

= The Chronicles of Riddick : Escape from Butcher Bay =

The Chronicles of Riddick : Escape from Butcher Bay is a first @-@ person action and stealth video game developed by Starbreeze Studios and published by Vivendi Games . Released for the Xbox and Windows in 2004 , the game is a tie @-@ in prequel to the futuristic science fiction film The Chronicles of Riddick . Actor Vin Diesel ? who was involved in the game 's development ? reprises his role as that film 's protagonist , Richard B. Riddick .

The game follows Riddick , the anti @-@ hero of the two films Pitch Black and The Chronicles of Riddick , as he attempts to escape from a maximum @-@ security prison called Butcher Bay . Escape from Butcher Bay 's designers focused on exploring Riddick 's character in a prison break setting to differentiate the game from the film . The game 's influences include the film Escape from Alcatraz , and video games such as Half @-@ Life and Tom Clancy 's Splinter Cell .

Escape from Butcher Bay was praised by critics , who lauded its graphics and its implementation of stealth , action and adventure elements . However , they commonly lamented its brevity and lack of multiplayer components . The game went on to win several accolades , including the Golden Joystick Award for Unsung Hero Game of the Year and the Spike Video Game Award for Best Game Based on a Movie . An enhanced remake of the game , included in The Chronicles of Riddick : Assault on Dark Athena , was released in 2009 .

= = Gameplay = =

In Escape from Butcher Bay , the player takes the role of Richard B. Riddick and attempts to break out of Butcher Bay prison . The game incorporates elements from video game genres such as first @-@ person shooter , adventure and stealth , and is played primarily from a first @-@ person perspective , though the camera switches to a third @-@ person perspective during certain scenes . Unlike many first @-@ person shooters , the game contains no head @-@ up display ; on @-@ screen cues are limited to flashes when a new weapon is selected , and small , white boxes that display the player character 's health when damage is taken . Health can be replenished in designated areas throughout the game . By finding cigarette packs hidden in levels , the player can unlock concept art and video files .

The player may interact with and receive quests from the prison 's residents , and earns information , tools and other rewards by completing quests . Violent conflict often occurs between the player , inmates and prison guards . The player attacks with Riddick 's bare hands , or with improvised weapons such as shivs and clubs . Combos are created by stringing together punches . A DNA @-@ scanning security system initially prevents Riddick from using firearms , but a limited arsenal later becomes available .

A " stealth mode " is activated when the player character crouches , allowing the player to move silently and tinting the edges of the screen blue when the player is hidden . While in stealth mode , the player can drag bodies out of sight and hide from enemies . The mode grants attacks that quickly kill enemies ; the player may drop on enemies from above , or execute them from behind . During the game , Riddick acquires eyeshine , allowing him to see in the dark but temporarily blinding him if used in brightly lit areas .

= = Plot = =

= = = Setting and characters = = =

Escape from Butcher Bay is set in the futuristic science fiction universe of the Chronicles of Riddick franchise , and is a prequel to the film Pitch Black . The game takes place inside Butcher Bay , a maximum @-@ security prison from which no prisoner has escaped . The facility ? constructed on a barren planet ? contains three increasingly secure holding areas , and a subterranean mining operation .

The game 's protagonist is Richard B. Riddick ( reprised by Vin Diesel ) , a murderer recently confined in Butcher Bay . Riddick is resourceful , and seeks to break out of the prison by any means necessary . His capturer is the bounty hunter William J. Johns ( Cole Hauser ) ; the two have had previous encounters . Butcher Bay 's warden is a man named Hoxie ( Dwight Schultz ) , while Abbott ( Xzibit ) is a prison guard disliked by the inmates . The inmate Pope Joe ( Willis Burks II ) is an insane old man , who lives in the sewer tunnels beneath the prison .

= = = Story = = =

The opening cinematic shows Riddick in hiding , having grown out his hair and beard , before the opening scene of the Chronicles of Riddick movie . He hunts an animal and after killing it , a disembodied voice starts talking to him asking him where he got his eyes . He states that he received them from a " slam preacher " and this causes him to remember his time at Butcher Bay . The game takes place in a flashback .

