

Brady ([00:00](#)):

Okay. Journey is a short, stunning game, but it's not like many other jewel play in the game about journeying to,

Sam ([00:06](#)):

However, it's not that simple. Once you get, once you boot the game up and you get on the title screen, you really aren't given any instructions. You're just meant to get to the summit. Okay?

Brady ([00:18](#)):

As you play, you play as his name was club creature, guiding yourself through this wasteland, desert passing tombstones and abandoned structure that you play. You have no idea what you're doing or how long it will take you, but you progress because you want to play through the game. There's no score-keeping journey or any sort of achievement is about the emotional investment you put into the game that you've played through in such a beautiful game. It doesn't have much to offer other than using simple tools to reach the summit, which is the ultimate goal.

Sam ([00:53](#)):

They'll know though, that there is no set meeting for journey. Many, see, as a symbol of life, our lives have seem to been, hold on, pause and take a detour that is quite bizarre. Playing through journey. There are a plethora of connections between the play through of this game and the COVID-19 era that we are currently living in.

Brady ([01:10](#)):

Well, our societies, the game and ours have somewhat adapted to this new realm, the population of each still desire for nothing more than a return to normalcy of sense, but our normal, but that is the journey we must in order to reach its end. Have you played journey journey currently, you seem to recognize the connections of each world, the world of journey and our pandemic state realizing that as enlightenment was taken away from the light cloud creatures that we'll get into later, the resent, it represents the freedom of our lives that was taken away from us due to the virus,

Sam ([01:45](#)):

Playing through this game. It allows players who are hope stricken by this everlasting pandemic to take some time and build upon the meaning of life.

Brady ([01:53](#)):

You have no idea how long this journey is going to take much like to pandemic. Many officials say it's supposed to be over by Christmas, but you never know. This could last forever.

Sam ([02:04](#)):

This insight alcohol very important is kind of a burden with members struggling with in journey. In actuality, it takes about two hours, the plane to play the game all the way through, start to end. But if you slow down and you pace it out of it, you can take such this, this delicate time that we were given by the pandemic and explore the grand scheme of life at the, that is never ending, but we will not forget if you, we take this time to better ourselves and enrichen. Our thoughts about life

Brady ([02:37](#)):

Journey is simply an indie game. It's adventure-based, it's only goes off your personal experience. You could hate it where you can love it. Simplicity. All you're doing is aspiring to reach the summit, but what you do determines how much you care for the game as you play the protagonists, you, you are is the, of a Messiah you're reincarnated and given life through stars, aligning to reform the society that was lost, but you have no way to communicate with anything. There's no objectives and there's no introduction. You're just opposed to let others know.

Sam ([03:18](#)):

Yeah. And this activist game is more, it's not so much about defining norms or anything. It's more so about you reconnecting with this loss tribes, lots of village of people or that people creatures. It's hard to say the game's very vague in this, but it's you as the Messiah, trying to identify where your sense of belonging is needed in this community, much like during the pandemic, what can I do to help my, like our communities around us in the best way possible,

Brady ([03:54](#)):

You are defining your character. As you play giving it its own personality. What treating a much like yourself or giving it some hidden personality you wish you had, you get to set whatever you want for the CLO creature, understanding yourself through understanding the boundaries you set through playing the game.

Sam ([04:11](#)):

Yeah. And that leads us to like the, like a main, like thing we got into this game. It was a lot of fun. But when we started immediately probing, like we always do so in our journey of journey, huh? Jumping a cloth and your will to fight the corrupted ones are the only mechanics that are visually observable

Brady ([04:29](#)):

With the cloth, representing everything good and bad. It's a nightmare, right?

Sam ([04:32](#)):

We, the player are tasked to do, do you use the good side of this clock, which is not, it's not like it's anything in particular. It's literally like pieces of clock that are possessed by God's magical, whatever, as you may interpret it it's a treacherous journey, but this clock can be willed into stairs trampolines. And for most of the game, it's a magical parachute that has the ability to just lift you off the ground. The cloth is the, is the main mechanism of the game, but it also has an analysis for one to observe. Use of this cloth is to reach greater Heights if wishes of the mountains are followed. And that really leads us into like the rhetorical situation that's being set up by the cloth and the creatures

Brady ([05:18](#)):

Events leading up to this last, once you play through the game, you get the sea cutscenes in which you see scripture, what happens in the past clubs, there was a large massacre of this white cloud creatures because they tried using the cloth for personal gain and striving and striving away towards reaching the summit and enlightenment, they cry. They tried using their own civilization is ignoring it and straightened away from God, which is the summit. You're given life as a Messiah to regain this ground of alignment though, this the use of the cloth and you finding your way back toward normalcy, you were

given restraints of guiding yourself this summit with no objectives to do so. And you have to regain the ability to make your journey possible. Much likes to the game we played recently, which is Gris, which involves stages of development of grief. Mountain represents the birth of light, which gives birth to the stars and living things, these stars and habit, the living things in the cloth that become what is used throughout society for everything mythical and reasonable.

