

THE DARK PICTURE ANTHOLOGY:

HOUSE OF ASHES

REVIEW / REPORT



Introduction

The Dark Picture Anthology is a well known series which gives us a unique experience of gaming plus cinema. House of Ashes is a new entry after Man of Medan's and Little Hope. This time the story brings us to Iraq where a team of soldiers get stuck in a horrifying underworld during their mission. Game lacks that horror aspect that the other 2 games offered. Though it provides a different and unique story combining ancient alien stuff with a little bit of horror.

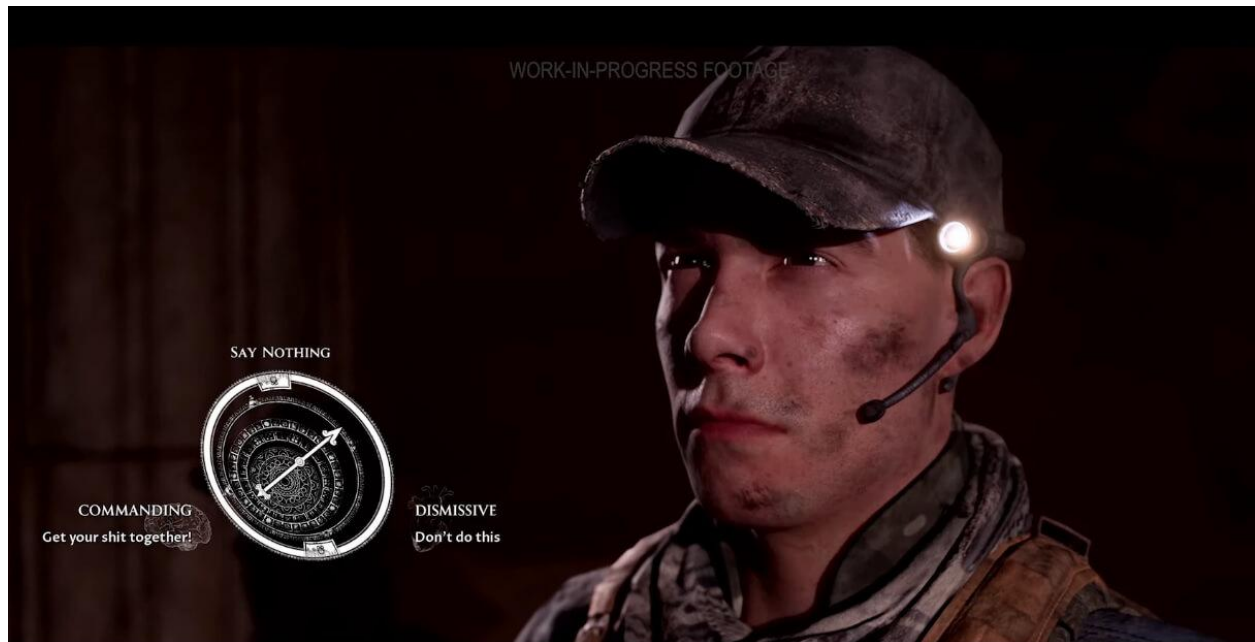
Gameplay

The game contains less gameplay and more cinematic scenes. You are able to move your player only in some situations like during solving puzzles or exploring the area. Else the game only provides cinematic scenes which you have to watch attentively cause you have to press specific buttons during jumpscare and other events. If you skip those buttons your character faces consequences which could even lead to his/her death. The Game asks you to make several choices during several events that again lead to various new events and different stories. These decisions you take in the game result in multiple endings so you need to take every step carefully.

