

= Beyond : Two Souls =

Beyond : Two Souls is an interactive drama action @-@ adventure video game for the PlayStation 3 home video game console , created by French game developer Quantic Dream and published by Sony Computer Entertainment . It was released in October of 2013 . The game features Jodie Holmes , one of two player characters . The other is an incorporeal entity named Aiden : a separate soul linked to Jodie since birth . Jodie , who is portrayed by actress Ellen Page , possesses supernatural powers through her psychic link to Aiden , growing from adolescence to adulthood while learning to control Aiden and the powers they share . Willem Dafoe co @-@ stars as Nathan Dawkins , a researcher in the Department of Paranormal Activity and Jodie 's surrogate @-@ father @-@ figure . The actors in the game worked during the year @-@ long project in Quantic Dream 's Paris studio to perform on @-@ set voice acting and motion capture acting .

Despite being a video game , Beyond : Two Souls premiered at the 2013 Tribeca Film Festival , marking only the second time the film festival recognised a video game . David Cage , writer and director of the game , explained that game development studios should provide " interactive storytelling " that can be played by everyone , including non @-@ gamers . The game received polarized critical reception upon its release . Sales reached over one million copies worldwide by the end of 2013 , two months after the game 's release . A PlayStation 4 version was released as both a standalone title in November 2015 and in the Quantic Dream Collection with Heavy Rain , in March 2016 .

= = Gameplay = =

Beyond : Two Souls is an interactive drama action @-@ adventure game , requiring the player to move and guide the character into interactions with objects and other non @-@ player characters in the scene to progress the story . The player primarily controls Jodie through the in @-@ game environments . At almost any time , however , the player (or second player during a two @-@ player game) can switch to control Aiden instead . Aiden , as an incorporeal entity , exists permanently in noclip mode and can move through walls , ceilings , and other obstacles ; however , he is limited to moving only within a certain radius around Jodie due to their spiritual tethering .

While playing as Jodie , the game mechanics include interactive objects marked with a white dot , which can be interacted with by tilting the controller stick in its direction . If Jodie must perform a specific action , icons pop up on the screen to prompt the player to press and / or hold certain controller buttons . Conversation prompts float in the air , defaulting to a certain choice if too much time passes before selection . During action sequences , like chases or hand @-@ to @-@ hand combat , the cinematography moves into slow motion whilst Jodie performs the physical manoeuvre ; during this time , the player must determine the direction Jodie is moving and push the controller stick in that direction to complete the action . Other sequences require real @-@ time stealth , which has the player sneak Jodie through environments while coordinating certain actions with Aiden . Failing certain action sequences will alter the course of a chapter (and sometimes later chapters) and in some cases lead to the death of a non @-@ playable character .

While playing as Aiden , the game becomes monochromatic . Amongst the shades of greys , interactive objects are highlighted by an aura shining in one of several colours , with the colour of the aura indicating his potential interaction : orange characters can be possessed , red characters strangled , blue objects (or characters with environmental effects) knocked around , and green characters healed . Jodie frequently calls upon Aiden to provide different abilities , such as form a protective shield around her , allow the dead to speak to the living through her , grant her an ability to see events of the recent past , and enable her to heal a character 's wounds .

As the player makes choices throughout the game , the gameplay 's plot is revealed . Besides affecting dialogue and story developments , the outcome of entire scenes (and in some cases , the outcome of scenes several chapters later) can be manipulated to a certain extent based on player choices . These choices are typically moral decisions made through Jodie 's dialogue options , interventions with various characters , success or failure in her combat scenes , or psychic actions

that the player chooses to have Aiden perform . Examples of choice @-@ based outcomes are the chapter titled The Party , where the player is given the choice of unleashing brutal revenge toward a group of bullies or simply running away , and the chapter titled The Embassy , where the player can either engage in psychic information retrieval or can jeopardize the mission by forcing one of the guards to commit suicide . Choices also determine the finale of Beyond : Two Souls , as any number of possible plot endings can be experienced by the player .

= = Plot = =

While the story is told through nonlinear narrative , this summary is given in chronological order .

Young Jodie Holmes (Caroline Wolfson) lives on a military base with her foster parents . Since birth , Jodie has had a psychic connection with a mysterious entity named Aiden , with whom she can communicate and perform telepathic acts , such as possessing peoples ' minds and manipulating certain objects . After an incident with some neighbourhood kids results in Aiden almost killing one of them , Jodie 's foster parents seek help to care for her condition , permanently leaving her under the custody of doctors Nathan Dawkins (Willem Dafoe) and Cole Freeman (Kadeem Hardison) of the United States Department of Paranormal Activity .

