

As the title suggests, I just beat Amnesia. Below, are my thoughts of my play through, what I liked, and what I didn't like about it. I'll only be touching about the scary parts of the game, or the parts worth noting. Also I'll put a TL;DR version of this collection of thoughts at the bottom of the page if you don't want to read everything, because admittedly, it's rather long.

I picked up Amnesia on Halloween, when it went on sale for \$5. I was pretty thrilled to get it, and thought I would play through it and beat it in a few days. As you can see by when this was posted, that wasn't the case. Each time I wanted to play the game, it would take me a very long time to convince myself to do it, and even when I did play it, I could only do so for 20 minutes, because I would be sweating, and my heart would be going at 140BPM. (Estimated, don't know for sure, but it was going really fast. And this didn't start happening until the game started to get scary.) It would physically, break me down, and force me to stop playing. The reason for this, I believe, was because I had never played a horror game before. (Unless you count F.3.A.R, which I don't, because it's not the least bit scary.) So because of this, I really didn't know what to expect. Sure, I've seen people play it before, but watching someone do it is one thing. Doing it for yourself is entirely different. Even seeing someone do it can't prepare you for something of this magnitude. I started downloading the game before we left for T&Ting that night, so that it would be ready as soon as I got back. I wanted to be scared on Halloween night, by Amnesia. Something like that would be a memory that would live with me for a long time. But to my disappointment, the first hour of the game had no (real) scares in it. You could see a couple of monsters at the beginning of the game, but they would never chase you. It was just walking around, looking for items to advance you to the next area. Then came The Water Part.

CELLAR ARCHIVES & ARCHIVE TUNNELS

Spoilers. If you don't want to know what happens in this part, then don't read.

It was something from a nightmare. Something was chasing you, but you didn't know what. I was coming toward you, and there was no way to stop it. It was there, but you couldn't see it. But if you dipped into the water for even a second, the splashing would increase by tenfold, and it would hurt you in a second. Then, at some points, you HAD to go into the water. Then, when you finally got to the end, with so much stress and pressure on you, you found out the the gate was shut, and there was no way to get past it, but to backtrack, and pull the lever, to open the door for only a few seconds. Then when you did get past the area, you find not another water monster, but two. For me, this area was a lot easier, because i was able to use the dead flesh to distract the monsters for a very long time. While they were munching on that, I would go and get a box, then drag it over the the door with the wheel-operated door, and then stand on it and open the door. Then came the REAL water part. (Archive Tunnels) The reason this was so scary for me, was because I never knew which way the doors were going to open. And I really wanted to get out of there quickly. So I would just thrust the mouse forward and backwards until I heard the door go "CLICK!" So after that part, I think I took a break to watch Day[9] play the game.

BACK HALL

This area is worth noting, because of the really soothing music in the background. Once I came here, I really never wanted to leave. I felt like I could just stay here forever. I had no intention of moving forward. It was the calm after the storm. It was so nice....

<http://www.youtube.com/watch?v=tWhUPIFnAe8>

GUEST ROOM

This part wasn't really that bad, but it freaked me out for a while. The next day, I basically just logged on, played until I got to this part, then got too shaken to go any further. About a week later, I picked up the game again.

STORAGE

Spoilers, kinda

This part took me a long time to finally beat. When my mementos said "The darkness in the storage feels strange, and unnatural", that was very unsettling to me. And it was very, very dark in there. This was one of the harder parts of the game for me, because it actually proved a challenge. I never knew what was there, or what was going to be there. Oh, and for those of you who played that part of the game, I opened "The Door" when I was there. And somehow, I lived. But that part was really hard.

PRISON BLOCK - AREA ONE

This place was extremely atmospheric, more so than most other parts of the game. It consisted mainly of narrow hallways, and gave you the feeling that you weren't ever alone. Also, I opened "The Door's twin brother." I walked in, then died. This dang part, caused me to stop playing the game for 2.5 months or so. When I did come back to the game, I made sure not to make the same mistake twice. *Note: This was the only place in the entire game where I died.*

PRISON BLOCK - AREA TWO

It seemed like there would always be a monster somewhere in this area, and because of that, I was constantly ducking into side rooms, and hiding for the majority of this area. I would only come out when I was certain the monster wasn't there. It took me forever to get through this area.

CISTERN

The game really started to pick up from here, since I wasn't being forced to hide every 5 minutes. I really like the exploration parts of amnesia; they give me a sense of accomplishment when I find an item, or solve a puzzle. Also, month long breaks from the game, turned into just a few days break at this point. I wanted to play more and more.

