique feature of the main character and some other characters is that they can travel between the Beaches and the world of the living.

The Beaches are mentioned first during a conversation with Amelie's hologram. Sam learns that her body is still on the Beach and that she has stopped aging. During the game, Sam meets Amelie on her Beach. Its characteristic feature are dead whales (they were washed up on the shore and couldn't return to the water). We learn more on the significance of Amelie's Beach, as well as her state near the end of the game.



## Chiral Network



The expansion of the **Chiral Network** is one of the main themes of *Death Stranding*. It can be defined as a futuristic version of the Internet. Facilities that have joined the chiral network can share knowledge or communicate with each other.

It is worth noting that not every character met during the game wants to join the network and thus become part of the UCA. Some NPCs will ask Sam to earn their trust first. We join new facilities to the network by using an unusual necklace - Q-Pid.

## Other players' worlds

In *Death Stranding*, the interpenetration of player worlds isn't a phenomenon that remains unexplained. The multiverse appears several times during the campaign. It means a scenario where an infinite number of dimensions exist. In the game, these dimensions can mutually blend and interact with each other. We can find traces of the presence of other players and leave messages and objects that will be found by others. However, we will never meet other players directly.

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## What is the strand theme about?

While playing *Death Stranding*, you will notice the importance of the so-called strand theme - the connection between the player and the NPCs as well as other players. The following chapter will help you with this aspect of the game.

The game's world is built in such a way that all non-player characters live their own lives, and time flows continuously. This means that if you have a specific task to perform, postponing it can lead to failure.

**Spoiler:** The strand theme was explained by Hideo Kojima during a discussion organized by the Garage Museum of Modern Art. As an example, he cited the task of delivering medicaments to a sick man. If you don't deliver them fast enough, that man will die.

This means that the plot will evolve depending on which characters survive.

The same goes for the connections between players. *Death Stranding* doesn't offer a standard multiplayer mode. The presence of other players, however, is visible in the game world. They leave behind different traces.



# Bosses

## Squid

This page of the guide to *Death Stranding* has a **description of the boss fight with a squid**, the big BT that appears at the end of the second chapter.

Our walkthrough has tips on how to defeat the creature effectively.



This enemy isn't a real squid. It is a large BT, which in appearance most resembles a squid.

The boss fight takes place **at the end of** the second episode (**Amelie**), after reaching Knot City port during **order #14** - Aid Package Delivery: Port Knot City. The battle will begin soon after you have left towards the place where you board the ship. **Higgs** appears and he creates a large BT. You will get a mission to defeat the squide - Order No. 16 - Elimination: BT.



**Use Hematic Grenades to kill the squid.** If you have any, you can start using them right away. Always throw only one grenade. After hitting the squid, wait until it submerges into the liquid and moves to another place. Then, throw another grenade.



**If you don't have Hematic Grenades, you will find them in this area** - use the scanner for quick detection. There will be more of them if you play online because some grenades may be the ones left by other players.



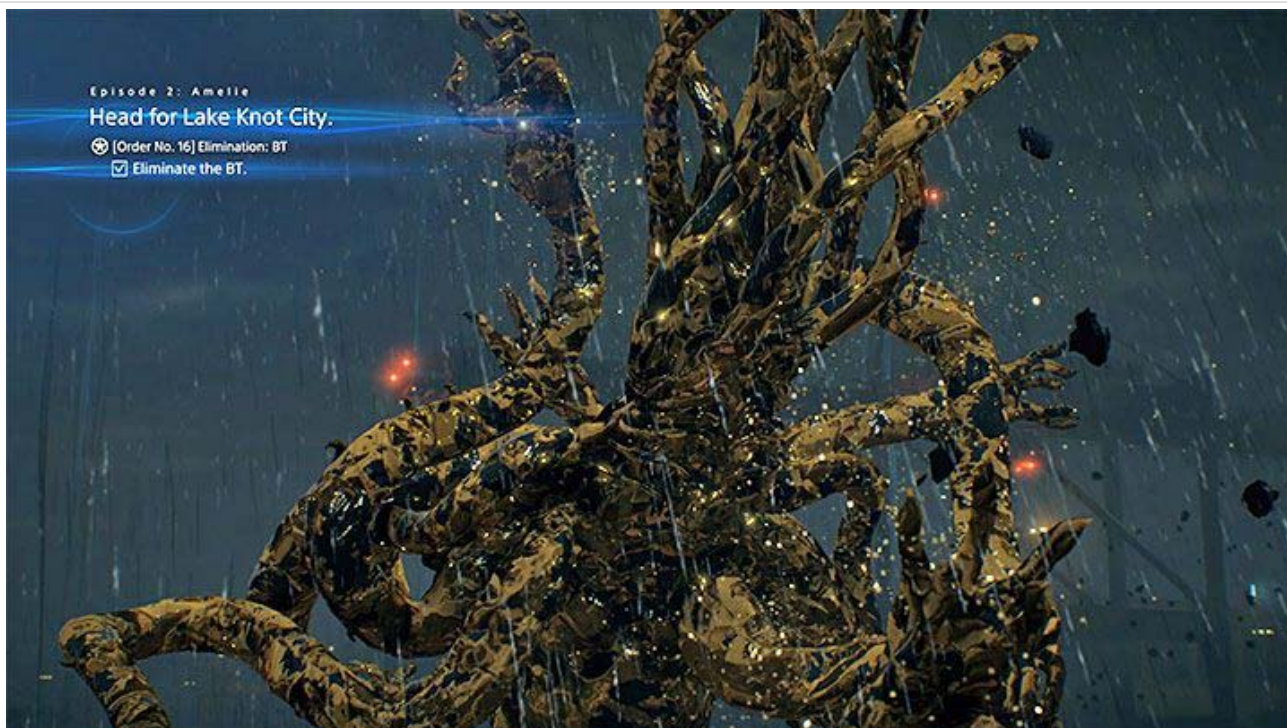


**During this battle, move between the roofs of partially flooded buildings.** The hero moves much slower moving in the black goo - this can make it easier for the squid to catch him. Don't try to stay on the same roof the whole battle because the monster can sink that building.



**The squid can attack with tentacles and charge at you.** You can avoid the tentacles by throwing Hemetic Grenades from a safe distance. A universal solution to the monster's charges is to climb the rooftops.





**The fight will end after the squid loses all health bars.** You will get *We Need You* trophy. Don't forget to also collect the Chiral Crystals left by the monster.



The squid described above isn't the only one that can be encountered during the game. **You can also meet other large BTs.** The easiest way to initiate a fight with them is to get caught by levitating BTs.

Squids encountered during free exploration are weaker and **fighting them is optional.** Of course, you can eliminate them with Hematic Grenades, but if you don't want to use them (or don't own them in your inventory), you can run away. If you manage to get out of the goo and move away from the monster, it will stop chasing Sam.



## Four-legged beast

One of the opponents in Death Stranding is a four-legged beast, which is simply called a BT (Beached Thing). It looks like a huge dog or a lion, made of greasy sticky slurry liquid. You will encounter this monster during the fifth chapter of the game, after completing the **Order No. 46** - Mama Delivery: Mountain Knot City.

Remember that this creature will also appear as an ordinary opponent at different moments of the game. However, it is much weaker, which makes it easier to defeat.



The beast will seem huge during interludes, but its size decreases significantly in the final battle. Fortunately, the four-legged monster is still quite large, which makes it easier to hit it with grenades.

Remember that the animal is very fast. **Hematic Grenade** and **Anti-BT Handgun** are the perfect weapons to defeat it.



Your character may have trouble with maintaining balance while Mama's resting on your back. So try to always stand on some buildings/cars to avoid falling into the tar.



As the beast is quite large it is best to attack it when it's focused on a specific target. This will allow you to aim directly at monster's mouth. Also, the enemy won't avoid any of your attacks.





One of the skills of a four-legged beast is a charge. It runs up to the hero and grabs him. Then the beast throws Sam to another place. You can avoid this attack or use this time to damage your opponent. During the charge, the beast cannot dodge or evade any of your attacks.



The monster's second skill is the availability to hide in the tar. In this way, the monster disappears from the battlefield for a moment and appears at another, least expected spot.





The third attack (and hardest to avoid) is a ray beam that throws the hero off balance.



The beast is not a difficult opponent. You just have to avoid its attacks. Then, attack the monster when it focuses on its target. A few successful strikes should destroy the monster and allow you to continue your journey.



## Clifford Unger in Chapter 4

On this page of our guide to *Death Stranding*, we have described **the first encounter with Clifford Unger** that takes place in Chapter 4 of the game. This confrontation can be classified as a boss fight. The meeting takes place on the battlefield of the **1st World War**.



The initial part of Chapter 4 has a very linear course. You must ultimately reach the place where a cut-scene will be displayed that shows **Clifford Unger** (the game still uses the name of Combat Veteran and the Mysterious Man). Only at this point the hunt for Unger will begin.



Before you even start attacking the boss, use a scanner to collect as much **supplies from the area** as possible. Get interested in blood bags, firearms and grenades. In this chapter, you may exceptionally use lethal weapons. You can select any of them (for example, an assault rifle) to attack the boss.





You have to move through the trenches and look for Unger. An **antenna** will help you locate him - it always turns (indicates) to the place where the boss and his vanguards are currently staying.



Once you have found your enemies, always focus on **identifying and attacking Unger** - by weakening him enough you will push away the whole group.





After you have weakened Unger sufficiently, he will move to another place on the map. Then, the whole cat and mouse chase will restart. You have to defeat him **four times** in total. This will activate a new cut-scene. After that, Chapter 4 will end.

## Clifford Unger in Chapter 7

On this page of our guide to *Death Stranding*, we have described the second encounter with **Clifford Unger** boss that takes place in Chapter 7 of the game. The duel with the boss will take place in the ruins of a city that was the battlefield of **World War II**.



As in Chapter 4, you have to reach the place where you will witness a cut-scene that shows **Clifford Unger** (the game will still use the name of Combat Veteran and The Mysterious Man). It'll happen soon after you get out of the sewers. Only then will the new hunt for Unger begin.



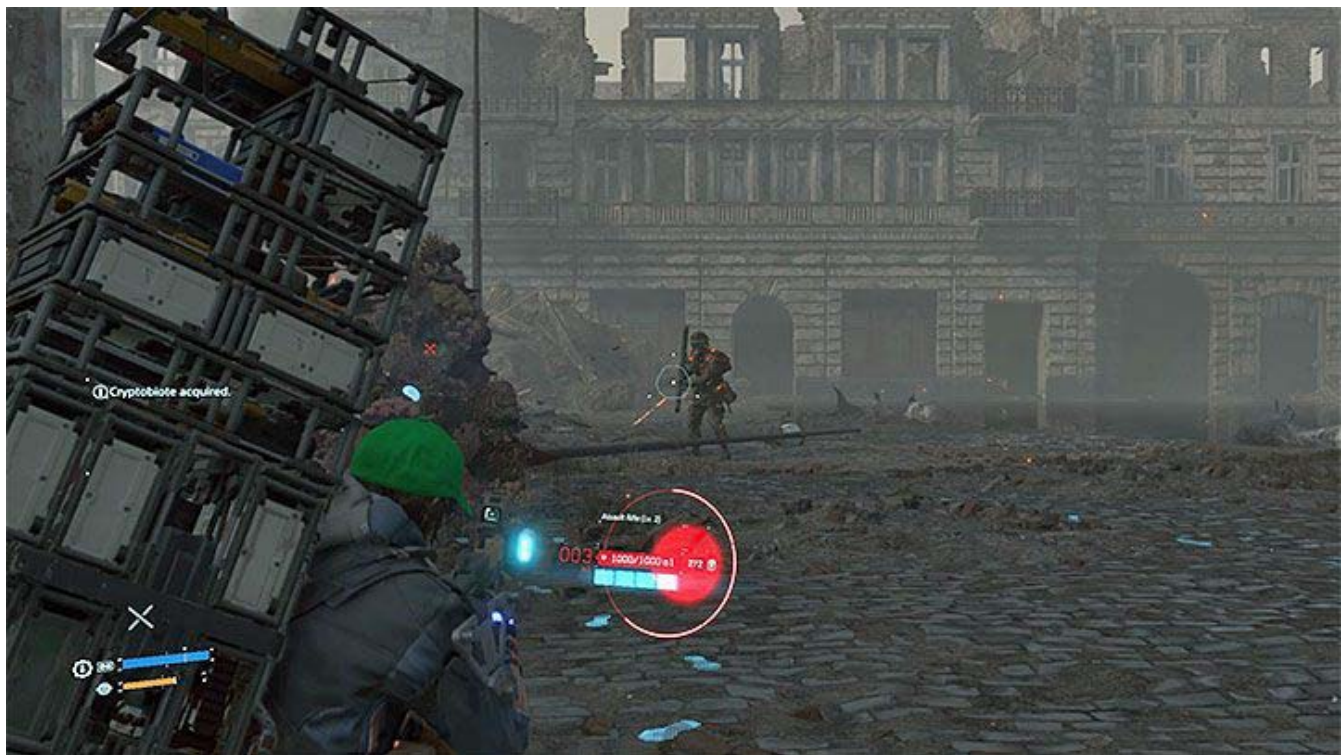
Before you even start attacking the boss, use a scanner to **gather as much supplies from the area as possible** (some of them you could find on your way to the sewers). Get interested in blood bags, firearms and grenades.





You have to travel through a ruined city and look for Unger. An **antenna** will help you locate him - it always turns (indicates) to the place where the boss and his vanguards are currently staying.

Once you have found your enemies, always focus on **identifying and attacking Unger** - by weakening him enough you will push away the whole group. Unger will be more durable than in Chapter 4, but you can get cover and hide behind sandbags or building walls while attacking him.



When hunting, watch out for Unger and his men as well as soldiers with rocket launchers. Deal with them on an ongoing basis so they won't cause any additional threat.



After you have weakened Unger sufficiently, he will move to another place on the map. Then, the whole cat and mouse chase will restart. You have to defeat him **four times** in total. It will launch a new cut-scene. After it, chapter seven will end.



## Clifford Unger in Chapter 11

On this page of our guide to *Death Stranding*, we have described the third and final encounter with **Clifford Unger** boss that takes place in Chapter 11 of the game. The confrontation with the boss once again takes place on the battlefield, this time in the jungle village during the **Vietnam War** period.



Similarly to Chapters 4 and 7, you have to start by moving to the destination and watch an introductory cutscene that shows **Clifford Unger** together with his vanguards. Only then will the new hunt for Unger begin.



Before you even start attacking the boss, use a scanner to collect as much **supplies from the area** as possible. Get interested in blood bags, firearms and grenades. It's also worth to pick up and equip armor plates that may reduce received damage.





You have to travel through the jungle and look for Unger. An **antenna** will help you locate him - it always turns (indicates) to the place where the boss and his vanguards are currently staying.

The unique feature of this battle is that **you can hide in high grass**. This will allow you to avoid common soldier units and sneak into places where Unger is staying.



Once you have found your enemies, always focus on **identifying and attacking Unger** - by weakening him enough you will push away the whole group. You can recognize the boss by the lines sticking out of his back.

Unger will be even more durable than in previous duels. Be aware that a single attack may not be enough and the boss may escape to another spot.





This confrontation poses a greater risk of serious injury, but fortunately you don't have to rely solely on blood bags. There are **cryptobiotics** lying in the area and you can pick up any number of them in order to regain your full health.



After you have weakened Unger sufficiently, he will move to another place on the map. Then, the whole cat and mouse chase will restart. You have to defeat him **four times** in total. After that a new cut-scene will launch - you have completed Chapter 11 of the game. This was the last battle with Unger in the game.

## The giant

One of the opponents encountered in Death Stranding is a giant which is simply called BT. The hero sees him at the beginning of the story. However, we face this enemy in chapter 9.

You encounter this monster in the ninth chapter, **during order #63**.



The enemy is giant and very tall. However, it has very limited movement which makes it an easy target. The ideal weapons to fight it are **Hematic Grenades**, **Remote-Detonation Grenade Launcher** and **Anti-BT Handgun**.





If you have a rocket launcher, aim for the giant's chest. This way you will the biggest damage.



Each attacked body part will turn red. You can focus your fire on the bleeding parts.



The giant is very static. However, it can attack you by sending other BTs. Avoid them.



If you do not have a rocket launcher, try using **Hematic Grenades**. They are perfect against BTs.





You can throw grenades at the enemy's feet. Thanks to this, you won't risk additional damage and you will be able to constantly attack the enemy.



The giant isn't difficult. You only have to avoid BT and find the right moment to attack. A few successful hits should be enough to defeat the monster.

# Higgs

Higgs is one of the opponents in Death Stranding. He is a human which means that fighting him will be different. The hero sees him from the beginning of the story.

However, we face this enemy in chapter 9, **during order #64**.



The first thing you need to do is pick up the cargo lying on the ground and then find your opponent. Your task is to throw the cargo at him.





The cargo is scattered all over the place, but it is best if you always have one with you. This will make it easier for you.



If you run into the enemy, just throw cargo at him. Then get close to Higgs and hit him with your fists.



Higgs can teleport. He uses this not only to run away from you but also to attack you from behind.



To stop and weaken your opponent, attack him with your fists. This will reduce his chances of escape.





Pick up cargo again and throw it at Higgs - this should start the next phase.



The last phase is significantly different from the previous fights in the game. You have to keep hitting the enemy and defend against his strikes. Your movements are limited by the hero's stamina. Give him some time to rest so he can do even more damage.

## The whale, big fish

The last boss in Death Stranding is a big fish which is called simply BT. You face this monster in the twelfth chapter of the game, during **Crytobiote Delivery: Capital Knot City Isolation Ward** mission.

The fish is huge and quite fast. Despite this, it is quite easy to hit due to its size. The ideal weapons to fight it are **Hematic Grenades**, **Remote-Detonation Grenade Launcher** and **Anti-BT Handgun**.



Try to stand on solid ground. Its main attack is jumping suddenly out of the water and landing on the hero. This can easily throw you off balance.





A rocket launcher is perfect for this opponent. Thanks to it, you can shoot the boss when it emerges from the water.



Despite the fact that the fish is quite agile, its attacks are rather slow. You can use this opportunity to deal as much damage as possible.



The fish isn't difficult. You only have to avoid BT and find the right moment to attack. A few successful hits should be enough to defeat the monster.



# Collectibles

## Memory Chips

You can find **56 memory chips** in Death Stranding. These are collectibles (collector's items) that you need to get in order to unlock the platinum trophy in this title. For collecting all memory chips you will get the Fount of Knowledge trophy which is required for obtaining the platinum trophy in Death Stranding.

### How to collect Memory Chips?

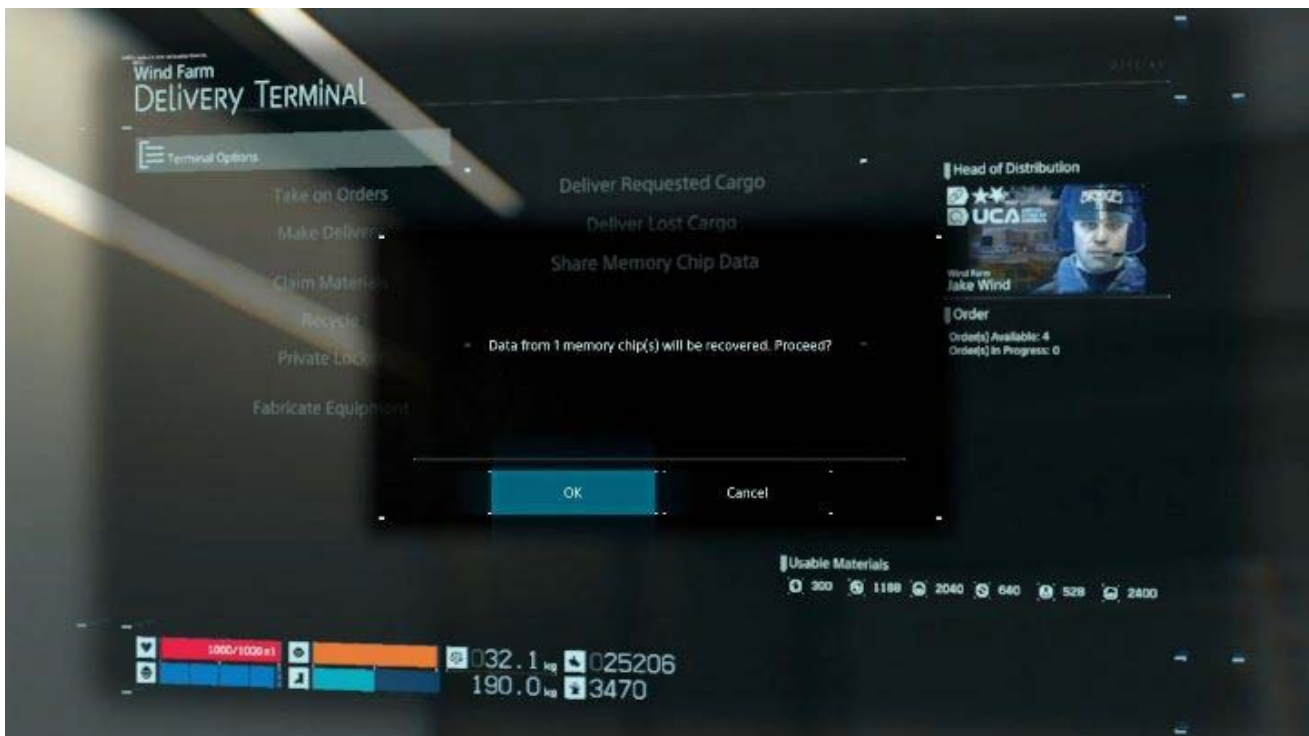


To properly collect a memory chip to your in-game collection you have to pick it up as any item and then take it to the terminal. This way you will get the memory chip.

## How to unlock memory chips?



Memory chips are not marked on the map. You can discover them by using a scanner and reading e-mails. Some of them will show you the way to collectibles, so it may be a bit easier from time to time.



It's best to collect memory chips after you have completed the game. Once the story is over, you don't have to worry about anything, you'll have all the gadgets you need. Also, you'll be able to easily deal with enemies that may stand in your way.



## How do I know if I collected a memory chip?



To check the list of all currently collected memory chips you have to open the settings window. All you have to do is check the proper option in settings and then select the memory chips section. This way you will find a list of all 56 collectibles. You will be able to evaluate what you are missing.

# All Memory Chips locations

## Frame Arms: Byakko



The first memory chip can be found near the **Waystation West of Capital Knot City**.



All you have to do is get close to the boundaries of the location. Then, when you use the scanner, you will see a memory chip - Frame Arms: Byakko.



## Frame Arms Girls: Byakko



Another memory chip can be found in the vicinity of **Wind Farm**.



When you get close to the location, use the scanner. Right next to one of the fences you should see a memory chip - Frame Arms: Byakko.

## Frame Arms: Kagetora



A third memory chip can be found in the **Lake Knot City** area.



There's a truck in one of the entrances to the building. You got to get on it to obtain the memory chip - Frame Arms: Kagetora.



## Frame Arms: Genbu



You can find the fourth memory chip near the **Weather Station**.



Memory chip is located right underneath the weather antenna. Get close to it and you'll obtain Frame Arms: Genbu.



## Frame Arms: Mingwu



The fifth memory chip can be found near the **Mama's Lab**.



There's a small tunnel near the lab. Get close to it and obtain - Frame Arms: Genbu.



## Frame Arms: Mingwu



The sixth memory chip can be found at **Mama's Lab**.



You'll find a car near the lab, there's a collectible lying on it.

## Prime 1 Studio 1/2 Scale Ludens Statue



The seventh memory chip is near **Mountain Knot City**.



Keep moving north until you see snow columns. The memory chip is between them.



## Sentinel 1/6 Ludens Action Figure



The eighth memory chip can be found between the Photographer and the Doctor.

## Max Factory Ludens figma



The ninth memory chip can be found in the area around **the distribution center, which is located south from the South Knot City.**



Max Factory Ludens figma can be found in a crater full of rubble.