Another opening cinematic takes place in which Riddick is being transported for collection on the bounty . He and Johns have a brief conversation in which Riddick tells Johns that there is no way he is going to get the price he wants . Riddick wakes up as they land and stands out front of Butcher Bay waiting for the warden . He sneaks up behind Johns and breaks his neck and proceeds to escape . After getting his hands on a gun , he goes through the ventilation ducts and seemingly escapes into the desert . Everything fades to white as Riddick hears Johns saying " Rise and shine , Riddick . " It turns out this escape was simply a dream .

Riddick wakes up and Johns escorts him off the ship . Johns meets with Hoxie to negotiate his pay , while Abbott escorts Riddick to his cell in the " single @-@ max " security area . After making enemies with and killing a gang leader named Rust , Riddick familiarizes himself with the facility , and soon instigates a riot ; during the confusion , he escapes into the prison 's sewer system . Armed with a shotgun and a dying flashlight , Riddick discovers he is not alone in the sewers . Fighting through the sewers against mutant " dwellers " , Riddick eventually meets Pope Joe , for whom he retrieves a lost radio , which Joe calls a blessed voicebox . A woman named Shirah ( Kristin Lehman ) tells Riddick that he " has been blind too long " , and he gains his trademark " eyeshine " night vision . Afterwards , he accuses Pope Joe of tampering with his eyes ; Joe says that he merely treated Riddick 's injured arm . Riddick then continues his escape , while using the eyeshine to his advantage .

After emerging from a manhole in the showers of the guard living quarters , Riddick uses a guard uniform to blend in as he makes his way to the space port and his chance at escape . Realizing he requires a guard to get through the retinal scanner that locks the doors to the space port , Riddick decides to go after Abbott and take his eyes . He gains access to Abbott 's apartment by telling him there is a delivery for him . A fire fight ensues and after that , as Abbott bleeds out on the floor , Riddick moves in for the kill but is stopped by Johns .

Riddick is captured and transferred to the " double @-@ max " security area . Gaining the trust of the inmates by participating in fighting matches , Riddick eventually kills the champion of the fighting matches , a guard named Bam . This leads him to be taken to a room where no surveillance is seen and several guards await to kill Riddick . Abbott walks into the room , fully healed , holding a baseball bat . Shirah returns to him and tells him that the fury of all of his kind is within him , and he can release it if he chooses . A blast of energy called the ' Rage of Furya ' kills all the guards around him except Abbott , who hides and then panics and attacks Riddick . Riddick kills Abbott and proceeds to find another way to escape . Using a secret entrance to an elevator , he infiltrates a mining facility . He meets an inmate of great influence in the area named Jagger Valance ( Ron Perlman ) , who wishes to escape with him . He makes a bomb and plants it in a mining site with a massive gas leak . However , Riddick is discovered and caught by the guards . During his transfer to another section , the prison is disrupted by an outbreak of creatures called " Xeno " , due to the bomb Riddick planted , in order to create the confusion necessary for his escape , and Riddick attempts to escape with Valance . His plans are foiled again by Johns . After a fist fight , Riddick and Johns are both shot by Valance ( who only meant to hit Johns ) and Valance is killed by the guards .

After meeting again with the warden , and telling him that he is just getting started , Riddick is placed in the " triple @-@ max " area , where inmates are kept in cryonic sleep . They are awakened daily for two minutes of exercise ; during this time , Riddick discovers a flaw in the system and escapes . He then hijacks a large robot and fights his way through Butcher Bay to reach Hoxie .

Tired of dealing with the prison officials , Johns helps Riddick to elude the guards . Riddick knocks Johns out and flies the ship into the warden 's office . The warden calls in two robot guards with cloaking abilities and Riddick defeats them . After Hoxie surrenders , Riddick receives the codes to Hoxie 's ship and Riddick and Johns escape disguised as a guard and prisoner . Two guards enter Hoxie 's room , where Hoxie is bound and covered in Riddick 's former attire . They mistake him for Riddick and kill him . Riddick and Johns take off in Hoxie 's ship , ending the game .

= = Development = =

Escape from Butcher Bay was developed by Swedish company Starbreeze Studios , and published by Vivendi Games and the Vin Diesel @-@ founded Tigon Studios . Universal Studios Consumer Products Group granted the The Chronicles of Riddick license to Vivendi Games ; both companies were owned by Vivendi Universal . The game was announced in March 2004 as an Xbox title . Tigon Studios ' Cos Lazouras said , " [ The game ] features an original storyline that provides insight into how Riddick evolved into such a complex character " .

