

The Path Videogame Review By Adam Eisentrout: Staff Writer

Fairytales have always been things I've dreaded to read or listen to. It was not the stories themselves that bothered me, but afterward when my mind would warp the stories ideas into something much darker and grimmer than they were written. Now, when it comes to *The Path*, a new indie pc game, the game has already twisted and grinded out the fairy tale of *Little Red Riding Hood* into something much, much more disturbing than it could ever be.

In *The Path*, you choose from six sisters who vary from age and personality. Once you pick a sister, you are then placed on a wide dirt path, surrounded by a dark forest and are given simple instructions, "Go to Grandmother's House and Stay on The Path". As straightforward as the instructions are, if you comply and reach Grandmother's house right away, the game fails you. So the only other choice is to take your



I could tell my parents hated me because my bath toys were a toaster and a radio.

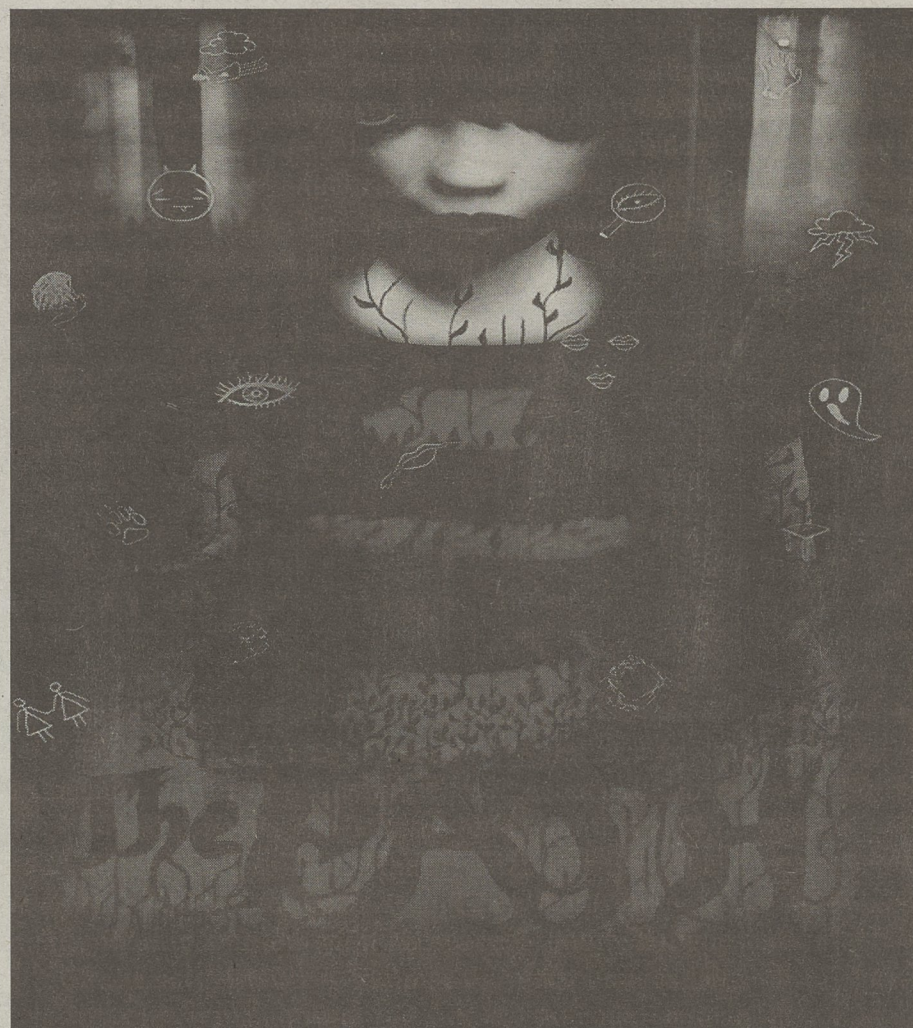
Submitted by Lauren Rodriguez

character off the path and go into

the forest. In the forest, your character can find different objects, interact with them, and also give a little personal anecdote. Some objects can not be used by some of the sisters whilst others can. There are also several locations strewn about the forest such as a campsite, a playground, a pond, an outdoor theater, and a graveyard. But the objects and the locations in the forest are just there for something else that becomes the most menacingly intriguing part of whole game, which is the wolf character.

For each sister you play, you must find their wolf (a Man, Woman, or a literal Wolf). Now, the wolf character does not generally appear out of nowhere, it usually appears when the player has their character reach there corresponding destination, such as the pond or the campsite. Once the wolf appears the player must interact with him or her, in order to complete the chapter. But, once the player interacts with the wolf the screen goes eerily black and the player is reawakened on the path in front of grandmother's house. The player then enters Grandmother's house and is guided through a surreal and nightmarish house that ultimately leads them to the end of the chapter.

Now where *The Path* makes a turn for the disturbing and brutal, is when the player encounters the wolf and the screen goes black. We never know what happens to each girl but as they are awakened we know something awful has happened to them. Either the girl awakens walking with her arms crossed giving off a sense of violation or they unsettlingly limp



toward grandmother's house. What makes the game worse is that the culprit that makes each girl encounter such horrors is the player themselves.

Whether or not a gamer is up for the sort of game play or dark subject matter *The Path* presents, it is an experience truly unlike anything else a gamer could possibly play this year. *The Path* is a great example of the type of games that can break the barriers of people perceptions to what a videogame can truly be. The games creators have taken massive risks to creating something that demands a lot more thought and attention than any mainstream video game on the market. Of course, any casual or even hardcore gamer may dismiss it right from the start. But, *The Path*

is worth trying and even at least putting a few hours into, as it all starts to get interesting as if placing the first few pieces on a jigsaw puzzle, except the pieces are your own interpretations and thoughts. *The Path* truly is a living, thriving, work of art. It is as deep and innovative as an experience can get, helped by its great sense of mystery, curiosity and endless amount intrigue, that can not be found anywhere else but off the path.

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