## Good Smile Company Nendoroid Jumbo Ludens











In a small cave you will find another memory chip.

## Godzilla



The twelfth memory chip is near **Mountain Knot City**.





You can find this object after completing chapter 6.

## The Walk



The thirteenth memory chip can be found near First Prepper.



This object will appear only after receiving "Food Tastes Better When You're Up High!" message.

## Matango



The seventeenth memory chip can be found in the Elder area.





On one of the rocky hills you will find a memory chip - Matango.

## Stand By Me



The fourteenth memory chip can be found near the **Lake Knot City**.





This item will appear only after you have received the "Something Glowing Down in the Crater..." e-mail.

## The Seven Samurai



The eighteenth memory chip can be found near **the Waystation West of Capital Knot City**.





The Seven Samurai memory chip can be found on a rock near the enemy camp.

## The Bridge on the River Kwai



The nineteenth memory chip can be found near Timefall around Mama's Lab.



The Bridge on the River Kwai is located on the west side of a broken bridge.

## Big Fish



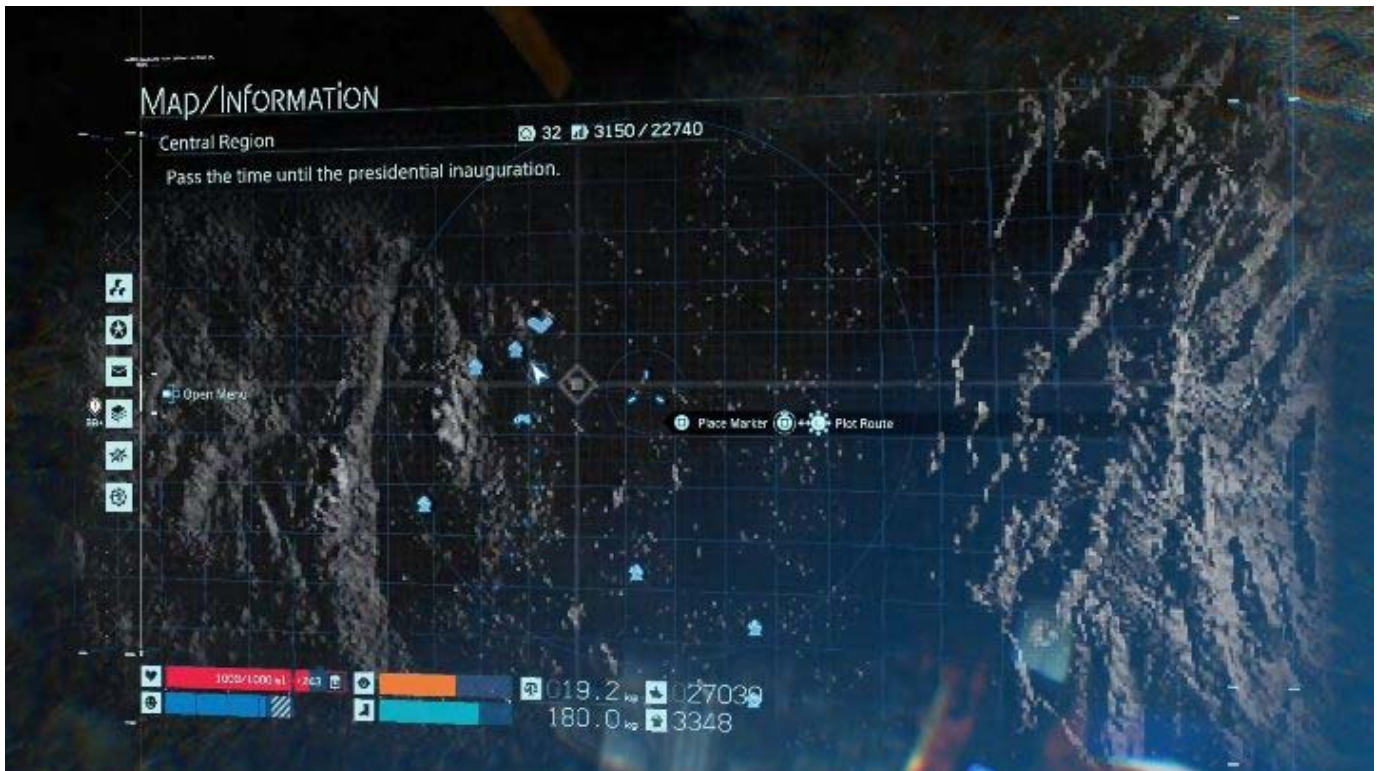
The fifteenth memory chip can be found near the **Port Knot City**.





You need to get to the top of one of the containers. Then, use a scanner and find the whereabouts of another memory chip.

## Fright Night



The sixteenth memory chip can be found in the **Ruined Shelter** area.









Dr. Strangelove is located in a heart-shaped lake. On one of the shores.

## The Seven Samurai



The eighteenth memory chip can be found near **the Waystation West of Capital Knot City**.



The Seven Samurai memory chip can be found on a rock near the enemy camp.

## Eggshell Carving



The twenty-first memory chip can be found in the area of **Lake Knot City**.





Eggshell Carving can be found in the enemy camp.

## Glasscraft



You'll find the 22nd memory chip east of Craftsman.





Step away from the enemy camp and enter the rocky wilderness. That's where you'll find the memory chip.

## Coffee Cup



Twenty-third of the memory chip can be found near Timefall Farm.





You will find the Coffee Cup in the MULE tent on the right side of the camp.

## Soap Bubble



Twenty-fourth memory chip can be found near Timefall Farm.



You will find the memory chip in the Timefall Farm. It is located on the roof, next to one of the fences.

## Frozen Soap Bubble



The twenty-fifth memory chip is near **Heartman's Lab**.





This collectible is located on a tall cliff.

## Dandelion Seeds



The twenty-sixth memory chip is near **Spiritualist** location.





You can find this object after completing chapter 8.

## Wine Glass



The twenty-seventh memory chip can be found in the **Mountaineer** area.





You will find this item halfway to the top of the mountain.

## Pottery



Twenty-eighth memory chip can be found near Mama's Lab.





You need to get to the tower, right behind the lab, to get the collectible.

## Snow Crystal



The twenty-ninth memory chip is near **Mountain Knot City**.





This object is right in front of the building.

## Fused Silica



The thirty memory chip is near **Paleontologist**.



This object will only appear after receiving "Much Respect to Porters Everywhere!" message.

## Reverse Trike "Ride"

You'll find the thirty-first memory chip near the **Weather Station**.

This item lies under the waterfall.

## Honda NSR250R



You will find the thirty-second memory chip in the Craftsman area.





You'll find the memory chip in the enemy camp.

## Honda Rebel 500



Thirty-third memory chip can be found near the Timefall Farm.







You'll find the memory chip in the enemy camp, on the couch.

## Triumph Street Triple RS



Thirty-fifth memory chip can be found at the garbage truck, in one of the containers.

## Yamaha MT-09



You will find the thirty-sixth memory chip in the **Craftsman** area.



You will find this item in the enemy camp. It lies on the table.



## Yamaha RD500LC



The thirty-seventh memory chip can be found between the Distribution Center North of Mountain Knot City and the Waystation North of Mountain Knot City.



This item is in the enemy camp.



## Kawasaki Z1 (900 Super Four)



The thirty-eighth memory chip can be found between the Distribution Center North of Mountain Knot City and the Waystation North of Mountain Knot City.



This item is in the enemy camp.



## Kawasaki Ninja H2R



The thirty-ninth memory chip is near Exo-devo Biologist.



This item is in the enemy camp.



## Death Stranding/Low Roar



The forty-first memory chip can be found near the **Port Knot City**.



By the blue container, right next to the water you will find Death Stranding/Low Roar.



## Lucio Fulci's Horror & Thriller Compilation



The 42nd memory chip can be found near the **Capital Knot City**.





You need to get to the roof of the incinerator and pick up the Lucio Fulci's Horror & Thriller Compilation.

## Profondo Rosso Original Motion Picture Soundtrack



Forty-third memory chip can be found in the vicinity of **Capital Knot City**.





This collectible will be available only if you read A Weird Glowing Object in Capital Knot City e-mail. You will find the memory chip on the roof of the building it's called the Profondo Rosso Original Motion Picture Soundtrack.

## Thelma Original Motion Picture Soundtrack



Forty-fourth memory chip is located near Waystation North of Mountain Knot City.



You'll find this item in an abandoned building.

## dawn/SILENT POETS



Forty-fifth memory chip can be found in the **Musician** area.





You will find this collectible northeast of the Musician. dawn/SILENT POETS can be found under a huge arch made of rocks.

## Low Roar/Low Roar



Forty-sixth memory chip can be found near **Timefall Farm**.



It lies under a rock, near the bank of the river.

## 0/Low Roar



The forty-seventh memory chip can be found in the area of **Lake Knot City**.





The memory chip is located in an area where poisonous gas floats in the air. Put on an oxygen mask before you go in there.

## Once In A Long, Long While.../Low Roar



The forty-seventh memory chip can be found in the area of **Film Director**.



The memory chip is located in an area where poisonous gas floats in the air. Put on an oxygen mask before you go in there.

## God of War Original Video Game Soundtrack



Forty-nine memory chip can be found between **the Wind Farm and Distribution Center West of Capital Knot City**.





The memory chip is lying in the rock at the end of one of the paths. It's called God of War Original Video Game Soundtrack.

## Bronson Soundtrack



You'll find the 50th memory chip in the area of Waystation North of Mountain Knot City.





You'll find this memory chip on one of the rocky mountains.

## Valhalla Rising: Original Soundtrack by Peter Peter & Peter Kyed



The fifty-first memory chip can be found near the **Timefall Farm** location.





The collectible is located at the very top of the mountain.

## Nicolas Winding Refn The Wicked Die Young

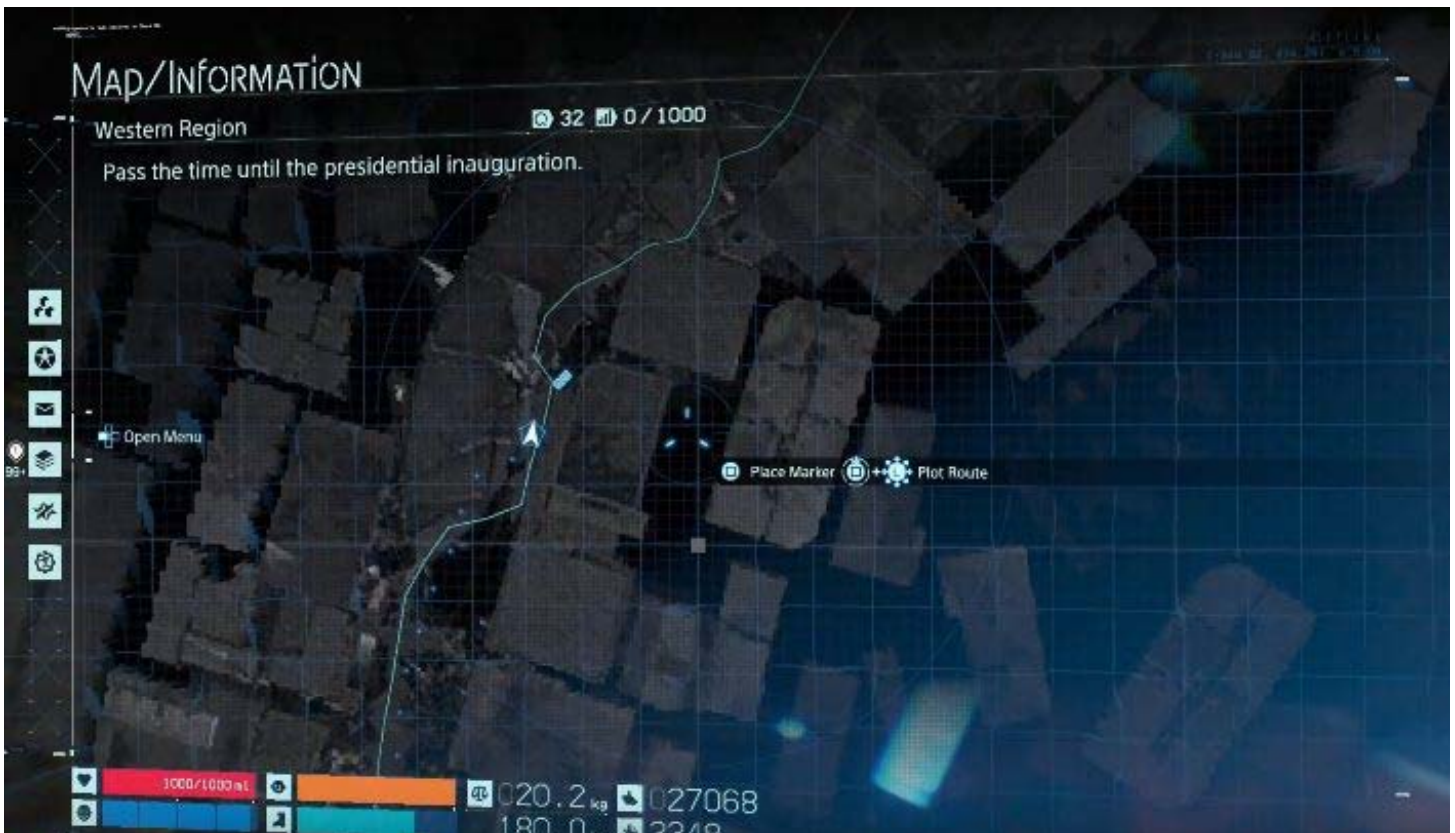


The fifty-second memory chip is near **Mountain Knot City**.



You will find this chip among the ruins.

## My Life Directed By Nicolas Winding Refn







You'll find fifty-third memory chip in vicinity of Edge Knot City.

## An Unknown Man's Journal Part 1



Memory chip no. 54 can be found in the area of Ruined Shelter.





The collectible is located near a crater.

## An Unknown Man's Journal Part 2



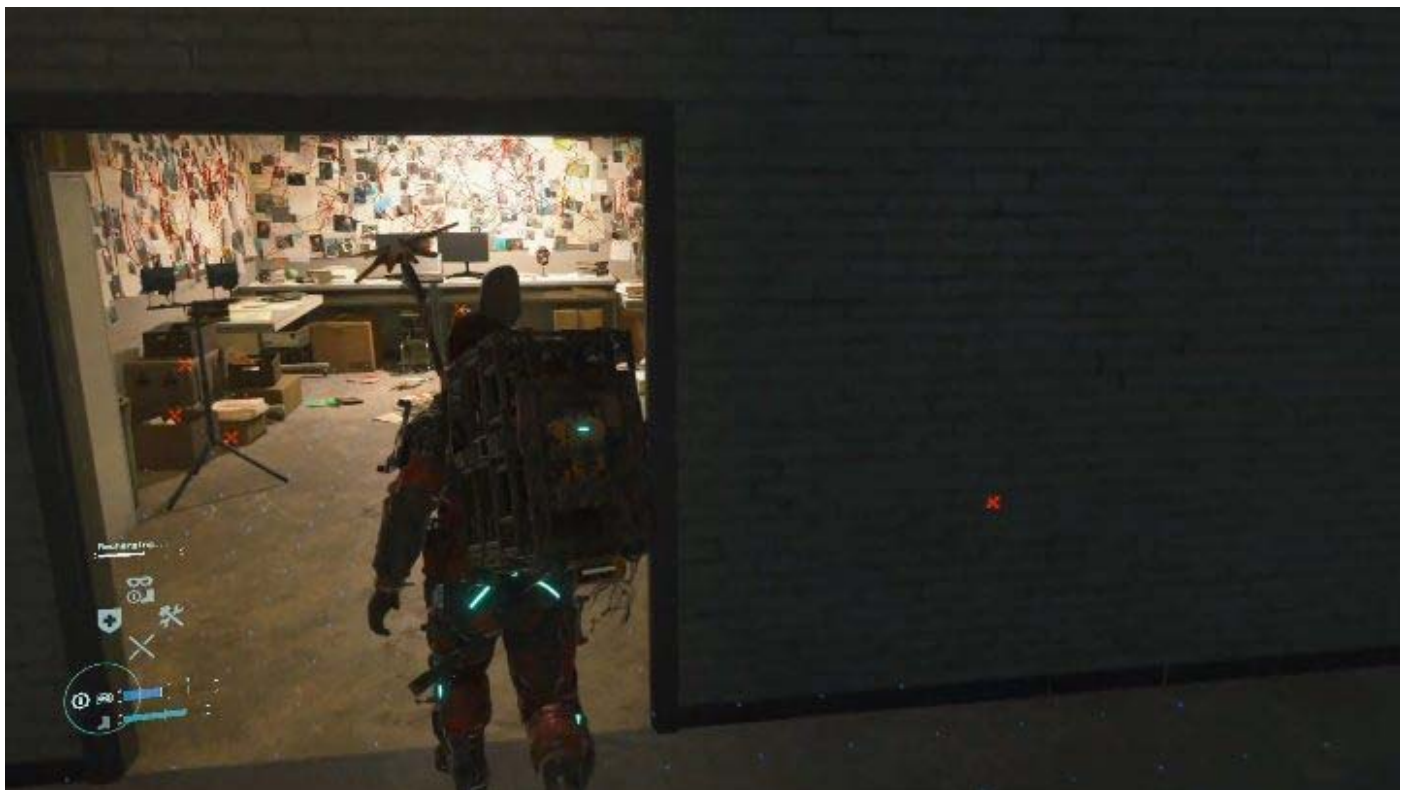
The fifty-fifth memory chip can be found near the **Junk Dealer**.





The memory chip is in the back of the car, that's located in one of the old streets.

## An Unknown Man's Journal Part 3



The fifty-sixth memory chip can be found after completing chapter 9 of the game, in Peter Englert.

# Trophy Guide

## List of trophies

This page is a **trophy guide** to *Death Stranding*. We have described all available trophies in details. Each trophy has a description of its requirements as well as our comment on how you can get it in the easiest way.

### The most important information about Death Stranding trophies

1. **Death Stranding has 63 trophies.** The vast majority of them are bronze - 59 of them. In addition, you can get 2 silver trophies, 1 gold trophy, and 1 platinum trophy.
2. **Getting the platinum trophy doesn't require a lot of skills, but is very time-consuming.** The storyline alone will take you around 50 hours. Getting all the missing trophies will at least double that time - prepare yourself to spend **more than 100 hours** with the game.
3. **The main campaign can be completed at any level of difficulty**, even the lowest one. There are no trophies associated with completing the game on a specific difficulty level. Things look different for the platinum trophy. In order to unlock **Birth of a Legend** trophy, you must play on the hard difficulty level. Fortunately, you can change the difficulty level during the game - if you want to, you can switch to hard only when you are focusing on premium deliveries.
4. **Some trophies require you to be online, but you don't need PS+ subscription.** It is only important to be logged in to the game's servers, e.g. to exchange likes and items between players.
5. **Some of the trophies force you to grind.** This is true mainly for trophies like **Best Beloved** in which you need to reach the maximum connection level with all facilities. Fulfilling this requirement takes a lot of time, even if you are using various methods to increase the connection level.
6. **You can't miss any of the trophies.** You can get the trophies during the main campaign or after you have completed it - in the endgame phase. We recommend that you read the trophies descriptions in our trophy guide. If you start to focus on particular activities at an early stage of the game (e.g. building a positive relationship with BB or completing standard orders) then you will be able to save a lot of time.
7. **The collectibles are part of the platinum trophy**, but fortunately, the game has only one category - memory chips. More information about them in a separate chapter.



## A Baby Blessing



**Trophy type:** bronze

**How to unlock:** Get a like from BB.

**Commentary:** The main character can receive a like from the Bridge Baby by making it laugh / happy. The easiest way to do this is by running with the baby and jumping (you can jump higher when you put on an exoskeleton) - remember not to stumble because the effect will be reversed and BB will be stressed out.

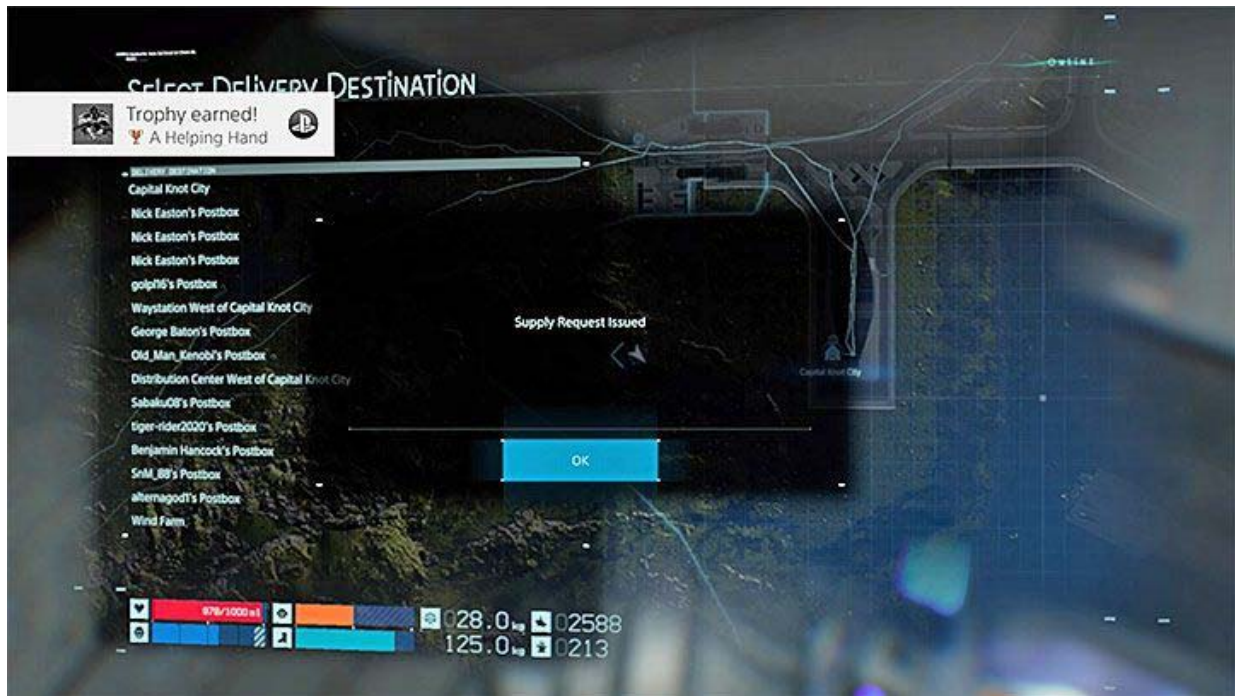
## A Helping Hand



**Trophy type:** bronze

**How to unlock:** Make the first order.

**Commentary:** Supply Requests become available after completing order #9. Interact with the terminal and select the appropriate option from the list.



To unlock this trophy, you can order an item (e.g. boots) and choose any destination. The trophy will unlock immediately, not after the request is completed.

## A New Day For The UCA



**Trophy type:** bronze

**How to unlock:** Connect the first branch of the UCA.

**Commentary:** You can't miss this trophy because it is related to the main storyline. As you progress through the main story, you will expand the range of the network by joining new locations to it. You should receive this trophy during order #4 (Smart Drug Delivery: Waystation West of Capital Knot City).



## A Shout In The Dark



**Trophy type:** bronze

**How to unlock:** Shout and get the answer for the first time.

**Commentary:** You can shout by pressing the touchpad. Use it in various locations until you get an answer from "the other Sam". In order to get the trophy, you have to play **online** as the answer will actually come from another player.

