Background

• 2D indie puzzle game
• Created by a team of two Finnish university students
• Originally published for PC in May 2013
  • Later published on PS3, PS4, PS Vita, Wii U, Mac and Linux
Art Game

- Elicit an emotional response
- Thought-provoking
Gameplay

- Based around “the swapper”
  - Device that allows you to create up to 4 clones of yourself and swap consciousness with them
- Use your clones to solve puzzles
  - They can be used to activate switches, scale tall vertical areas and reach places that you couldn’t reach on your own.
- Complete puzzles to collect orbs which open up new areas
Lights and Gravity

- Blue lights block clones from being created in the illuminated area
- Red lights block the swapping ability
- Purple lights block both abilities
- Lifts reverse gravity
Simplicity

• Swapping and cloning are the only tools at your disposal to solve the puzzles
• Excellent puzzle design allows these mechanics to avoid getting stale through the course of the game
  • Each puzzle requires using the swapping and cloning abilities in new ways
  • Thought-provoking
Story

- Story revealed in fragments through terminals displaying crew logs, memos, etc.
- Unnamed protagonist is exploring Theseus, an abandoned research vessel that discovered a planet inhabited by mysterious rocks known as “Watchers”
  - After bringing some Watchers onto the ship, the crew learned they display strange electrochemical activity allowing them to communicate telepathically. By studying the watchers scientists aboard the Theseus were able to develop the swapper
- The Watchers eventually kill the crew off with their telepathic abilities
Visual Design

- All art assets based on clay models rather than digital textures
  - Unique aesthetic
  - Surrealism
  - Emotional response
- Contrast between different areas of the Theseus
Music

- Spacy, ambient soundtrack
  - Piano
  - Pads
  - Strings
  - No beats
- Music used sparingly
  - Some sections with no music
  - Contrast increases emotional impact
Gameplay Demo