In contrast to other film tie @-@ in games , which often closely follow the events of their source material , the development team of Escape from Butcher Bay focused on differentiating the game from The Chronicles of Riddick . They sought to explore Riddick 's character in a prison break setting , and took inspiration from films such as Escape from Alcatraz . Starbreeze was also inspired by video games such as GoldenEye 007 and the Tom Clancy 's Splinter Cell series . The opening sequence , in which Riddick is escorted into Butcher Bay , is a tribute to Half @-@ Life , and the game 's hand @-@ to @-@ hand combat was inspired by Punch @-@ Out ! ! . Starbreeze focused solely on developing the game 's single @-@ player mode , and did not include multiplayer ; the company believed that such a mode would require a design team twice as large and another year of development .

Vin Diesel , the lead actor of The Chronicles of Riddick , provided his voice and likeness for Riddick . He and director David Twohy also contributed to the game 's plot and character design ; the game 's story was developed in conjunction with the film 's . Per the filmmakers ' instructions , the designers made the origin of Riddick 's " eyeshine " vague . Diesel offered guidance to the game 's lead writer during voice recording sessions ; this included dialogue rewrites to reduce Riddick 's lines , as Diesel believed the character spoke too often .

Starbreeze intended for Escape from Butcher Bay to feature more complex role @-@ playing game systems , but feedback from Diesel and game testers dissuaded them . Starbreeze senior producer Peter Wanat said , " We tried to limit the number of really hard or really intricate RPG elements , and that was a choice because we wanted the game to be playable . " Other removed features include an electric bullwhip for the guard Abbott , and a 25 @-@ minute final boss fight . A PlayStation 2 version that was in development was cancelled so the company could focus on the Xbox version .

The game uses normal mapping , which allows detailed textures to be drawn on models with lower polygon counts ; this increases visual fidelity , without sacrificing higher frame rates . It also featured dynamic lighting with per @-@ pixel stencil shadowing and self @-@ shadowing

Escape from Butcher Bay was completed in 18 months . Vin Diesel promoted the game and the accompanying movie at the May 2004 Electronic Entertainment Expo ( E3 ) video game convention . The game was released in North America on June 1 , 2004 , shortly before The Chronicles of Riddick . North American pre @-@ orders of the game included a DVD of promotional content , such as a partial interactive walkthrough and footage from the film . The game 's soundtrack , composed by Gustaf Grefberg , was released by Vivendi as a free download on June 24 , 2004 .

Following rumors , Vivendi confirmed in July 2004 that a Windows port of Escape from Butcher Bay was in development , entitled " The Chronicles of Riddick : Escape from Butcher Bay Director 's Cut " . The game features a higher display resolution , additional cigarette packs , and new scenes

where Riddick steals mechanized riot armor . It includes developer commentary which details the game 's creation and design decisions . The game was released on December 8 in North America .

= = = Expanded remake = = =

In May 2007 , Vivendi announced that Escape From Butcher Bay was being remade by Starbreeze Studios for PC , Xbox 360 and PlayStation 3 . Entitled The Chronicles of Riddick : Assault on Dark Athena , the game was referred to by Vivendi as a " reinvention " of Escape from Butcher Bay ; it would include a multiplayer mode and new single @-@ player content . It was planned that Vivendi @-@ subsidiary Sierra Entertainment would publish the game in late 2007 .

In December 2007 , Activision and Vivendi Games merged to become Activision Blizzard ; the new company announced the dismissal of Assault on Dark Athena , Brütal Legend , Ghostbusters : The Video Game and others from its roster in July 2008 . The titles were put up for sale to other publishers . In September 2008 , Starbreeze Studios confirmed that the game was still in development , and that it was nearing completion . The following month , Atari reportedly paid a flat fee for the publishing rights to Assault on Dark Athena and Ghostbusters : The Video Game ; Atari later confirmed that it had picked up both titles . The company also stated that it had struck a deal with Universal Studios to develop more Chronicles of Riddick games . Assault on Dark Athena was released in April 2009 in North America , Europe , and Australia .

= = Reception = =

Escape From Butcher Bay received critical acclaim . Certain reviewers preferred the game over its film counterpart , and considered it an exception to the general mediocrity of film tie @-@ in games . The Xbox version of the game sold 159 @,@ 000 copies in August 2004 , and was among the best @-@ selling games on any platform during June 2004 ; it was later re @-@ released as a Platinum Hits title . Conversely , the PC version sold 32 @,@ 500 after six months on shelves .

