
The Beginner's Guide FULL

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About This Game

The Beginner's Guide is a narrative video game from Davey Wreden, the creator of *The Stanley Parable*. It lasts about an hour and a half and has no traditional mechan 5d3b920ae0

Title: The Beginner's Guide
Genre: Adventure, Indie
Developer:
Everything Unlimited Ltd.
Publisher:
Everything Unlimited Ltd.
Release Date: 1 Oct, 2015

English,French,German,Russian

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To this day, one of the most thought provoking games I've ever played. It's hard to find words to describe this game. I guess it's a very emotional narrative "walking simulator" but in the best possible way. I got exactly 80 mins out of this game but I'm gonna invite my friend over to play this for himself. It's just so interesting. Personally I wouldn't recommend it at the \$9.99 price tag though. I got it for \$2.99 on sale but I would says it's worth it at or under \$5.. As once was said in the Stanley Parable "The game isn't the game". Although we go through all the hoops and jumps the end message is. Just that an end message with a meaning if you want to admit to hearing it or not. Overall the experience was painful at times but i would hope everyone gets to try it one day.. Edit: Since this review is getting criticism, I'll have to take another look at the game and see if this holds up. Not anytime soon, I have a few games in my backlog to burn through first. Until then take this review with a handful of salt. This review is mostly based on the assumption that the events told to the player were true in some regard. This game is a walking sim. Coming from the creator of the Stanley Parable, it's surprising to see that there's no deviations from the "intended narrative" such as in the Stanley Parrable. But that's all well and good. As a walking simulator, it functions well, and the mechanics do mesh with the story well. But it's the story that really drags this game down, and I'm convinced the 86% of people who made a positive review were a part of the "wow its so deep" crowd of pretentious a**wipes that plague the industry. Again, assuming that the events in the story are true, it reflects poorly on the developer to not only release the game, but also charge money for it and the soundtrack. I'm assuming that it all really happened because there's nothing in the game that says otherwise. I'm not even going to bother adding in the black bars to cover up spoilers, because honestly you shouldn't bother buying this game, or even playing it for free. The main conflict is between two "friends". Davey, the narrator and up until the last few chapters, the "hero of the story", is a bit of a jerk who's a little too clingy to his friend Coda. Coda is a simple man who wants to just make games for himself and seems just fine with that. But Davey throws a wrench into all of that and starts to mess with Coda's life, to the point where Davey's delusional brain interprets Coda being distant as depression. In reality, or I guess from what I managed to gather, Davey was the one making Coda's life worse, mainly by tampering with his works and showing it to others, but Davey was just too f**king dense to understand that. This game is meant to be a way of communicating to Coda, even though publishing all of his works is probably the worst thing Davey could've done. Hopefully you understand how problematic this game is by now. He not only went against Coda's wishes and published the games, but had the f**king audacity to charge \$10 for it, and \$13 for the soundtrack. Assuming that all of the 14% of people who left negative reviews all submitted refund requests which got approved, that's still thousands, if not tens of thousands of dollars made. That's f**king scummy. Please for the love of all that is good on this earth, listen to the angry man on Steam making a review 4 years too late. Don't bother with this game, at all.. 10/10 If you play ONE VIDEO GAME ever, make it this one. I won't explain myself here because any explanation would spoil the game for you. The one thing to say is that if there's anyone doubting that video games are an art form in themselves, that person should play this. The Beginner's Guide is a masterpiece of contemporary art in the video game medium, and there's no compromise that has to be done by either side to affirm that. P.S.: I played this game on a friend's computer, then proceeded to buy it in order to support the author. Wanting to write this review, I was prompted to play at least 5 minutes first. Which just teased to me the fact that, despite the game's linear progression, a second playthrough of The Beginner's Guide might be a new experience and just as meaningful as the first.. For sure, not a game. But something to be experienced by creators, artists, give them a name. and people willing to know about. Creation is sometimes as an attempt to empty your guts and feelings, sometimes is something that just happens. It can even happen just inside you, after reading, seeing, creating, coding, writing, whatever. Sometimes you'll let it go, sometimes it'll be kept inside you for ever, hidden for the rest of the times. The Beginner's guide is an experience to be lived as any other creation. You may feel curiosity, indifference, self identification, a lot of thoughts building up, the urge to claim your money back. it just is, do with it whatever you want or feel to. There is no correct approach nor description which will satisfy everybody. I can really understand the bad reviews about people saying they wasted some hours of their lives

expecting a GAME, maybe it should be clearer about it's narrative genre. But that's a little what all this is about.

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