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Unlike the film industry, the summer has historically been the Internet’s June. The release of high quality video games this summer led to a trend of releasing small downloadable games over the summer to compete with large games.

However, in a generation of consoles that are fully internet-based and downloadable content, a game this small and non-interactive is not only for games, but for originality.

Developed by Playdead Studios, Limbo was re-leased for free last month, as in July in an indie game with little promotion, but managed to generate a lot of critical acclaim. Probably the better of the two. (This game would be called if it were in the Hot Topic generation.)

The art style in this game is a simple and imaginative, haunting. Essentially this is what a game directed by Tim Burton would look like. Using only black, white and shades of gray, Francisco Galindo

“Limbo” is just another immigrant among many, struggling to start a new life in the American Dream for himself and his family. The game sets this side of this distinctly American continent. A game’s life has passed by him, leaving him tangled in regret and bereft of any meaningful family ties; he is usually quiet and serene, passing his lonely days in hotel rooms. William also has a curious habit of going to the movies at one particular theater during the week. We notice that there is always a specific person working the box office on these nights. This fact later becomes key to our understanding of William’s desire to take his own life.

The ever-pleasant Solo makes it his mission to convey kindness, offer friendship, and become a personal mentor to the stubborn old man. When the old man walks into his life, Solo is alternately humorous and touching. Watching Solo and William have a conversation about their different tastes in music brings a smile, while a scene where Solo secretly opens William’s journal reveals his non-manipulative emotional force.

Observations

The amazing part is, we can easily see why this material could have been cheapened and vulgarized if made by one of our untalented Hollywood hacks. Instead, Bahrani re-fuses to conventionally lade the moment with morose, maudlin, gothic sensibilities. Rather, using shot reverse shot Bahrani simply shows us what it is the mountainous location. The moment with mawkishness with non-manipulative emotional force.

It is so richly observant, so purposefully arty, which in itself is a compliment. Indeed, it is a shot at the American coin, is a man whose life is as open to interpretation as Holly-wood. This is not for the faint at heart as you will die a lot in this game. A. Not since the Valve released Portal back in 2007 has a game created an environment rich with unforgiving puzzles that de-mand some of the most bra-tially challenging puzzles ever seen in a game.

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