FAITH
THE UNHOLY TRINITY

Analysis by Chris Dickmann

Homage to Genre-Defining Media

FAITH trends familiar ground, following closely the tropes and cliches of the genre-defining texts which it emulates. FAITH does not seek to break free from the bounds of its genre: instead, the text thrives within its genre's well-explored confines, delightedly following in the footsteps of the pioneering media which it emulates.

Obscurity as a Catalyst for Terror

FAITH uses the graphical limitations of its Atari style to withhold information from the player, heightening tension and creating terror. The game's artstyle keeps character details vague, allowing the player's mind to fill in the gaps. The immobile camera obscures player vision, causing apprehension every time the player transitions into the next scene they cannot see.

Unreality & Nonlinearity in the Narrative

Nonlinearity is used frequently throughout FAITH. The abruptness of these nonlinear elements create confusion and a sense of unreality. While moments of unreality permeate the game, FAITH ensures these story sections are relevant and tangible within the narrative's progression by focusing its story on metaphysical concepts.

Narrative Engagement as a Character Arc

Over the course of the game's three chapters, John Ward's role in the story evolves from hesitant participant to willing instigator. It is John's eventual expression of active agency that is the main method through which he is able to achieve redemption, making deliberate choices to overcome his fears.

The Dichotomy of Secular and Religious Interpretations

One can interpret the meaning behind FAITH's narrative through two main lenses: the secular and the religious. Through the secular lens, FAITH as a text is critical of the concept of faith, advocating instead for the development of personal courage to overcome one's fears and wrongdoings as a means of redemption. Through the religious lens, FAITH is indeed a text that promotes the concept of faith, attributing the protagonist's success as a reward for his obedience to the Lord. FAITH treats both readings as equally valid.