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## About This Game

**There is one rule in the game. And it needs to be broken.**

**There is one goal. And when you attain it, you die.**

Six sisters live in an apartment in the city. One by one their mother sends them on an errand to their grandmother, who is sick and bedridden. The teenagers are instructed to **go to grandmother's house** deep in the forest and, by all means, to **stay on the path!** Wolves are hiding in the woods, just waiting for little girls to stray.

But young women are not exactly known for their obedience, are they? Will they be able to resist the temptations of the forest?

Will they stay clear of danger? Can they prevent the ancient tale from being retold?

**The Path** is a game about growing, about changing, about making choices, about accepting the consequences of these choices.

A game about playing, and failing, about embracing life, perhaps by accepting death.

### Key Features:

The Path is a short horror game inspired by older versions of **Little Red Riding hood**, set in modern day. The Path offers an atmospheric experience of **exploration, discovery and introspection** through a unique form of gameplay, designed to immerse you deeply into its dark themes. Every interaction in the game expresses an aspect of the narrative. The six protagonists each have their own age and personality and allow the player to live through the tale in different ways. Most of the story, however, relies on your active imagination.

The Path is designed with **accessibility** in mind. There are no ticking clocks or monsters to defeat. No hard puzzles will ever halt your progress. Most activities in the game are entirely optional and voluntary. The player has all the freedom in the world to explore and experience.

While The Path does not contain any graphic violence or sexuality, it does allude to these themes. The overall melancholy mood

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of the game and the potentially unsettling course of events, make The Path **unsuitable for children**. Despite of its origins in fairy tales, The Path is decidedly a game for the mature mind.

The game features a complete **realtime 3D environment** that can be explored through third person navigation. The characters in this virtual world, including the player's avatars, are governed by a form of artificial intelligence that gives them some autonomy. As a result, nobody knows exactly what you will encounter on your journeys.

Next to the multi-layered stylized graphics, The Path features a continuous soundtrack composed by goth rock diva **Jarboe** (ex-Swans). In fact, there are hardly any sound effects in the game. Instead the music is continuously changing according to what is happening in the game. Like the behaviours of the characters, the music too is never exactly the same twice.

For a satisfying experience, it takes about 6 hours to complete the game.

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Title: The Path  
Genre: Adventure, Indie  
Developer:  
Tale of Tales  
Publisher:  
Tale of Tales  
Release Date: 18 Mar, 2009

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English,Dutch,Danish,French,German,Hungarian,Italian,Portuguese









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Buy Nuclear throne instead.

Pros: Nice Visuals

Cons: Unlocks are way too grindy to get, if the starting characters don't appeal to you, tough \u2665\u2665\u2665\u2665\u2665. Dev needs to take a few more pages from Nuclear Throne, and add characters you don't have to beat the game to unlock, or add literally any information about HOW to unlock them, and add some B skins.

I can get a refund if I played under 2 hours right?. I wanted so badly to recommend this game. It's got a really cool concept and set up, the world design and music are fantastic, but there's a few significant drawbacks:

- Really limited interface and front-end options - no option to adjust mouse sensitivity or reverse y-axis
- Movement feels like it's frequently having trouble getting around terrain, even if you don't get completely stuck
- Very short (play through for me was 25 minutes, and I took my time)

Devs, if you're listening, the reviews are full of (mostly) wonderful advice to improve this game. With a little more polish and a lower price, this would be recommended for sure. Please keep creating because you're so close to making a hit!. Very fun and easy to play game with short gameplay time. The theme as mentioned in other reviews, is not "mainstream" but it is still very interesting. I myself had fun messing with the concepts the game presents about breeding plants. If you want a short casual game that entertain yourself this is a good one. And if you happen to like plants than you definitively will like to try this one.. The last line of this game was "Did you have fun?", and I can emphatically say no. Unskippable cutscenes and tedious puzzles made this an unenjoyable experience. The atmosphere was okay, though.. This game is an awesome old school mmo. Highly recomended. I love it.. Don't buy this game or developer's other game (60 parsecs).

