Transistor's unique blend of artistic influences, ranging from art nouveau to cyberpunk, tell the story of Cloudbank's conflicting identities. Lush greenery devolves into a blank slate marked by ominous red eyes, before growing again out of the void.

Transistor's story makes little sense on a first playthrough. It presents a narrative that has to be pieced together from background clues that only slot into place much later. However, pairing some of those clues with important game mechanics motivates players to engage with and explore those mechanics.

Music is a central aspect of storytelling. Through music, we see into Red's and other characters' true natures and innermost thoughts. It's cleverly used to give players context for events of the game, tying into narrative beats and reflecting the cyclical nature of the story.

The Transistor provides a sense of stability and information to new players. Halfway between a narrator and a companion, the choice to make only one voiced character for the majority of the game was unusual, but paid off. With dialogue balancing exposition and personality, out of necessity grows a genuine bond felt by the player.

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