2025/11/21 09:55 1/3 1. Game Description



Genre:	Meroidvania, Action-Adventure, Platformer
Release:	Windows, Xbox One March 11, 2015
Studio:	Moon Studios
Analyse by:	Agata Tselesh, Kathleen Bohren, Pietro Peduzzi

# 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	01main_theme.mp3
The Prologue	02the_prologue.mp3
First Steps into Sunked Glades	03first_steps_into_sunked_glades.mp3
Finding Sein	04finding_sein.mp3
Up the Spirit Caverns Walls	05up_the_spirit_caverns_walls.mp3
The Spirit Tree	06the_spirit_tree.mp3
Kuros Tale I - Her Rage	07kuros_tale_iher_rage.mp3
Through the Darkness	08through_the_darkness.mp3
Dash Through Their Home	09dash_through_their_home.mp3
The Ancestral Trees	10the_ancestral_trees.mp3
Gumo and Ori	11gumo_and_ori.mp3
Climbing the Ginso Tree	12climbing_the_ginso_tree.mp3
Restoring the Light Facing the Dark	13restoring_the_light_facing_the_dark.mp3
The Waters Cleansed	14the_waters_cleansed.mp3
A Closer Understanding of the Past	15a_closer_understanding_of_the_past.mp3
Lost in the Misty Woods	16lost_in_the_misty_woods.mp3
Home of the Gumon	17home_of_the_gumon.mp3
Kuros Tale II - Her Pain	18kuros_tale_iiher_pain.mp3
Completing the Circle	19comepleting_the_circle.mp3
Arrival at the Sunstone	20arrival_at_the_sunstone.mp3
Approaching the End	21approaching_the_end.mp3
Mount Horu	22mount_horu.mp3
The Crumbling Path	23the_crumbling_path.mp3
The Finale	24the_finale.mp3
Light of Nibel	25light_of_nibel.mp3

# 2.1 Perception Orientation

In Ori and the Blind forest, the character crosses several types of environment. These steps therefore change if he is in the water or on the grass and so on.

#### Walk \ Run

Run on Grass	run_on_grass_2.mp3
Run on Wood	run_on_wood.mp3
Run on Sand	run_on_sand.mp3

## **Climbing**

Climbing on Grass climbing on grass.mp3

2025/11/21 09:55 3/3 1. Game Description

#### **Jumps**

Some jumps	jump_series_treetrunk.mp3
Double jump	2_jumps.mp3
Spin and jump	spin and jump.mp3

#### **Swimming**

Swimming breath underwater\_deep\_breath.mp3

## 2.2 Action - Sounds

In the forest, Ori has to fight enemies. He acquires new abilities or weapons throughout his quest that makes him stronger and help him to defeat his enemies.

#### **Attack**

Hammer attack Sword attack Fire torch attack

From:

https://wiki.zhdk.ch/gamesoundopedia/ - game sound dokumentation

Permanent link:

https://wiki.zhdk.ch/gamesoundopedia/doku.php?id=ori\_and\_the\_blind\_forest&rev=1591285814

Last update: 2020/06/04 17:50