Escape from Butcher Bay 's gameplay was compared to first @-@ person shooters like Far Cry and Half @-@ Life , and to stealth game series like Splinter Cell , Metal Gear , and Thief . Reviewers enjoyed the variety of gameplay elements : Game Informer 's Jeremy Zoss noted that " every aspect of play is expertly implemented " , and GameSpot 's Greg Kasavin believed that the game " effectively and innovatively combines excellent shooting , hand @-@ to @-@ hand combat , stealth , and adventure elements " . While the game 's stealth mechanics were praised , certain critics received its first @-@ person shooter elements with less enthusiasm . Reviewers applauded the control scheme , such as the Xbox version 's analog stick @-@ based hand @-@ to @-@ hand combat . The implementation of Riddick 's eyeshine ability was also generally praised , but Computer and Video Games believed that it was no different from night vision goggles in other first @-@ person shooters , and said that it " could 've been developed into so much more . "

The game 's visuals ? particularly the Xbox version 's ? were acclaimed , and compared to those of Doom 3 and Half @-@ Life 2 . GameZone 's Michael Lafferty said that the game 's graphics " [ take ] the genre to the next level " . The textures and lighting were cited as high points , particularly because of the gameplay role of shadows . Character models and facial animations were considered highly realistic ; much praise was given to those of Riddick . GameSpot appreciated the developers ' attention to graphical detail ; they noted that recent bullet @-@ holes glow red and smoke , but gradually cool and darken . Certain reviewers complained about graphical glitches , such as " seams " and " clipping " , and gave as an example the visibility of bullet tracers through walls . The portrayal of Butcher Bay was considered convincing , and 1UP 's Shawn Elliott compared it to the settings of the Alien franchise .

" You can almost smell the thick stink of Butcher Bay and its inhabitants from the grime on the walls , dirty clothes of the inmates , and environmental textures . This place oozes with style and creates sense of reality in which it 's easy to become immersed . "

The audio of Escape from Butcher Bay was generally well received , and critics praised its voice acting ; the performances of Vin Diesel and Cole Hauser were given special commendation . In

regard to the music , FiringSquad 's Jakub Wojnarowicz stated , " It 's not good enough to sweep you away [ , ] but it 's also not bad enough to stick out like a sore thumb " . IGN said , " The music isn 't memorable , but it 's not bad " . The Sunday Herald Sun called the voice acting " Surprisingly good " . The game 's length was commonly criticized . Reviewers noted that it could be completed in eight to fifteen hours , and IGN said , " If you consider around 12 hours of gameplay short , then Riddick is just that . " Several reviewers were displeased by the game 's lack of multiplayer components ; Computer and Video Games referred to it as a " missed opportunity " . Game Informer said , " Since the main quest is short [ ... ] and there is no multiplayer , it ? s not a ton of game for your money . "

Professor James Paul Gee , a researcher of video games , has used Escape from Butcher Bay in his studies . He discussed the relation of Garrett from Thief and the nameless soldier from Full Spectrum Warrior with the character of Riddick , saying that the games " allow players to take a projective stance to the ( virtual ) world , but a stance that is rooted in the knowledge , values , and ways of seeing and being in the world of an authentic professional , an ' expert ' . "

= = = Awards and accolades = = =

Both versions of the game were given editor ? s choice awards from IGN , GameSpot , and GameSpy . The PC version was IGN 's PC Game of the Month for December 2004 . IGN later ranked it 12th on its list of the 25 greatest Xbox games of all time . Game Informer placed Escape from Butcher Bay as the 8th best on their list of 25 greatest Xbox games of all time . Escape from Butcher Bay was nominated for GameSpot 's Game of the Year award for 2004 , but it lost to World of Warcraft . Computer and Video Games called the PC version the 98th best PC game of all time . Billboard 's Digital Entertainment Conference nominated Riddick as its Best Character in a Game and a Golden Joystick Award for " Unsung Hero Game of the Year " . GamesRadar placed Escape from Butcher Bay in their " Top 7 movie games that don 't suck " list , and said that " Escape from Butcher Bay was a triumph on almost every level . " In 2013 , IGN ranked Escape from Butcher Bay as the 27th greatest first @-@ person shooter of all time .