



Oscura: Lost Light

REVISITING THE FORGOTTEN ART OF SIMPLICITY

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GAME INFO:

Format: PC

Other Formats:

Mac, Linux

Developer: Chocolate Liberation Front

Publisher: Surprise Attack Games

Release Date: 24/2/15

No. Players: 1

Online Multiplayer: No

As picturesque and idyllic as nature can be, there are certain wild and untamed lands that teem with terror- especially long after the sun has gone down. *Oscura: Lost Light* revisits our most haunting camping memories with the swampy, eerie surrounds of the Driftlands. This is a place fraught with danger as cloven hoofed beasts and sharp-taloned creatures of the sky lurk around every corner, awaiting the arrival of our unlikely hero Oscura.

Taking place before the previous two titles in the franchise, the young apprentice lighthouse keeper has been ordered to seek out the lost shards of the destroyed Aurora Stone. Whilst his defenceless nature would usually prove to be a disadvantage, the dramatic destruction of the Stone resulted in Oscura being gifted the ability to wield certain powers. And so our scrawny little klutz must brave the belly of the dark forest, commanding the powers of Construction, Destruction, Gravity and Time to ensure his mission is successful.

There's an undeniable sense of simplicity to this game, and yet the gameplay still proves to be both frustrating and challenging. The puzzles presented aren't so much tricky to figure out as difficult to pull off.

Right Top:
It is up to Oscura to restore light to the world.

Right Bottom:
Puzzles abound in the Driftlands.





Above:
Spikes, spikes
EVERYWHERE!

"A PRECISE TOUCH AND PERFECT TIMING ARE CRUCIAL IN NAVIGATING THE TREACHEROUS ROAD AHEAD"

The incredibly sensitive controls mean a precise touch and perfect timing are crucial in navigating the treacherous road ahead to reach the next glowing beacon of hope-checkpoints. For those who aren't so familiar to the genre, or perhaps haven't dabbled in such a style since the days of the classics, there's a lot to get used to. But nailing those difficult levels is incredibly satisfying- and the safety net of unlimited lives doesn't hurt either.

The Driftlands resemble a gothic, steam punk fairytale, complete with gears and all. Don't get too close though- those gears are lethal. The constant threat of an impending impale is very real, with antlers, thorns and

various other miscellaneous spiky objects all threatening to put an end to Oscura's short life.

Despite its sinister, gloomy overtones, Oscura: Lost Light is still lacking that magical, enchanting allure that we've come to expect from similar recent releases like Ori and the Blind Forest. And the dark shadowy environment still doesn't quite compare to the likes of Limbo. Nevertheless, there's a distinct neon-macabre vibe to this game that I can't help but feel drawn in by.

The first in the franchise to be released on PC, I really think this game would have felt more natural on Android or iOS- the keyboard controls are a little odd

to handle, and I feel Oscura's powers could have more potential with a touch screen device. Whilst not promising to become a frequented favourite in my library, Oscura's mash up of old school and new school has succeeded in taking me down a fond path of nostalgia. A dimly lit one perhaps, but pleasurable nonetheless.

GAMEPLAY	STORY	OVERALL
6	5	6
7	5	
GRAPHICS	REPLAY	