

= VVVVVV =

VVVVVV is a 2010 2D puzzle platform video game created by Terry Cavanagh . The game was built in Adobe Flash and released on January 11 , 2010 , for Microsoft Windows and OS X. The game was ported to C + + by Simon Roth in 2011 , and released as part of the Humble Indie Bundle # 3 . The port to C + + allowed the porting of the game to other platforms as Linux , Pandora and Nintendo 3DS later .

= = Gameplay = =

Unlike most platforming games , in VVVVVV the player is not able to jump , but instead can reverse the direction of gravity when standing on a surface , causing Captain Viridian to fall either upwards or downwards . This unusual feature was first seen in the 1986 8 @-@ bit game Terminus . The player uses this mechanic to traverse the game 's environment and avoid various hazards , including stationary spikes and moving enemies .

Later areas introduce new mechanics such as moving floors or rooms which , upon touching one edge of the screen , cause the player character to appear on the other side . VVVVVV contains eight main levels situated inside a larger open world for the player to explore . Due to its high level of difficulty , the game world contains many checkpoints , to which the player 's character is reset upon death .

The sad elephant , sometimes also called the elephant in the room , is a large elephant with a tear dropping from its eye . It spans four rooms near the Space Station area of Dimension VVVVVV , flickering constantly from color to color . If the player stands near the elephant for a short period of time , it will cause Captain Viridian to become sad . The elephant serves no function to the game , but has served to provoke much discussion about its meaning or symbolism amongst fans of the game . Similarly to many of the enemies in the game , the sad elephant originated in dream journals kept by creator Terry Cavanagh and not from Jet Set Willy as once believed .

= = Plot = =

The player controls Captain Viridian , who at the outset of VVVVVV must evacuate the spaceship along with the captain 's crew , when the ship becomes affected by " dimensional interference " . The crew escapes through a teleporter on the ship ; however , Captain Viridian becomes separated from the rest of the crew on the other end of the teleporter . Upon returning to the ship , the Captain learns that the ship is trapped in an alternative dimension (referred to as Dimension VVVVVV) , and that the ship 's crew has been scattered throughout this dimension . The player 's goal , as Captain Viridian , is to rescue the missing crew members and find the cause of the dimensional interference .

= = Development = =

The gravity @-@ flipping mechanic of VVVVVV is based on an earlier game designed by Cavanagh , entitled Sine Wave Ninja . In an interview with IndieGames.com , Cavanagh said that he was interested in using this idea as a core concept of a game , something he felt other games which include a gravity @-@ flipping mechanism had never done before .

Cavanagh first unveiled VVVVVV on his blog in June 2009 . The game had been in development for two weeks , and Cavanagh estimated that the game would be finished in another two , " but hopefully not much longer . " A follow @-@ up post published in July 2009 included screenshots of the game and an explanation of the game 's gravity @-@ flipping mechanic . Cavanagh wrote that VVVVVV , unlike some of his previous work such as Judith and Pathways , would not be a " storytelling experiment " , but rather " focused on the level design " . The game was first shown publicly at the 2009 Eurogamer Expo , which gave Cavanagh the opportunity to collect feedback from players . In December 2009 , a beta version of VVVVVV which had been given to donors was

leaked on 4chan .

The visual style of VVVVVV is heavily inspired by games released for the Commodore 64 8-bit computer from the 1980s , especially Jet Set Willy which is referenced by the element of collecting difficult @-@ to @-@ reach shiny objects and most notably the naming of each room ; Cavanagh aimed to create a game " that looked and felt like the C64 games I grew up with . " He eventually entrusted naming the rooms to QWOP developer Bennett Foddy , who created every room name in the final version . The graphical style of VVVVVV is heavily influenced by the Commodore 64 ; similarly , the game 's music is heavily dependent on chiptune elements . Swedish composer Magnus Pålsson scored the game , and released the original soundtrack in 2010 , titled PPPPPP .

Cavanagh also considered this game an opportunity to indulge in his " retro fetish " . He has said because he lacks the technical prowess to make more modern @-@ looking games , he instead focuses on making them visually interesting ; additionally , he finds this to be made easier by " work [ing] within narrow limits " . VVVVVV was the first game which Cavanagh sold commercially . While his previous games were all released as freeware , due to the size of VVVVVV compared to his previous work , Cavanagh felt that he " couldn 't see [himself] going down that route . "

VVVVVV was released on January 11 , 2010 for Microsoft Windows and Mac OS X. A trial version of the game is playable on the website Kongregate . A Linux version was in development , but a number of technical difficulties arose in the porting process , which led Cavanagh to cancel it for the time being .

