I

Death Stranding first appeared somewhere without the “Only on Playstation”, before openly being announced for a PC release. Horizon Zero Dawn will be coming to PC as well and some people started to really lose their shit. The most unsettling thing I have seen was a tweet (or whatever) form what I assume o be a grown man putting Horizon Zero Dawn inside a toilet and saying something like “you are dead to me Sony!” Seriously, why would someone be so upset about something like this? I guess people like the idea of having this cool secret thing in their club that outsiders can’t have but if you enjoy something less because some one else is enjoying it and you are older than 5 you should really think about how you are thinking.

1

Okay so in this section I will do my best job at associating into the position of caring a great deal about this, and getting offended. Actually, in my early days when I was around 10 years old I think, I was a huge Nintendo fanboy and I sent in a drawing to the Nintendo Official Magazine. This drawing starred Mario in a smooth James Bond-ish suit (because of GoldenEye) shooting some Playstation mascot (don’t even remember which one, could’ve been Crash Bandicoot?) that was wearing a t-shit saying “Sony GayStation”. Sadly I didn’t win the prize. If I think back at that time, I think it was mostly because I was a kid and I knew I was never going to get a second game console, so I needed to reassure myself I had the best one. And to be honest, the difference between SNES and Sega Megadrive or PSX and N64 in terms of raw power and game quality was also bigger than in the last gens.

I guess the only instance where I could imagine people being legitimately bummed out by former exclusives going multiplatform is with some Nintendo games like Mario because they basically are Nintendo, but even in that case it could happen if this development goes on. Many people would probably never imagine Sonic being in Nintendo games 10 years ago. I’ d like to play some of those new Donkey Kong games on my PS4. In theory some games could be made specifically for one platform and optimized for that, but in this day and age getting a game to work well on a few different consoles and PC should really be doable in any case where serious effort is put in.

2

So imagine a person who is out for diner with his wife, sees two things on the menu he really likes as a main course. He picks one, and she picks the other. After the diner gets served he is enjoying his meal but he looks at hers and thinks it looks pretty good as well. But of course he need to reassure himself that he made “the right” decision and made “the best” pick so he proceeds to tell her how her dish sucks and his is way better. Isn’t that a really annoying person? Of course it’s not exactly the same, but the point is that someone can’t stand somebody else enjoying something.

There is something just wrong with the way of thinking that makes it so that somebody else’s success and/or happines reduces your own. Wether that’s with videogames, or wether it’s with stock/crypto trading or whatever just enjoy your successes and be happy for other people’s as well. In fact I am more hampered by the fact that I can’t share experiences about Gof of War with people who don’t own a PS4, than it’d bother me if it went multiplatform. I anyway believe that it has always been part of the idea of what software truly is to not be restricted by a certain subtype of consumer product, but to run on anything that has the specs to run it. At the time, crossplay is even available which is pretty big and a very good thing for multiplayer games, although crossplay chat capabilities still need to be improved a lot.

3

The biggest reason I think it’s more of a good thing rather than a bad thing that some titles stop being exclusives, is that it allows good games to sell more. As I’ve mentioned somewhere before, the market is in a weird position where the quality and quantity of quality games is huge and budgets are huge as well so games need to sell very, very large quantities. Multiplatform means larger market to sell to, means more commercial success, means more investment, means more money to make great games. It’s that simple.

Somewhere I can understand the idea that if game platforms don’t distinguish themselves by the games playable on them, then what? But this is in a way no different then TV’s not needing to compete by having different programs to watch on them. Rather it’s more about choosing a device that fits your general sense of aesthetic in your home, with a brand and UI that appeals to you on considerations concerning it’s online platform. And that’s fine.

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Considering how large the videogame market has become, the idea of one company “winning the war” and becoming “the” gaming platform is obsolete and probably has been for a long while. So if it’s a given that an ending like that will never be there, shielding off games in niches by restricting them to one platform is kind of silly. Consumers win because by owning one system of choice it’s all playable, and developers win because there’s more potential buyers.