While early role playing games used to make great use of this particular form of tale, myth is rarely used as a way of telling stories in modern video-games. Explicit narration and clearely defined setting makes things easier when it is time for the player to make sense of the story. However, other styles do take a more indefinite approach, which takes away the certainty about the setting and remotely introduces the story.

Superbrothers: Sword and Sworcery does tell the story in such a way. Placing you as a mysterious heroine, your only base of security, at first, will be the uncertainty relative to her identity. You are referred to as the Scythian and progressively learn a bit about your origins. And still, while you do not really know the reason of your summoning, characters that you encounter seem to be well aware of the purpose of your coming. You soon realize that it is on an intriguing journey that Super Brothers: S&S sets you.

The story of Superbrothers: Sword and Sworcery feels complex and, even though not much is said, you know that your tale will be an epic one. The ambiguity relative to your presence on this land accounts for most of this impression and while it may sound like a downside, it generates mysteriousness and motivates to learn more about the origins of the country you find yourself into. The game is divided into sessions that are suggested by the Archetype, a cigar smoking man that seems to know more than anyone about how your quest but only acting as a host for your adventure.

The Scythian is the protagonist of the game. Interestingly enough, her visual design, physical armor and natural appearance, is such that she even could have been baptized as a boy. The indistinguishableness of her face made her look like a genderless warrior. It is still an interesting point that developers chose to make her live as a mythic female hero, straying away from the normal hero pattern in video games. Like any other warriors, you will hear her shouts when swinging her sword at enemies and expressing her pain when she gets in. Even though the heroine is not extensively developed, it is in a genuine way that she has been created and it feels refreshing to play such a character.

Wandering around the world, you will firstly be struck by the sound track. While I most often consider this aspect to be a complementary aspect of a video-game, in this case, it is a major part of it. I have been surprised with the extent to which the soundtrack dictated me with what I should expect from the area I was in. The first minutes are marked by a rhythmic, adventurous soundtrack while the dark catacombs you first venture into echo deep drums and organs sounds. Atmosphere deeply present and compelling when it comes to your experience of S&S.

Controls are simple and the game can be considered as a point and click, even the fights that you will find yourself into will be operated by clicking on icons, raising up your shield or slashing your foes with your sword. Even if considered as simple, combat feels exiting only by the means in which you will encounter your foes: getting attacked by a resolute wolf or trying to defeat a boss. Like for many aspects of the game, it seems that more than the sum of its part comes out of its experience, pushing its description out of reach.

Even though there are several occasions for combat in the game, puzzles will be the distinctive aspect of the game. Most of them are solved by looking for particularities in your environment and really requires a good sense of observation. They account for most of the game’s progression and can feel very rewarding. However puzzles are sometimes troublesome. Relying mostly on your capacity to perceive irregularities, it is easy to get stuck on a particular problem, which can be a bit frustrating at times.

Resurging with the rise of indie gaming is the pixel-art. Throwing back to an old school point and click style, it feels like the developers choice of such type of esthetic was best. Even if straying away from the now consensual photorealistic art style, the visuals achieve a high level of enjoy ability, sometimes inducing elation for where only a few pixel stand.

Characters that you will meet across your quest all are unambiguously named: the shepherd you first meet is named Girl, his dog and the heavy bearded man you will find by the woodcutting lodge are respectively named Dogfella and Logfella. This is how you learn, early enough in the game, the duality of tones that will coexist throughout narration. Your quest to reassemble the Trigon Trifecta will be marked by several dialogs mixing formal and researched vocabulary with familiar expressions, adding a funny note to your perilous quest. The amusement coming out of S&S is undeniable, what is left to discover is which of the diamond on this precious jewel that will make you fall in love.

Pros: outstanding soundtrack

Interesting setting with compelling atmosphere

Uncommon, funny dialogs and narration

Cons: Puzzles are sometimes hard to grasp on

Superbrothers: Sword and Sworcery tells the epic type of story video games need tell more. Its roots comes from old school point and click games. Telling you the epic tale of the Scythian, coming to restore peace and order on the land, the game will plunge you in a deeply atmospheric experience where the world coming alive around you will be as adequately described by the images as it will be by the soundtrack. This adventure game will take you on a journey that every fan of the genre will fall for.