The game was rewritten in C + + by games developer Simon Roth in 2011 , allowing Linux support to be successfully implemented . This formed version 2 @.@ 0 of VVVVVV , launched on July 24 , 2011 as part of the third Humble Indie Bundle . Version 2 @.@ 0 also features support for custom levels , and a level editor . The C + + port also allowed for the implementation of new graphics modes and various speed improvements . Version 2 @.@ 0 , however , does not support saved games from the original Flash version of VVVVVV ; many players received this update via Steam without warning , and hence were unable to continue their existing saved games . A save @-@ file exporter is in development .

Based on this source code it was also ported in 2011 for the Open Pandora , which requires the data files from the Microsoft Windows , Mac OS X or Linux version of the game to work .

On October 7 , 2011 , it was announced that a version of the game was being made for Nintendo 3DS by Nicalis . It was released on December 29 , 2011 in North America and May 10 , 2012 in Europe .

= = Soundtrack = =

The soundtrack of VVVVVV was composed by chiptune musician Magnus Pålsson (also known as SoulEye) . Cavanagh approached Pålsson to compose VVVVVV after playing Space Phallus , an indie game by Charlie 's Games , which featured a song by him . Pålsson wrote on the Distractionware blog that , upon playing Cavanagh 's previous games , he was " amazed at the depth that came with the games , even though they were small and short . " In writing the music for VVVVVV , Pålsson aimed to make " uptempo happy songs that would ingrain themselves into your minds whether you want to or not , hopefully so much so that you ? d go humming on them when not playing , and making you want to come back to the game even more . " The complete soundtrack , titled PPPPPP , was released alongside VVVVVV and is sold as a music download or CD on Pålsson 's personal website . On June 12 , 2014 Pålsson released a power metal version of the soundtrack titled MMMMMM which was arranged and performed by guitarist Jules Conroy . The album contains a mod file to replace the in @-@ game music with the metal tracks .

= = Reception = =

VVVVVV has been generally well received by critics , earning a score of 78 @.@ 78 % (PC) and 80 @.@ 28 % (3DS) on review aggregation website GameRankings . The game was noted for

being the first important independent release of 2010 ; Kieron Gillen of Rock , Paper , Shotgun called it " the first great Indie game of the year " , while Michael Rose , writing for IndieGames.com , noted that the release of VVVVVV followed a year which " some may argue ... didn 't really deliver an outstanding indie title which showed the mainstream that independent developers mean business . " The level design of VVVVVV was lauded by critics : Rose considered the game to have no filler content , which he found to be " one of the game 's strongest points " . Michael McWhertor of gaming news blog Kotaku wrote that the game 's areas contained " a surprising amount of variation throughout ... ensuring that VVVVVV never feels like its designer failed to explore the gameplay possibilities . "

Most reviewers wrote of VVVVVV 's high level of difficulty . McWhertor found that " the game 's trial and error moments can seriously test one 's patience . " However , several critics noted that the game 's challenge is made less frustrating due to its numerous checkpoints , as well as the player 's ability to retry after dying as many times as needed . These additions made VVVVVV " not unforgiving " , according to IGN staff writer Samuel Claiborn , while still being " old @-@ school in its demands of player dedication " . Independent reviewer Declan Tyson said that he feels " victimised by the game 's criminally unforgiving collision detection and over @-@ enthusiastically sensitive controls " but that " it 's all worth it for when you reach the next checkpoint and feel that split second of relief " .

The price of VVVVVV when it was originally released was \$ 15 . This was seen by McWhertor as being the game 's " one unfortunate barrier " to entry : " While there 's plenty to see and do after blazing through the game 's core campaign , the steeper than expected asking price will probably turn some off . " Likewise , Gillen wrote in his review that the cost " does strike you as a lot for an Indie lo @-@ fi platformer " , while insisting that " it is worth the money " . Since its original release , the price of VVVVVV has been reduced to \$ 5 . On his blog , Cavanagh said that the decision was difficult to make , but added , " I know that the original price of \$ 15 was off putting for a lot of people " .

VVVVVV was awarded the IndieCade 2010 award for " Most Fun and Compelling " game in October 2010 . Game development blog Gamasutra honored VVVVVV in its year @-@ end independent games awards , which earned second place in 2009 and an honorable mention in 2010 . The game 's protagonist , Captain Viridian , is a playable character in the Windows version of the platform game Super Meat Boy .

= = Nintendo 3DS homebrew exploit = =

On May 1 , 2016 , ShinyQuagsire discovered that the Nintendo 3DS port of VVVVVV can be exploited to load homebrew software . In a similar manner to Cubic Ninja , Nintendo removed the game from the eShop after the exploit was discovered .