It's a tough call to leave negative review sometimes. This is not one of those times. While the game is not awful by most standards, the developers are MASSIVELY incompetent and painful to deal with. They are the most condescending people you will come across and it took in one case a FAN to fix an issue that was present in the game for 4 years, while developers declared that everything is working just fine.

Imagine CD Project Red but polar opposite. Then multiply this by Randy Pitchford and add Colonial Marines coding skills.

That's the level this developer is trying to reach but failing miserably.. Fun to play but the UI is a little overwhelming

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A great concept and very well executed already for an early access game. The game is very playable and already has deep mechanics, which is especially rare for a VR game.

Definitely looking forward to watching this game grow as it gets fleshed out and polished.. I never thought I would say a game about a roach was cute! I loved the art style and the story was very interesting. I enjoyed it a lot. I wish it were longer! How about a part two?

The ending scene, and photos during the credits were a nice touch.. Saw is really a great movie for those who like terror, as it manages to unite action, torture and suspense in a well-worked storyline that still presents a moral lesson. It is important to realize the importance that the psychological and graphic violence has for the work, it is necessary the presence of both types to please the different publics, but I believe that the psychological ones are more disturbing.

Classic Movies Never Die!

Note 10/10.. Best MMO I ever played, the only big downside is lack of voice acting in alot of quests after Tortage. Game is also too addictive & the 10 gold limit on free to play sucks!. This game was made by some rusky that doesnt know how to optimise a potato. legit doesn't work except on potato which makes it look like a 2d plat former older than Mario. Also there are more zerg clans than anything. And to top it all off this fat greasy baboon with 5k hours keeps one tapping me with that m249 screaming "OMG SO MANY ROCKETS".. One of my favourite games when I was a kid. And now it's still awesome. 10/10.. Abandoned unfinished Project! Avoid!. i will change my review if the situation change but this game is again a bloody game not for every players

and there is no story , no tutorial , we arrive in a landscape greece and we can select different stones

it is the four stage of the game , the goad is to do a blood bath with the same minotaur models as waves just their weapons change as army some and after medusa appears or a nuber of medusas but we can stay in front her without to be transformed in stone , just need to run to dodge her attack stone she does with hair

i can not speak of the magic hermes flying shoes the description speak i have seen this but but the boat stage is just the same waves as before but on a boat and same for the others levels

the fight system is great and the arms enough long to give the impression we have a body but the enemy never do a parry of our attack so the only way to do a sword strike their weapon is to go back and strike directly on their weapon before they attack so the colision system is great but not really used

the medusa models are great but to have fun we need to imagine if we see his glance we would be transform in stone so i have had fun to hide me behind my shield and try to not see her but of course it is just in my imagination so it stay disapointed since if we are really in front medusa and in front his glance nothing happen

we can move free with a free locomotion added since the first update of the game and the only update since the release and since 2017 i have not seen a new answer of the developpers they read but does not answer to my own question too so to resume this game with his great models (particularly medusa) his great fight system and colision , and levels design could be a wonder but with no option for blood wich fall all the time in front of your face as soon you strike a minotaure , no medusa stone eyes power when we are in front her and no story ,no tutorial , no various enemies , no follow on the game (only one update ) Spartan VR stays really disapointed ... it is with a Pinching i must say i can not recommend for instance.... While the artwork is at least interesting (if a tad ugly), there's not much else I can say for the game. I didn't finish it due to absolutely mind-numbing dialogue and narration. Spelling errors, melodramatic/immature outbursts, no clear flow... there was nothing to lead toward an investment in the story. Flat characters who--when attempting to be entertaining--were about as funny as a rotten corpse. In fact, that's an insult to the corpse.

Even at 30.79, I would not recommend this and, if you see it going for free, I suggest you spent your time playing something else instead.. Awesome.

9.5/10



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