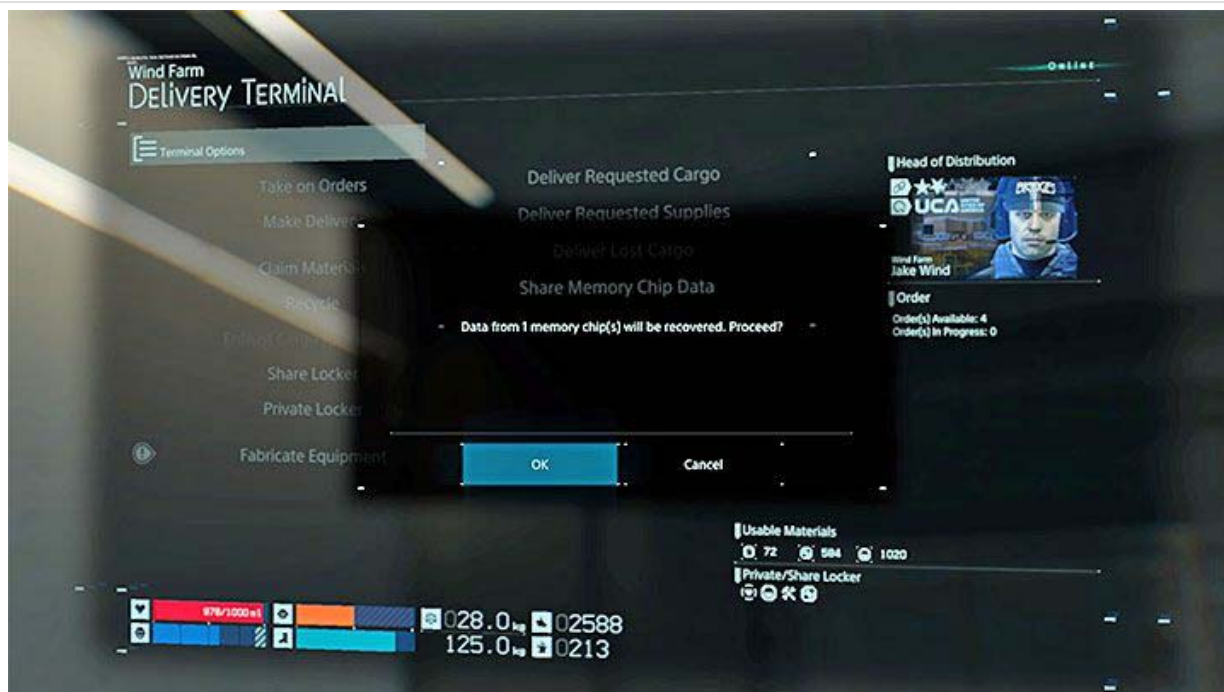
## A Thirst for Knowledge



**Trophy type:** bronze

**How to unlock:** Get your first memory chip.

**Commentary:** This is one of the trophies associated with memory chips, the collectibles. All the most important information about them can be found on **What are memory chips for?** page page in the **FAQ** section. Just to remind you - media chips can be found during free exploration.



Picking them up isn't enough. Any media chip is initially unidentified - you need to restore the data stored on it. You can do this in any facility. You will receive the trophy after restoring the first memory chip.

## All Roads Lead to the UCA

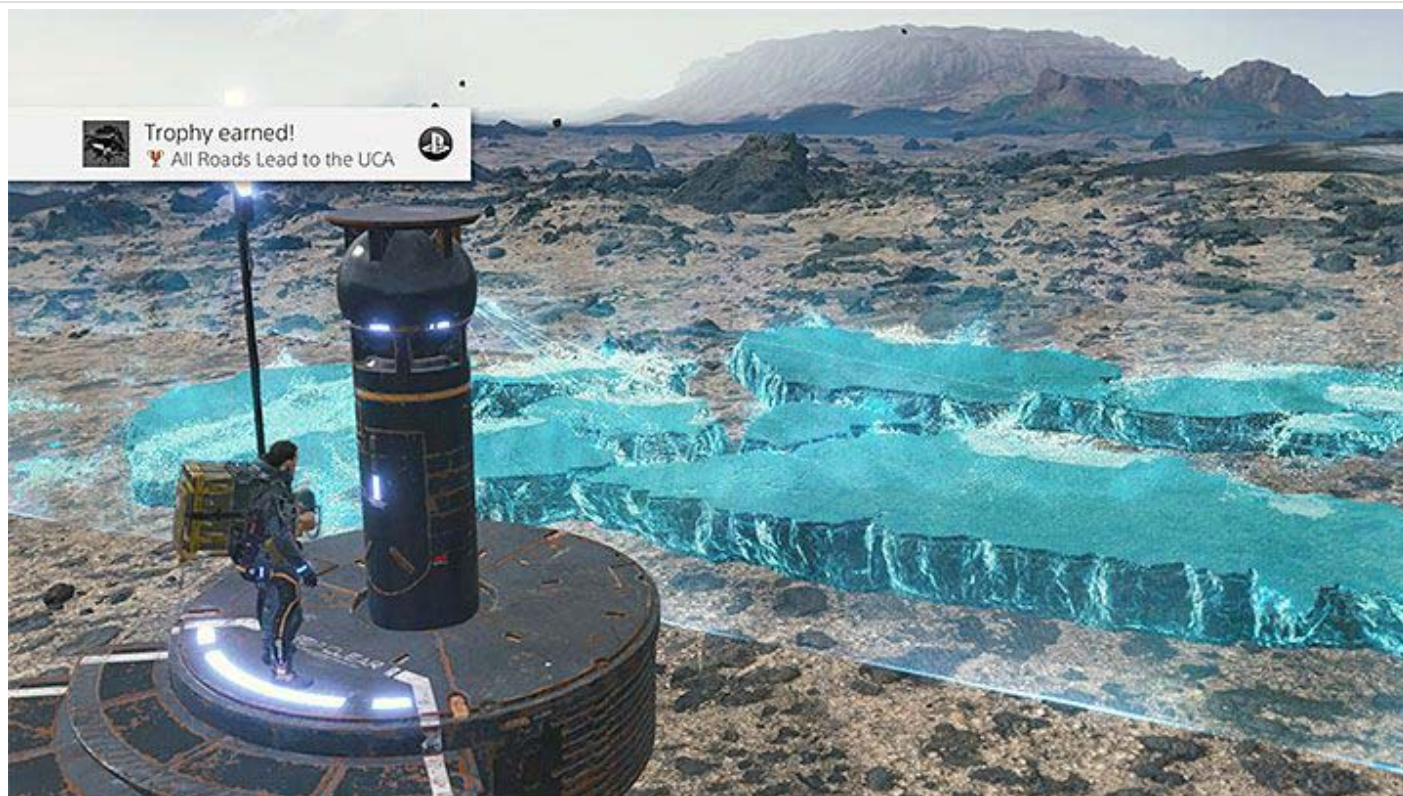


**Trophy type:** bronze

**How to unlock:** Build the first road.

**Commentary:** You can't miss this trophy because it is related to the main storyline. You build your first road during order #25 (Road Reconstruction). As part of this mission, Sam must take materials with him and bring them to the terminal where you can build a road.





You will receive the trophy after you hand over the materials and see the cut-scene depicting the new road.

## Any Porter in a Storm

**Trophy type:** bronze

**How to unlock:** Exchange something with another courier for the first time.

**Commentary:** This trophy requires you to meet another courier - they are NPCs found in the game's world. You have the biggest chance of meeting another courier by exploring the central region.

When you meet a courier, approach them. Send them at least one like and place any item from the inventory on the ground. Wait for the NPC courier to pick up the item. Keep doing this until you receive an item from this courier. Pick it up to unlock the trophy.



## Apprentice Builder



**Trophy type:** bronze

**How to unlock:** Build the first structure (sign, ladder, climbing anchor).

**Commentary:** You can craft any item. Making a sign is the best option because it doesn't consume any resources. Hold **L1** and press the **Triangle** to display the menu with a list of available signs.



Select any sign from the list. The trophy is unlocked as soon as the sign appears in the game world.



## BB...

**Trophy type:** bronze

**How to unlock:** Complete chapter 4: Unger.

**Commentary:** You can't miss this trophy because it is related to the main storyline.

## "BB"

**Trophy type:** bronze

**How to unlock:** Complete chapter 7: Clifford.

**Commentary:** You can't miss this trophy because it is related to the main storyline.

## BBs: A Bridge Between This World and the One Beyond

**Trophy type:** bronze

**How to unlock:** Complete chapter 6: Deadman.

**Commentary:** You can't miss this trophy because it is related to the main storyline.

## Best Beloved

**Trophy type:** silver

**How to unlock:** Reach the maximum connection level with all locations.

**Commentary:** This is an extensive and much more time-consuming version of the **Well Connected** trophy. You need to reach the maximum connection level (five stars) with each of the 39 facilities in the game world. This will take you a lot of time. However, you can accelerate your progress by doing premium deliveries that reward you with much more likes. Try to also complete all premium deliveries with S rank.

## Birth of a Legend

**Trophy type:** bronze

**How to unlock:** Complete 10 premium deliveries with a "Legend" or "Legend of Legends" rating in each possible category.

**Commentary:** Check **What is premium delivery?** page in the **FAQ** section. In addition, we advise you to focus on **Growth of a Legend** trophy, which is a more complex version of Birth of a Legend trophy. More information can be found in the chapter dedicated to Growth of a Legend trophy.

## Boots Are A Porter's Best Friend



**Trophy type:** bronze

**How to unlock:** Change the boots for the first time.

**Commentary:** We have described this topic broadly in the **FAQ** chapter - What should I do if my shoes wear out? page. You have two options - you can craft new boots (in any ally location) or find new ones in the game world. In the latter case, the easiest way to get them is by defeating MULE. They often drop a new pair of boots (MULE Boots). Once the new boots are in your inventory, select them from the list and select Put On Footwear.

## Bring Back My Baby

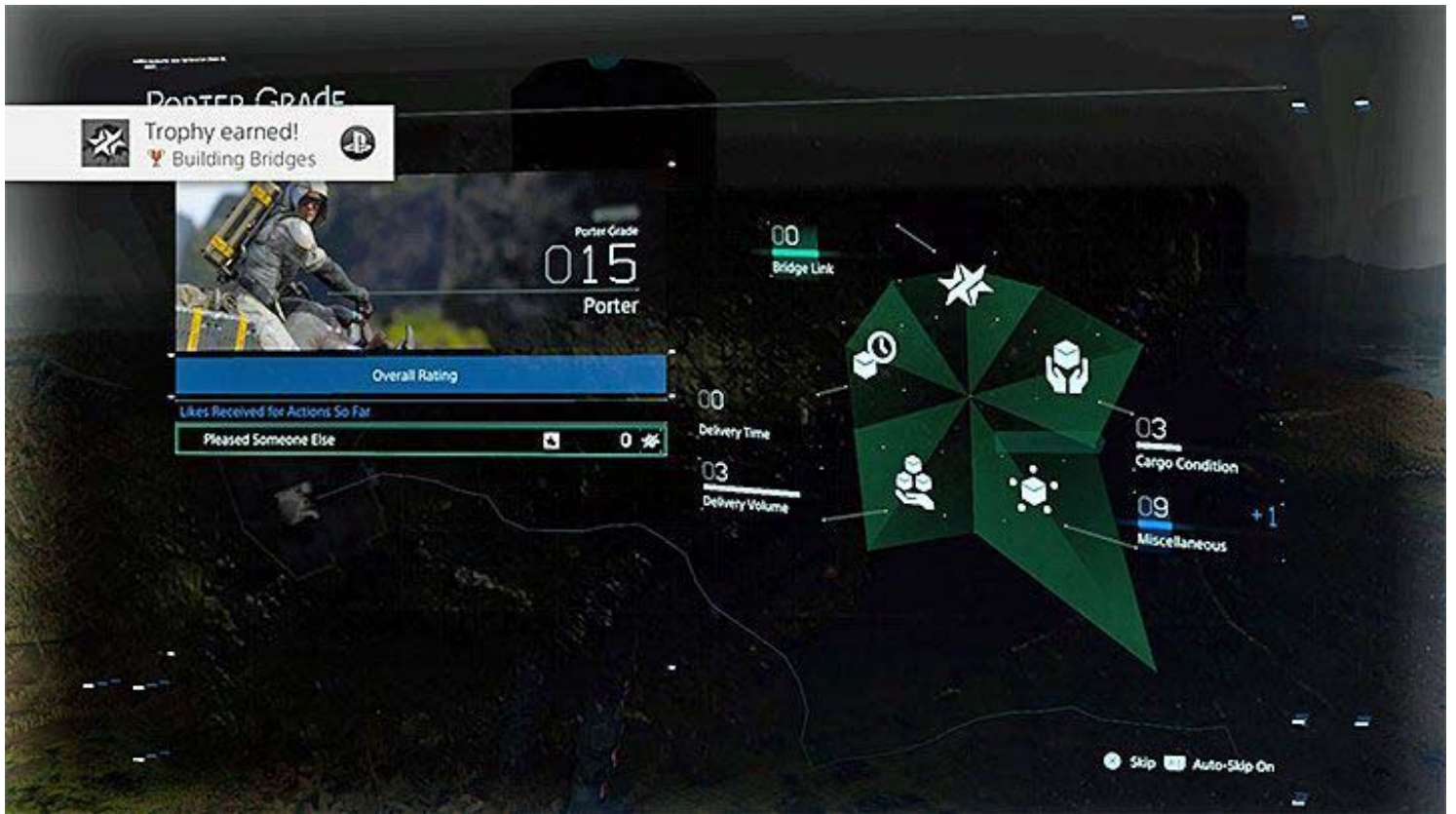
**Trophy type:** bronze

**How to unlock:** Complete chapter 11: Clifford Unger.

**Commentary:** You can't miss this trophy because it is related to the main storyline.



## Building Bridges



**Trophy type:** bronze

**How to unlock:** Achieve Bridge Links level 1.

**Commentary:** This trophy is related to the Porter Grade, which appears after you complete an order. You don't need to take any special action. Simply focus on the main orders - soon, your Bridge Links will reach level 1.

## Catcher Crusher



**Trophy type:** bronze

**How to unlock:** Defeat Catcher.

**Commentary:** Catchers are one of the Beached Things variants. These large monsters look like a squid. You can fight them when the main character is detected and captured by the BTs while passing through a location controlled by them.

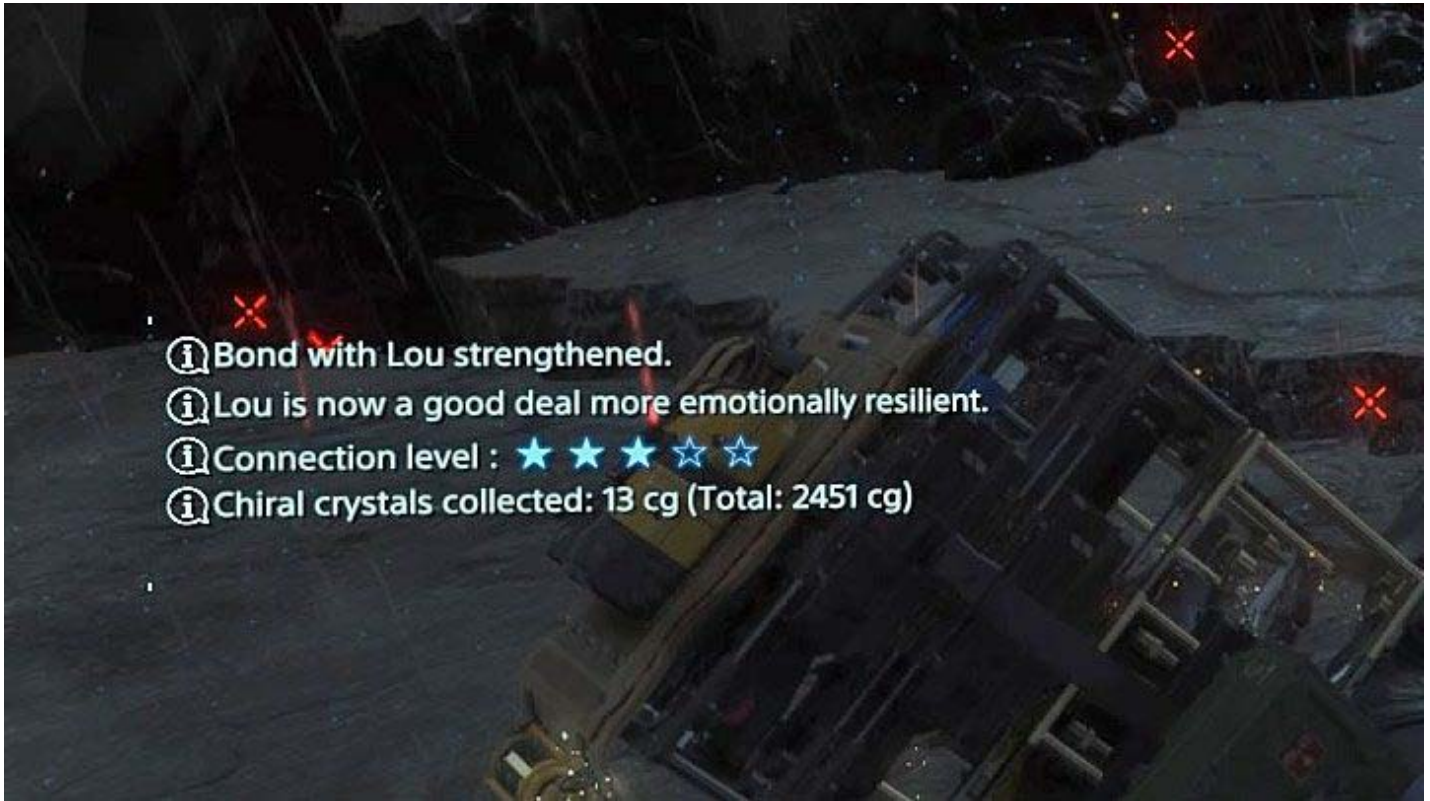
Wait with this trophy until you get Hematic Grenades - you unlock these items during the main storyline. Keep throwing grenades at a squid until its yellow bar is depleted.



The defeated monster turns into an exploding crystal - this is when you unlock the trophy.



## Childminder



**Trophy type:** bronze

**How to unlock:** Reach the maximum connection level with BB.

**Commentary:** Keep this trophy in mind from the very beginning of the game and perform as many actions as possible to increase the connection level. The maximum connection level is 5 stars. Every time the connection level changes, you will get a message on the screen (example in the picture).

You can increase your connection level with BB by:

1. Exploring the world together.
2. Running without stumbling and performing long-distance jumps (preferably while wearing an exoskeleton).
3. Calming the child after it gets scared or stressed out.
4. Interacting with the capsule with BB in the private room - try to do this every time you visit a private room.

Unfortunately, the connection level can also deteriorate. Avoid these situations:

1. Ignoring BB when its stress level rises - always remember to start the mini-game to calm the child.
2. Causing BB to get autotoxemia - focus on the child when its energy bar turns red.

## Chiral Crafter



**How to unlock:** Recycle Chiral Crystals for the first time.

**Commentary:** You can get this trophy only after receiving order #8 (Collection: Chiral Crystals). After starting this main mission, you will receive a container to collect crystals. You will get the trophy on the mission summary screen. You don't even need to select the recycle option from the terminal menu.

## Deliveries Done

**Trophy type:** bronze

**How to unlock:** Complete 36 standard orders.

**Commentary:** This is the more complex version of the **Everyday Delivery** trophy. To unlock it, you have to complete 36 standard deliveries. There are many more, so you can, for example, ignore these most problematic ones.

## Delivering Is What I Do

**Trophy type:** bronze

**How to unlock:** Complete the prologue: Porter.

**Commentary:** You can't miss this trophy because it is related to the main storyline. You get it on the summary screen for order #1.



## Everyday Delivery



**Trophy type:** bronze

**How to unlock:** Complete the first standard order.

**Commentary:** Standard Orders can be received after completing order #9. When you interact with the terminal and go to the tab with orders, select the second position from the list.



You can choose any standard order. Try to find one with a destination near your current position. You will unlock the trophy no matter what note you receive at the end of the order.

## Fount of Knowledge

**Trophy type:** bronze

**How to unlock:** Retrieve all media chips.

**Commentary:** This is a more difficult version of the **A Thirst for Knowledge** trophy because instead of finding just one chip, you have to collect them all. There are over 50 of them, so completing the collection will take you a lot of time.

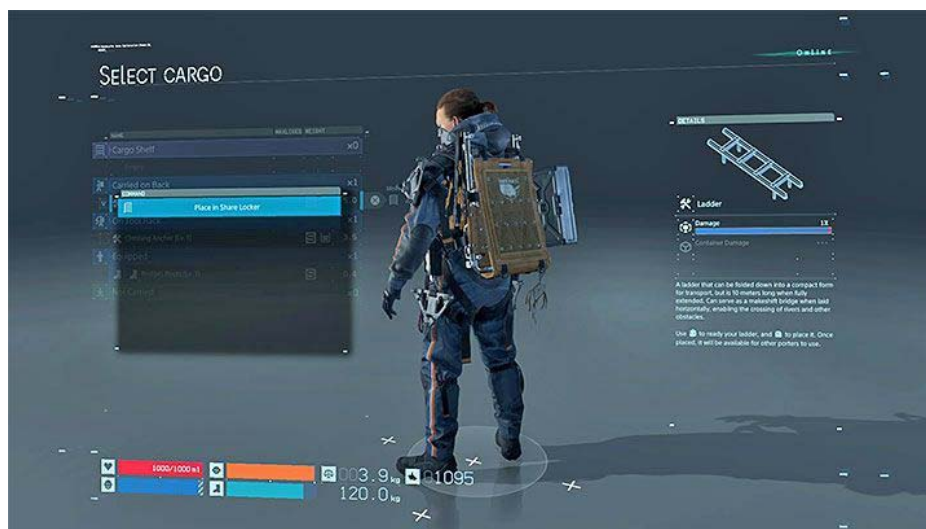
## Giver of Gifts



**Trophy type:** bronze

**How to unlock:** Give the first weapon or gear to another player.

**Commentary:** This trophy requires you to play **online** - you need to place an item inside a "social mail". Enter any allied location, select the **Share Locker** and then choose **Donate Weapons & Equipment**.



Place any weapon or any piece of equipment - in the example above, we have donated a ladder. You don't have to wait for another player to get that item out of the locker. The trophy is unlocked immediately after you place an item inside the locker.



## God Particle Go-Getter

**Trophy type:** bronze

**How to unlock:** Find Higgs' house.

**Commentary:** More information about this trophy on a separate page of the trophy guide.

## Good Samaritan



**Trophy type:** bronze

**How to unlock:** Deliver Lost Cargo for first time.

**Commentary:** This trophy forces you to play **online** - this is the only way to come across Lost Cargo. The description of a Lost Cargo always includes information about its delivery destination. The example above shows that the destination is Central Knot City.



After taking Lost Cargo to the specified location, interact with the terminal and choose the option to delivery cargo. The trophy is unlocked when you see the summary screen.

## Great Deliverer

**Trophy type:** bronze

**How to unlock:** Get a score of 60 in each delivery score category.

**Commentary:** This is a more complex version of the **Prominent Porter** trophy. You need to reach level 60 in all five categories. Prepare for a lengthy grinding once the main plot is complete, but thankfully it is also related to a few other trophies.

This trophy requires you to play **online**. Bridge Links are one of the score categories - the only way to level it up is to get likes from other players. Remember to establish Bridge Links with the players who gave you the most likes. You should also leave a lot of signs and structures so that they can receive likes from the players.