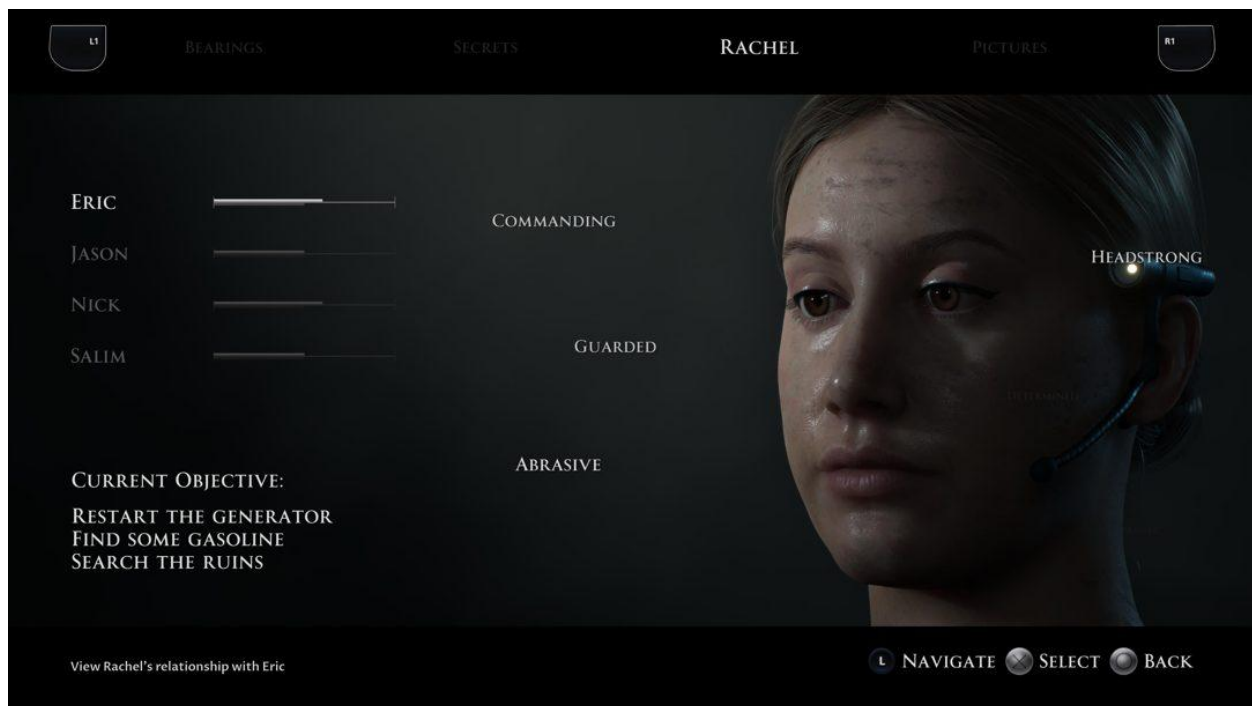


Game Mechanics

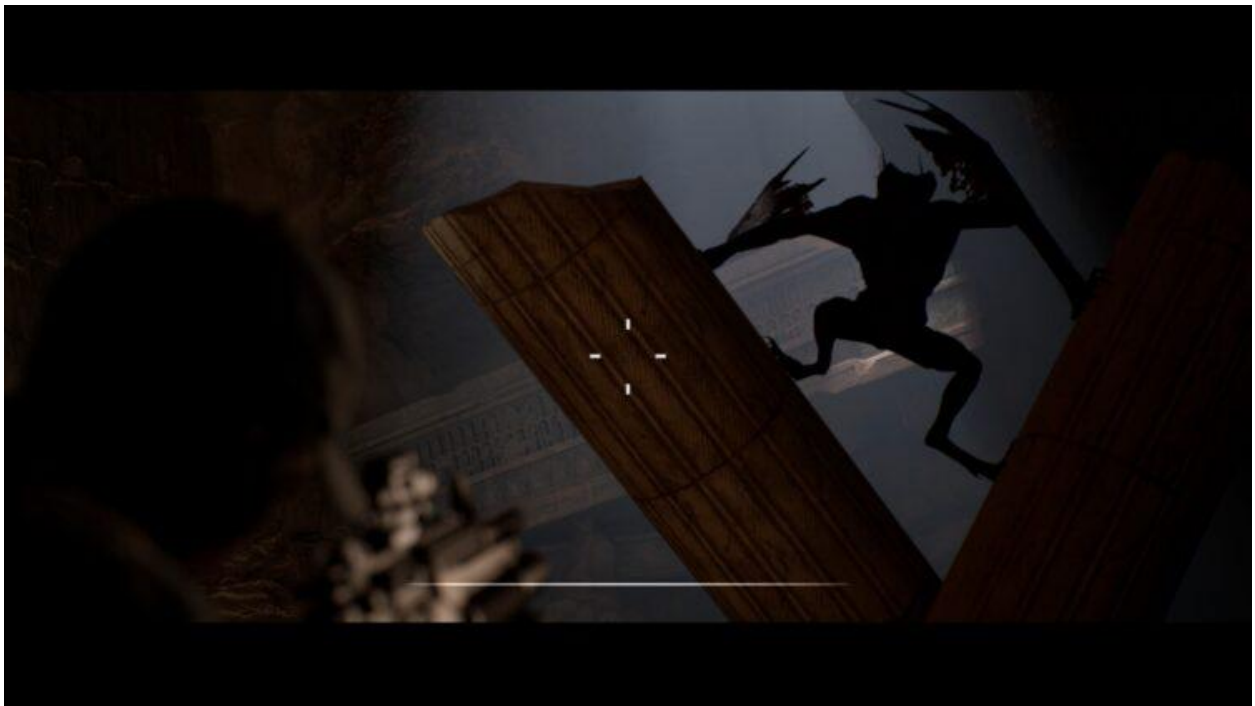
The game focuses on delivering a well thought out story but lacks gameplay. Despite having so many cinematic scenes, the game still keeps player attention with a decent storyline, jumpscares and you have to press specific buttons in some situations. You get some hints and glimpse of the future that might happen. Sometimes you will find some paper giving a flashback of the past about what happened in this place and sometime you get artifacts and by touching them you see future which tells about how a character might die or betray you and you have to carefully make decision regarding that event.



The game provides stunning graphics and detailed player expressions and interactions. You play with different characters throughout the game and have to keep the relationship between each character balanced. Some decisions that you make impacts the moral between each other. And if the moral between any of the characters is very low they may try to kill each other. Whatever choices you make changes the nature and attributes of that character. For example if you save someone's life you will become heroic and if you keep your team together you will become commanding. Although these attributes do not impact any aspects of the game, but it's still good to see how you are building that character.



Player movements are stiff and not easy to get used to. All the intractable objects keep shining though there are not many but to find secrets you have to explore the area a bit more. Everyone has either a flashlight or lighter to see in the dark and weapons that you can't use. The UI is clean and provides that cinematic feel throughout the game. You cannot reload if some character dies by you being slow at pressing the B button. In some situations you get a warning that you will have to press certain buttons soon and sometimes it's spontaneous.



At the end the game aims to provide a unique story with top of the market visuals and cinematography and certainly does its job well. You might play the game a couple of more times in order to get that perfect ending where you save most of the characters.