Under the two doctors ' care , Jodie slowly learns to control Aiden and the powers they share . During this time , Nathan and Cole are building the condenser , a portal that connects the world of the living with the world of the dead ? the Infraworld . One night , Nathan learns that his wife and daughter were killed in a car accident . While trying to comfort him , Jodie discovers that she can channel spirits of the dead from the Infraworld ; she helps the spirits speak to the living through a psychic link created by her physical contact . As the years pass , a teenage Jodie (Ellen Page) seeks her independence , both from the doctors and from Aiden , and tries several times to live a normal life . At each attempt , Aiden intervenes , ending in disaster .

At one point , Nathan asks for Jodie 's help with the condenser , which has broken open . After braving hostile entities from the Infraworld , Jodie manages to shut down the condenser and warns Nathan not to build another . This gets the attention of the CIA , who send agent Ryan Clayton (Eric Winter) to forcibly recruit Jodie . After training , the now @-@ adult Jodie goes on multiple missions as a field agent , often with Ryan , to whom she slowly becomes attracted . On one such mission in Somalia , Jodie learns that the target she killed was not a warlord , but the country 's benign president . An enraged Jodie flees in disgust , despite Ryan 's pleas . Branded a traitor , Jodie becomes a fugitive , evading and fighting pursuing CIA forces . Along the way , she befriends a group of homeless people , one of whom she helps give birth , and a family of Native Americans whom she saves from a malevolent entity . The CIA eventually recaptures Jodie after she attempts to reconnect with her catatonic biological mother , who has been held and forcibly drugged for decades in a military hospital .

The CIA hands Jodie over to Nathan , now executive director of the DPA , overseeing the DPA 's newest condenser , code @-@ named the Black Sun . He reveals that the CIA is willing to let Jodie go if she agrees to a final mission . Jodie and a CIA team led by Ryan destroy a facility housing a Chinese @-@ developed condenser before it is used to attack the United States . Jodie then learns that Nathan built a miniature condenser to speak exclusively to his family , but without success . After showing Nathan that his refusal to let them go is only making them suffer , Jodie tries to leave , only to be held in captivity by the CIA ? the organisation has deemed her too dangerous to be freed . Jodie is subjected to the same fate as her mother . Nathan appears and informs Jodie that he 's decided to shut down the containment field to the Black Sun , merging the two worlds together and making death meaningless . Too weak to free Jodie , Aiden contacts Ryan and Cole , leading them to her . After Nathan shuts down the containment field , the three chase after him into the heart of the Black Sun , with the intent of destroying it .

During the trek towards the Black Sun , Cole is injured by entities and Ryan sacrifices his own safety to keep Jodie alive . Eventually , Jodie confronts Nathan near the Black Sun . He commits suicide to reunite with his family . As Jodie shuts down the condenser , she has a vision ? Aiden is her stillborn twin brother . Jodie must make a choice : go back to the world of the living , or go on to

the Infraworld and be reunited with everyone she has lost . By the story 's end , the Infraworld has become a widespread threat in the not @-@ so @-@ distant future . One or two heroines prepare to confront the threat .

= = Development = =

David Cage , founder and CEO of Quantic Dream , announced Beyond : Two Souls at Sony 's press conference during the Electronic Entertainment Expo 2012 . He showed the crowd a debut trailer featuring the game 's in @-@ game graphics . When he was asked to compare Beyond : Two Souls to Quantic Dream 's previous game Heavy Rain , Cage described Beyond as a " more action @-@ driven experience " that offers " much more direct control " and " much more spectacular action " than the 2010 thriller . Unlike Quantic Dream 's previous game , Beyond was not to be PlayStation Move compatible . Earlier games created by Cage , which have been called " wrought psychological thrillers " , demonstrate that emotional narrative is a critical element in a Quantic Dream game 's development . In an interview , actress Ellen Page noted that the script for the game was around 2 @, @ 000 pages long (an average screenplay is between 95 and 125 pages long ; each page is approximately one minute of screen time) . " We 'd do 30 , 40 pages a day . It 's insane compared to a film . Jody goes through a lot . This is an incredibly emotional story and journey for this girl . "

Quantic Dream , an advanced motion capture studio as well as video game developer , required the Beyond : Two Souls actors to perform motion capture acting as well as on @-@ set voice acting . Ellen Page , Willem Dafoe , Kadeem Hardison , Eric Winter , Caroline Wolfson , and other actors cast in the game worked during the year @-@ long project in the Paris studio to perform the physical actions seen onscreen as performed by their fully realised video game graphic characters . Meanwhile , Quantic Dream programmers , artists , and animators , led by art director Christophe Brusseaux , designed the computer @-@ generated imagery seen in the game . David Cage provided writing and direction and Guillaume de Fondaumière was the video game producer .

Beyond : Two Souls is dedicated to video game composer Normand Corbeil , who died of pancreatic cancer on 25 January 2013 . Corbeil had worked on Quantic Dream 's Heavy Rain and its predecessor Fahrenheit and was unable to finish his work on Beyond . Lorne Balfe , who wrote the score for Assassin 's Creed III , replaced Corbeil as the game 's composer after Corbeil 's death . Balfe 's collaborator Hans Zimmer joined him as producer in August 2013 .

