



Journey (a game for PS3) by thatgamecompany

I came across this game for the Playstation 3 (yes I play video games). It had a very brief description: a journey of discovery in beautiful landscapes. Not much to go on, but it intrigued me and only cost \$15, so I downloaded it.

There were no instructions and no objectives provided. I soon discovered that these were not necessary. The objective was obvious - to reach a distant mountain from which a light shone to the sky. The landscapes turned out to be rolling desert and snowy mountains dotted with archaeological ruins - but the starkness had its beauty. It turned out to be a very relaxing experience, easy at first, but gradually became a little more difficult, due to obstacles and forces working trying to prevent one from reaching the objective.

Some time into the game, it dawned on me that this was a very spiritual experience, symbolic of any spiritual journey.

Along the way, one discovers symbols, glyphs, and shrines, and one learns about the origin of the ruins. One also picks up entities which prove to be guides and, if there is an Internet connection, one will discover a fellow traveler who will work together to solve some problems. The two travelers will also provide each other with energy. Losing a fellow traveler leaves one with a sense of loss.

The whole experience is uplifting, the environment and the music help with creating a sense of awe and magic. Reaching the objective was, I found, a disappointment. To me, it was all about the journey.