## Greatest of Great Deliverers

**Trophy type:** platinum

**How to unlock:** Get all trophies in Death Stranding.

## Growth of a Legend



**Trophy type:** gold

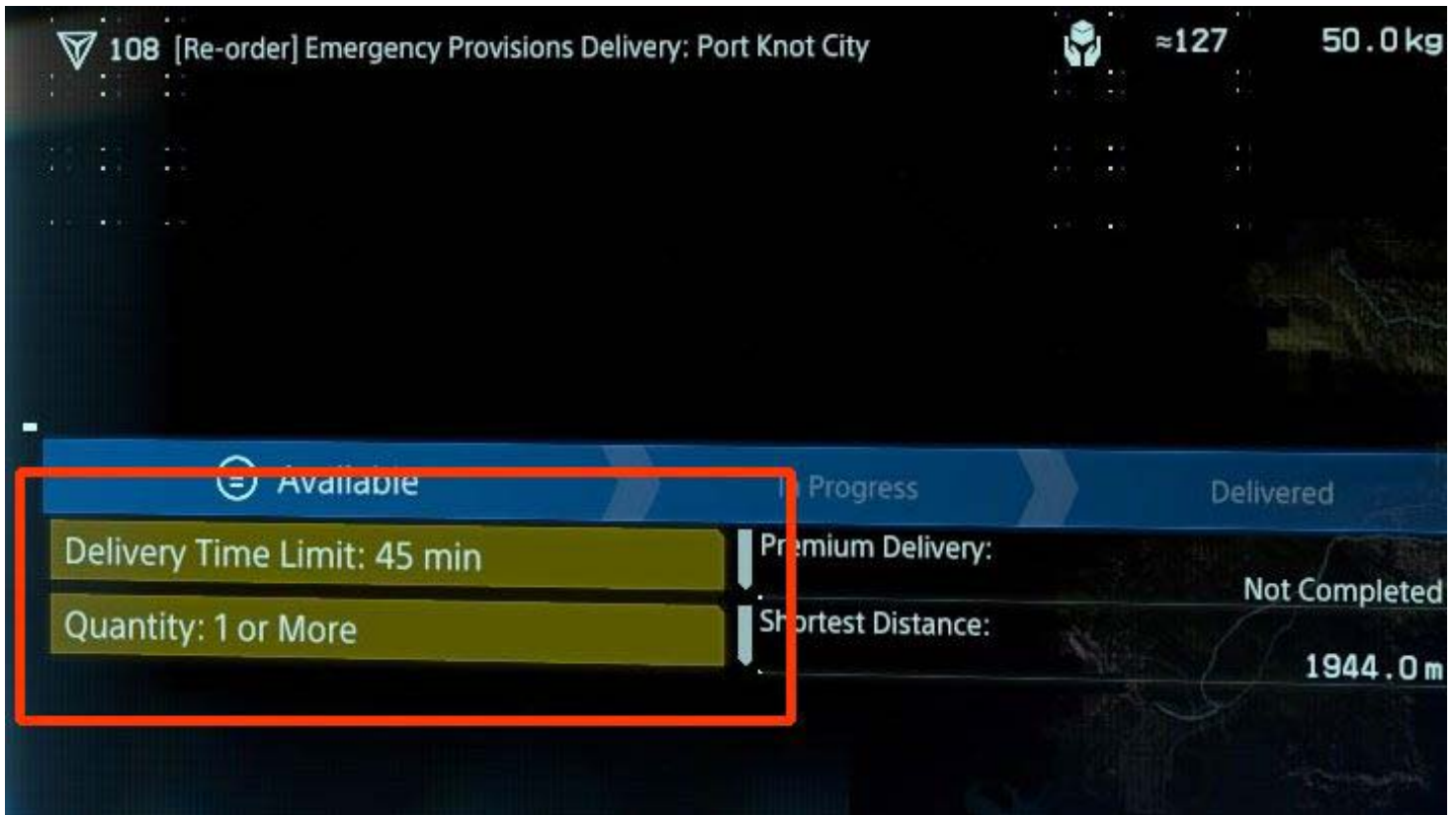
**How to unlock:** Complete 20 premium deliveries with a "Legend of Legends" score in each possible category.

**Commentary:** Check **What is premium delivery?** page in the **FAQ** section to learn more about them. The trophy described has, unfortunately, rather difficult and complex requirements. We have described them below:

**1) Premium Deliveries** - They are a special variant of standard orders. When you want to accept an order, you can change the delivery terms to premium - see the picture above. Premium delivery variant increases the difficulty level of the order, for example, you will have to deliver the cargo faster, or in better condition.



**2) Legend of Legends grade** - S is the highest rank for completing an order - you get it by completing the requirements of the mission perfectly and by making no mistakes. Unfortunately, you have to play on a high difficulty level - this is the only way to get an S score with Legend of Legends grade. On normal and lower levels, S is "just" a Legend rating - this isn't enough for this trophy.



**3) Every possible category** - Orders are divided into four main categories:

1. **Condition** - In these deliveries, you need to deliver the cargo without going over the required condition or transport fragile cargo.
2. **Delivery Time** - You need to deliver the cargo within the set time limit.
3. **Quantity** - You have to deliver a certain number of items. A set of containers usually weighs a lot.
4. **Collection** - In these deliveries, you need to collect, for example, a certain amount of resources from a selected area.

The order description has information on its category. In the example of our picture, the premium delivery belongs to Delivery Time and Quantity categories.

To get this trophy, **you must complete 20 deliveries with rank S in each of these categories**. You can look for orders that combine several categories (as in our example) or focus only on a single category. In the latter case, you may have to complete 80 orders with S rank (4x20).

## Homo Faber



**Trophy type:** bronze

**How to unlock:** Craft all available types of weapons and equipment.

**Commentary:** Interact with a terminal in any of the allied facilities connected to the network - select Fabric Equipment from the list.





Here is the most important information about the trophy:

1. You can craft 72 different items. It may seem like a lot, but the game also counts the same items with different levels, such as assault rifle level 1 assault rifle level 2.
2. You can't craft all the different versions right away. You unlock more items as you progress through the main storyline - by completing Orders for Sam. The game usually informs you that you have unlocked a new blueprint (example in the picture). A good idea is to produce one unit of each newly discovered design. This will make it easier for you to track progress in their production.
3. This trophy takes into account not only weapons and gadgets but also vehicles. You have to make 1 copy of each vehicle, even if the differences between them are barely noticeable (e.g. extra batteries instead of the trunk).

It is very likely that despite completing all Orders for Sam, you will miss a blueprint for 1 item. We are talking about one of the plans for the production of a special type of Reversed Trike (a motorcycle). You can get this blueprint by discovering and reading memory chip #31 (a type of collectibles). Information about the locations of memory chips can be found in a separate chapter.

## Hooked On Delivering

**Trophy type:** bronze

**How to unlock:** Deliver 700 cargo.

**Commentary:** A single order can require you to deliver from one to ten cargo. You can intentionally choose those missions that involve transporting more cargo, although this isn't necessary. The trophy is something you have to easily unlock while grinding for the more difficult trophies required for the platinum trophy.

## I Couldn't Hold it In!



**Trophy type:** bronze

**How to unlock:** Pee outdoors for the first time.

**Commentary:** This very simple trophy can be obtained right after starting the game. You need to pee outside - not inside the base, nor inside an allied location (this option is blocked here). You have to hold the right direction button on the d-pad to bring up the drop-down menu and select the urination option from it.



You will get the trophy shortly afterwards.



## I Won't Break

**Trophy type:** bronze

**How to unlock:** Complete chapter 3: Fragile.

**Commentary:** You can't miss this trophy because it is related to the main storyline.

## I'm Your Die-Hardman

**Trophy type:** bronze

**How to unlock:** Complete chapter 10: Die-Hardman.

**Commentary:** You can't miss this trophy because it is related to the main storyline.

## In Sam We Trust

**Trophy type:** bronze

**How to unlock:** Connect all facilities with UCA.

**Commentary:** This is a more complex version of **A New Day For The UCA** trophy. You have to connect to the network all 39 facilities. Most facilities are accessible during the main sotryline. However, there are a few of them that can be reached during free exploration. You can do this while you are still making quests for the main storyline or after you have completed it (the trophy can't be missed).

## Like And Be Liked



**Trophy type:** bronze

**How to unlock:** Give the first like.

**Commentary:** This trophy can only be unlocked **online**. It is very simple and you can get it after finding any traces of the presence of another player, for example, a structure or a sign. Stand next to that object and press the touchpad to send a like.

## Master Builder

**Trophy type:** bronze

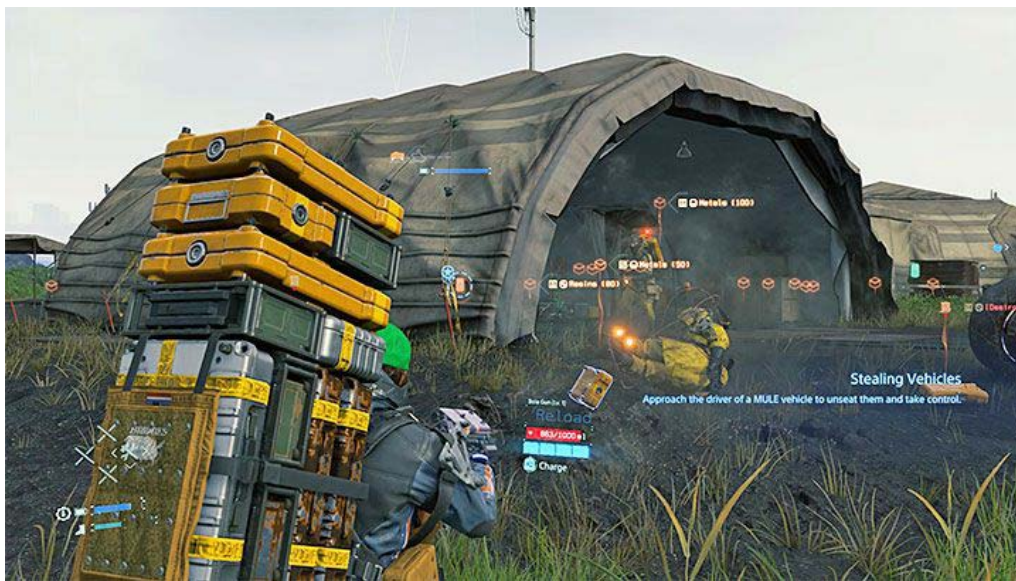
**How to unlock:** Build at least one object of each type (including signs, ladders, and climbing anchors).

**Commentary:** This is a more extensive version of the **Apprentice Builder** trophy. You need to build or place at least one item of each type. Here is their list:

1. Asphalt road (a fragment of the road is enough)
2. Ladder
3. Generator
4. Shelter (the foundation + the building)
5. Bridge (the foundation + the structure)
6. Timefall shelter
7. Mailbox
8. Zipline
9. Observation tower
10. Climbing Anchor
11. Sign

You need PCC to build structures. More advanced objects require PCC level 2. In the case of shelter and bridge, placing the foundations isn't enough. You need to deliver materials to finish the structure.

## Pathfinder



**Trophy type:** bronze

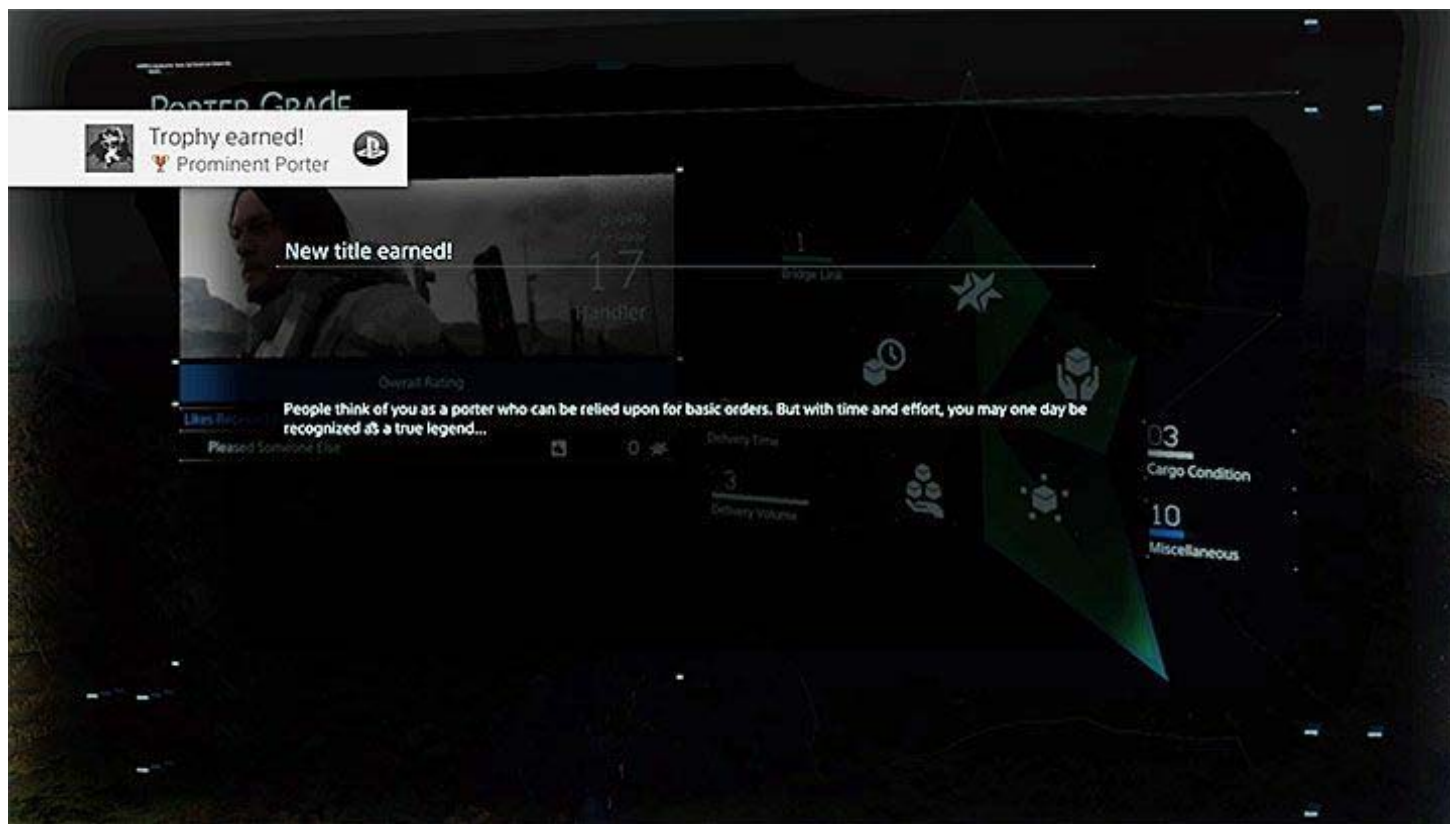
**How to unlock:** Help the couriers to cross the MULES or bandits territory for the first time.

**Commentary:** This trophy isn't too challenging. The best way to get it is during an order in which you have to infiltrate MULES camp or go through an area patrolled by bandits. MULES camps are easy to recognize, e.g. thanks to numerous tents and large amount of loot detected by the scanner.

Once you get there, start eliminating the MULES however you want - you can use melee combat, use a Bola Gun or non-lethal firearms. The most important thing is to get rid of all the enemies in the camp - this will make the area safe. After that, you will unlock the trophy.



## Prominent Porter



**Trophy type:** bronze

**How to unlock:** Reach level 10 in any Porter Grade.

**Commentary:** For reminders, Porter Grade is displayed after you have completed an order. To get this trophy, one out of the five categories must reach level 10. There is no need to take any special action for this. Just focus on completing orders. In the end, Sam will increase all of these categories - this trophy shouldn't be a problem.

## Public Service Porter

**Trophy type:** bronze

**How to unlock:** Dispose of chiralium-contaminated cargo in the crater lake for the first time.

**Commentary:** More information about this trophy on a separate page of the trophy guide.

## Pumped Porter

**Trophy type:** bronze

**How to unlock:** Deliver 3,000 kg of cargo.

**Commentary:** A single order can require you to transport items weighing from 1-2 kg to about 100 kilograms. You can speed up the process of unlocking this trophy by taking on side missions with heavy cargo and then use a power exoskeleton or transport cargo in a truck.

## Rebuilding America

**Trophy type:** bronze

**How to unlock:** Complete chapter 1: Bridget.

**Commentary:** You can't miss this trophy because it is related to the main storyline. You get it during the summary for order #3.

## Rest In Pieces



**Trophy type:** bronze

**How to unlock:** When you are in an area with BTs, cut the umbilical cord without alerting BTs for the first time.

**Commentary:** You learn this method of eliminating BTs after completing order #44. The main character meets Mama and during the cut-scene, he cuts the umbilical cord of the BT-child with whom the woman is connected. Thanks to this, he "learns" this trick.

From now on, you can behave the same way with the "levitating" BTs. Every time you need to detect a monster thanks to the antenna and sneak near it. The black strand running away from the silhouette of the detected BT is its umbilical cord.





The screen should display information about the possibility of cutting the umbilical cord - press Square. When you succeed, the BT will "fly away" and you will get the trophy.

## She's Waiting for You on the Beach

**Trophy type:** bronze

**How to unlock:** Complete chapter 12: Bridges.

**Commentary:** You can't miss this trophy because it is related to the main storyline.

## Sixty Deaths and Sixty Births in a Day

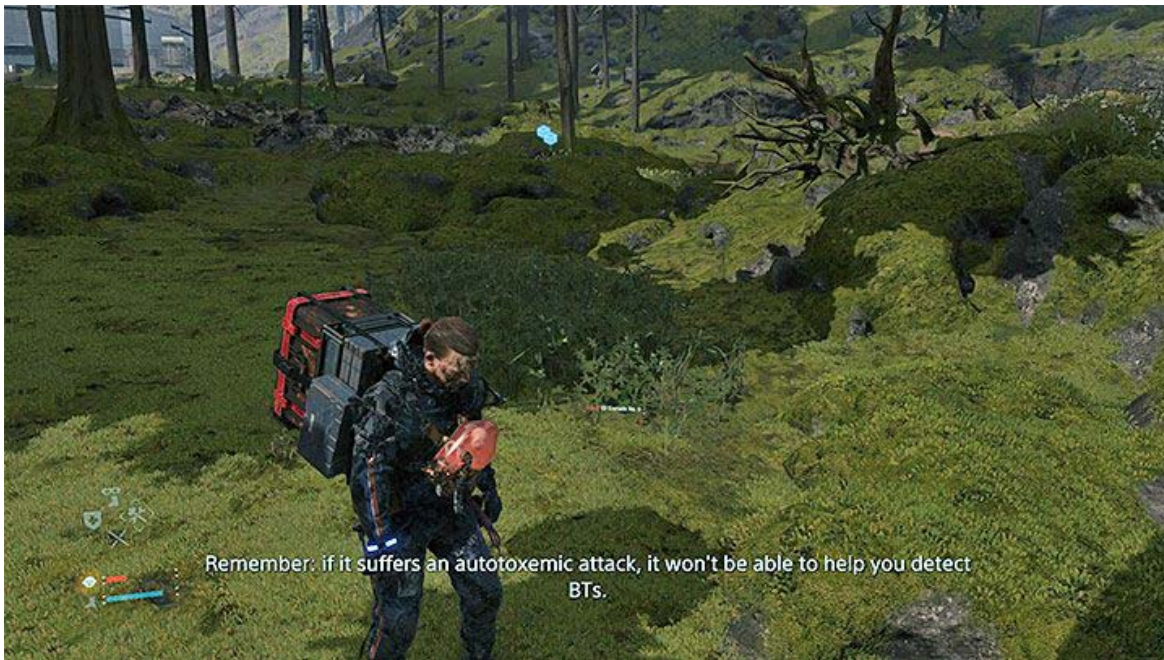
**Trophy type:** bronze

**How to unlock:** Complete chapter 8: Heartman.

**Commentary:** You can't miss this trophy because it is related to the main storyline.



## Sleep Tight, Little BB



**Trophy type:** bronze

**How to unlock:** Soothe a crying BB and stop the crying for the first time.

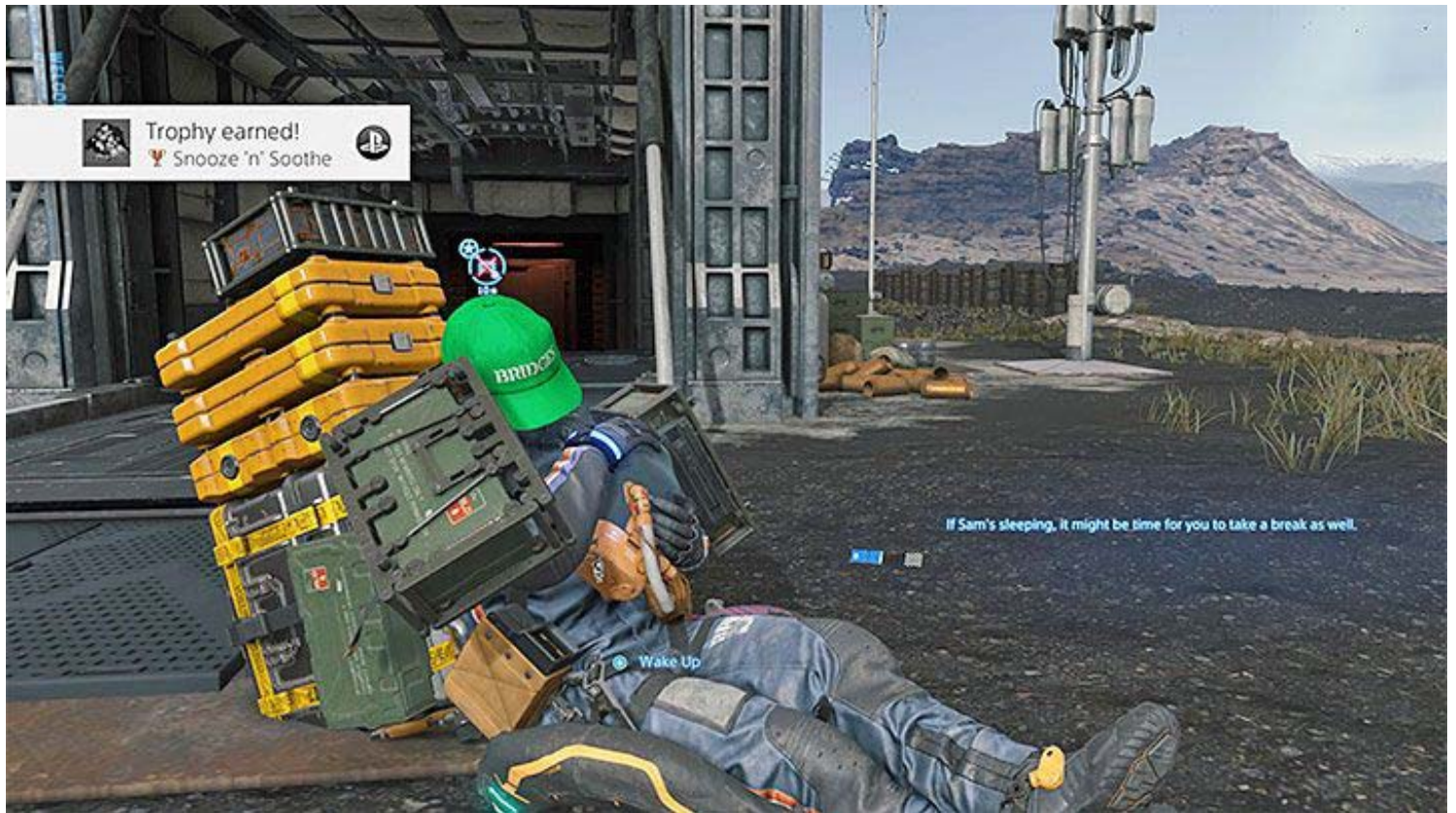
**Commentary:** The trophy is connected with one of the most important mechanics of the game, namely the one that allows you to soothe BB. BB can get stressed and start crying, for example, after Sam falls, submerges the capsule with the baby in the water, or is caught by BTs.



Hold L1 and press Square to start the mini-game during which you will try to calm the child down. By default, you do this by moving the controller up and down. If you don't want to or can't use the gyroscope sensors, you can switch to using the R2 button. You get this trophy after soothing BB for the first time.



## Snooze 'n' Soothe



**Trophy type:** bronze

**How to unlock:** Sleep for the first time to restore strength.

**Commentary:** You don't get this trophy by sleeping in any of the Private Rooms. Instead, have a short nap while traversing the game world. Select any area where there are no opponents. Deplete a portion of your stamina and then crouch to rest (Circle). Hold the Square - Sam will take a nap.

