

= Thirty Flights of Loving =

Thirty Flights of Loving is a first @-@ person adventure video game developed by Brendon Chung's indie video game studio , Blendo Games . It was released in August 2012 for Microsoft Windows , and in November 2012 for OS X. The game employs a modified version of id Software 's 1997 @-@ era id Tech 2 engine ? originally used for Quake 2 ? and incorporates music composed by Idle Thumbs member Chris Remo . It follows three people as they prepare for an alcohol heist and the aftermath of the operation .

The game is a non @-@ direct sequel to Gravity Bone (2008) and features the same main character ? an unnamed spy . It was developed as part of the Kickstarter campaign for the revival of the Idle Thumbs podcast and included a free copy of its predecessor . Thirty Flights of Loving received generally favorable reviews from video game media outlets , scoring 88 out of 100 on aggregate website Metacritic . A follow @-@ up , Quadrilateral Cowboy , was released on July 25 , 2016 .

= = Gameplay = =

Thirty Flights of Loving is a first @-@ person adventure video game that is estimated to take about 15 minutes on average to complete . Using the WASD keys and mouse , the player controls the main character , an unnamed spy who participates in an alcohol @-@ smuggling operation . The player works alongside non @-@ playable characters Anita , a demolitions expert , and Borges , a forger . The game follows the group as they prepare for a heist and experience its aftermath . The robbery is omitted from the game , although it is revealed that it went wrong .

Unlike Gravity Bone , Thirty Flights of Loving employs non @-@ linear storytelling , forcing the player to piece together the narrative . During gameplay , objectives and guidance are provided through the player 's interactions with objects . The player has little control over the game mechanics and is only able to move freely and pick up objects as needed to progress . Several optional actions , such as drinking alcohol , are available at several stages of the game .

= = = Story = = =

Thirty Flights of Loving begins with the player walking through a small corridor where individual gameplay elements such as movement and key allocations are explained . After walking through a bar and several more corridors , Anita and Borges are introduced . All three characters then exit on a plane . A smash cut skips the narrative forward to a scene with Anita and Borges lying shot in a room full of crates . The player character lifts Borges and takes him outside to what looks to be an airport . The player is then taken to a dark room with Anita sitting on a chair , peeling and eating oranges . After walking through another corridor , Anita , Borges , and the player join a wedding .

Anita and the player get drunk on a table while the rest of the characters start dancing and flying across the room . Then the player is taken again to the room where Anita was peeling oranges , and then back to the room where both she and Borges were lying shot . The player is then shown leaving the airport carrying Borges on a luggage cart . They arrive at a small place where the gunfight sequence takes place , followed by the motorcycle ride sequence , which ends with a crash that leads the player into a museum . In this area , there are several plaques showing the game 's name and credits . The player leaves the area and goes into a new one where Bernoulli 's principle about low and high air pressures is explained . Then , the player is again moved to the motorcycle sequence , where the game ends .

= = Development = =

Thirty Flights of Loving was developed by Brendon Chung 's video game studio Blendo Games . Chung , who worked as a level designer for Pandemic Studios , has contributed to the development of Full Spectrum Warrior and Lord of the Rings : Conquest . Thirty Flights of Loving was created

using a modified version of KMQquake II , a port of id Software 's id Tech 2 , the graphics engine for Quake 2 . It incorporates a gameplay enhancement add @-@ on named Lazarus , developed by David Hyde and Mad Dog . 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 game was first conceived as a prototype to Gravity Bone , and was scrapped because it was " too dialogue heavy . " However , Chung revived the idea after being contacted by Idle Thumbs to develop a game for their Kickstarter campaign . The main development phase , in which content creation took place , was finished within three months . Several more months were spent polishing the game and fixing software bugs . Chung brought multiple existing assets from Gravity Bone to develop Thirty Flights of Loving , and used a diverse set of tools to create the elements of the game . Blender was picked for the creation of models , while Audacity and Adobe Photoshop were used for audio and texture work . Another tool , GtkRadiant , was used to create the game 's levels .