On 27 April 2013 , five months before the game 's debut , Quantic Dream released a new trailer and demonstrated 35 minutes of the game at the 2013 Tribeca Film Festival , with both Page and Cage in attendance . This marks only the second time the film festival recognised a video game , the first being 2011 's L.A. Noire . In interviews conducted immediately prior to the game 's worldwide release , Cage explained that development studios like Quantic Dream have an obligation to provide " interactive storytelling " that can be played by everyone , including non @-@ gamers .

= = Release = =

On 5 September 2013 , the PlayStation Blog announced that a demo for Beyond : Two Souls would be released 1 October 2013 in the United States , 2 October for Europe , and 3 October for Japan , about a week prior to the full game 's worldwide release . Despite the demo 's official release date , a few users of the paid subscription service PlayStation Plus were allowed to receive the demo a week earlier , on 24 September 2013 . GameStop also gave out a limited number of beta keys on that day . The full game was released on 8 October 2013 in North America , 9 October 2013 in Australia , 11 October 2013 in Europe , and 17 October 2013 in Japan .

The European version of the game is censored to keep the PEGI rating at 16 instead of 18 . Two changes were made amounting to 5 ? 10 seconds of gameplay .

Immediately after the game was released , nude images of Jodie , actress Ellen Page , surfaced on the Reddit online community . The game did include one nude scene of Jodie ? showering , shown at an angle that preserves the character 's modesty ? however the leaked images were full @-@

frontal . Industry analysts deduced that a person in possession of a developer PlayStation 3 that allowed quality assurance features such as " free camera " mode had used the special PlayStation to create and upload the images . Sony immediately took steps to remove them , asking for the community 's assistance and explaining that the images were of a digital model and not of Page , who has a " no nudity " policy in titles she appears in . The images were removed from the website .

In June 2015 , Quantic Dream announced a PlayStation 4 version of Beyond : Two Souls for North America , Europe , and the PAL region alongside Heavy Rain . The PlayStation 4 version of Beyond : Two Souls was released on 24 November , with the remake of Heavy Rain following on 1 March 2016 . A package containing both games was then released physically on a Blu @-@ ray disc .

= = Reception = =

Beyond : Two Souls received mostly positive to mixed critical reception upon release . Aggregating review websites GameRankings and Metacritic rated the game 72 @.@ 04 % and 70 / 100 respectively . Reviewers praised Page 's character portrayal of Jodie Holmes and Dafoe 's performance as Nathan Dawkins , as well as the amount of technical details in the game 's animations and graphics . Praise was also generally given toward the elaborate motion capture , interactive storytelling mechanics , emotional soundtrack , and ability to appeal to non @-@ gamers .

IGN gaming website criticised the game for offering a gaming experience too passive and unrewarding and a plot too muddy and unfocused . Joystiq criticised the game 's lack of solid character interaction and its unbelievable , unintentionally silly plot . Destructoid criticised the game 's thin character presentation and frequent narrative dead ends , as well as its lack of meaningful interactivity . Ben " Yahtzee " Croshaw of Zero Punctuation was heavily critical of the game , focusing on the overuse of quick time events , the underuse of the game 's central stealth mechanics , and the inconsistent tone and atmosphere .

At Spike 's VGX award show , Beyond : Two Souls earned two nominations : " Best Voice Actress " (Ellen Page) and " Best Voice Actor " (Willem Dafoe) .

The British Academy of Film and Television Arts (BAFTA) nominated the game for Best Artistic Achievement (John Rostron , David Cage , Guillaume De Fondaumiere) , Best Original Music (Lorne Balfe) , and Best Performer (Ellen Page) .

= = = Sales = = =

It was reported in July 2013 that Beyond : Two Souls was in the top twenty most pre @-@ ordered games of 2013 , and that by the end 2013 , the game sold one million copies worldwide during its first three months of availability . The game sold over 70 @,@ 000 copies in Quantic Dream 's home country France during that time , more than its previous game Heavy Rain during its three @-@ month debut . Heavy Rain 's budget was \$ 22 million and the budget for Beyond : Two Souls was \$ 27 million , not including approximately \$ 18 million in costs for marketing and distribution .

= = = Legacy = = =

In November 2014 , David Cage discussed the future of video games and referred to the generally negative reviews Beyond received from hardcore gamers . " There will always be games for the hardcore gamers who see games as a skill @-@ based sport , or as a way to compete with their friends " , he said . He referred to other types of gamers who play games " as a mere hobby , like many titles for smartphones " . He stated , " We try to develop a middle way , with games that try to tell a story , to carry meaning , and where violence isn 't the core activity . Most of all , we try to create an emotion , to make players live something strong and unique , which remains an ambitious challenge in a video game . "