Being a child is not always as easy as it seems. Some have the misfortune of being banished from their world to a mystical realm of exotic creatures… precarious adventures. This is the story of Aurora, daughter of the duke of Austria whose wife was lost and replaced by a dreadful sorceress that planned to plunge the world in eternal darkness. This required the expulsion of Aurora of the world of the living, that ended up to be an exile to the world of Lemurian.

Child of Light puts you as a little girl that will strive to get back home and reclaim the light that once refracted all over her kingdom. To do so, Aurora will have to venture through Lemuria, an unknown realm where she is surprisingly well known for her noble status.

When it comes to traditional turn-based role playing games, Child of light does not set itself far apart from the family. Battles are turn based, turn order depending on the speed of every character. Traditional attacks are queued and then enter a danger zone in which, if the preparing character gets hit before unleashing its attack, will get interrupted and thrown backward on the action time-bar.

This is partially why storytelling takes a large place in the game. Not only because of that but also because it is so originally executed. The narrative takes an unusual tone when it comes to the character’s attitude toward their quest and the future. Much of their discourse is tinged of sadness and hopelessness, sometimes only for the protagonist to step up and rise the troops morale. Even though it is a more cheerless world that you roam in, the melancholy of it is quite charming and will still make you wish you could explore it by yourself.

However, at some point in the game, it seems the gameplay is left alone, with a long flat in the story’s development that makes you feel a bit like you are wandering around without real objective. Fortunately, it then picks up with an entertaining rhythm, saving the flawless narrative style from the imminent story crash.

You will also accustom yourself the poetic dialogs between the characters, setting an interesting pace to the frequent conversational interruptions. It is true that it may attract the lore-bored players and enhance the lovers’ experience of it.

Early enough, you gain the ability to jump, which is a great addition to the game since it gives exploration a new dimension, giving you much space to discover treasures or even unveil secrets. The universe is wrapped by a smooth melodic soundtrack that melds itself perfectly with the rich puerile visuals. Adding the previously describes narrative style to the recipe results a world that shows you its personality instead of describing it to you.

Aurora is the young girl that you will incarnate through her journey of saving her father’s kingdom. Her personality steps out as much as the whole artistic style of the game does. The young girl is often recognized for her royalty throughout her journey but strives to be recognized as more. I think it is an interesting point of view as we can consider her to be a representation of the female in the geek culture. When you feel like you are part of something you love, you want to be treated as such. The mere fact of existing in an environment that does not recognize you for what you are might be discouraging (female geeks or Aurora). In this particular case, Aurora showed us that whatever your goal is, attaining it is doable whoever you are (a children in this case). As far as female models go, Aurora is a peculiar and inspiring one.

Pros:

Simple, accessible gameplay

Fantastic world that gradually comes to life

Great artistic value

Cons

Some storytelling shortcomings

Child of light is a story of both hope and despair wrapped around a turn based RPG. Most of the game value comes from its storytelling and art style that will makes you experience the adventure in the fantastic world of Lemuria in the most immersive way. Not to say that the gameplay is not entertaining, it is. The simple mechanics twists will make you think about every move you make while encountering the most vehement adversaries. Venturing in the world of Lemuria as Aurora is a compelling experience that is told in a unique way that everyone can find an appeal to.