

ORDER OF THE OPEN BOOK - THE VIDEO GAME

A CYBERPUNK STORY ABOUT THE FREEDOM OF INFORMATION, THE IMPORTANCE OF ART, AND THE LOVE OF LITERATURE AND LIBRARIES.

THE SETTING IS NYC BUT ALL OFFICES HAVE BEEN OVERTAKEN BY SQUATTERS.

THE GAME PLAYS LIKE A SPIRITUAL SUCCESSOR TO MARK OF THE NINJA, FOCUSING ON STEALTH IN AN "OPEN WORLD" (BY LEVEL) TO PLACE ART AND TO COLLECT AND DELIVER CONTRABAND (BOOKS MOSTLY)

PUZZLES INVOLVE MYSTGRUBS (DIALOGUE AND EVIDENCE COLLECTION QUESTS), SNEAKING TO REPLACE GRAFFITI AND CONTROL OF THE LEVEL FOR YOUR GANG, USING HACKING SKILLS TO REPROGRAM TECH FOR YOUR NEEDS.

EXAMPLE TUTORIAL LEVEL: YOU AND SOME FRIENDS ARE FREE RUNNING AND SPRAY PAINTING, UNKNOWINGLY DRAWING THE IRG OF THE GANG ON YOUR FLOOR, WHO CONFRONT YOU THEN RECRUIT YOU AFTER A CHASE SCENE.

YOUR FIRST TASK IS TO RECRUIT A BUSINESS ON THE NEXT FLOOR, A DIALOGUE QUEST. YOU CAN WIN THEIR FAVOR THROUGH MANY OPTIONS WITH A SLIDING SCALE FROM FAST/EASY VIOLENCE TO SLOW AND DIFFICULT NEGOTIATION. THIS UNLOCKS THE HACKING MECHANIC AND TUTORIAL. YOUR MENTOR HAS YOU UTILIZE THIS NEW TECHNIQUE TO DELIBERATELY PLACE ART IN PROMINENT LOCATIONS UNNOTICED. YOUR INITIAL FRIENDS ARE THEN TAPPED TO GUARD THE ENTRY POINTS ON THE NEXT FLOOR AS YOUR CREW TAKES OVER.