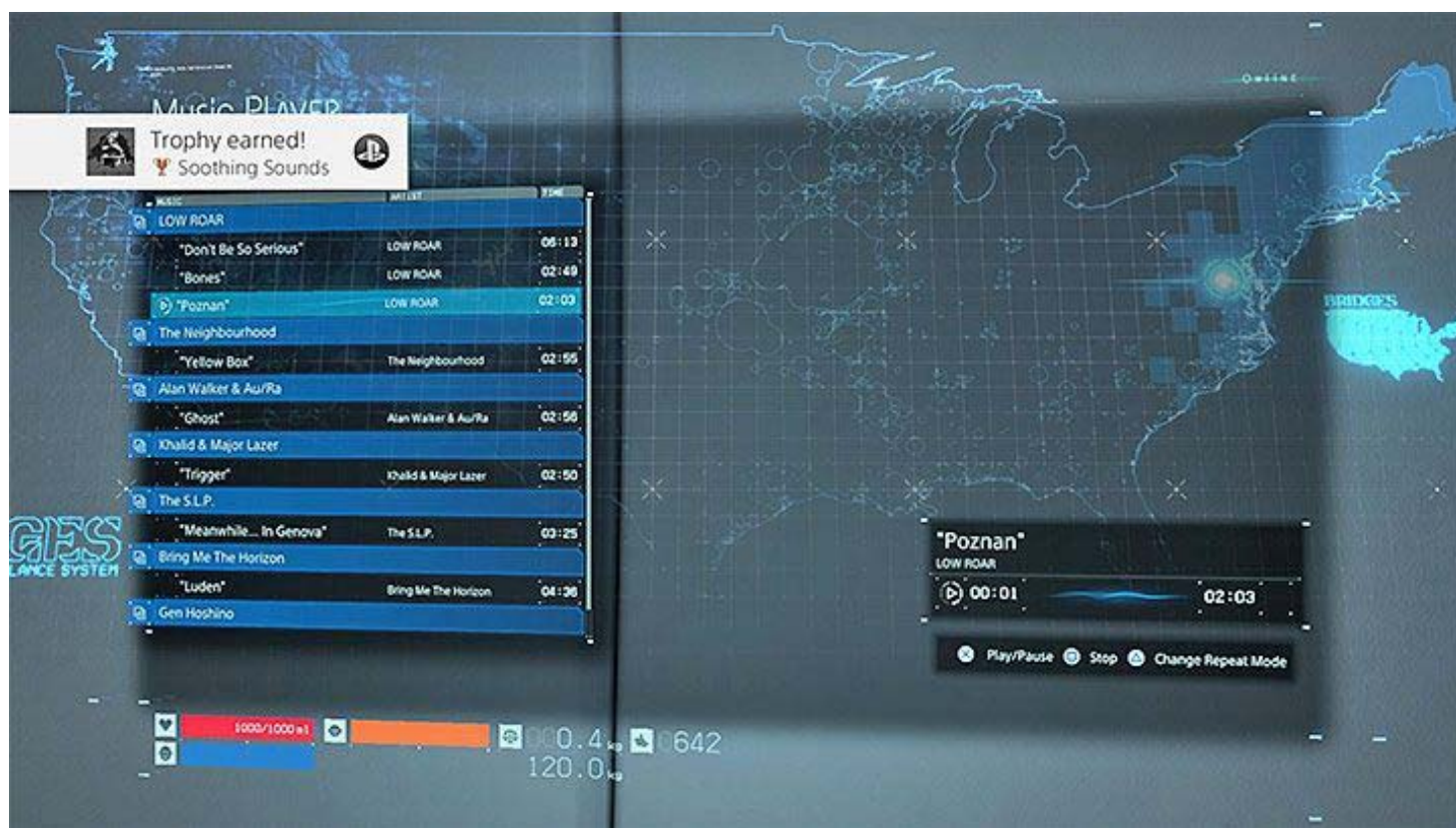
## Soak and Sigh

**Trophy type:** bronze

**How to unlock:** Take a bath in a hot spring for the first time.

**Commentary:** More information about this trophy on a separate page of the trophy guide.

## Soothing Sounds



**Trophy type:** bronze

**How to unlock:** Use the music player for the first time.

**Commentary:** The music player is available in the pause menu. Select any song from the list. The trophy will be unlocked shortly afterwards.

## Thank You, Sam

**Trophy type:** bronze

**How to unlock:** Complete chapter 13: Sam Strand.

**Commentary:** You can't miss this trophy because it is related to the main storyline.

## Thanks for Everything

**Trophy type:** silver

**How to unlock:** Complete chapter 14: Lou.

**Commentary:** You can't miss this trophy - you get it by completing the main storyline.



## The Automation Revolution



**Trophy type:** bronze

**How to unlock:** Complete a standard order with a delivery bot.

**Commentary:** You unlock delivery bots by completing order #24 (Prototype Bot Delivery: Distribution Center South of Lake City). A new, third option will appear in the order acceptance screen.



The description of each order for the bot has information on how long it will take the bot to deliver the cargo - usually, it is several tens of minutes. You can spend this time doing other activities, such as completing orders as Sam.

The game informs you about a completed bot order by showing you a message - return to any allied facility to register that order. Interact with the terminal and go to the orders menu. You get this trophy on the summary screen - you get it regardless of the bot's results (in our example, we got C rank).

## The Custom Kid



**Trophy type:** bronze

**How to unlock:** Get the first customization package.

**Commentary:** You should unlock this trophy during the first few hours with the game. You unlock customization items by increasing the connection level with connected facilities. You should get the first items after getting 3 stars (Connection Level 3), and it will probably be new holograms.

## The Particle of God

**Trophy type:** bronze

**How to unlock:** Complete chapter 9: Higgs.

**Commentary:** You can't miss this trophy because it is related to the main storyline.



## The People's Porter



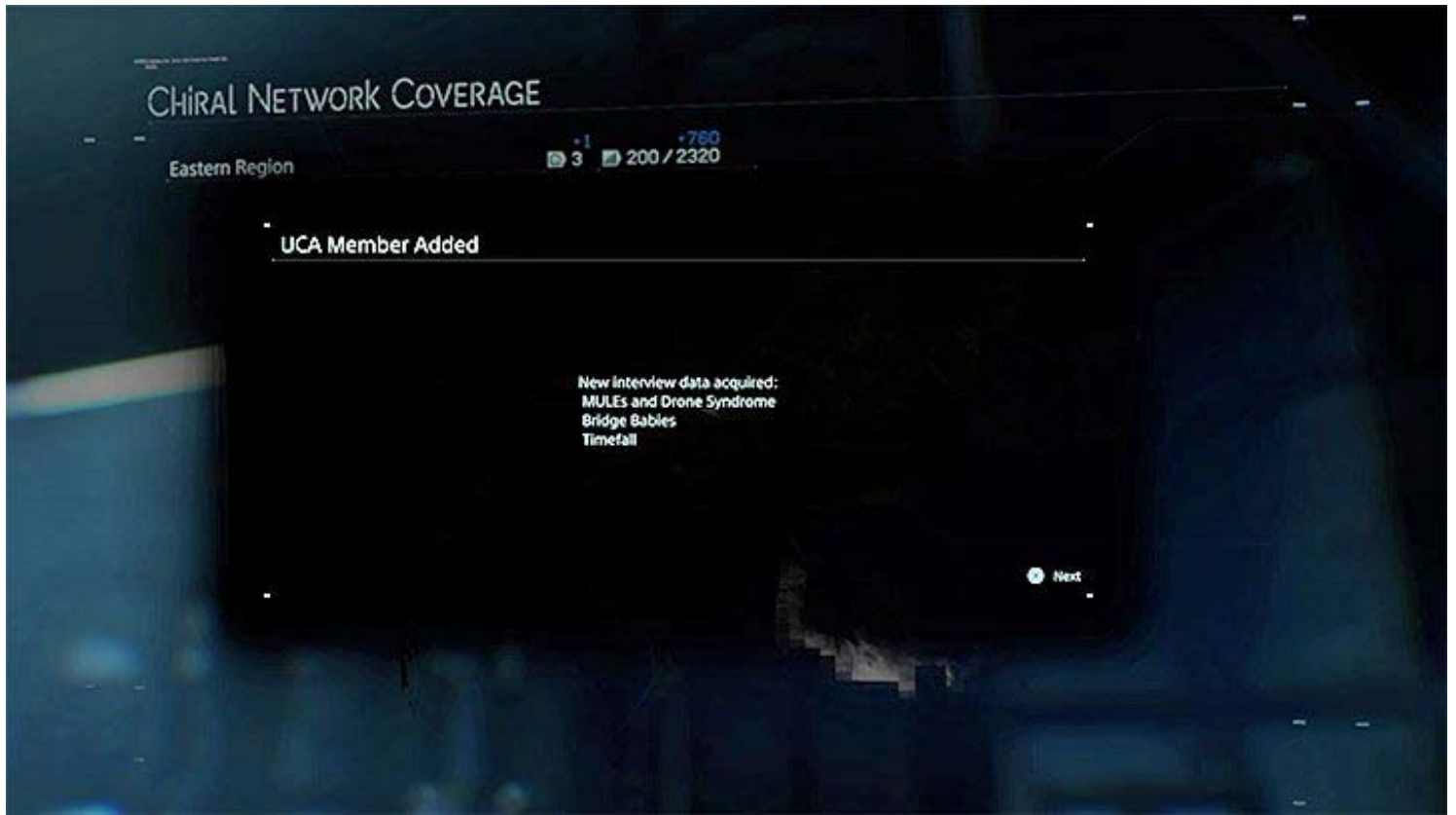
**Trophy type:** bronze

**How to unlock:** Get a total of 2,400 likes on the Results screen.

**Commentary:** This trophy doesn't force you to play online, but staying connected to servers can significantly speed up the process of unlocking it. All information about receiving likes can be found on **What are the likes for?** page in the **FAQ** section. In a nutshell - they can be received from NPCs and other players (e.g. in gratitude for the help or leaving a sign or a construction).

You unlock the trophy on the Results screen displayed after completing an order. You must get over 2,400 likes (offline likes from NPCs and likes from other players sum up).

## The Past Guides the Present



**Trophy type:** bronze

**How to unlock:** Read 100 Interviews.

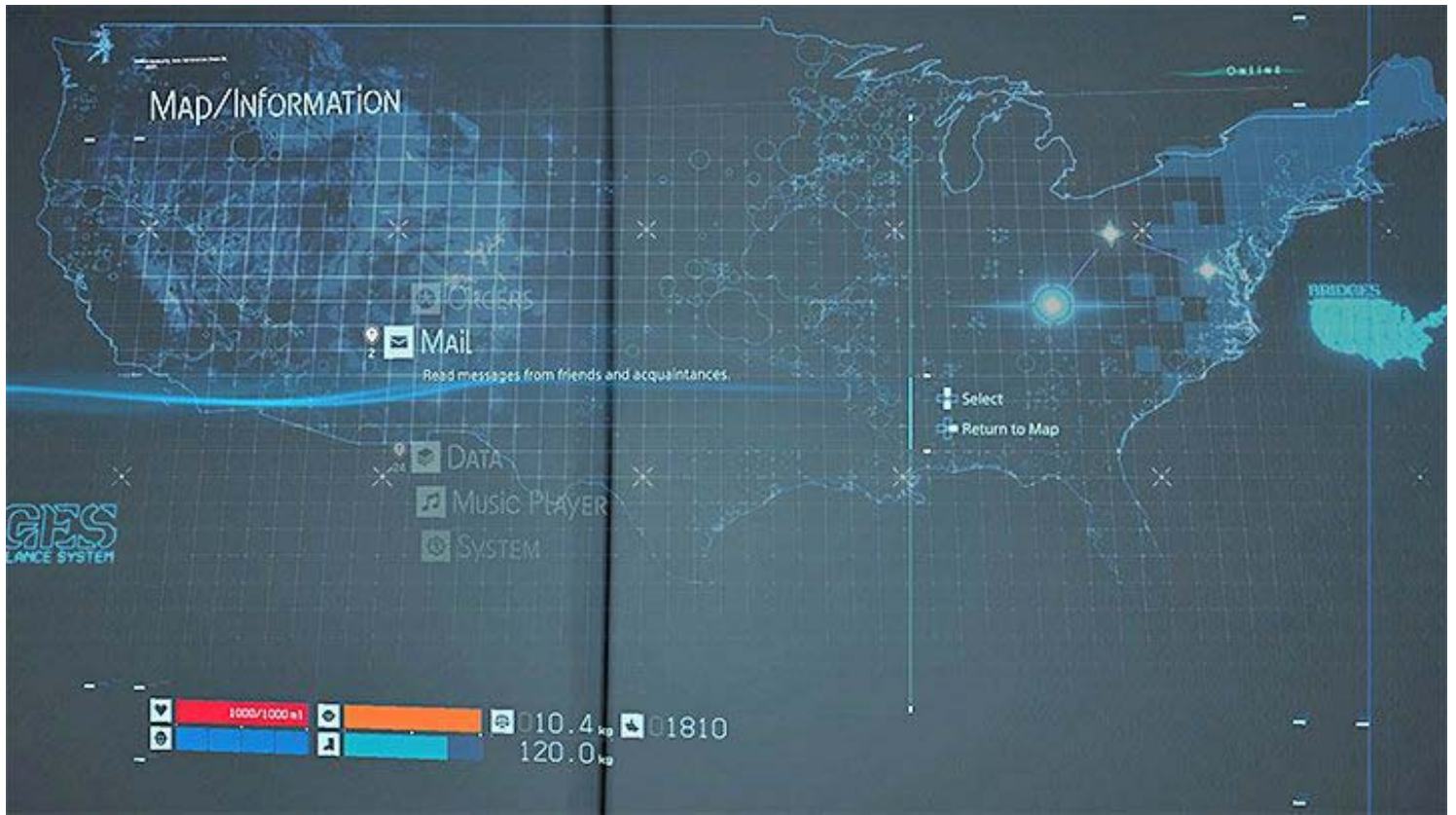
**Commentary:** You can collect interviews after completing order #5. From now on, you can read them from the pause menu. You get new interviews for:

1. Completing story missions.
2. Increasing connection levels with facilities connected to the network.
3. Searching for media chips and reading the data recorded on them.

You shouldn't have problems with getting this trophy.



## The Post Guides the Present



**Trophy type:** bronze

**How to unlock:** Read 100 messages.

**Commentary:** You can receive e-mails after completing order #5. From now on, you can read them from the pause menu. You get new e-mails for:

1. Completing story missions.
2. Increasing connection levels with facilities connected to the network.

You won't get 100 e-mails just from the main missions, but that is not a problem since the platinum trophy requires you to increase the connection level with allied facilities.

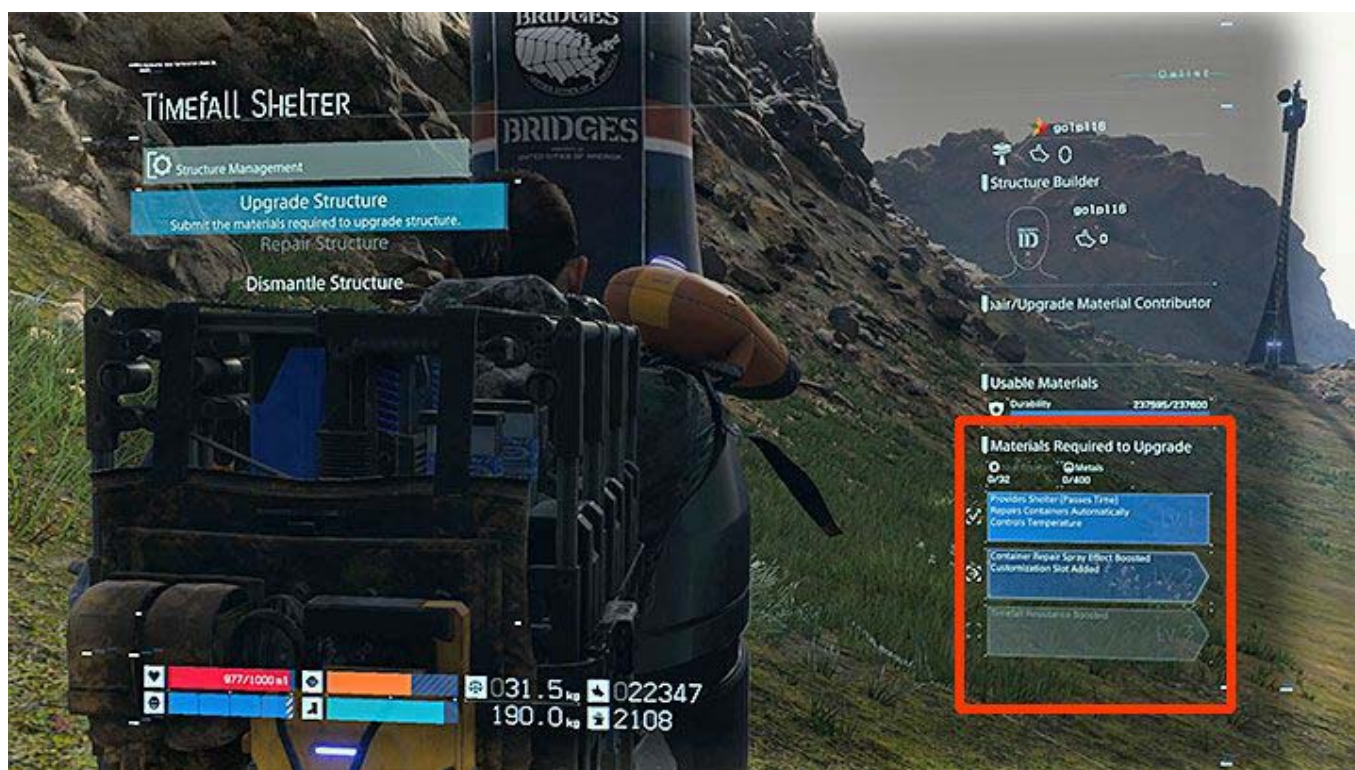
## The World's Most Popular Porter

**Trophy type:** bronze

**How to unlock:** Get a total of 50,000 likes on the Results screen.

**Commentary:** This is an extended version of **The People's Porter** trophy. Getting a total of 50,000 likes will take you a lot of time. However, you don't need to take any special actions. Just follow the steps associated with other time-consuming trophies and eventually, you will get this one.

## Trail-Blazer



**Trophy type:** bronze

**How to unlock:** Upgrade all types of structures to the maximum level.

**Commentary:** Any structure can be upgraded to the third level. Interact with one of them and select the Upgrade Structure option. Information about the available levels are displayed in the bottom right corner of the screen. You will also find requirements for the resources necessary to complete the upgrade. You need to take these materials with you and "pass them". You can use materials found during exploration or those taken from the closest allied facility.

To get the trophy, you need to upgrade a generator, shelter, bridge, Timefall shelter, mailbox, zipline and observation tower all to level three. The best way to do this is to look for places where you can place these structures while you are still playing the campaign. Thanks to this solution, you won't use up all the materials stored in a given facility.

## We Need You

**Trophy type:** bronze

**How to unlock:** Complete chapter 2: Amelie.

**Commentary:** You can't miss this trophy because it is related to the main storyline.

## We're Whole Again

**Trophy type:** bronze

**How to unlock:** Complete chapter 5: Mama.

**Commentary:** You can't miss this trophy because it is related to the main storyline.



## Well Connected



**Trophy type:** bronze

**How to unlock:** Reach Connection Level 3 with a Facility.

**Commentary:** You increase Connection Level by completing orders related to a given location. You should get this trophy easily even when you focus only on main missions. However, you can still do the side orders. Information about the current Connection Level is always displayed in the lower-right corner of the screen - you must get at least three stars.

## Well-Travelled



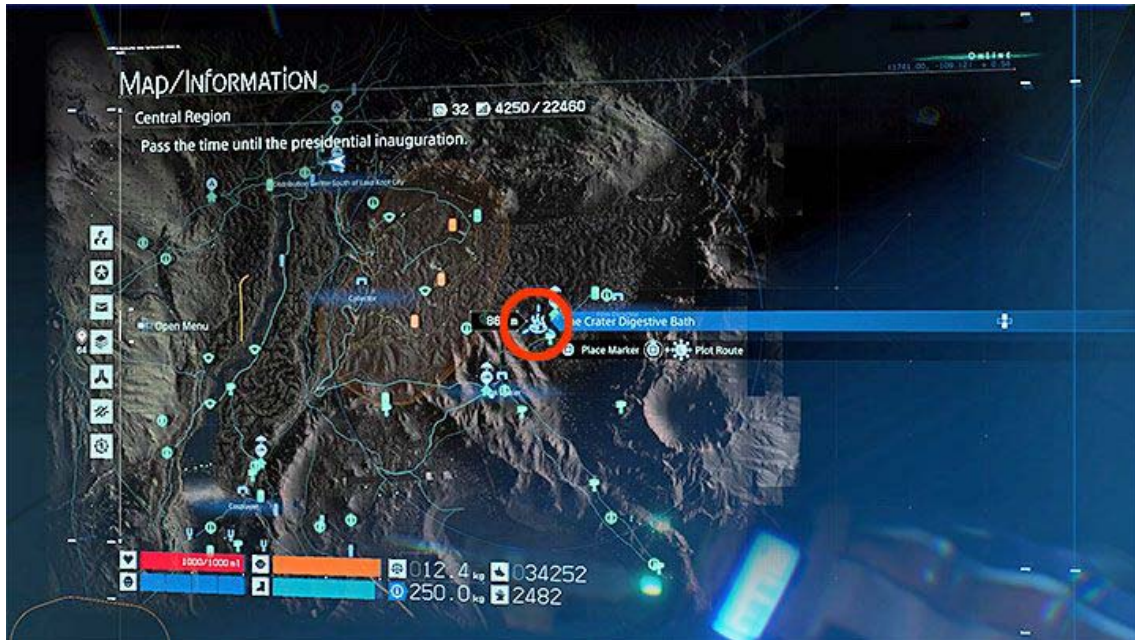
**Trophy type:** bronze

**How to unlock:** Travel 80 kilometers, and complete an order.

**Commentary:** The description of this trophy is very misleading. You do not need to travel 80 kilometers during a single order. Sam must walk this distance throughout the entire game. To unlock the trophy, you need to complete any order (main or side) to be able to see the Porter Grade screen. The Total Distance Travelled should exceed 80 kilometers (in our case, it was 85 km).

# Soak and Sigh trophy

This page of **the trophy guide to Death Stranding** has a **detailed description of Soak and Sigh trophy**. You get this bronze trophy for bathing in a hot spring for the first time.



There are several hot springs in the game and you can choose any of them to unlock this trophy. In our case, we chose **The Crater Digestive Bath** located in the central region. This hot spring is located southeast of the Distribution Center South of Lake Knot City and is adjacent to the Film Director.



You can see this hot spring from far away. The hot spring marker doesn't have to be visible on the world map immediately. However, it appears on it after using the scanner.





Enter the hot spring. **If the Timefall is currently happening, you need to wait until it stops.** If it is not raining, hold Circle to interact with the hot spring.



The main character will undress and begin to bathe in the hot spring. Don't get out of it - wait a few seconds to unlock the trophy.



# God Particle Go-Getter trophy

This page of **the trophy guide to Death Stranding** has a **detailed description of God Particle Go-Getter trophy**. This bronze trophy is awarded for finding and visiting Higgs' home.



**The earliest you can get this trophy is after completing chapter 9** - after you have defeated Higgs in a boss fight. Go to **Peter Englert's house** located in the central region, west of Lake Knot City.



Look for a small building next to two tanks.





Enter the building. **The entrance to an underground bunker is behind the terminal.**



Enter a room with numerous notes hanging on the walls. Wait a moment for the trophy to unlock.



# Public Service Porter trophy

This page of the **trophy guide to Death Stranding** has a **detailed description of Public Service Porter trophy**. This bronze trophy is received for disposing of chiralium-contaminated cargo by throwing him into the crater lake.



