

Clair Obscur: Expedition 33 games of the year

Clair Obscur: Expedition 33 is a turn-based role-playing game (RPG) developed by the independent developer Sandfall Interactive.

Clair Obscur: Expedition 33 is a groundbreaking turn-based role-playing game (RPG) from 2025, where you control a team of up to three explorers to destroy the Paintress and end the death loop. The gameplay focuses on reflex combat (dodging, parrying), exploring a vibrant world, and an emotional storyline.

Expedition 33 draws strong inspiration from popular JRPG series like *Final Fantasy* and *Persona*. The developers aimed to create a new and innovative experience within the genre, while still retaining its core values.

You will follow Expedition 33 on their quest to defeat Paintress and end the suffering of the people of Lumiere.

How to Play Expedition 33 & Basic Tactics:

1. Turn-based combat: You not only choose commands, but you must also dodge or parry at the right time to minimize damage.
2. Team building: You can only choose a maximum of 3 characters, and you need to combine their skills (tank, damage dealer, healer) effectively.
3. Movement Skill (Esquie): Unlock the flying skill at the end of Chapter 2 to explore high-altitude areas.
4. Explore The Chosen Path: Head north through the icy region to find the entrance.
5. Plot: Follow Gustave as he tries to survive and destroy the Paintress within one year.

Tip: Focus on upgrading your dodge and counter-attack skills, as these are key to defeating the difficult bosses in the game.

This quick review (without a score) was conducted by the TipsMake team during a short period of gameplay, so it may not fully reflect all aspects of the game. For a more comprehensive view, don't forget to check out TipsMake's upcoming in-depth review!

OUTSTANDING ADVANTAGES



The turn-based combat system is quite innovative: while inspired by popular JRPG titles, the game "reimagines" traditional turn-based gameplay with real-time elements such as using QTEs to "enhance" attacks, and allowing players to time their dodges/blocks like in action games. This makes battles more fluid than traditional gameplay.



Multiple tactical layers: Each character in *Clair Obscur: Expedition 33* possesses a distinct playstyle along with a variety of unique weapons and skill sets. These elements interact seamlessly, contributing to numerous team compositions and build options for players to experiment with.



Visually stunning and aurally captivating: Leveraging the power of Unreal Engine 5, the game has created incredibly visually stunning and impressive visuals, dark yet poetic and highly cinematic. The melodious French music that plays throughout the journey creates a wonderful experience for the player.

NOTABLE DISADVANTAGES!



Dizzying camera angles: Despite the highly artistic visuals, *Clair Obscur: Expedition 33* changes camera angles quite frequently, especially in cutscenes and during combat, making the gameplay experience somewhat frustrating.



Unfriendly interface: Like many JRPGs, players spend a significant amount of time interacting with the game interface, especially when customizing their character. Unfortunately, this interface is a nightmare for players, from choosing skill sets to reviewing and equipping Picto/Lumina.

PRELIMINARY ASSESSMENT

Clair Obscur: Expedition 33 is a turn-based RPG that doesn't follow the traditional 'clue,' instead revolving around timing mechanics similar to recent Souls-like games. It's a role-playing game.

With its innovative gameplay, captivating storyline, memorable characters, stunning visuals, and polished sound, the game truly creates a memorable "party" for players.

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