Once upon a time, there were people looking for fortune. They sought answers to questions that they would not get from anyone other than divinities. The secrets of the future are tightly sealed to whoever does not risk thyself year walking. This is what Year Walk is about: knowing the future. As you are cast into the body of your unnamed protagonist, you soon learn that many questions trouble his love-life. The game starts in a snowy wood as you are only instructed how to wander through them with the simple means offered by the game. Although, your path has already been set, you are destined to go see your lover to have a conversation after which you will decide to go on a year walk to seek answers about the future of your relationship.

Year Walk takes you on an atmospheric journey, in which, just like the character you are playing, you don’t really know what you are looking for; the goal is as vague as wanting to learn about your future and very few cues are there to guide you at first. The game will eventually put you in front of intriguing objects and situations without any direct explanation. This lack of explanation does not fall short of the esotherical nature of your journey. I felt that the fact that the experience of year walking was enhanced by this sense of uncertainty.

Only a few control options are given to the player. A fusion of a side-scroller and a Myst-like adventure game, the moving panorama that make the game’s principal way of exploring the environment sets you as a viewer of what the future might be as well as putting you at the center of its discovery. What is interesting is the effectiveness of the navigation while using the system: transition through layers of environment are short and might come to appeal players that might be reluctant to slow paced games even though they could appreciate adventure and puzzles. This type of duality between the game type (adventure games looking like this are typically considered as slow) and the unusual speed is as true as you can even raise up the speed of the side scrolling or lower it for a more investing experience.

The fact is Year Walk successfully recreates a dense atmosphere of mystery that works efficiently in conjunction with the non-questionable chill that anybody would get by walking in the woods alone by a wintery night. The art style reminds me of children drawings without falling into an inaccessible niche. The grim color pallet comes hand to hand with the apparent imperilment of your quest. As you gradually connect some parts together and gain a sense of progression through your quest for answers, the creepy shivers progress too. Over being good at setting an atmosphere, Year Walk makes you fell and fear that you are approaching your goal and this gets strangely rewarding because of the horror theme gradually laid.

But rejoice yourself, you do not get frightened without being warned. The game provides you with an interesting bit of Scandinavian lore revolving around year walking and deities related to it. The several pages of information about the folkloric beings adds to the atmosphere transmitted by the game but also puts insight into the players reach, about what his environment means and what could be the next step through his quest. This cultural painting is made relevant to the player by eventually forcing him to interact with it. This makes the reading more pleasant and also acts as an incentive for the player to put some time into it. It is certainly a clever way of telling the story and the history behind all the Needless to say that the play through can generously be considered to be around two hours, this kind of content comes around really handy if you want to get the most out of the game.

Sadly, the game is quite short and you will easily make a full play through in a single session. You will finish the game and feel that you want more. Only 2 hours of content held me away from the end of the game, however, the narrative resembles the one of a short story so it may be for the best. It is important to note that there is still some replayability option for those who seek the special achievements related to the game such as completing it without the map or by going around certain puzzles.

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Year walk is an atmospheric adventure game that puts you in a casual horror mood by throwing mysteries at you. It successfully tells you a story without having an explicit narrative and easily gains the player’s interest toward the related lore. Its art style and its unusual control scheme makes for most of the game’s charm and while the game is not very long, it comes at a fair price, with some room left for enjoyable replayabilty. Overall, Year walk is an accessible game that may be appealing to more than the core adventure-gamers audience.

|  |  |  |
| --- | --- | --- |
| What it is good at:   * Setting an effective atmosphere * Narrating without interfering gameplay * Getting the player invested |  | What is missing:   * A larger number of puzzles and play time |

[box title="Info" color="#D9D9D9"] [list style="black-bullet"]

<ul>

<li><b>Game</b>: Year Walk</li>

<li><b>Developer</b>: <a href="http://simogo.com/">Simogo</a></li>

<li><strong>Available on</strong>: PC, Mac, iOs</li>

<li><strong>Release date</strong>: March 6 2014 (PC) April 3 2014 (Mac) February 21 2013 (iOs)</li>

</ul>

[/list][/box]

<span style="line-height: 1.8;">Once upon a time, there were

[caption id="attachment\_3089" align="alignright" width="300"]<a href="http://www.misscliks.com/wp-content/uploads/2014/04/yearwalk2.jpg"><img class="size-medium wp-image-3089 " style="border: 1px solid black;" alt="" src="http://www.misscliks.com/wp-content/uploads/2014/04/yearwalk2-300x187.jpg" width="300" height="187" /></a> Source: <a href="http://simogo.com/work/year-walk-pc/">Year Walk</a>[/caption]

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[column size="1-2" style="0" last="1"][heading bg="#35b038" color="#222222"]Pros[/heading] [list style="check"]

<ul>

<li>Sets an effective atmosphere</li>

<li>Good inclusion of narration to gameplay</li>

<li>Gets the player easily invested</li>

</ul>

[/list]

[heading bg="#892434" color="#ffffff"]Cons[/heading]

[list style="cross"]

<ul>

<li>Could use a larger number of puzzles and play time</li>

</ul>

[/list][/column]

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Year walk is an atmospheric adventure game that puts you in a casual horror mood by throwing mysteries at you. It successfully tells you a story without having an explicit narrative and easily gains the player’s interest toward the related lore.  Its art style and its unusual control scheme makes for most of the game’s charm and while the game is not very long, it comes at a fair price, with some room left for enjoyable replayabilty. Overall, Year walk is an accessible game that may be appealing to more than the core adventure-gamers audience.

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