In order to get this trophy, **you must visit the Junk Dealer**. The Junk Dealer is located in the central region. You can start, for example, in the Distribution Center South of Lake Knot City and head south-east.



When you get there, look for **chiralium-contaminated cargo** lying near the building with the terminal. Take only one of them. You don't need to carry it in your hands, you can put it on the hero's back.





**Crater lake** is located a few hundred meters south of the **Junk Dealer**. You can get there on foot or in a vehicle.



Once you reach your destination, stop at the shore.





Select the chiralium-contaminated cargo and place it in Sam's hand.



While holding the cargo (hold the L2 and R2 buttons), press the Square throw the container. It must fall into the water and drown. After a while, you should get the trophy.






















# Appendix

## Controls

On this page of our guide to *Death Stranding* you will find a **full description of all controls**. We have prepared separate sets of controls - on foot character controls and vehicle controls. In addition, we have included information on the available controls settings.













### Walking on foot

|   |   |
|---|---|
|    | Movement.   |
|    | Sprint / Stop.  |
|  | Look around.  |
|  | Change the position of the camera - it can be set behind the left or right arm of the hero.   |
|  | Compass mode - you have to hold the button.   |
|  | Left hand action - the hero can hold an object in his left hand, grab a backpack with his left hand, aim with a weapon or prepare to throw an item. |
|  | Change posture - you can choose between standing or crouching.  |
|  | Interaction - you often have to hold down the button.   |
|  | Load Cargo - load an object on the back.  |

|   |   |
|---|---|
|    | Jump / Climb - you can hold down the button to automatically climb further objects.   |
|    | Right hand action - hero can hold an item in his right hand, grab a backpack with his right hand, fire a weapon or throw an object.   |
|    | Trying to catch a balance - this is useful when there is a risk of tipping over, for example, as a result of a tilting cargo that you carry or when passing through streams of river. |
|    | Single press of the button - Terrain scanner.<br>Hold down the button - Hold your breath (this is helpful when you want to avoid being detected by enemies).                          |
|    | Equipment selection - you need to select the item you are interested in from the drop-down menu.  |
|    | Item selection - you must select the item you are interested in from the drop-down menu.  |
|   | Tool/weapon selection - you must select the item you are interested in from the drop-down menu.   |
|  | Object selection - you must select the object you are interested in from the drop-down menu.  |
|  | Call / Comment.   |
|  | Pause / Handcuffs. In the pause menu you will find, among others, a map, inventory, quest log with contract list, and system options.   |



## Vehicles

|   |   |
|---|---|
|    | Control & drive a vehicle   |
|    | Afterburner / Speed boost - allows you to move around faster, but uses the battery much faster.                                       |
|    | Look around.  |
|    | Compass mode - you have to hold the button.   |
|    | Brake / Reverse.  |
|   | Use or Enter vehicle / Exit or descent from the vehicle.  |
|  | Brake.  |
|  | Vehicle jump - not always available and may look different depending on the type of used vehicle.                                     |
|  | Accelerate  |
|  | Area scanner.   |
|  | Call / Comment.   |
|  | Pause / Handcuffs. In the pause menu you will find, among others, a map, inventory, quest log with contract list, and system options. |

## Advanced Control Settings



Additional control settings can be found in the Control Settings and Camera Settings menu. The most important of them are the following:

1. Auto-Aim - You can use the aiming assistant. It is enabled by default.
2. "Keep Balance" Control Sensitivity - You can set how sensitive the game should treat holding down L2 and R2 buttons as an action to regain balance. It is best not to decrease the default value, otherwise the game may trigger other actions related to these buttons more often and as a result you may fall to the ground and damage the transported cargo.
3. Minimum Button Hold Duration - this is the amount of time required to register a given action as holding the button instead of pressing it. The default value of 1 is sufficient to distinguish between presses and holds.
4. Controls for Soothing BB - you can define how you want to calm BB. By default, the game suggests using motion sensors of your gaming controller (you have to move them alternately up and down), but if for some reason you don't want to use them you can choose to alternatively use R2 to perform this action.
5. Left Stick and Right Stick Dead Zones - you can change the parameters of the so-called dead zones for each analog knob. Choose a higher value if you have problems with too high sensitivity or a malfunctioning controller, which for example "pulls" left or right.
6. Camera Speed - you can change the sensitivity level of the camera movement separately for the X and Y axes. Additionally, there are separate settings for TPP and FPP views.
7. Camera Movement - you can reverse the camera controls separately for the X and Y axes. Additionally, there are separate settings for TPP and FPP views.
8. Aim Acceleration / Deceleration - You can set hardware acceleration levels for aiming. The default values of 1 seem to be fine.



# Cast

During his work on *Death Stranding*, Hideo Kojima recruited many famous actors to play the characters encountered in the game. The game's cast is listed in this chapter.



1. Norman Reedus - Sam
2. Mads Mikkelsen - Cliff
3. Margaret Qualley - Mother
4. Lea Seydoux - Fragile
5. Geoff Keighley - Ludens Fan
6. Guillermo Del Toro - Dead Man
7. Nicolas Winding Refn - Heartman
8. Tommie Earl Jenkins - Die-hardman
9. Troy Baker - Higgs
10. Lindsay Wagner-Amelie

# Walkthrough

## Prologue and Chapter 1 - Bridget

Death Stranding begins with a relatively short prologue that will introduce you to the world of the game. You won't be able to do much here, but the game will teach you the basic mechanics. When you reach a certain point of game, the first chapter will begin.

This page of the guide to Death Stranding focuses on the prologue and the first chapter.

### [Order No.1] Smart Drug Delivery



**How to start:** At the beginning of the game.

**Rewards:** none

The first cut-scene in the game ends when you lose the motorcycle. This is the moment where you will learn the first mechanics of Death Stranding. Your task is to pick up **the parcel** and located the destination.

If you would like to familiarize yourself with the controls available in Death Stranding, check the page dedicated to the controls. With this information, you can quickly learn how to control the hero - this will help you to quickly complete the first mission.





When you collect parcels, go to the cave to wait out the storm. There will be another cut-scene.



Once the storm is over, go with the parcel to the target destination. You can immediately run down the mountain and run to the other side, across the river.



Cross the river to reach the place of delivery. Try to keep your balance - you don't want to damage your character or the parcel.



When you get to the base, you can jump over the wall so you won't have to run around with the parcel. **Deliver the parcel to complete the mission and prologue.**



## [Order No. 2] Morphine Delivery: Isolation Ward



**How to start:** Complete order #1.

**Rewards:** none

The mission begins in the Eastern Region - this is the beginning of the first chapter of the game. Your job is to transport morphine to another ward - this parcel is for Madam President.



The journey won't be long. However, watch out for the walls blocking the path. It is best to go down the road and then run through the city to deliver the parcel.

**You won't encounter any dangers.**

## [Order No. 3] Cremation: President's Body



**How to start:** Complete order #2.

**Rewards:** You get BB.

The president's corpse must be delivered to the incinerator. It is a few hundred meters from the branch. Unfortunately, there are mountains on your path.



The corpse will be a hindrance in your journey. Because of their weight, you will have to constantly keep your balance, avoid rushing rivers and high mountains.





Use all possible ladders and ropes. Thanks to them, you will be able to safely reach higher parts of the mountain.



After overcoming the mountain, keep going straight until you reach the incinerator. After cremation, pick up the cargo and return with it to the main ward. However, opponents will stand in your way. **You can't fight them.** Try to walk slowly and breathe as little as possible. If you don't succeed, and the enemies notice you, start running away.



Remember that you can now climb the mountains and jump - this will significantly speed up your journey. Deliver the corpse to complete the mission and the first chapter.



## Chapter 2 - Amelie

The second chapter of Death Stranding starts after you return from the crematory. In this chapter, you get many new missions, learn new mechanics and fight with the first opponents.

This page of the guide to Death Stranding focuses on the second chapter. We will tell you where to go and what to do.

### [Order No. 4] Smart Drug Delivery: Waystation West of Capital Knot City



**Where the mission begins:** Capital Knot City.

**Rewards:** Access to another location.

The route that you need to follow to complete this assignment leads through the mountains. When you are preparing for the trip, take climbing anchors and a ladder.



Along the way, you may run into a storm. The safest solution is to wait in a safe place for until the storm ends - you can hide in, e.g. a small cave.

When the storm ends, go to the station and leave the cargo there.

## [Order No. 5] Rare Metal Delivery: Waystation West of Capital Knot City



**Where the mission begins:** Waystation West of Capital Knot City.

**Rewards:** Access to another location.

During this order, you will get into a hostile territory. You have to watch your breath and walk slowly past them to remain unnoticed.

Deliver the cargo to complete this order. You can now accept another.



## [Order No. 6] Construction: Postbox



**Where the mission begins:** Waystation West of Capital Knot City.

**Rewards:** Climbing boots.

This mission is very simple. Simply go to the designated place to build a construction. After completing the task, you can use this construction whenever you want.

## [Order No. 7] Recovery: Chiral Printer Interface



**Where the mission begins:** Distribution Center West of Capital Knot City.

**Rewards:** none

You have to enter the enemy territory. On the spot, you need to open the Postbox, and then return to the station.

To reach the device, you have to hide from opponents and distract them.

## [Order No. 8] Collection: Chiral Crystals



**Where the mission begins:** Distribution Center West of Capital Knot City.

**Rewards:** Access to Chiral Crystal.

The eighth order is about collecting the resources needed for further parts of the game.



Go to the specified places and collect Chiral Crystal. Then, go back to headquarters and recycle it. This will complete the mission.



## [Order No. 9] Power Supply Unit Delivery: Wind Farm



**Where the mission begins:** Distribution Center West of Capital Knot City.

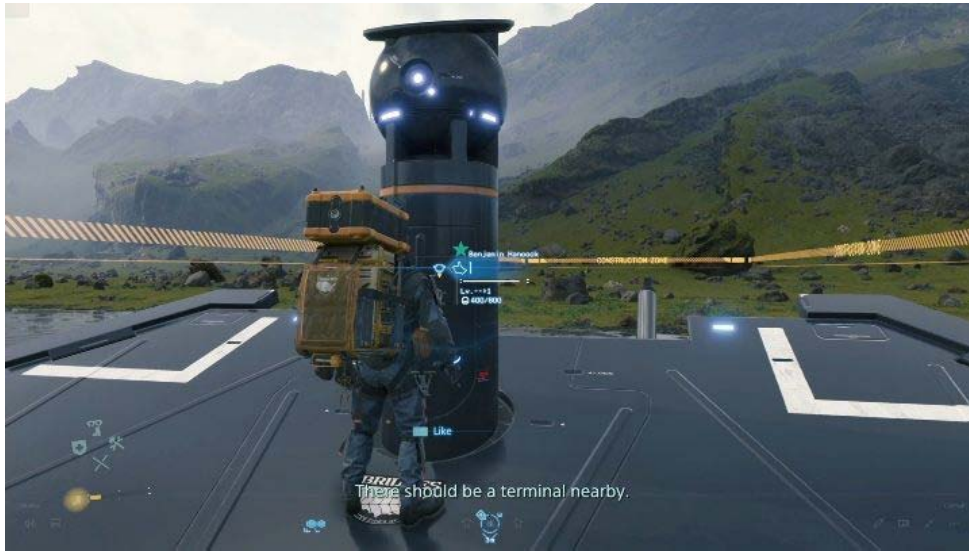
**Rewards:** A new crew member.

The order is to reach the wind farm and launch another probe. During this trip, you have to go through the mountains in which the enemies are hiding. Try not to take too much extra luggage and hide in the right spots.



Upon arrival, you will receive another order that will take you to the next base.

## [Order No. 10] Collection: Chiral Crystals



**Where the mission begins:** Distribution Center West of Capital Knot City.

**Rewards:** none

This is a simple and short order. You only need to take two parcels to the device and start constructing the bridge. Thanks to it, you will be able to safely cross the river.

**This order is best done before the ninth order.**

## [Order No. 11] Resins Delivery: Distribution Center West of Capital Knot City



**Where the mission begins:** Wind Farm.

**Rewards:** none

You have to run to the previously visited base. Just go back to the location from which you came. The only problem in this order may be maintaining balance. You are carrying a heavy cargo on your back - don't run down the hills, do it slow and steady.



## [Order No. 12] Recovery: Confidential Documents



**Where the mission begins:** Capital Knot City.

**Rewards:** none

You have to go to the enemy camp and take the documents. Along the way, you will encounter many enemies - defeat them using grenades. Thanks to them, you will reach the destination safely.

## [Order No. 13] Cryptobiote Delivery: Capital Knot City



**Where the mission begins:** Capital Knot City.

**Rewards:** Hat.

This is another order in which you have to deliver cargo to another base. There are, however, two aspects to bear in mind:

1. you have 30 minutes to complete the order;
2. you can't wet the papers.

However, you don't have to worry about the time limit. If you don't stop to admire the landscape, you will make it in ten minutes.



**By completing this order, you receive a hat that you can freely modify - just like the glasses.**



## [Order No. 14] Aid Package Delivery: Port Knot City

**Where the mission begins:** Capital Knot City.

**Rewards:** A new location.

The task is to deliver the cargo to a new location. It is located farther from the other locations. Get ready for a long trip - bring ladders and climbing anchors.

**Before performing this order, go through all those that can be performed in this territory.**

## [Order No. 15] Equipment Trial: Hematic Grenade



**Where the mission begins:** Capital Knot City.

**Rewards:** Grenades.

This is one of the more unique orders of this chapter. You have to go to enemy territory and throw grenades at BTs. This way, you will get new resources.

In addition, you will learn a fast and safe way to fight opponents.

## [Order No. 16] Elimination: BT



**Where the mission begins:** Port Knot City.

**Rewards:** none

This order begins immediately after leaving the Port, the one where you have received order #14.



Your task is to defeat the enemy attacking you. Try to stand on some platform so that the enemy doesn't limit your movements - throw grenades at it. This is the only weapon you can use to complete the mission.

**Order #17 ends the second chapter - go to the ship to start another chapter.**



## Chapter 3 - Fragile

The third chapter of Death Stranding begins after using the boat to reach another part of the country. You can do that after completing order #16 - Elimination: BT.

This page of the guide to Death Stranding focuses on the third chapter.

### [Order No.17]

This order doesn't appear directly in the game. After starting the third chapter, you will receive order #18 automatically. We can therefore assume that order #17 is to get on the ship.

### [Order No.18] Aid Package Delivery: Lake Knot City



**Where the mission begins:** on the ship.

**Rewards:** Ceramics, a new location.

This order is about moving cargo from the boat. It is rather short. You won't encounter any enemies nor obstacles.

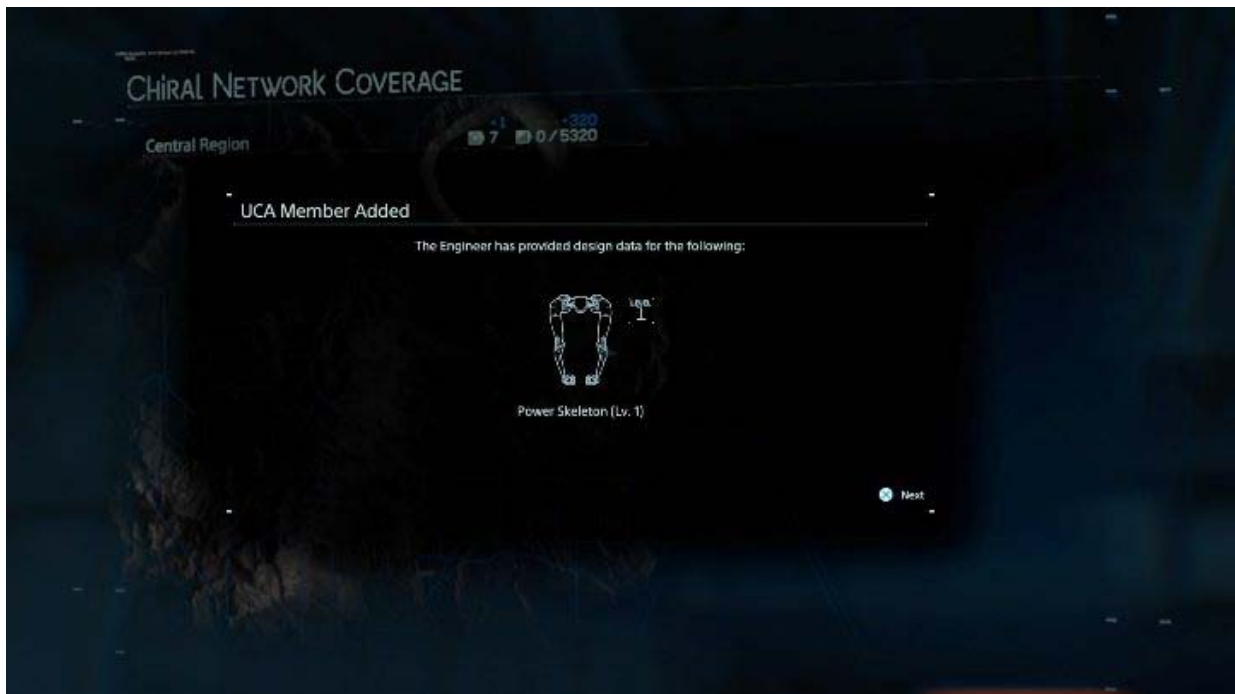
## [Order No.19] Evo-devo Unit Delivery: Engineer



**Where the mission begins:** Lake Knot City.

**Rewards:** Smoke grenade, exoskeleton, a new location.

This order will start when you reach the Lake Knot City. You need to deliver more parcels to a building located nearby.



Complete this order and you will get your first **exoskeleton** - Power skeleton. Thanks to it, you can maintain balance easier.



## [Order No. 20] Prescription Medicine Delivery: Elder



**Where the mission begins:** Lake Knot City.

**Rewards:** A new location.

You get this mission after completing order #18. Sam must transport cargo to a new location.

## [Order No.21] Gun Parts and Anti-Bt Weapons Delivery: Craftsman



**Where the mission begins:** Lake Knot City.

**Rewards:** none

To complete this order, you need to go through enemy territory. Try to go through it undetected. However, if the enemies notice you, run - you don't want to lose the cargo.

## [Order No.22] Recovery: Toolbox



**Where the mission begins:** Craftsman.

**Rewards:** A new location, a weapon.

You get this order after completing order #21. You have to recover and deliver the cargo. This means that you will have to go to the location, take the chest from it, and then return to your customer.



When you return to the customer, you will receive **Bola Gun**.



## [Order No.23] Recovery: System Server



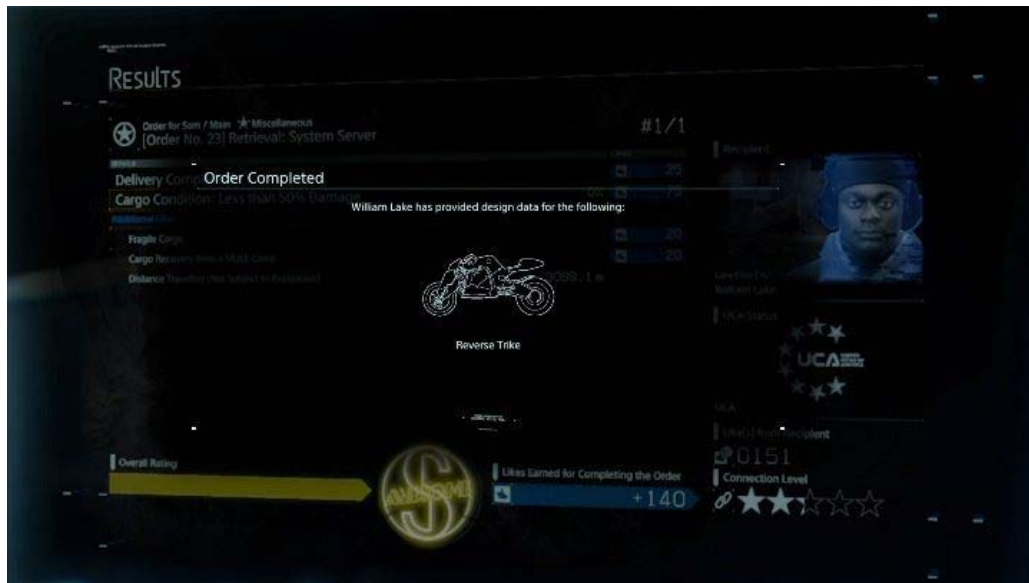
**Where the mission begins:** Craftsman.

**Rewards:** a motorcycle.

After completing order 22, you will get another mission. It consists in transporting the cargo from another location.



Considering the weight of the load, try to avoid rivers and mountains. These areas can make your journey much more difficult as you can lose your goods and valuable time.



As a reward for completing the task you will receive a motorcycle. You'll be able to use it to travel through vast areas.

However, there are two small problems:

1. the motorcycle has its own battery level - you have to charge it;
2. this means of transport has a habit of blocking itself on uneven terrain.

## [Order No.24] Prototype Bot Delivery: Distribution Center South of Lake Knot City



**Where the mission begins:** Lake Knot City.

**Rewards:** a new location and new boots.

This order consists in delivering a package to a new location. You can use a motorcycle to speed up the delivery process.





At some point you will have to dismount your vehicle, because the road will not be suitable for such type of traffic.



You will deliver the parcels on site and unlock the new location. You will also be able to rest there, review your equipment and restore your strength.

## [Order No.25] Road Reconstruction



**Where the mission begins:** Lake Knot City.

**Rewards:** none

In 25th order you have to reconstruct a part of the road. To do this, you must first transport the materials to a specific point. It is best to use your motorcycle to complete this task. Put all the necessary raw materials on your back and drive to the nearest spot available.







Stop at the mechanism. Throw all the necessary materials into it and build a new road. You will be able to drive freely on the road on your motorcycle, which will make it easier for you to complete other deliveries.

## [Order No.26] Fresh Pizza Delivery: Peter Englert



**Where the mission begins:** Lake Knot City.

**Rewards:** none

A serious task in a devastated world. You have to deliver a pizza to one of the spots. This is a delicate cargo. So, be extremely careful. You have only **30** minutes to deliver the pizza!

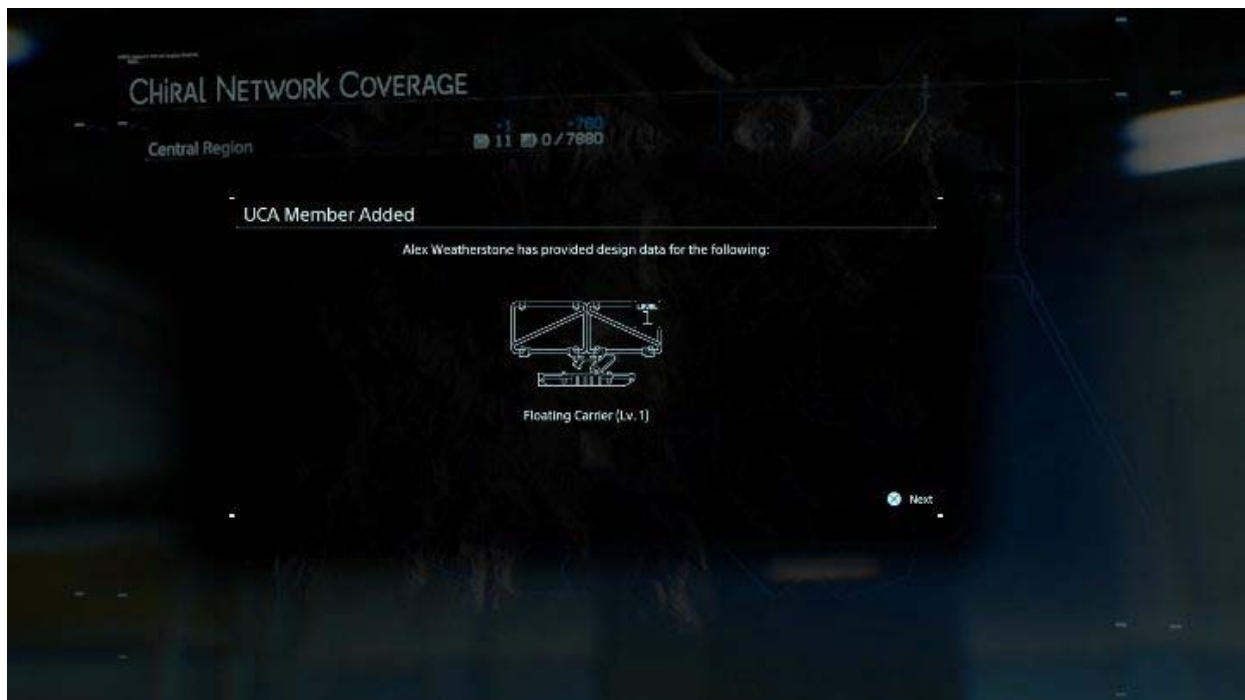
## [Order No.27] Chiralium Gauge Delivery: Weather Station



**Where the mission begins:** Distribution Center, located south from the Lake Knot City.

**Rewards:** PCC lvl 2, Floating Carrier and new location.

This order consists in delivering the cargo to the next new location. Along the way you will encounter enemies you have to defeat or avoid.



