

And Yet It Moves

Alex Cox stumbles headlong into a world where direction is meaningless. No, it's not an existential masterwork, but a puzzle platformer.

In brief...

» A spelunking platformer with a puzzle-based foundation and a daft grasp on gravity. See also: *VVVVVV*(under Wine), *SuperTux*.

Gravity is subjective. Up is down is left is right, if you know what you're doing. Forget Newton's reasoning: the temperamental Earth can flip when it likes. It's handy to be the one in control, of course, and that's the foundation of *And Yet It Moves*, a loose platformer with gravitational puzzle underpinnings. As well as walking and jumping around, you can rotate gravity by 90 degrees on a whim.

This would be a fine concept if it weren't for the fly in the ointment – your protagonist is brittle and prone to splitting apart at the slightest knock. His constant momentum makes safely rotating the environment incredibly difficult. Flip directions at the wrong time and he'll sail into a black hole, or be dashed against the ground with a sickening 'kersplat' sound.

"Forget Newton's reasoning: the Earth can flip when it likes."

The fixed-direction rotation mechanic has naturally defined the way the game's levels are structured, but they're not rigid. There are rugged and varied caverns, begging for as much exploration as you can truly muster in a linear game like this. There are tricky landing spots and twisty puzzles at every step. Helpful (but vague) hints as to the direction of further travel are given by the pointing figures that serve



» Smashed by a rock. Just one of the many ways to die in *And Yet It Moves*.

as restart points. There are enough of these around that the game doesn't become annoying, despite a few challenging moments.

AYIM's torn-paper graphics are more striking than they look in screenshots. Foreground and background elements are separated by distance and clarity, and the cleverly captured photographic textures include movement that means even the most static levels live and breathe.

Angry bees

Sometimes this is explicit – exemplified by the monsters constructed from background elements, complete with gravity-rolling eyeballs – and sometimes it's less so; the puzzles that quietly rope in background elements are the hardest to solve of the lot.

It's impressive that so few elements are repeated in *AYIM*'s main quest too. The creatures you encounter, from angry bees to banana-hungry monkeys, turn up once, inspire a quick bout of puzzling, and are never seen again. OK, so they're not exactly complex implementations: like everything else, they're little more than flat shapes with photographic textures. But this variety ensures *AYIM* never gets dull, and the objects give immediate clues to the solution of any puzzle.

A few sections are frustratingly hard, particularly when disappearing platforms come in later on, but *AYIM*'s

creativity never seems to wane. There are cute mirror image puzzles capping many levels, while some stages rotate smoothly on their own central axis, making your own four-point rotation tricky to manage. Other puzzles, particularly those that force you to flip gravity while falling through confined spaces, are hard simply because of the precision they demand.

Visually, the flow of *AYIM*'s textural style, from cave spelunking to tripped-out worlds, is oddly touching. It's a few levels of platforming, three or four hours at the most, but it's a journey. It may not be a game you'll go back to – as much as the time-trial mode might try to encourage replaying – but it's a neat experience with a game mechanic you won't soon forget. **LXF**

LINUX FORMAT Verdict

And Yet It Moves

Developer: Broken Rules
Web: www.andyetitmoves.net
Price: €8.99/\$9.99 (£7.40 approx)

Gameplay	8/10
Graphics	8/10
Longevity	6/10
Value for money	8/10

» A short but sweet puzzle platformer with some unique visuals and a clever sense of style.

Rating **8/10**

Features at a glance



On fire

Smack one of those big black rocks into another large black rock and you can spark a fire.

Spreading fast

However, to spread that fire sideways, you need to switch gravity and angle the flames.