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## About This Game

Blinking against the light, you step into a world that seems broken apart, almost dead... Yet there is a pulse, beating faintly in the back of your mind. What has happened in this place, where the people are gone and their memories echo in the silence? Where emotions appear as physical things, hanging in the air, just waiting for someone to reach out...

Empathy: Path of Whispers is an atmospheric and story-driven adventure game where you explore a seemingly abandoned world through the emotions and memories of the people who once inhabited it, trying to restore the world's lost balance as you journey through its past. With a strong focus on storytelling and exploration, players will find themselves in a surreal world created from people's emotions and memories, which can be manipulated and explored. Those lost memories are the key to rebuilding the crumbling world back to its former state, discovering its mysterious past and halting an impending apocalypse. Through its innovative narrative mechanics the game will challenge the player to explore and gain an understanding of the weird world they are traveling through.

### Game Features:

- Discover and explore other peoples' memories in order to change the world around you, solve puzzles and access new areas.
- Traverse a strange world and uncover what triggered the silent apocalypse.
- Follow a narrative as it develops, interwoven with your exploration.

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- Experience the story through multiple first person perspectives and use your wits to piece the events together.

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Title: Empathy: Path of Whispers  
Genre: Adventure, Indie  
Developer:  
Pixel Night  
Publisher:  
Iceberg Interactive  
Release Date: 16 May, 2017

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English,French,Italian,German,Russian







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You walk around in an abandoned world, fetch objects, activate buttons to proceed from area to area. You have a detector to help you, prompting a repetitive, unskippable minigame that quickly gets annoying. The objects reveal story fragments (audio clips\letters\flashbacks etc.) to gradually fill you in on the backstory. There's also a "mysterious narrator" voice guiding you. And that's pretty much it.

This game is a lot like *Everyone's Gone to the Rapture* or *The Vanishing of Ethan Carter*, only with second-rate surrealism instead of first-rate photo-realism. I didn't really like *Ethan Carter* either, but that game at least had stunning visuals and a genuinely eerie atmosphere. This one totally failed to draw me in.

The narrator is absolutely unnecessary and immersion-breaking as he talks to you and keeps babbling when all you want is to be left alone to explore the world all by yourself. It's the worst idea ever, yet some games unfortunately have these guiding voices (this one, *The Initiate*, *Only If* etc.), and they always suck. I also didn't like the rest of the voice acting, didn't like the klutzy graphics, didn't give a\2665\2665\2665\2665\2665\2665 about the unfolding story or the fate of the people. About 10 minutes in, the game vaguely suggests, "virus, mind-control..." Yeah, okay, whatever... Maybe they all died of boredom, like me? Who cares really? LOL.. Okay, I have not played through the whole game yet, but I still don't feel like I even want to. First, since the world is surrealistic, I want the game to immerse me, and give me a reason to believe in it, if that makes sense. But I don't, since the story (the little I've experienced) is all too ordinary. It's about some random people that you don't care about - since the world is abandoned and you are all alone - making some drama that you care just as little about. I usually like surrealism, but that needs to be accompanied by an equally surreal and interesting story.

Like others have written before me - the radio puzzle becomes really repetitive really fast, and there isn't much else to do. You are just chasing stuff to get more story and unlock new doors, and the story doesn't motivate me to do so. So I guess I'm done with this game already.. Amazing game, where a bunch of evil beings sticking to your back and trying to hunt you down, while you trying to find memories of different people, to find out what went wrong. You feel completely alone in this world, until \*BAM\* and you have to run, escape and hide from like multiple beings at the same time. Jumpscare appearing at the most unpredictable moments.

\*Maybe\*

Or you are really alone in this world, don't the paranoia get to your head.

That's why this game gets a *VanillaCoke*\10



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