



Genre:	Metroidvania, Action-Adventure, Platformer
Release:	Windows, Xbox One March 11, 2015
Studio:	Moon Studios
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1. Game Description

Ori and the Blind Forest is a platform-adventure Metroidvania video game. Players assume control of Ori, a small white guardian spirit, and Sein, the „light and eyes“ of the Forest's Spirit Tree. Players are tasked to move between platforms and solve puzzles. The game features a save system called „Soul Links“, which allows players to save their progress at will with limited resources, and an upgrade system that gives players the ability to strengthen Ori's skills.

Playthrough No Commentary: <https://www.youtube.com/watch?v=fXUrR6EiEcY>

2. Sound Description

From the opening track, with its simple piano melodies, Middle Eastern themes and some beautiful vocals, Gareth Coker's soundtrack grabs you and takes you on a fantastic journey. Great use is made of the full orchestra, with layers of sound built up using the different instruments and unexpected delights appearing out of this fantastic orchestral background. The tracks are quite different, yet held together by simple themes that are adapted to suit the tone of each track. The main game theme occurs a number of times in piano, string, flute and vocal parts, ranging through elegantly haunting, gloriously powerful and sinisterly staccato depending on the track. It really ties the album together as a whole piece.

Soundtrack from Ori and the Blind Forest:

Track Titel	Soundtrack
Main Theme	
The Prologue	
First Steps into Sunked Glades	
Finding Sein	
Up the Spirit Caverns Walls	
The Spirit Tree	
Kuros Tale I - Her Rage	
Through the Darkness	
Dash Through Their Home	
The Ancestral Trees	
Gumo and Ori	
Climbing the Ginso Tree	
Restoring the Light Facing the Dark	
The Waters Cleansed	
A Closer Understanding of the Past	
Lost in the Misty Woods	
Home of the Gumon	
Kuros Tale II - Her Pain	
Completing the Circle	
Arrival at the Sunstone	
Approaching the End	
Mount Horu	
The Crumbling Path	

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Last update: 2020/06/04 16:39

