

The title 'The BASTARD' is rendered in a highly stylized, calligraphic font. The letters are composed of multiple overlapping, white, brush-like strokes that create a sense of depth and texture. The background is a solid black, which makes the white lines stand out prominently. The overall aesthetic is reminiscent of a hand-drawn or etched design. The word 'The' is in a smaller, more fluid script, while 'BASTARD' is in larger, more blocky letters with intricate internal details.

The BASTARD

A Game of Growing Up

What is The Path?

(it's not a movie, no private screening)

- *It's about being in the skin of a character, living another life for a moment. About taking the time to explore an idea, to look at it from all sides and experience the intricate complexity of even the simplest of things. This in stark contrast to the epic scale and simplistic themes of traditional videogame narratives.*

Why are we talking about this?

(If I'm so evil, why are you satisfied?)

- The Path is attempting to have meaning, and to convey this meaning not through **Plot** or **Mechanics** but **Narrative Experience**.
- I am saving you 4+ hours of patience-testing gameplay. Also \$10.

Experience Over Plot

(and I still can see Blue Velvet through my tears.)

- Each Tale of Tales game is about creating **experience** and **emotion** over telling a particular story.
 - They are like waking dreams (or nightmares)
- The Path is a game which cannot be described without including information about the **experience**.

Realtime Art Manifesto

(I've been fighting for your honor and you don't understand)

- *Realtime 3D is the most remarkable new creative technology since oil on canvas.*
- *It is much too important to remain in the hands of toy makers and propaganda machines.*
- *We need to rip the technology out of their greedy claws and put them to shame by producing the most stunning art to grace this planet so far. (And claim the name “game” for what we do even if it is inappropriate.)*

Playtime in the Woods

(with just our flashlights and our love)

- Talk about the initial experience
- Walkthrough a chapter
- Get on with it



When is a game no longer a game?

(I thought I was going to be sick)

- Everything in the game is reversed
 - The closer action, the less responsive the controls.
 - Reaching the stated Goal results in failure
 - Reaching the success state results in narrative failure for the player character
 - Interaction is done by NOT interacting with the interface

The Path of Victory

(So Cheap and Juicy!)

- The experience builds upon itself with each play.
- By not telling you the rules it forces exploration and discovery.
- Since there is no explicit meaning in the game, the player is force to *think*.
 - ...but don't think too hard

The Story is in the Soil

(but then they buried here alive)

Allegory is a form of extended metaphor, in which objects, persons, and actions in a narrative, are equated with the meanings that lie outside the narrative itself. The underlying meaning has moral, social, religious, or political significance, and characters are often personifications of abstract ideas as charity, greed, or envy.

Thus an allegory is a story with two meanings, a literal meaning and a symbolic meaning.

Allegory requires some sort of coherent intent, and I don't see a clear intent

But...

Thoughts on Experience

(that's the reason you stay here)

- By the time I got down to the last two girls, I really had a hard time leading them to death.
 - I intentionally ran around for a bit just picking up little flowers and stuff to delay the inevitable.
 - This surprised me because initially I wanted more explicit characterization, but it was ultimately not required to create investment.
 - That my opinion of the game evolved with my understanding of how the game operated is perhaps significant in itself.

References

- Tale of Tales Manifesto: <http://tale-of-tales.com/tales/RAM.html>
- Allegory Definition: http://www.tnellen.com/cybereng/lit_terms/allegory.html
- Penny-Arcade Thread: <http://forums.penny-arcade.com/showpost.php?p=9456846&postcount=1180>
- Tom Chick Article: <http://fidgit.com/archives/2009/03/when-it-comes-to-horror-the-pa.php>
- John Walker Article: <http://www.rockpapershotgun.com/2009/03/11/what-cruel-teeth-youve-got-the-path-impressions/>