“The Light in the Darkness: Director’s Cut” Sets a New Standard for Representing the Holocaust in Games

New Game Represents Historical Atrocities of WWII Without Spectacle or Combat;
Free and accessible to all on *PlayStation 5*

LOS ANGELES, Calif. – Sept. 22, 2026 – *The Light in the Darkness: Director's Cut* launched today on PlayStation 5, a fully rebuilt version of game director Luc Bernard's narrative game following a Polish-Jewish family in Nazi-occupied France. Available at no cost to players, the new edition makes this important story accessible to everyone. The *Director’s Cut* includes full voice performances, rebuilt environments, and a reconstruction of Auschwitz built from historical mapping and archival research.

Watch the reveal trailer here

First released in 2023, *The Light in the Darkness* placed players inside the life of a family stripped of every option but survival. The *Director’s Cut* is not a remaster. It is the game Bernard set out to make before budget constraints forced him to scale it back The *Director's Cut* restores that vision with rebuilt environments, full voice performances, extended narrative material, new animation, expanded lighting and sound, and refined gameplay systems. For the first time, *The Light in the Darkness: Director’s Cut* includes a historically grounded recreation of Auschwitz, giving players a deeper connection to the real history.

Most World War II games give the player a weapon, an enemy, and a path to victory. *The Light in the Darkness: Director’s Cut* doesn’t do any of that. There is no combat system and no way to rewrite what happened. Players remain with the family as their choices disappear, following the same path toward deportation that history has already written.



Ultimately, that path leads to Auschwitz. Bernard said, “I didn’t want Auschwitz to become a vague backdrop or a place we simply pass through because the history is difficult to confront. If we are going to tell this family’s story honestly, we have to follow it all the way to the place where it leads. Reconstructing Auschwitz from historical research was our way of keeping that reality intact and giving players the opportunity to understand what was there, rather than softening it for the sake of comfort.”

The original release of *The Light in the Darkness* reached millions of players and opened doors for Bernard well beyond the games industry, drawing him into advocacy work connected to hostage and civilian issues and expanding what he believes an interactive medium can accomplish.

Voices of the Forgotten, the nonprofit behind the *Director’s Cut*, believes that games can uniquely confront difficult history, not simply by showing players what happened, but by giving them a more intimate perspective on the people who lived it. By placing players inside a family’s experience, games can foster deeper empathy. The *Director’s Cut* carries that idea further, demonstrating how the medium can turn its attention beyond the battles and events of history to the lives, choices, fears, and humanity of the people caught within them.



The decision to make the game free is rooted in a simple belief: cost should never be a barrier to experiencing and confronting this history. *The Light in the Darkness: Director's Cut* is a serious narrative work intended for older audiences, not young children. Clear content guidance from Voices of the Forgotten helps players and families determine whether they are ready for its difficult subject matter.

ABOUT THE LIGHT IN THE DARKNESS: DIRECTOR'S CUT

The Light in the Darkness: Director's Cut is a free narrative game following a Polish-Jewish family living in Nazi-occupied France. Rather than placing the player on a battlefield or offering a fantasy of changing history, the game stays with ordinary people as antisemitism, state policy, persecution, and deportation dismantle their lives. The Director's Cut completes Luc Bernard's original vision with full voice acting, extended narrative material, new animation and atmospheric detail, refined systems, and a historically grounded reconstruction of Auschwitz. The game launches on PlayStation 5 on September 22, 2026. See the reveal trailer here: https://www.youtube.com/watch?v=d_s0QmHrnQM

ABOUT VOICES OF THE FORGOTTEN

Voices of the Forgotten is an independent nonprofit rethinking how Holocaust memory and Jewish history are preserved, shared, and carried forward. Founded by game director Luc Bernard, the organization uses video games, interactive media and platform-native storytelling to reach younger generations through the culture and technology already shaping their lives. Independent and outspoken by design, Voices of the Forgotten challenges traditional approaches to historical education while remaining grounded in historical responsibility, dignity, and empathy. Learn more at voicesoftheforgotten.com.

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Press Kit: The Light in the Darkness: Director's Cut

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