Chung developed Thirty Flights of Loving 's environment as a way to present the criminal nature of the group . He intentionally avoided the use of voice @-@ overs , and instead modeled the environment to bridge " the disconnect between the player 's knowledge and the player 's character 's knowledge . " Characters Anita and Borges were to be introduced using dialogue , but this was removed . However , montages were later added after Idle Thumbs ' crew expressed concerns that the characters ' relationships were unclear . Chung included a system to automate the generation of non @-@ playable characters to replace the process of manually scripting every person in the game . He explained that although it allows characters to " randomly wander near waypoints , " the software is " occasionally glitchy and behaves badly around staircases . " This automation code was originally developed for a surveillance game prototype " that never panned out . "

A first @-@ person meal simulator was designed for Thirty Flights of Loving . The sequence included the main characters " enjoy [ing] street noddles . " However , the idea was scrapped and replaced with the motorcycle ride featured in the final version . The gunfight scene portrayed in the game was supposed to have a " musical rhythm , " inspired by the film Koyaanisqatsi and Baraka . The last level of the game is modeled from the French National Museum of Natural History . Chung explained that when developing levels , he first spends time researching and " learning how things work . " He elaborated that researching is important in " how it gives specificity and grounding " to a game . Thirty Flights of Loving is the seventh " Citizen Abel " game developed by Chung . The first two games were coded in 1999 , while the following three were written between 2000 and 2004 . The sixth game in the series , Gravity Bone (2008) , became the first to be published . On the Tone Control podcast , he spoke about how every game he has produced , including Thirty Flights of Loving , takes place in the same shared universe .

Thirty Flights of Loving includes references and Easter eggs , as did Gravity Bone . Films such as Three Days of the Condor and The Conversation , film directors Steven Soderbergh and Quentin Tarantino , games such as Zork and Saints Row : The Third , and animated shows like Animaniacs and TaleSpin are referenced in the campaign . Unlike most of Chung 's previous games , Thirty Flights of Loving was not framed around a certain musical composition . It incorporates music composed by Idle Thumbs member Chris Remo , while additional audio was provided by Jared Emerson @-@ Johnson and A.J. Locascio . It makes use of Soundsnap 's sound library .

= = Release = =

Thirty Flights of Loving was announced in February 2012 as part of the Kickstarter campaign for Idle Thumbs ' podcast . The Idle Thumbs team talked to Chung about a possible sequel to Gravity Bone , which was offered as one of the rewards of their Kickstarter campaign . Those who supported the campaign received Thirty Flights of Loving before its official release on August 2012 . They also gained access to an exclusive " Goldblum mode " that was not part of the general release . It replaced the character model with ones resembling actor Jeff Goldblum . The game , alongside a free copy of Gravity Bone , was made available to early supporters in July 2012 and to the general public a month later via Steam . A Mac OS X release followed in November 2012 .

== Reception ==

Thirty Flights of Loving received generally favorable reviews upon release . On Metacritic , which assigns a normalized rating out of 100 to reviews from mainstream critics , the game received an average score of 88 out of 100 , based on 10 reviews . Destructoid 's Patrick Hancock awarded the game 9 @.@ 5 out of 10 , stating that " you 'll never look at linear storytelling the same way again . "

GameSpot 's Carolyn Petit wrote that " the pleasure of Thirty Flights of Loving emerges from the things left unshown " , allowing the player to infer and imagine the events , such as the heist itself , that are not otherwise shown . Graham Smith of PC Gamer extolled the minimalist storytelling , asserting that Thirty Flights of Loving " tells a better story in 13 minutes than most games do in 13 hours " . Mark Brown from Wired UK classified the game as a " brassy , super @-@ short , cubic heist drama , " and stated that Chung " spins a memorable yarn , delivers it with confidence and panache [...] with a 15 year old engine , without voice acting , in 20 minutes . "

IGN 's Nathan Meunier said the game " gets off to a fascinating start before completely throwing any and all expectations you might form during its first few minutes into the wood chipper . " British video game magazine Edge found Thirty Flights of Loving to be " an intriguing psychological thriller that feels like Wes Anderson taking on Hitchcock . " The magazine added that the game had a " wonderfully ambiguous " story , crafted by replacing dialogue with " artful framing and shrewd gestures , and booting out cutscenes in favour of prickly jump @-@ cuts . " Greek magazine PC Master praised the game 's storytelling and stated that Thirty Flights of Loving " attempts to blur the lines between gaming and art . " Thirty Flights of Loving was a Narrative Award finalist at the 2013 Independent Games Festival . However , Richard Hofmeier 's Cart Life (2011) became the winner .

== Sequel ==

A follow @-@ up to Thirty Flights of Loving , Quadrilateral Cowboy , is being developed by Chung . The game takes place in the same universe as Gravity Bone and Thirty Flights of Loving but is not a direct sequel . It follows a hacker who oversees agents who infiltrate buildings and steal documents . Unlike its predecessors , Quadrilateral Cowboy uses id Software 's id Tech 4 engine ? originally used for Doom 3 . According to Chung , the new engine provides " a lot more modern functionality " than the earlier engine used in the first two games .