
THE CORRIDOR Free

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The Corridor is a game about the space between us and our sense of self. Are you someone who has had a crisis of identity in the past? Get the distress signals. Are you an experiment in the life of a thing? Go a little nuts. Perhaps you're ordinary. Over here! For older players: This game was originally created on Kickstarter and published in 2011 by Jake Elliott & Co. It was expanded and extensively revised in 2015 by Florian Fricke and Thierry Wirtz. About

Florian Fricke & Thierry Wirtz: The original game designer of the Corridor, Florian Fricke, is an artist and designer best known for his work as one of the five key developers at Maxis on Spore and for his 2013 solo debut game ee; his game stories are often about identity, memory, and the consequences of moving between social circles. He has since worked on games like BioShock Infinite, the 2013 Nintendo eShop release Link's Awakening and Fez. Thierry Wirtz is a Swiss graphic designer who has been making videogames for a long time. He made the original gfx for The Corridor, and also currently works as a graphic designer and illustrator on games like Moonbase Commander, Infinite Runner, and Lowland. He also did the original art for a version of The Corridor released in San Francisco in 2013 and designed for the 2013 Independent Games Festival. Key Team: Florian Fricke has been working in design for close to ten years. Before The Corridor, Florian worked on BioShock Infinite, and

most recently on Fez. He makes games about identity and memory in a lot of different ways. Florian Fricke on The Corridor: "The Corridor is mostly about the space between us and our sense of self. Are you someone who has had a crisis of identity in the past? Get the distress signals. Are you an experiment in the life of a thing? Go a little nuts. Perhaps you're ordinary. Over here!" The gameplay is simple: when you walk down a corridor, only the things you can pick up while walking along the corridor will open up. Along the way, you'll discover objects of different types: everything from a harpsichord to an old school computer. You only have to pick up those objects you want to carry, and you can't pick up objects on your left and on your right. But you should also be careful of the things on

THE CORRIDOR Features Key:

Single-player mode
Multiplayer mode
Missions

Adventure, action and puzzles - players will have fun in this game

