LIMBO is one of those universally unnerving games, meaning that most players found it unsettling despite their level of gaming skill or preferred genre. It's an unforgettable experience, subtly frightening, and painfully quiet about answering the thematic questions it poses. And while the game is recognized on many levels, it's sound design is paramount.

For our forum this Level, please consider a sound effect, ambient noise, or other audio component that stood out to you. Here's some insight into the Boy's footsteps:

"Besides contributing to the foreboding atmosphere of LIMBO, such mixing minimizes the risk of making sounds become annoying to the player, simply because the sounds only play as long as they’re important to the actual game. In some cases I even use state based mixing to make swift shifts between entire soundscapes, for instance from a soft dreamscape to brutal realism, influencing also the levels of the protagonist’s Foley sounds. (DesigningSound)

"I actually created the footstep sounds with the needle of a record player. There’s this small distorted sound when you move the needle on the record like [makes sound with voice \*ksch ksch ksch ksch\*] and also lift the pickup and let it fall down again, which gave a small pop. I also used a generic sound that’s playing. It’s playing all the time. No matter which material the boy is walking on, you will always hear this kind of noise component." (Anthony Agnello)

https://player.vimeo.com/video/238666369?color=66CC99&title=0&byline=0&portrait=0

Please respond to the following:

Add an original discussion simply about your experience playing and hearing what LIMBO has to offer. Were you surprised by the sound design, or did you miss the use of a soundtrack? Is LIMBO a "game that doesn't sound like a game," or can you see what the developers meant by sounds "without identity," "brutal realism" or even "a kind of schizophrenia?"