As a reward for completing the task you will receive, among other things, a Floating Carrier. It makes it easier to move the load because it reduces the amount of cargo you carry in your backpack.



## [Order No.28] Wheat Seed Delivery:Timefall Farmers



**Where the mission begins:** Weather station.

**Rewards:** the scanner and a new location.

In this mission you have to transport wheat to a designated spot. The best thing to do is to set up the packages on the Floating Carrier. In this way, the weight of the load will not restrict your movements.



On the way, you'll get into enemy territory. Just leave the cargo for a while and defeat your opponents. You can destroy them with a gun or by hand-to-hand combat.

Once you've delivered the cargo, you'll complete your mission.



## [Order No.29] Construction: Safe House



**Where the mission begins:** weather station.

**Rewards:** none

This task involves transportation of materials to a specific location. That's where you have to create your hiding place.



At a specific location, set a safe house by selecting it from PCC lvl 2. Once you've set it up, the mission will be over.



## [Order No.30] Old Component Delivery: Junk Dealer



**Where the mission begins:** Distribution Center, located south from the Lake Knot City.

**Rewards:** none

You only have 45 minutes to complete this task. The easiest way to deliver the package is to use your motorcycle.



There are two ways to get to the junk dealer - safe and longer one or short but terribly demanding one.

If you choose a shorter route, you'll have to jump over the canyon. This can only be done while driving a motorcycle.

After completing this task, you will receive 32th order.

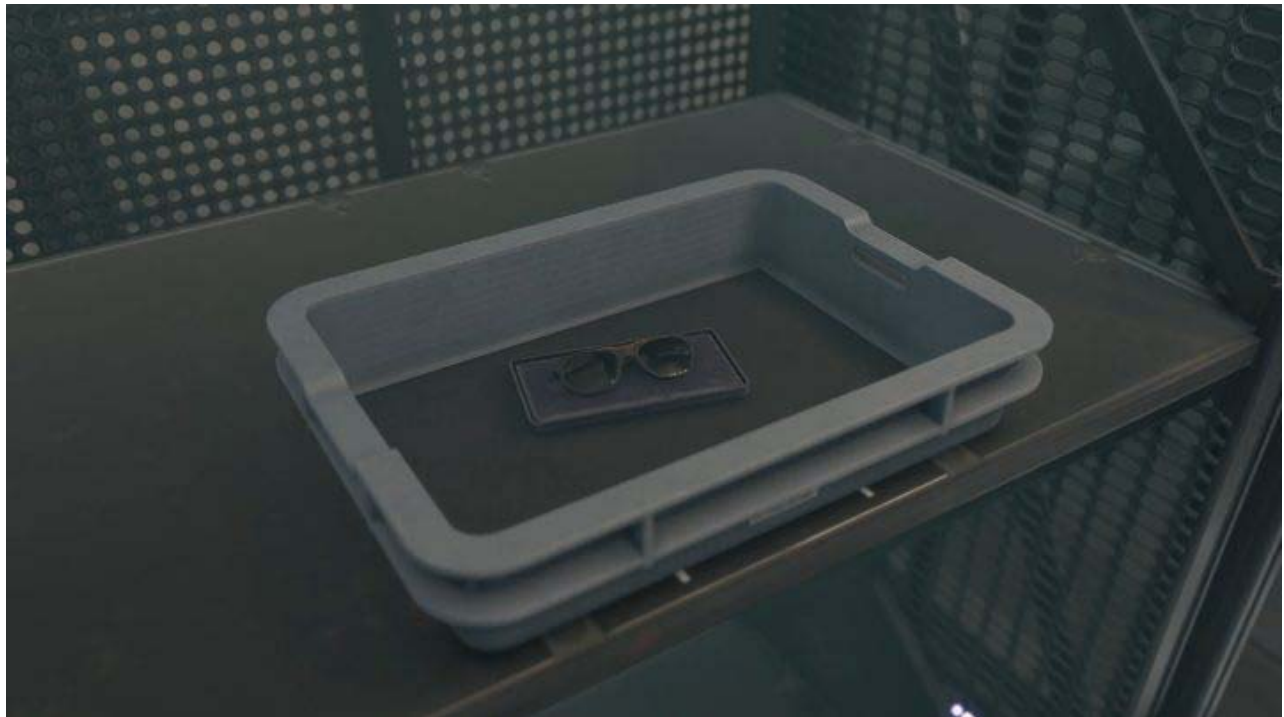
## [Order No.31] Tablet Delivery: Film Director



**Where the mission begins:** Distribution Center, located south from the Lake Knot City.

**Rewards:** glasses, new location.

During this task you have to get to the new location. As the terrain in the area is not flat, it is best to walk this route on foot. The motorcycle will constantly stop and jam on terrain bumps.



As a reward you will receive glasses that you can modify and wear.



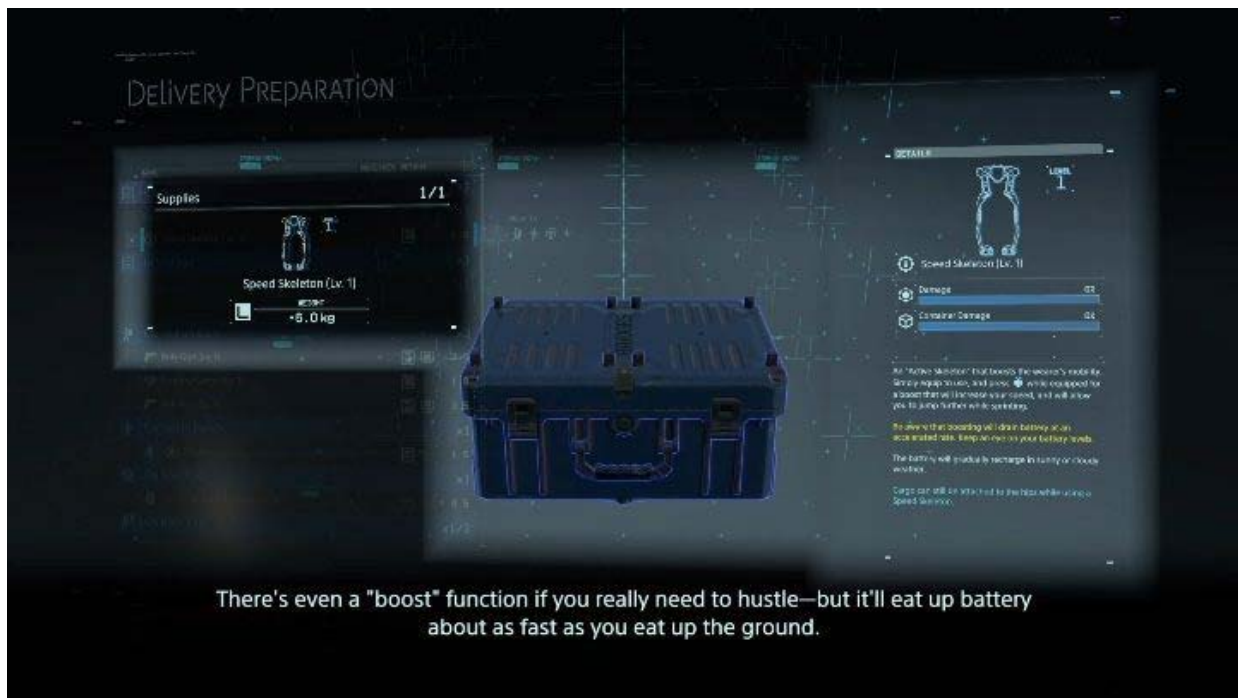
## [Order No.32] Collection: Old Components



**Where the mission begins:** Junk Dealer.

**Rewards:** the exoskeleton.

The task consists in delivering some components to another location. The route is not long, but it runs through an area conquered by enemy entities. You have to avoid them in order not to lose your precious cargo.



As a reward you will receive an exoskeleton. This item increases the movement speed of your hero.

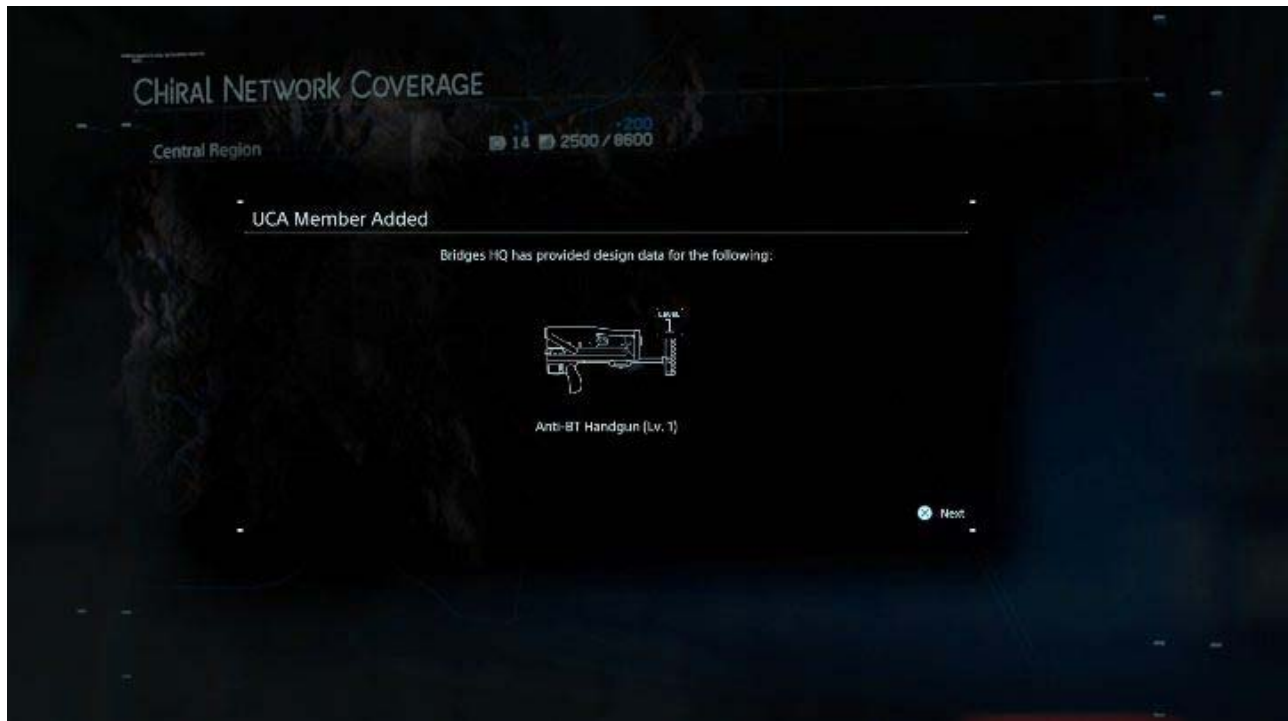
## [Order No.33] Hourglass Delivery: Chiral Artist



**Where the mission begins:** Junk Dealer.

**Rewards:** A new location, a weapon.

This mission consists in transporting the hourglass to the next site. The area is very bumpy, so it is best to go there on foot.



After completing the order you will get another weapon that can be used to defeat BT.



## [Order No.34] Chiral Artist Delivery: Junk Dealer



**Where the mission begins:** Chiral Artist.

**Rewards:** a new location, a bomb.

You have to pay special attention to this cargo, because you have a living person on your back.

The most suitable option is to focus only on the woman and safely transport her to her beloved man. Nothing should attack you along the way.

## [Order No.35] Prototype Delivery: Distribution Center South of Lake Knot City



**Where the mission begins:** Junk Dealer.

**Rewards:** a car.

The order will consist in returning to the Distribution Centre south of the Lake Knot. You can overcome this area by jumping over a gorge or by running around a precipice.



As a reward for completing the task, you will receive the first four-wheeled vehicle.



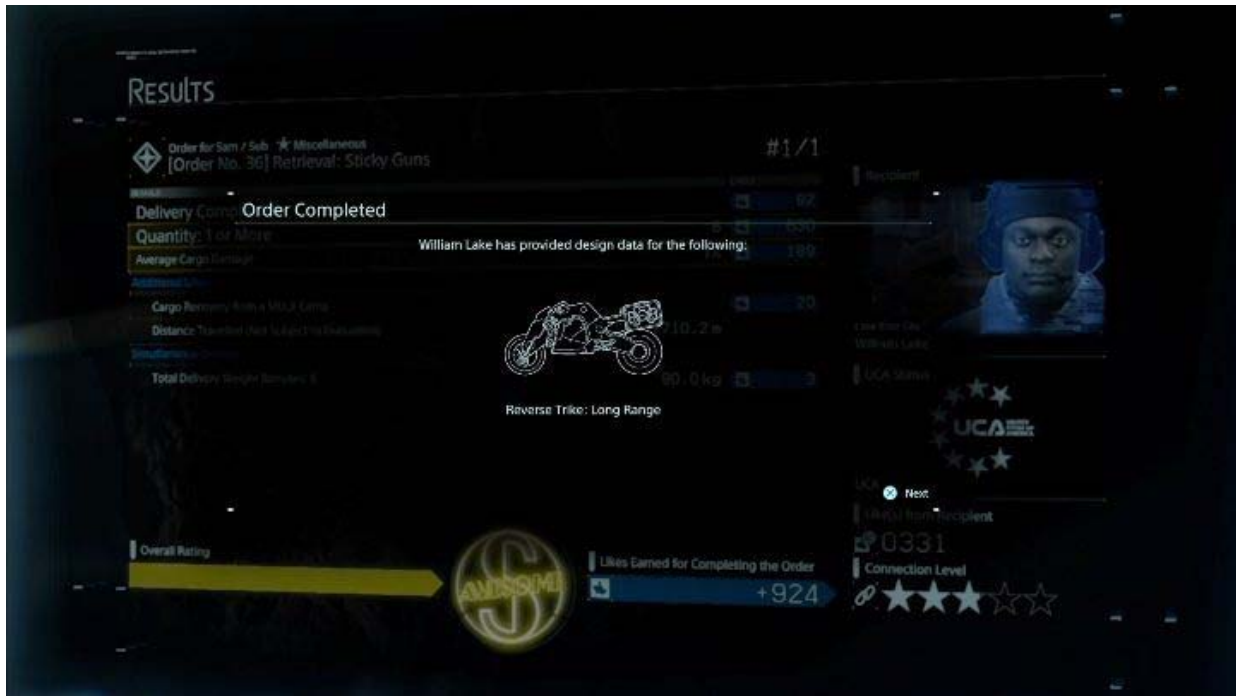
## [Order No.36] Retrieval: Sticky Guns



**Where the mission begins:** Distribution Center, located south from the Lake Knot City.

**Rewards:** new weapon, better motorcycle model.

Get to enemy base and retrieve 6 units of enemy weapons. To do this you just have to kill a few enemies and pick up their guns. Head to the Distribution Centre south of the Lake Knot with the loot you've collected.



As a reward for completing the order, you will receive a new motorcycle. It has a better battery which lasts for a longer time. Also, you can move faster through the game world.

## [Order No.37] Sewing Kit Delivery: Cosplayer



**Where the mission begins:** Distribution Center, located south from the Lake Knot City.

**Reward:** Otter Hood, a new location.

This task consists in moving the cargo to a new location. As a reward you will receive Otter Hood.

This task is not required to complete the main storyline. You can skip it and continue with the story.



## [Order No.38] Emergency Provisions Delivery: South Knot City



**Where the mission begins:** Lake Knot.

**Rewards:** new weapon, grenade, beginning of Chapter 4.

Order 38 ends the third chapter of Death Stranding. **If you haven't completed some other deliveries yet, we recommend to finish them before beginning this task.**

You have 30 minutes to complete this task.



Get to the lake with your cargo. Get the bomb out of your inventory and simply throw it in the lake.

After completing the task, proceed to the city. This will complete the mission and the third chapter of the game.



## Chapter 4 - Unger

The fourth chapter of *Death Stranding* will begin after you have completed the Order no. 38 - Emergency Provisions Delivery: South Knot City. Before you start this mission, it would be wise to complete all tasks available in that part of the map.

On this page of our guide to Death Stranding we have described all orders and tasks available in Chapter 4 of the game.

### [Order No.39] Escape the Battlefield



**Where the mission begins:** Lake Knot.

**Rewards:** none.

After chapter four begins, you'll wake up in the middle of a fight. Your parcels are scattered around, collect them and continue your journey.

At the very beginning you have to reach the first cut-scene which shows Mysterious Man (Clifford Unger). After this video you will have to start hunting the enemy.



There will be various enemies standing on your way. You can kill them with a firearm or blow them up with grenades. You don't have to worry about the consequences of your actions.



Your mission is to reach the Mysterious Man. The path to him will be marked by an antenna that accompanies the main character. Once you have found your opponent, you must attack him and ultimately weaken him. When you do that, the story will start over again. To complete this mission, you must defeat him four times.

After defeating your opponent, you will be moved to one of safe locations.

In the combat and important duels chapter (that occur in Death Stranding) we have described this battle in more detail. Please check the Clifford Unger Chapter 4 page of our guide to find full details.



## [Order No.40] Emergency Provisions Delivery: South Knot City

**Where the mission begins:** after you complete Order no. 39.

**Rewards:** none.

The order must be completed in 60 minutes.



Start by putting cheesy pizza on your back and jump on your motorcycle. You can complete the delivery much faster when using a motorcycle.



At some point your character may stop because BB will detect a threat in the area. Jump off your motorcycle as soon as you can and stand on one of the rocks. That way, you can avoid BTs attacks.



After a few seconds, a big **monster** will appear. There shouldn't be any other enemies around him. So, you can focus your attention on this particular monster.







The best weapon to deal with this monster is a **Hematic Grenade**.

Just position yourself on a stable terrain and throw the grenade straight at the monster as it approaches you. This way you can protect yourself from enemy attacks and scare them away.



After a few successful blows your opponent should fall and you will be able to continue your journey.

**This order ends the fourth chapter of the game.**

## Chapter 5 - Mama

The fifth chapter of Death Stranding will begin after you have completed the Order no. 40 - Emergency Provisions Delivery: South Knot City. Before you start this mission, it would be wise to complete all tasks available in that part of the map.

On this page of our guide to Death Stranding we have described all missions and orders available in the fifth chapter of the game. In addition, you will also get information about the opponents you have to fight with in this chapter of the game.

### [Order No.42] Escape the Battlefield

**Where the mission begins:** Mama's Laboratories.

**Rewards:** motorcycle, Handgun (level 2).

The Order No.42 begins with the fifth chapter of Death Stranding. Completing this task will be much easier if you play online. This way you can count on the help of other players who have built roads/bridges/view towers. If you have to craft any of the mechanisms by yourself, it will take you a lot of time and you may lose high amount of resources.



If you don't want to waste valuable resources and you have a lot of valuable time in stock, you can take a way around. On the map above we have marked a path you need to travel with if you want to complete the task without creating a bridge.





You can ride through the first part of the route on a motorcycle. Your vehicle will get you to your destination much faster.



However, you have to walk on foot in the mountains. It would be best if you took ladders or climbing equipment with you. That way you can make things easier.



When you get there, pick up all the stuff - **four parcels**. They are located on both sides of the river.



Remember not to enter the water, especially with while using the motorcycle. If you do so, you may drown. The water is too deep for you to swim or move freely in it.





Once you have collected all the raw materials, head to the location to return the collected goods. This will complete the mission.

## [Order No.41] Building Materials Delivery: Waystation North of Mountain Knot City



**Where the mission begins:** Waystation North of Mountain Knot City.

**Rewards:** a new location, Armour Plate (1), Non-Lethal Assault Rifle (1).

The task consists in delivering the package to the next location. There will be enemies on your way, which you can defeat or avoid. The rest of the route should pass without any additional problems. All you have to do is to deliver an undamaged package to your destination.

## [Order No.43] Blood Delivery: Distribution Center North of Mountain Knot



**Where the mission begins:** Waystation North of Mountain Knot City.

**Rewards:** a new location, Assault Rifle (2), Non-Lethal Assault Rifle (2).

You have 40 minutes to complete this task. All you have to do is take a specific route and hand over a valuable cargo on the spot. There shouldn't be occur any danger or threat among your path.

## [Order No.44] Antimatter Bomb Delivery: Mountain Wick City

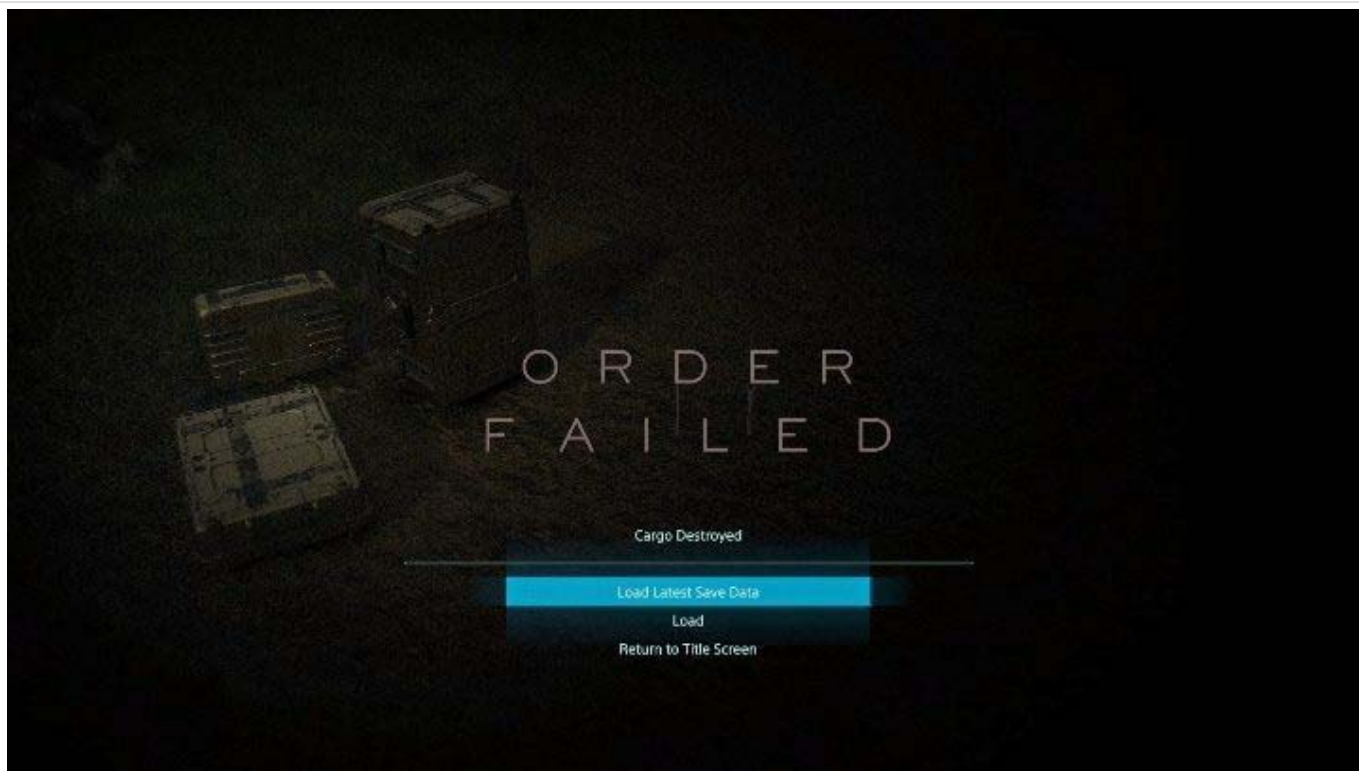


**Where the mission begins:** Distribution Center North of the Mountain Knot City.

**Rewards:** none.

Your job consists in delivering a bomb to the Mountain Knot. **Remember that this is a charge which is very delicate and you cannot expose it to any sort of turbulence.**





If your cargo takes too much damage, e.g. from falls, mountain bumps or if it gets wet, it may explode. Therefore, the task won't be completed.



