

# Braid: EVALUATION SUMMARY

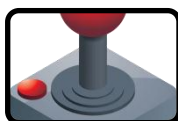
## About Braid

Developed by Number None, Braid is a 2D side-scrolling platform game with an emphasis of storytelling through artistry as well as Time Manipulation. Braid's inspiration, apart from lending itself to Nintendo's Super Mario Bros, became a topical subject for many fans as the true nature of the story (and its ending/beginning) was left to everyone's own interpretation – something which Jonathan Blow, lead developer, was very adamant about. Braid has been appraised by many critics and has received numerous commendations since 2008. Braid was recently released on The Humble Indie Bundle during the week of December 2010



### About "DRM Free"

As the title implies, DRM Free embraces Consumer Rights and Ownership without using any sort of content restriction available.



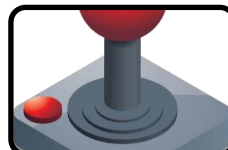
### About Humble Indie Bundle

Coined by Jeff Rosen from Wolfire Games, The Humble Indie Bundle is a Digital Distribution service where a collection of Indie Games are sold at prices set by Consumers, not Publishers, Distributors or even the Developers themselves. The money raised is distributed between various charity organisations as well as Wolfire Games to keep the service alive for those who have made donations. Since the 2<sup>nd</sup> release during 13-20 December, the Humble Indie Bundle has raised \$1.8 million USD with over 230,000 purchases made.

## INDIVIDUAL SCORES



98%



96%



N/A

## RYG's RATING\*

97%

CONSUMER FRIENDLY

\* RYG's Rating is an aggregate of the Individual Scores

## AREAS OF CONCERN

Very minute and irrelevant based on RYG's Rating.