

BASTION



Developed By: Supergiant Games



- Team of only 7 People
 - Many are former EA employees
- All art and sound created by one person each

Published By: Warner Brother Interactive
Entertainment

Type of Game: Action RPG

Price: \$14.99

Hardware Required: Xbox 360, PC

Minimum Hardware Requirements:

- Windows XP or Newer
- 1.7 GHz DualCore or Greater
- 2GB of RAM or Greater
- 1GB Hard Drive Space
- 512MB DirectX 9 Compatible Graphics and sound card

Installation: Just download on Steam or XBLA

User Interface:

- UI is both illustrated and text based when selecting weapons and abilities between levels, with text describing their attributes, and visuals showing how they look, and what you currently have equipped.
- In Game HUD Shows basic information like health and magic(tonics) available, as well as the weapons you have equipped, and what button they are assigned to.



Werewhiskey



•100% Critical Hit Chance

**Note: Active Only When Below
33% Health**

Scentless yet very brisk
beverage of boiled Rattle-tail
whisker. Used to revive
patients in triage centers.

X
A
B Exit
Select

Scrap Musket

Cael Hammer

Squirt Lure



 Exit
 Select

Overview:

- Action RPG, has RPG concepts such as experience points, and leveling your character up to gain new abilities and items as you progress through the game.
- Has real time combat based on timing and accuracy.
- Isometric Viewpoint, used to make the games many 2D sprites appear 3 dimensional. Other isometric games include Final Fantasy Tactics, Diablo, and The Sims.

Story:

The game takes place in the world of Celondia, After “The Calamity”, a mysterious event that has fractured the world, and killed nearly everyone living within it.
Relayed almost entirely through narration.

Player Role:

The Kid (player character) wakes up shortly after the calamity, and immediately heads to the Bastion, the sanctuary that everyone was supposed to go to in times of crisis. He arrives only to find that the Bastion has been destroyed, and meets an old man there, who tasks him with finding cores in order to repair the Bastion.

Gameplay:

- Involves traveling through game levels while engaging in active, fast paced combat.
- Emphasis on increasingly difficult enemy encounters, not traversal.
- Wide array of weapons and abilities to suit varying play styles.

Scoring:

- No real scoring of any kind over the course of completing the story .
- “Who Knows Where” side quest segments. Wave based combat challenges where the player is scored based on “idols” selected.
- Xbox Live and Steam leaderboards.

Artwork:

- Beautiful, hand painted artwork.
- Very vibrant and colorful, many different palettes
- All 2D sprites, some characters based on 3D models.
- Dynamically animated environments.

Music and Sound:

- Dynamic narration, tells story interactively.
- Soundtrack is very emotionally appropriate, tracks have many different influences (techno, hiphop, american west and middle east).
- Music is sometimes Diegetic by surprise.

Bugs/Special Features

- No bugs encountered during 1 and ½ playthroughs
- New game + allows the story to be replayed with all upgrade progress intact.

Good Stuff:

- Story is engaging, and told in a way that is unique to video games.
- Gameplay functionality is put at the forefront, and combat is varied enough to be fun long after story is over.
- Is a tremendous value for the price, based on the quality and length of the experience.

Bad Stuff/ Design Mistakes:

- Co-op mode for “Who Knows Where” segments would have been fun.
- Keyboard/Mouse controls on PC are sorely lacking.

Compared to Games in the Genre:

- Gameplay based more on player skill than mindless repetition.
- Narrative conveyed better than with cut scenes or long text logs.
- No real “gear” or deep character customization.

Suggested Audience:

- Around 8+ Years old for gameplay and appropriate content.
- 12-13+ for greater appreciation of story and gameplay.

Should You Buy It?

- Yes, Absolutely!*

*if you have a gamepad.