Riding in the mountains is very dangerous. After a moment of shock, the bomb will explode on your back. Try to be extremely gentle, so don't expose it to too much turbulence.

After delivering the bomb, head to the **Mama's Laboratory**. There you will get another mission.

## [Order No.46] Mama Delivery: Mountain Knot City



**Where the mission begins:** Mama's Laboratory.

**Rewards:** a new location, Stabilizer.

After completing 44th order in Death Stranding, you must go to Mama's Laboratory. After a short cut-scene, you will receive another order. It consists in transporting Mama to the South Knot.



As soon as you leave the lab, you'll come across a four-legged beast. **Hematic Grenade** and **Anti-BT Handgun** are the perfect weapons to defeat it.





Your character may have trouble with maintaining balance while Mama's resting on your back. So try to always stand on some buildings/cars to avoid falling into the tar. Attack your enemy only when it appears in front of you. Then you can be sure that it will not avoid your attacks. Also, you will not lose valuable ammunition.

In the combat and important duels chapter (that occur in Death Stranding) we have described this battle in more detail. Check out the How to defeat the four-legged beast of our guide to get all the necessary information about this battle.



You can travel most of the way on a motorcycle. This will significantly speed up the delivery time of your shipment.



The terrain you have to explore is not the most pleasant. At some point, you will find yourself on snow-covered mountains, which you will have to cross on foot with a very heavy and bulky cargo. Be careful not to make any sudden movements that could lead to your imminent death.

**Completion of this task will start the next chapter of the game.**



## Chapter 6 - Deadman

The sixth chapter of Death Stranding begins after you have completed the Order no. 46 - Mama Delivery: Mountain Knot City. Before you start this mission, it would be wise to complete all tasks available in that part of the map.

On this page of our guide to Death Stranding we explain and describe all missions available in the sixth chapter of the game. In addition, you will also get information about the opponents you have to fight with in this chapter of the game.

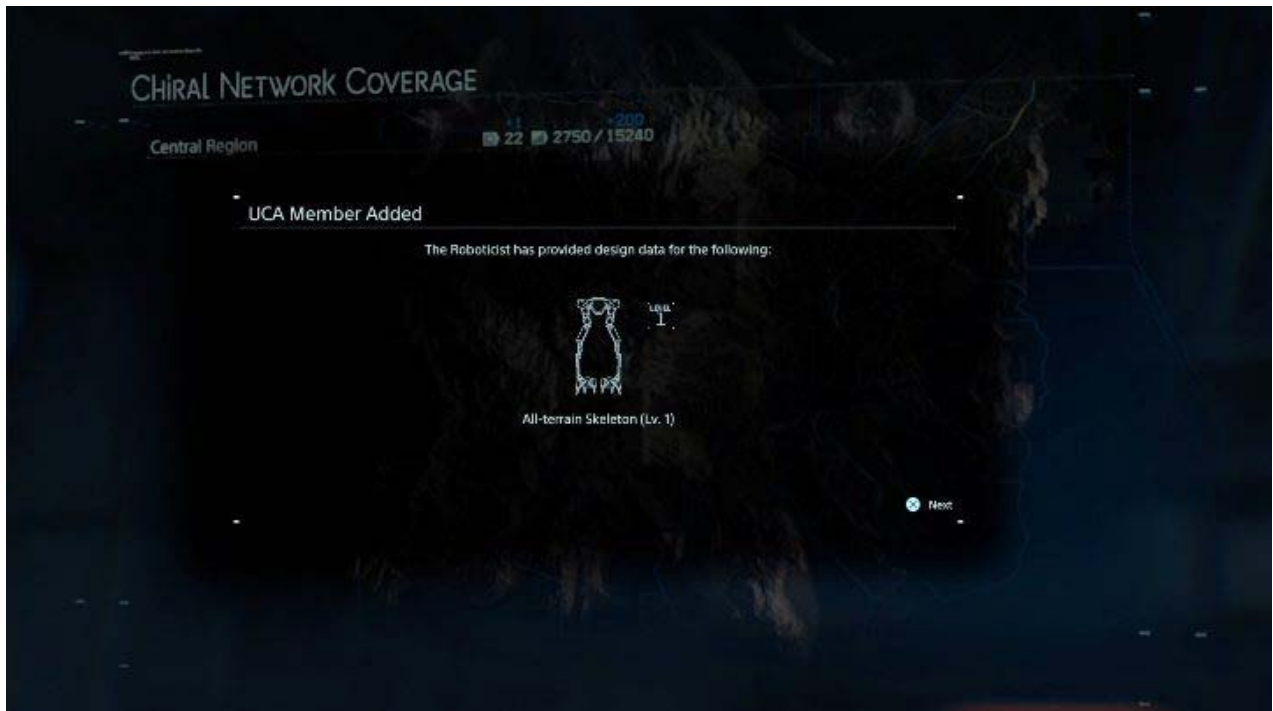
### [Order No.47] High-bounce Spring Delivery: Roboticist

**Where the mission begins:** Mountain Knot.

**Rewards:** a new location, exoskeleton.



The route to Roboticist is not the most pleasant one. You have to move around in snow-covered areas, which will limit your movements and make your hero's balance very unstable.



However, as a reward for completing the task, you will receive the All-terrain Skeleton. It will make it easier for you to travel through heavy terrain.

## [Order No.48] Medicine Sample Delivery: Doctor

**Where the mission begins:** Mountain Knot.

**Rewards:** a new location.



It's a very short mission. The doctor's office is located near the Mountain Knot. You can cover this route with a motorcycle in a few minutes.



## [Order No.50] Medical Device Delivery: Mountaineer

**Where the mission begins:** Mountaineer.

**Rewards:** a new location, Bridges Boots, Power Gloves.

**You have 60 minutes to complete this task.**



At the beginning of the task you have to go to a shelter and collect a medical device that's lying there. Part of the way has to be crossed on foot. Remember not to hurry too much, otherwise you will constantly stumble and land in the snow.



Take a package from the doctor's shelter and go back to the mountaineer. When you deliver the package, you will complete the order.

## [Order No.51] Photograph Delivery: Photographer

**Where the mission begins:** Mountaineer.

**Rewards:** none.



This is another task, which consists only in transporting the package to the right place. A motorcycle is the best option here as you can travel the entire route smoothly.



## [Order No.52] Retrieval: Camera

**Where the mission begins:** Photographer.

**Rewards:** a new location, shotgun.



The first part of this order is to get to the enemy camp and collect the camera. To do this, you need to stun one of your opponents and steal his parcel. Don't hesitate to run away - get out of enemy territory right away.



Once you have recovered the equipment, return to the Photographer. You will receive a reward and information about your next mission.

## [Order No.53] Stone Fragment Delivery: Spiritualist

**Where the mission begins:** Mountaineer.

**Rewards:** A new location.



This is one of the most difficult but also more interesting tasks in this chapter. Your quest is to move the stone packages to the other side of the mountain.

You should place the entire cargo on your back, put on an exoskeleton (it will help maintain proper balance) and follow the road to the mountains.



Snowstorms will appear on your way, which may significantly reduce your visibility. But don't try to stop, and force Sam to continue his journey. After crossing the mountain you will come across another location where you were supposed to deliver the package.





If you have completed all orders available in this chapter, then move to the location marked on the screenshot above. This concludes Chapter 6 of Death Stranding.

## Chapter 7 - Clifford

The seventh chapter of Death Stranding will begin after you have completed Order No. 53 - Stone Fragment Delivery: Spiritualist. Before you start this mission, it would be wise to complete all tasks available in that part of the map.

On this page of our game guide to Death Stranding we have described in detail all orders and tasks available in the seventh chapter of the game. In addition, you will also get information about the opponents you have to fight with in this chapter of the game.

### [Order No.54] Escape the Battlefield

**Where the mission begins:** complete Order no. 53.

**Rewards:** none.



Task 54 is not much different from task 39. Once again, you have to start by getting to moment when a cut-scene is displayed that depicts a Mysterious Man (**Clifford Unger**). A cut-scene will be displayed after you exit the sewers.





The drill is all the same as in the previous encounter. The road to Mysterious Man will be indicated by an antenna. When you reach your opponent, you must defeat him, and then the story will repeat itself. After defeating your opponent four times, you will appear in the base. There, you will be able to start orders of the seventh chapter.

In the combat and important duels chapter (that occur in Death Stranding) we have described this battle in more detail. Take a look at Clifford Unger - Chapter 7 page of our guide to find all the details.

## [Order No.55] Corpse Delivery: Heartman's Lab

**Where the mission begins:** Mountain Knot.

**Rewards:** A new location.



At the beginning of this task you have to transport a corpse and put it on your back. If you like to ride a motorcycle, you can jump on it and drive most of the way.



The route you have to take with this uncomfortable cargo is long and quite dangerous. The best thing to do is to make stops along the way to recharge your exoskeleton and your vehicle. This will greatly facilitate your task.

You need to take the body to the right room when you get to the destination point. **After a cut-scene the mission will end. You have completed chapter 7.**



## [Order No.56] Recovery: Winter clothes

**Where the mission begins:** Mountain Knot.

**Rewards:** none.



At the beginning of the mission you must travel to the mountains and get some clothes back.

It is best if you drive your motorcycle/car to this place and climb the mountains on foot. Thus, you will get the parcel in a fast and safe way.



After recovering the parcel, go to the Mountain Knot to return the clothes. This will complete the mission.

## Chapter 8 - Heartman

The eighth Chapter of Death Stranding will begin after you have completed the Order no. 55 - Corpse Delivery: Heartman's Lab. Before you start this mission, it would be wise to complete all tasks available in that part of the map.

On this page of our guide to Death Stranding we have described all orders and tasks available in the eight chapter of the game. In addition, you will also get information about the opponents you have to fight with in this chapter of the game.



Let's start with the fact that in the beginning of chapter eight you won't have any new mission available. For two minutes, you have to look around Heartman's room for valuable information. For every piece of information you receive, you will get a reward in the form of likes. A cut-scene will be displayed. Once it ends, a new order will be available.



## [Order No.58] Anti-chiralium medication Delicery: Geologist

**Where the mission begins:** Heartman's Lab.

**Rewards:** A new location.



This task is best undertaken on foot. Also, it's advisable to wear an exoskeleton that enhances your balance capabilities or climbing skills. This area is not dangerous, but it will be difficult to cross it without any support.

If you penetrate through the snowdrifts, you will reach the location and therefore be able to complete the task.

## [Order No.59] Antimatter Bomb Delivery: Paleontologist

**Where the mission begins:** Heartman's Lab.

**Rewards:** a new location, grenades, Oxygen Mask.



Your job is to deliver the bomb to the Paleontologist. **Remember that this is a charge that is very delicate and you cannot expose it to any sort of turbulence.**



If your cargo takes too much damage, e.g. from falls, mountain bumps or if it gets wet, it may explode. Therefore, the task won't be completed.

Riding in the mountains is very dangerous. So, try to move the cargo on your back. Avoid jumps and falls. Move between stones.



## [Order No.60] Recovery: Ammonites

**Where the mission begins:** paleontologist.

**Rewards:** a new location, grenades, Oxygen Mask.



You will need an oxygen mask to complete this task. Remove it from the inventory and put it on hero's face.



With the mask on, travel to the canyon where you will find parcels with ammonites. Collect them and go back to the paleontologist.

## [Order No.61] Tar Extraction Device & Ammoite Delivery: Evo-devo Biologist

**Where the mission begins:** paleontologist.

**Rewards:** a new location, grenade launcher.



The first part of your task consists in finding parcels containing raw materials. They are located near your location, between the mountains.

A lot of BTs wander around in this spot. The best thing to do is to shoot at them and scare them away so you may avoid a direct battle.



Once you have the equipment, go to a new location and give the parcels back to the woman. This will complete the mission.



## [Order No.62] Repair: Chiral Relay

**Where the mission begins:** Heartman's Lab.

**Rewards:** A new location.



This mission is about reaching a location delivering materials. The best way to reach the destination is to use a motorcycle. Thanks to the vehicle, you will go through the mountains with greater ease.



After delivering the cargo, you will have to get to the other side of the river. You can't do it the traditional way, though. If you enter the water, the stream will move you immediately - this means imminent death.



The best way to accomplish this task is to surrender to the opponents and use the moment when they attack. Then, the water will be covered by tar. After that, buildings will emerge from it. Jump from one building to another to continue the plot.

We have described this part of the mission in detail in the Puzzles chapter. Check [How to get through the tar tank](#) page to get all the details.



## Chapter 9 - Higgs

The ninth chapter of Death Stranding begins after completing order #62 - Repair: Chiral Relay. Before you start this mission, it would be wise to complete all tasks available in that part of the map.

This page of the guide to Death Stranding focuses on the ninth chapter. In addition, you will also get information about the opponents you have to face in this chapter.

### [Order No.63] Network Activation Key Delivery: Edge Knot City

**Where the mission begins:** North of Edge Knot City.

**Rewards:** A new location, a rocket launcher.





This order isn't the most pleasant nor quick. You need to complete the entire route by sneaking slowly and silently to avoid all of the BTs in this area. If you stand up, you will be attacked immediately.

You can relax only after you get to the base and trigger the cut-scene.

## [Order No.64] Elimination: BT

**Where the mission begins:** Complete order no. 63.

**Rewards:** none.



When you leave the base, you will be attacked by a giant. This enemy is huge and very tall. However, it has very limited movement which makes it an easy target.

The ideal weapons to fight it are **Hematic Grenade**, **Remote-Detonation Grenade Launcher** and **Anti-BT Handgun**.





You can quickly defeat the opponent by shooting at its chest. This will deplete a lot of health points.

This fight has been described in the Combat chapter. Check [How to defeat the giant](#) page to learn all the details.

## [Order No.65] Elimination: Higgs

**Where the mission begins:** Complete order no. 64.

**Rewards:** none.



This mission is about eliminating a target. The fight has three phases. In the first, you have to hit Higgs with cargo and attack him with your fists. This will trigger the cut-scene.



After that, you will have to throw more cargo at him again. However, Higgs will be much clever - the opponent will teleport more often. You can stop Higgs by hitting him with fists.



The last phase is significantly different from the previous fights in the game. You have to keep hitting the enemy and defend against his strikes. Your movements are limit by the hero's stamina. Give him some time to rest so he can do even more damage.

This fight has been described in the Combat chapter. Check [How to defeat Higgs](#) page to learn all the details.

**Defeat Higgs to complete chapter 9.**



## Chapter 10 - Die-Hardman

The tenth chapter of Death Stranding begins after completing order #65 - Elimination: Higgs. This is a very unusual chapter because all you have to do is move on to the next point.



Your task is to get to Capital Knot City. The fast travel option is disabled. You can count only on your equipment and skills.



Start with charging the exoskeleton and motorcycle. They will help you in getting through the mountains that make up most of the route.



Once the batteries are depleted, go to one of the enemy camps and steal their car. You should be able to drive it for a while.



As you travel, check the unlocked locations to charge your gear. Thus, you will strengthen your hero and travel through the area faster.





If your hero is without a motorcycle, car and exoskeleton, he will be in big trouble. You may come across opponents - you should avoid fighting them. The best method is to escape.



This chapter will be easier for people playing online. You will be able to use roads/bridges prepared by other players.

Reach the goal to start the next chapter.

## Chapter 11 - Clifford Unger

The tenth chapter of Death Stranding begins after completing order #65 and reaching Capital Knot City. This chapter is very short - you will only face Clifford Unger.

### [Order No.67] Escape the Battlefield

**Where the mission begins:** Reach Capital Knot City.

**Rewards:** none.



The eleventh chapter of Death Stranding is the third (last) fight with **Clifford Unger**.





Start by reaching **Clifford Unger**. Your next task is to find the opponent and defeat him.



Don't forget to collect weapons and grenades. These weapons will help you eliminate opponents appearing in your way.



You have to travel through the jungle and look for Unger. Find him by using the **antenna**. It directs you towards the enemy, just like in the earlier missions of this type.



After detecting the enemy, attack him and try to deplete his entire health bar. Unger, however, is significantly stronger, so prepare for a longer battle than the previous ones.

There are **Cryptobiotics** in the area - use them to restore health.





After you weaken Unger, he will move to another place on the map. You have to defeat him **four times** in total.

This is the last fight with Unger.

In the combat and important duels chapter (that occur in Death Stranding) we have described this battle in more detail. Check Clifford Unger - Chapter 11 page for all the details.

## Chapter 12 - Bridges

The twelfth chapter of Death Stranding begins after completing order #67 - Escape the Battlefield. This page of the guide to Death Stranding focuses on the twelfth chapter. In addition, you will also get information about the opponents you have to face in this chapter.

### [Order No.68] Crytobiote Delivery: Capital Knot City Isolation Ward

**Where the mission begins:** Port Knot City.

**Rewards:** none.



Your task is to get to Capital Knot City and deliver the cargo.





However, you will encounter a few enemies. At the beginning, you will see BTs in the sky. Start sneaking to avoid their attacks.



Your next opponent will be a squid. The easiest way to defeat it is using **Hematic Grenades**.



Remember that the cargo can get damaged by Timefall. It will be better if you stop somewhere and repair it with Container Repair Spray.

If you want to learn more about repairing cargo, go to [How to repair damaged cargo?](#) page in our FAQ section.



Continue the journey - you will get to the final enemy. The fish is huge and quite fast. The ideal weapons to fight it are **Hematic Grenades**, **Remote-Detonation Grenade Launcher** and **Anti-BT Handgun**.





Although this is the last opponent, it shouldn't be difficult to beat. A dozen accurate attacks are enough to defeat the fish.



When you deliver the cargo, you will complete the order and begin 13th chapter.

## Chapter 13 - Sam Strand

The thirteenth chapter of Death Stranding begins after completing order #68 - Crytobiote Delivery: Capital Knot City Isolation Ward. This page of the guide to Death Stranding focuses on the ninth chapter.

### [Order No.69] Go to Her Beach

**Where the mission begins:** Complete chapter 12.

**Rewards:** none.



This mission starts on the beach. Your task is to find Amelie. This will complete the chapter.





Remember not to enter the water. Remember that Sam can't swim. The main character can drown which will force you to repeat the mission.



Keep running to the left, along the shore, until Sam decides to stop.

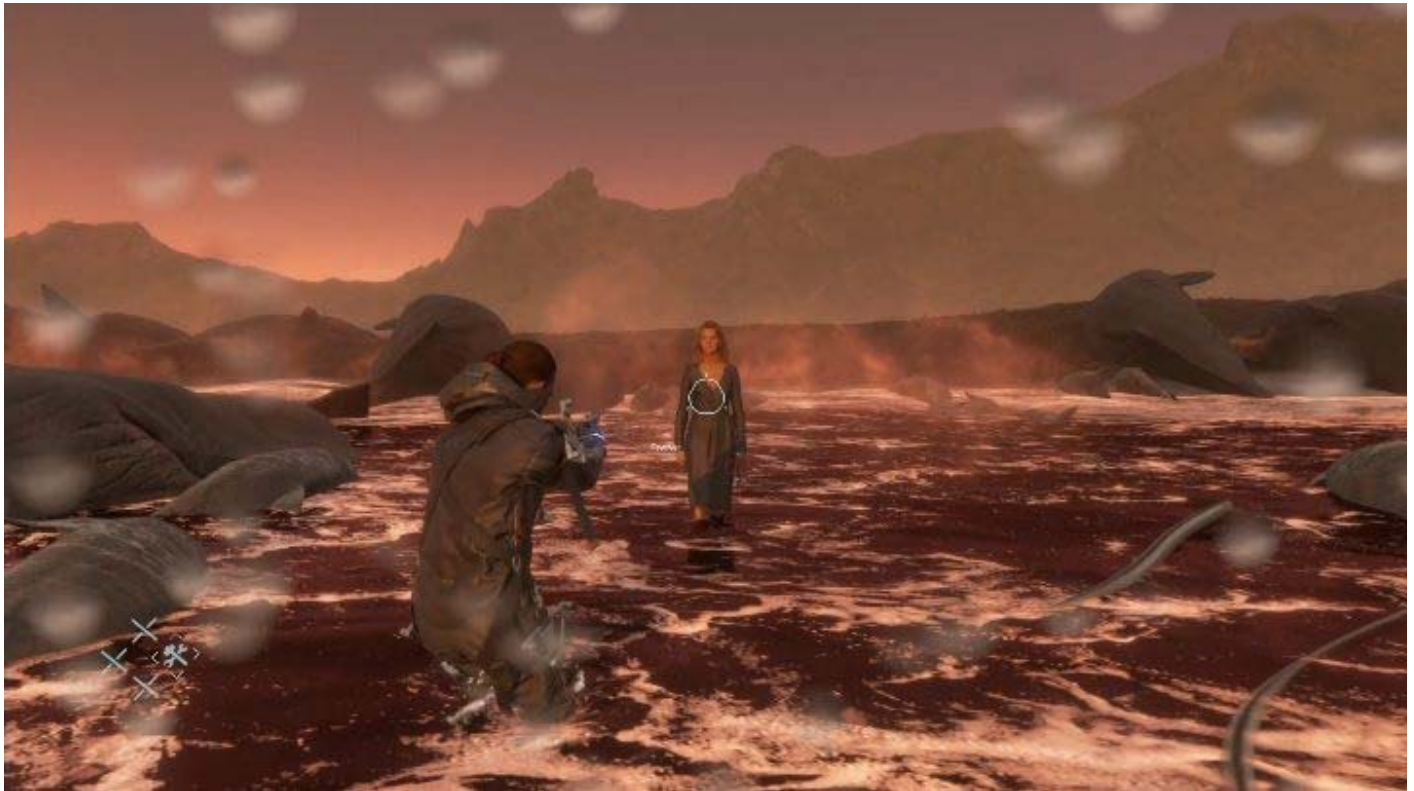


If he sits on the ground, don't order him to get up. This will trigger a cut-scene.



When you find Amelie, the game will suggest that you have a choice. Remember, however, that there are no choices in Death Stranding. We have described this aspect in the FAQ section.





If you allow the woman to enter deep water, the game will force you to go through this mission again. You can't stop her with a weapon. Bullets won't hurt her.



To save her, you just need to hide the weapon and hug her. This completes the mission and starts the last, fourteenth chapter.

## Chapter 14 - Lou

The fourteenth chapter of Death Stranding begins after completing order #69 - Go to Her Beach. This is the last chapter of the game. After completing this task

### [Order No.70] Cremation: BB

**Where the mission begins:** Complete chapter 13.

**Rewards:** completing the game.



Your last mission in Death Stranding is about transporting BB for cremation.





To do this, you will follow the route that you have seen in the first missions of the game.



After delivering BB, you will wake up in The Seam. It works the same way as in the case of Sam - you need to find your soul to return to the world of the living.

If you didn't die during the game, check What happens after the hero dies? chapter to learn about The Seam.



After completing this task, you will see the credits and the summary screen. This is the end of the game. Remember that after finishing it, you can continue playing to complete remaining missions.



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