L'Idiot Mystique

Fiction interactive, cinéma, musique, bouquins – et moi et moi et moi.

Doors you can't open

I found a few screenshots of *Omeyad* on the net, an old Amstrad CPC game published by Ubi Soft in the heyday of parsers and 0, 1 and 2 mode. Insofar as I have this game on my emulator, this discovery had nothing to do with a heart-rending reunion, but it's still incredible, the nostalgia that old video games continue to generate.

Rather like a rag doll that leaves more to the imagination of the kid playing with it, than an ultra-realistic figurine that talks, walks, dances, shoots guns and makes coffee for the whole family, these old games, short, limited, with minimalist graphics, were dream machines. You're in a corridor in *Omeyad*, or at the top of a hill in *Oxphar*, or in a tavern in *Iron Lord*, you can't open all the doors, or go down to the village you see in the distance (a few vague pixels on a screen), or go and talk to the tavern patrons, and then, inevitably, your imagination starts to work.

Making my own little *Black Sect*-like game is an old fantasy. When I was designing the scenery in Paint, I had the idea of adding a little man in the background, with red eyes. I figured he'd have absolutely no role in the action, but his presence would be intriguing and make you dream. Just like a mountain, where you can't see what it's hiding.

Note from March 21, 2018:

Games from 1995, 2000, 2005, and soon 2010, generate and will generate as much nostalgia as CPC games. Just look at the sighs that we, that I, heave at *Daggerfall*, *Morrowind*, *Gothic 2*... Of course, all this has to do with biographical factors, with nostalgia for adolescence, regardless of the era in which it was experienced. However, the limitations of older games tend to suggest doors that can't be opened and impassable mountains that make you wonder what's behind them, and that's their strength, their charm: imagination and wonder need mystery, unanswered questions.

Libellés : Age of Empire, Amstrad CPC, Black Sect, Daggerfall, Doom, Gothic, Interactive fiction, Iron Lord, Morrowind, Narratology, Omeyad, Oxphar, Posts in English, Video games

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