**Ori and the Will of the Wisp Review**

On 11th March 2020 Moon Studio gave us Ori and the Will of the Wisp. One of the most beautiful games of the year. It’s sequel to Ori and the Blind Forest, still one of the better games in the whole industry. I can end my opinion in that few words. Game is perfect. But the game is so good that I must say more about it.

Let’s start with the story because for me it is one of the most important things in games, like in books or movies. Story is good, it is very good. I think is better than other good games, but it's likely the same as in the previous game. So for people who didn’t play Ori and the Blind Forest will be the best, but for those who played will be repeatable. But for me, a person, who doesn't know about the story of the previous game, was like I said, really nice. I was literally crying in moments of sadness, I was happier in victorious moments of our heroes, I was laughing in funny moments. It’s very good to create a story which can give you a chance to create connections with heroes, both bad and good. Until the very end I couldn’t imagine how it will end, which is next big plus for developers.

Because it is an action game, let’s look at the gameplay. Ori and the Blind Forest had one big problem, it was game without game. Like, I must kill some enemies to go further but your weapon was a flying orb which attacks instantly when it’s available, you must just stand in a good position. Yeah, that’s over. Of course in the chaos of fighting you avoid enemies and their attacks, which can be hard but seriously, just avoiding. Developers hear players and they make it. In Ori and the Will of the Wisp you have 12 weapons to use and you can switch between them at any time. At first think it’s not many but every weapon have special design and purpose. Like a big hammer. It’s hard, strong, and very powerful, animation of using it shows us how much power it has. Or ninja stars, which can come back to you after being thrown. All weapons give you a choice how to destroy your enemies. There is something epic in changing weapon in flying because new enemy enter the arena.

Ori and the Will of the Wisp is not only fighting. There are big segments of exploration and platformers where you can die bilions times on these freaking spikes. Movement in this game is hard but after a few hours you will understand what is going on. But I have one small problem. On platforming I can feel like this game was designed for consoles because the system is very sensitive, in controler where you can click but not hard there isn't a problem, but on PC you have only click or not. This gives rise to many situations where you die not because of you. Happily this problem can work out, but only at the beginning of the journey can it be frustrative.

To explore we have 5 zones, each one has unique enemies, themes and rewards. Only in oazis you can learn how to sim, which will be useful in some locations. Game is a metroidvania with full sense of this word. To get in some places you must learn ability, like double jump or diving in the water. And if you get there you will receive some cool stuff, like new talent, currency or magic stones which can increase your health or mana. Also you can find special ore which can be used to build up a village. Reasons for exploration are better than just cosmetics, what for me is very nice. Personally I don’t like exploration and looking for collectible things but here I was spending hours on searching ore and magical stones. Every studio must learn from this game how to design metroidvania aspects.

Let’s talk about technicalias. Game is running on a new version of Unity engine and it looks amazing. I can keep talking about it but for what. Just tab to search engine “Ori and the Will of the Wisp screenshot” and look how beautiful this game is. Nice aspect of the engine is that, game doesn't need time to load. All the time, from start till end of the session, I saw the loading screen only for a moment, and only then. Even teleportation from one place to another doesn’t need to bring you off flow. And frames. Game doesn't lose FPS even on screen is cataclysm, which is the next big plus to the game.

Music is so good that it needs to be in another paragraph. Like with graphics, I can tell you in how amazing way they created it, but I don’t have to. Just type to YouTube “Ori and the Will of the Wisp soundtrack” and leasen how gorgeous it is. Only one thing I can say. Music is really connected to the game, like you can’t play and at the same time listening to your own music, it ruins all immersion. On the other hand it is still working. Listening only to the soundtrack, without game, it’s unromall but it’s still possible, not like in DOOM Eternal.

In the end I want to say that Ori and the Will of the Wisp will be one of the better games I have ever played. So I can’t give less than 10 out of 10. It’s one of the best games. Choosing the Game of the Year 2020 will be difficult.