

Reviewer's Guide

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About

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 state policy, persecution, and deportation dismantle their lives. Rebuilt from the ground up, 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.

Release: September 22, 2026

Platform: PS5

Price: Free

Gameplay Length: ~2 hours

*Additional platforms will be supported in the coming weeks and months.

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How the story is told

The Director's Cut is fully voiced. You follow the story rather than read it, moving through scenes at the family's pace.

Gameplay is light throughout. Most sequences ask you to walk through a scene, help around the apartment or the family's tailor shop, or take part in a small moment with a neighbor. A handful of sequences ask a little more of you, in ways that put you inside a character's situation rather than testing a skill.

There is no combat and no fail state. Nothing you do changes where the story ends up. That is a deliberate choice, not a limitation: the game follows the same path history already recorded.

> *"I want you to sit with the people and lives that the war was done to, and I want you to feel exactly how little power they had."*
>
> — Luc Bernard, Director

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The Abramovitch Family



Moses

A tailor from Poland who built a quiet, steady life in Paris. Moses meets every uncertainty with calm, the kind of father who treats helping out in the shop as important as anything else in the day. His steadiness becomes the family's anchor as the world around them starts to change.



Bluma

Holding the household together with quiet resolve. Her parents remain in Poland, and a letter from them, sent without a return address, is one of the story's first signs of the danger closing in. Practical and protective, she keeps her family's days feeling normal for as long as she can.



Samuel

Introduced through the small joys of childhood: school mornings, playground games with the neighborhood kids, and helping out at his father's shop. Samuel's warmth and curiosity are the heart of the family's world in Paris.

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Other Key Characters



Marie

The building's concierge, a widow who lost her husband, Henri, in the First World War. Rough on the surface, she's warm underneath, especially with Samuel, and becomes one of the family's closest connections.



Bernard

A close friend of Moses who left his home in Algeria for France after his mother's death. Theatrical and endlessly self-deprecating, Bernard’s own history with faith and ethnicity carries more weight than his jokes let on.



Marcel

A Frenchman with an enduring, mostly one-sided crush on Marie. Marcel provides some of the story's lighter, comic moments, including a long-running effort to work up the courage to ask her out.



Jakob

An old friend of Moses who reenters the story later, after his own attempt to flee France with his family fell through. Jakob challenges Moses' belief that France remains safe for its Jewish citizens, and their debate becomes one of the story's most pointed exchanges.

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Coverage Guidance

This is a first-person account of the Holocaust, built from historical research. It depicts antisemitism, state persecution, family separation and deportation, and includes a historically grounded reconstruction of Auschwitz. **It is not intended for young children**.

Safe to preview

- **The setting:** a Polish-Jewish family's life in 1939 Paris.
- **The format:** fully voiced, contemplative pacing, light interactive sequences.
- **The outcome:** The game will lead everyone down the same path, by design.
- **Production scope:** full voice cast, rebuilt environments, and a historically researched reconstruction of Auschwitz.

Please don't share

So every player can experience the ending for themselves.

- The fate of any specific character.
- Details or footage from the game's final sequence.
- Screenshots or video from the last 15 minutes of the game.

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Writing About the Ending

The game's closing sequence follows Moses from the Pithiviers transit camp onto a deportation train and through arrival at Auschwitz. The ending is depicted in accordance with the historical process of selection and immediate extermination upon arrival.

The sequence exists to confront players with a lived reality, not to shock for its own sake. Where earlier sections of the game let players linger in small, human moments, the ending offers none of that room. It simply arrives at what history already recorded, and asks the player to stay present for it rather than look away.

Suggested Framing Language:

- The game's final sequence follows Moses from the transit camp onto a deportation train and through arrival at Auschwitz, where the story ends as history recorded it.
- There is no way to change what happens in the game's closing minutes, a design choice that mirrors the reality the family faced.
- The sequence closes not with a traditional ending but with on-screen historical statistics, a reminder that this account stands in for millions of real people.

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“And you can always, always give something, even if it is only kindness!”

— Anne Frank, The Diary of a Young Girl

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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