Ori and the Blind Forest Extra Notes

In Breath of the Wild, the goal is finding something worth visiting, and when you come to a summit, you could be successful or maybe not. In this case I would argue exploration doesn't need to be fun, it only needs to continue providing it's beauty to incentivise the activity, and you have to be very careful not to conflate the fun of a movement system with the fun of exploration.

Sorrow's Pass is Ori's second masterpiece level. Twisting every expectation you ever had, the only familiarity here is that it is a climb. Centrally, your job is to is break the blockages preventing the updraft from reaching the sunstone, but as you do so, you'll be introduced to a new handling of spirit gates, where you're showered in keys and there are multiple gates to unlock, a freeform exploration extravaganza, which along with a wonderful tumbleweed puzzle keeps you entertained until you get the charge jump and Gareth Coker comes in with yet another absolute bop as Mozart would've called it.

The core focus of this level design is to keep you on the right track while asking as many questions as physically possible. Things will always spit you out where you want to be, but you'll still make your decisions as you do.

It also turns out, Ori isn't a girl after I played the entire game and wrote the script under that impression, light spirits aren't sexual beings, which I'm just going to say one more time in case anyone gets any ideas on deviant art, ORIS ARE NOT SEXUAL BEINGS. With that cleared up.

In the cases where they don't tease the gate first, you'll notice the collection is simply used as a way to design a challenge slightly differently, this isn't technically exploration.

Ori will routinely have you fight these giant masses of matryoshka doll slimes, but literally every fight for the first 2 hours plays the exact same. 20 whole seconds of mashing the attack button.

The reason Ori is loved isn't because it's a good metroidvania, it's because it made people feel something. Truly, this game is wonderful. They say it's a masterpiece. I wouldn't go that far. It was, but only for a while.

Kuro's character, for a bird with about 5 minutes of screen time, ends up undergoing an immensely satisfying arc that culminates in the climax (literally everything culminates in a climax smh). Seeing her wrath threaten her last child, and Ori protected by her adoptive mother, inspires Kuro to sacrifice herself for the good of everyone. I was glad she underwent a redemption

These core mechanics, these portals, they are a consistent novelty, that in combination with new abilites, old abilities, or incidental quirks of the encounter creates a new system that must be puzzled out before making an attempt at applying platforming, every single time. I can't mathematically prove that, but I can say you're probably looking at 98% or higher.

Bash becomes a catalyst for every element of Ori's gameplay, it connects one mechanic into another with the utmost elegance and grace. Bash is like a solid rocket booster to Ori's

depth, it is a masterpiece mechanic, what the rest of this game has to offer doesn't even come close to Bash, they're not even Bash's 3rd most viewed wattpad fanfic.