= In Cold Blood (video game) =

In Cold Blood is an adventure game developed by Revolution Software for the PlayStation and Microsoft Windows in 2000 in Europe and in 2001 in North America . The player assumes the role of John Cord ? an MI6 agent who is captured while on assignment and tries to figure out who betrayed him through a series of flashbacks .

After the success of the first two Broken Sword games on the PlayStation , Sony contacted Revolution Software to develop a game to be released initially on the console . Revolution wanted to move away from the style of its previous projects , making a game with a secret agent theme and set in an action environment . Director Charles Cecil stated that the game was inspired by crime films such as Pulp Fiction and The Usual Suspects . The game engine was written specifically for the title . It was released to average reviews from critics , who praised the game 's story , puzzles and graphics , but criticized its controls , action scenes and animation .

= = Gameplay = =

In Cold Blood is a 3D adventure game played from a third @-@ person perspective . Via a direct control interface , the player guides John Cord 's movements with a keyboard or gamepad . Cord must collect objects that can be used with other collectible objects , parts of the scenery , or other people in the game world to solve puzzles and progress in the game . Cord can engage in dialogue with other characters through conversation trees to gain hints of what needs to be done to solve the puzzles or to progress the plot . Action scenes are also included .

= = Plot = =

= = = Background = = =

In Cold Blood is situated in Volgia , a fictional state on the east coast of the former USSR . After the Soviet Union collapsed , Dmitri Nagarov , chief of intelligence and security , took the opportunity to overthrow existing powers and declared independence . After his coup , Volgia started to invade its neighbors . The Volgian Freedom Fighters (VFF) is a resistance movement that is run by Gregor Kostov . The VFF has learned that the Volgians have acquired some special technology and has informed the Americans . They sent a spy named Kiefer to investigate , but communications were lost while he was investigating a uranium mine . The British were asked for help , and Alpha , the boss of MI6 , sends agent John Cord , a long @-@ time friend of Kiefer , to investigate .

After the introduction which shows parts of Cord 's missions , the game starts with a scene in which Cord is interrogated by now premier Dmitri Nagarov , while he is being tortured by his assistant Lukyan . After the torture , Cord is fighting for his sanity , and all he knows for sure is that he was betrayed . He tries to piece together the fragments of his memory , and the player must reconstruct the events that led to his capture .

The game includes nine missions that Cord has to complete . Almost every mission ends with a transitional cut scene , showing how Cord is interrogated and tortured . These scenes include other characters like Alpha or Kostov , who will give information about the next missions .

= = = Story = = =

Cord goes to the uranium mine to locate Kiefer , but finds him dead . While there , he overhears a conversation between Chi @-@ Ling Cheung (a secret agent of the People 's Republic of China) and Byrdoy Tolstov (a professor in applied physics and chemistry) . Tolstov reveals that they are not mining for uranium , but that they are experimenting with a special compound called tri @-@ nepheline . Tolstov 's daughter Alexandria is being held hostage at Security Headquarters (HQ) , and Cord rescues her with the help of Chi , who is suspected of being a spy . Afterwards , Cord

plants a bug on a secure server and removes a hard drive containing information relating to the VFF . Cord goes to the Containment Facility to apprehend Nagarov .

On the Kappa level , Cord destroys a gigantic robot called Spectre , and on the Omega level , he finds " specimens " held in pods in a laboratory . Cord raises the pod with Yerik Dimittrivich Oliakov , a former University Lecturer , who informs Cord about a place " where ships go to die . " Nagarov arrives with Alexandria in front of him . Nagarov claims that he has hacked the computers of the Americans and Chinese , to simulate that each of them is preparing for war , so he can go on with his plans for Volgia . Cord later enters a room where Professor Tolstov is working , who tells him that the place " where ships go to die " is Vostograd , an abandoned naval base , where Nagarov will launch his missile . A mini @-@ robot kills Tolstov , but Cord uses his ID card to gain access to the refinery 's particle bombardment machine called Baby Blue , which he destroys with a bomb . Having met up with Kostov again , they leave to discover a truck with the dead bodies of Kostov 's men . Kostov suspects Chi is a traitor .

