

GONE HOME REVIEW

Hi everyone, today I am going to tell you a little bit about a very atmospheric game I have recently played, called "Gone Home". In this review, I will focus on the actual vibe and the details of the game, rather than the plot or the storyline. So it does not contain any spoilers (maybe only visual). "Gone home" is defined as a first-person exploration game, developed by The Fullbright company and released for Microsoft Windows, OS X and Linux in 2013, followed by console releases for PlayStation 4, Xbox 1, Nintendo Switch as well as iOS in 2018.

The game is set in 1995, this being probably its most engaging and impressive features, as you get to find yourself travelling back in time (kind of). Upon entering the house, you can see a massive amount of details, items and objects that you can grab and explore from different angles, and maybe find clues with their help. Even such small things as toothpaste and a toothbrush matter here. The rooms are messy, there is a lot of stuff thrown here and there, so actually the inside of the house gives an impression of a recently abandoned place. When you realize you are all alone in this big house between the rooms, it gives you chills and at some point makes you confused, as you do not know where to start. I remember turning on all the lights and lamps, leaving the doors open so that the whole thing becomes a little less creepy...BUT...It is not a horror game still. It just gets scary at times.

Another important aspect to speak about is how well-developed every minor detail is. You enter a teenager's room and you see posters, magazines, soda cans and tapes all over; a typical teenager's room. I was even more amazed to find out you could listen to those tapes. You enter a library and it really looks like a library, perfectly structured and designed, Each and every room is so realistic that sometimes you forget it's a game. In fact, calling it merely a game even belittles the whole thing.

As time goes by, you start feeling cozy and comfortable inside the house, as if it is your own place, and this feeling gets mixed with various other intense emotions. Upon finishing the game, you most probably will be left in bitter-sweet shock, staring at your screen for some time, trying to put all the pieces together. Playing "Gone home" will give you an overwhelmingly beautiful experience and a cool soundtrack in addition.