MORGUE

My heart dropped into my stomach at this area. I really didn't know what was there, and I didn't want to find out. But it was pretty creepy.

SEWERS

Gosh darn. I wish this place never existed. There's always the feeling of a monster here, no matter where you are. He's always there, waiting for the right moment to strike. Also a pretty tough area, but I don't remember a lot of it, because I basically held down SHIFT through the entire area. Beat the whole thing in one sitting, and my heart was crashing out of my chest through the whole dang thing.

TRANSEPT

This area was really more disturbing than it was scary. You really get to know more about torture than anyone wants to. But I guess you need a bit of horror (as in: a mixture of shock and disturbance at something) in a horror game.

CHOIR - MAIN HALL

Spoilers Take the feeling of how you felt each time you met a monster, and put it into this area. This area is literally crawling with monsters. I read on Wikipedia after I finished the game that this place has 7 possible monster encounters, 2 of which can happen at the same time. Thankfully, I was lucky enough to only encounter 4, and I was able to bug the game to escape from 2 of them. If you want to know more about that let me know, and I'll try to explain to you. Anyways, really huge area, (I think the biggest in the game.) and really tough.

CHANNEL - FIRST VISIT

I crapped my pants. (Not really. But I think I screamed, or flinched, or both.)

CELLS

Spoilers

For those of you who played the game, this is where you can get the secret ending. Just do nothing for like half an hour, and you win. Seriously. Go try it.

But really, This part was cool, and I enjoyed playing it. Until I got to water part 9.0, which was like 3 times as hard as the first water part. I was tensing up so much during this area. Whenever I made a wrong turn, my shoulders would go up to my ears. And also, you always think the thing is behind you, but you never want to look back.

CHANNEL - SECOND VISIT

Spoilers

When I saw Day[9] play this area, there were 2 monsters. When I played it, there were none. Which was weird, because I must of done something right. I was expecting this area to be a lot harder than it was.

INNER SANCTUM

This area was really strange. There was a puzzle here, and it not exactly clear on what you have to do. But there's the head-throbbing music in the background, which makes you think you have to do something fast, or get killed. But apparently, that wasn't the case.

ORB CHAMBER

There's three ending you can get here. The good ending, the bad ending, and the revenge ending. I went for the revenge ending, because I heard that the other endings were kind of lame. I enjoyed the ending I went with. *Spoilers* And also, I found a secret. There's a Large Oil in the ending, which you can actually pick up. I haven't launched the game to see if you keep it, but I think you do.

CLOSING THOUGHTS

I thoroughly enjoyed this game, even though it was only 6 hours long. But the game was made by an indie company, so what they were able to accomplish with it was astounding. It really does a good job of pulling you in, and engaging you in the world of Daniel. The narrated flashbacks and notes really add to this. They really let you know what Daniel is going through. One thing I didn't like about the game, was the sanity meter. It really didn't add anything scary to the game, It was just annoying to watch your screen warble and go blurry. If anything, It actually took away from the experience. It was really frustrating, when you're hiding from a monster, and Daniel starts grinding his teeth, and the screen pans in and out, and shakes. I don't know what the developers were thinking with that one. Also, I don't know If it was just me, but I finished the game with like 25 tinderboxes. I thought it was useless to light anything, unless i knew I was going to be returning to that area a lot, or I felt threatened. (I think I used them a lot in the Storage, but that was like it.) Lighting torches gives you less places to hide from monsters too, so I was really hesitant. And I finished the game with almost a full tank of lantern oil, and 2 spare bottles. I think they gave you a good amount. If you used it a lot (like Day[9]), you would run out pretty quickly. If you used it sparingly, (like me), you would finish with some spare. I never thought there was too few oil in the game. I don't think I ever ran out. And if I did, It wasn't for long.

FINISHING COMMENTS

Amnesia: The Dark Descent is a spectacular game. I don't think any other horror game has stood up to something of this caliber. This game is truly legendary, with all the scares it brings. I sincerely felt like, the monsters were going to hurt ME, not Daniel. I was running for MY life, not Daniel's. How the heck does a GAME do that? If you are of the faint of heart (and small balled) then don't play. Maybe you're not ready yet. But if you think you have what it takes to play one of the greatest games of all time, then press on. Conquer the game that so many others have not.

Please leave me some feedback of my review-ish of Amnesia! Tell me what you agreed with, and what you didn't. Point out anything you want, but I would just like to hear from you and know what you thought of my collection of thoughts. ;)

9/10

-Benny Davis

TL;DR

If you like horror games, and you're looking for a real scare, then play. Fantastic game.