Cord and Chi infiltrate Nagarov 's base to destroy the Super Computer . On the roof of a large tower , Cord destroys a building with a surface @-@ to @-@ air missile launcher to create a diversion . When he meets with Chi again , she is being threatened by Kostov , who thinks she has betrayed his men . Chi kills Kostov before he can pull the trigger . With Chi 's help , Cord uses an elevator to go to the top of the tower and he activates a cable car leading to an island . Cord explores the docking area , and he finds Alexandria in a cell on the security level . Cord uses the main elevator in the complex to access the other levels . Cord creates a diversion and enters level 1 , where he inserts the explosive charge into the Super Computer . A cut scene is shown that reveals that Alpha has betrayed him . In a transmission , she tells that premier Nagarov had to be certain that Cord was not acting on her orders when he attacked the refinery . She assured Nagarov that Cord had not entered the facility , but Nagarov had a recording of Cord in the refinery . It resulted in a simple policy shift and the British are now working with the Volgians . As the reactor becomes critical , Nagarov and Lukyan leave the room . Until this moment , the game has taken place in Cord 's memory , as he was interrogated by Nagarov after being captured , but from this point on it takes place in real time .

When Cord wakes up , he finds Chi who was instructed to kill him , but she decides to free him after a conversation . Cord and Chi head for the quayside at level 1 and manage to lower a bridge leading to a helicopter . After they free Alexandria , they fly away as the base is destroyed . After they spot Nagarov 's nuclear submarine , they land on it . Cord and Chi explore the submarine to prevent the missile from being launched . They take care of the guards , and hear messages about problems with the reactor . After they split up , Lukyan knocks Chi down and takes her to a lower level . Lukyan later ambushes Cord , but he manages to kill him by pushing him into a turbine . In the bridge room , Nagarov enters armed with a gun , and after their conversation , Cord hits Nagarov with a ladder . Cord uses two keys he found to abort the missile launch . After releasing Chi , a message is heard that there is only one minute left to a critical reactor failure . They return to the deck and are picked up by Alexandria in the helicopter just before the submarine explodes . In the end sequence , Cord phones Alpha and tells her that he has dumped his information about her deal with Nagarov on the Chinese and American intelligence nets . The game ends showing Cord , Chi , and Alexandria approaching a beach where the sun sets .

= = Development = =

After the unexpected success of the first two Broken Sword games on the PlayStation , Sony contacted Revolution Software to develop a game to be released initially on the console . Revolution wanted to move away from the style of its previous projects , making a game with a secret agent theme and set in an action environment . According to executive producer Charles Cecil , the game was inspired by crime films Pulp Fiction and The Usual Suspects . The game engine was written specifically for the title . In Cold Blood was released on 14 July and 10 October 2000 in Europe , and on 25 March and 30 May 2001 in North America for the PlayStation and Microsoft Windows . While the PlayStation version is no longer available for purchase , the PC version can be purchased at

GOG.com.

= = Reception = =

The PC version of In Cold Blood received " average " reviews according to video game review aggregator Metacritic . Adventure Classic Gaming stated that , though the game has some " annoying flaws , " it " can be quite charming to play if you seek to experience the thrill of being a high @-@ tech spy infiltrating an enemy stronghold in a foreign land , " and that it " offers up a decent story and interesting characters set in an alternate reality of cold war espionage . " GameSpot praised the game 's story and said that the voice acting and music is " great " and that the game can " also be funny , " but stated that the game is " quite thin in both action and adventure " and also criticised certain elements of the gameplay . " Those who want action instead of fiction will find the game somewhat dull , but those who appreciate an original story and great atmosphere will find In Cold Blood to be a satisfying blend of espionage and science fiction . " Game Over Online criticised the game 's gameplay , but praised its " solid story which actually makes sense " and its " very good graphics . "

GameVortex ranked the game as the " Top Pick , " and praised its graphics , sound , story and puzzles . The reviewer both praised and criticised certain elements of the gameplay , and said : " The game 's overall feel and playability is outstanding . " Game Revolution praised the game 's " solid story , decent backgrounds and cool gadgets , " but criticised its " lame animation , awful control and bland action . " IGN praised the game 's presentation , sound and graphics , but criticised its gameplay , saying : " As an adventure fan , you may enjoy the cool spy storyline , and some of [the] more interesting stealth elements of the game , but action gamers will find themselves in a world of intrigue , but a world without challenge . "