= Gravity Bone =

Gravity Bone is a freeware first @-@ person adventure video game developed by Blendo Games , and released on August 28 , 2008 . The game employs a modified version of id Software 's id Tech 2 engine ? originally used for Quake 2 ? and incorporates music from films by director Wong Kar @-@ wai , which were originally performed by Xavier Cugat . Four incarnations of the game were produced during its one @-@ year development ; the first featured more common first @-@ person shooter elements than the released version . Subsequent versions shifted in a new direction , with the inclusion of more spy @-@ oriented gameplay .

Gravity Bone received critical acclaim from video game journalists . It was called " a pleasure to experience " by Charles Onyett from IGN , and received comparisons to games such as Team Fortress 2 and Portal . The game was praised for its cohesive story , atmosphere and its ability to catch the player 's interest over a very short time span without feeling rushed or incomplete . It received the " Best Arthouse Game " award in Game Tunnel 's Special Awards of 2008 . A sequel , Thirty Flights of Loving , was released in 2012 .

= = Gameplay = =

Gravity Bone is a first @-@ person adventure video game that lasts around 20 minutes , and is set in the fictional city of Nuevos Aires . The player controls an unnamed spy , and is tasked with accomplishing several missions across the game 's two stages . At the end of the game , the player @-@ controlled spy is killed by an unknown woman after chasing her through the last half of the second level . The game was designed to leave the player without a clear idea of how the game 's story evolves .

During these missions , objectives and guidance are provided through the player 's interactions with objects and environments in the game . The tutorial system used to demonstrate routine gameplay elements such as object interaction and movement is disguised as the first level of Gravity Bone . Here , the player is tasked with the delivery of a contaminated drink to an unspecified non @-@ player character . After the first level is completed , the player is sent to the second level of the game , which follows the pattern of the first ; the player is assigned a set of actions and goals involving platforming sequences .

= = Development = =

Gravity Bone was developed by Brendon Chung under his video game studio Blendo Games . Chung , who worked as a level designer for Pandemic Studios , has contributed to the development of titles such as Full Spectrum Warrior and Lord of the Rings : Conquest . Four incarnations of Gravity Bone were produced during its one @-@ year development . Chung commented during an interview with FidGit that " Gravity Bone started out very different from what it was and ended up getting scrapped ... so on and so forth until this version came out . " The first version of Gravity Bone featured more typical first @-@ person shooter elements than the released version , and was based on a series of Quake 2 maps entitled Citizen Abel . He elaborated that the first version of the game had the player running around with a gun , " shoot [ing] things and stuff explodes . " Development shifted in a new direction , and Gravity Bone was transformed ; the player would act as a computer hacker , " hacking stuff all the time . "

Most of the original first @-@ person shooter elements were removed by the third revision of the game , which incorporated a more spy @-@ oriented style of gameplay , with the player " trying to quietly take out enemies and not be seen . " Chung commented that he reworked the game several more times to fit his vision : " It kept on just changing and changing and changing until it got into a more story @-@ oriented direction . " He stated that he did not feel comfortable developing Gravity Bone as a first @-@ person shooter game , and kept adding " bits and bits of more and more unconventional " elements as a result . He explained that he " got stuck on this idea of the hero never fires a gun , but he just has a bunch of tools on his belt , like a power drill or a can of

pressurized Freon , a screwdriver . I thought that was kind of funny and interesting . "

Gravity Bone was developed using a modified version of id Software 's id Tech 2 , the graphics engine for Quake 2 . Chung acknowledged that although he has worked with newer , " powerful and flexible " engines , he preferred the older engine because it was released as an open source platform , " so you can redistribute it for free . " The voice work featured in the briefings in Gravity Bone was produced using text @-@ to @-@ speech programs , and the game incorporates music from films by film director Wong Kar @-@ wai . Chung declared that his passion for Wong 's films were an important factor in the selection of Wong 's music : " He makes these really beautiful films and I 've always wanted to use the same music in a videogame . " He said that Wong 's films had a strong influence on the development of the game .

= = Reception = =

Charles Onyett from IGN applauded Gravity Bone , saying that it is " a game that appears to toy with the notions of heroism and villainy , and the ways the player identifies with , and is directed toward , both roles . " He praised all aspects of the game , commenting , " the cohesiveness of its striking visual presentation , soundtrack and effects , and almost entirely incomprehensible story combine to create an atmosphere of peculiar strength . " Onyett concluded his preview of the game by stating , " it 's a pleasure to experience , and never ceases to delight and surprise over its short run . " Anthony Burch from Destructoid gave a positive review , stating that it " is so stylistically unified , so consistently cool and weird and imaginative , that it 's damn near impossible not to fall in love with ? even as the game ends and you 're wondering what the hell happened , and why . " He also applauded several technical and design aspects of the game , expressing appreciation for the game 's " stylistic choices " , as well as the " nigh unbelievable " bloom effects featured in the game . Burch concluded that Gravity Bone is " a great ride " , and that the " atmosphere and style alone will barrel you through to the journey 's end , which comes all too soon . "

Derek Yu from The Indie Games Source compared the game with Portal and stated that Chung was able to develop " an impeccable flair for graphic design " while manufacturing Gravity Bone . He concluded that the game is " bursting with delicious color , and features blocky @-@ headed characters that are infinitely more interesting to look at and interact with than the frightening Realdolls game players are often forced to contend with in modern FPS 's . " Yu elaborated that it had " enough panache in its two levels to make it somewhat of an indie sleeper hit of the end of 2008 . " An editor from The Refined Geek was pleased with Gravity Bone and its sequel , Thirty Flights of Loving , awarding them each a score of 8 out of 10 and stating , " the enjoyment from these games comes from noticing all the subtle environmental clues and then using your imagination to draw the connecting dots . " The editor commented that both games highlight story elements over graphics and technical innovations , saying each game 's " true strength comes from its ability to tell a story in the extremely short time frame . "

Kirk Hamilton of Kotaku praised the game , writing , " if you own a PC , you owe it to yourself to play Gravity Bone . " He said the game was " one of the coolest things I 've played on PC lately . " Kieron Gillen from Rock Paper Shotgun considered Gravity Bone to be an intellectual mix of Hitman , No @-@ one Lives Forever , and Team Fortress 2 , stating that it is the " wittiest game " he has played since World of Goo . Gillen applauded every aspect of the game , stating that Gravity Bone was an " indie art game whose main effect is to delight you at every turn . " It received the " Best Arthouse Game " award in Game Tunnel 's Special Awards of 2008 .

= = Sequel = =

A sequel to Gravity Bone , Thirty Flights of Loving , was announced as a reward for contributing to the Idle Thumbs podcast revival Kickstarter . The game was released to Kickstarter backers in July 2012 , and later offered as a purchasable title on Steam , which included Gravity Bone as an additional feature . The game , though not a direct sequel in story to Gravity Bone , follows the main character in a heist with two other characters that goes very wrong . The title was critically

acclaimed by reviewers , who called the very short but non @-@ linear storytelling of Thirty Flights a novel use of the video game medium .