Sam ([06:33](#)):

Yeah, much like our own society. Current like centuries and centuries go. We use stars as a means of defining gods as defining a way of around the world. And we use stars to wish upon what the world could be or might be.

Brady ([06:51](#)):

This society is based off of white cloak creatures. But the cloth that is in the game is red, which is actually the color of the protagonist you use. This represents him being part of the enlightenment, him being part of God and Lightman being the person who's supposed to guide this wasteland back to enlightenment.

Sam ([07:16](#)):

I thought it was really interesting. The red clot, I kind of like the first like thing. I know I don't want to be explicit, but I mean, it literally looked like a Cardinal hole at like from the church of the Pope. I really like they'd signify that like deep religious symbol. Yeah. I thought that was really

Brady ([07:33](#)):

Cause it has the texts and the actions use around the cloth that represents everything in this world. And once you match what the clock, your Joyce is the re gain, the co-op that was torn apart through the white clock civilizations, ripping it apart and using it for other game because once they had that light and taken away from each other, they just started fighting and fighting. And that led to the massive massacre, the entire civilization, which is why you see all the tombstones around you. Yeah. So

Sam ([08:08](#)):

I, the tombstones, the tombstones and the massacre really interests me because it was much like Roman times when Rome was like the main conqueror Europe found that really interesting as it like, kind of was like their mass curl of Europe and like Africa, that was a really interesting symbolism that they throw in as well.

Brady ([08:31](#)):

And that's, that's, that's something that could happen to us because if this pandemic never ends simulation, it can be torn apart and just left to buy over what's the left and you have to find their own way.

Sam ([08:42](#)):

And that is definitely one thing that I think we both drew upon was the ability for us to work together throughout this pandemic.

Brady ([08:50](#)):

Yeah. And especially when you use the only mechanism for playing co-op mode, which is chirps.

Sam ([08:56](#)):

Yeah. So chirps went so in co-op for journey, it's literally the same exact game. I was very surprised and like games like portal, or maybe see us go, co-op completely different mechanics, different storylines, everything in journey. It's the exact same game. And the developers of this game did it on purpose because they wanted to have the same puzzles. Because as you are playing with another person, you are communicating with them only with like little chirps. It's a single, like little thud of a note, but it's there to signify that you are there with someone going through this difficult journey, this treasure treacherous process, it's emotionally strengthening to have that little chirp next to you. And it warms my, and honestly warmed my heart, playing with a friend of mine that I hadn't seen in maybe eight, nine months due to the pandemic and like to play the game throughout by itself was Trek. Like, was it hard? Cause I was just there with my own thoughts, but having a buddy by my side, even if I couldn't like verbally talk to them was just something that made it a little bit easier to survive. It was just this

Brady ([10:05](#)):

Connection between just one simple mechanic had make a journey, seem a lot easier. This also puts into relationship. You get to both join the relationship of finding what the summit means to you. And then the game is largely interpreted as the summit being a Dalby figure or enlightenment what the cloth being the culture and the scripture or the alignment. Have you used the bridge protagonist being a messenger of that enlightenment?

Sam ([10:37](#)):

Yeah. The enlightenment was very interesting in the single-player game. It was very literal as we were trying to find on and find meaning, but in the co-op that meaning gets deeper as you have. You're not as you have your, a buddy that can only chirp to you. And I thought, I thought a really interesting take on this relative to the pandemic was these terms we can, what are your like chirps on Twitter? Like whooping Twitter bird. I thought that was kind of a funny pun on the logo, but it was a term that allows us to talk to a new community online during this pandemic. One will all isolated from one.

Brady ([11:12](#)):

Yeah. But you can also connect it to you being isolated with a few people and you can also like how we're in college, we're separated by what dorm we're in and what, and other people don't get to interact with the other gums or you're stuck with your family because you're, maybe your sister has a respiratory illness and prevents her and you and your family from risking anything.

Sam ([11:36](#)):

Yeah. So the game functions and the co-op moment seems slow and tedious, but the short time is for us to reflect on the scheme of the world and how it's laying out. There's no names, there's no text box. There's no Hayden objectives. There's no achievements for this game. It's just you in the game trying to make a better set of set of mind for yourself. Yeah.

Brady ([12:03](#)):

Because after the game, you just walk into the light at the summit, there you're resurrected to a new light. And at this new light, like in the pandemic, when it ends, our lives will seem new again after this. Great pause.

Sam ([12:19](#)):

Thank you for watching. This was our journey podcast. Have a good one.