

I'm not robot!

Gravity rush question answers

Gravity rush story explained.

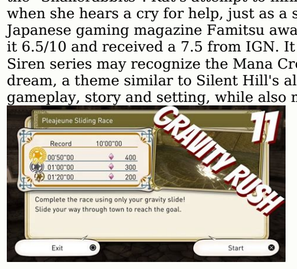
SCE Japan StudioProject Siren Sony Computer Entertainment JP: February 9, 2012NA: June 12, 2012EU: June 13, 2012 PlayStation VitaPlayStation 4 (Remastered) Another Story: The Ark of Time - Raven's Choice Gravity Rush, known in Japan as Gravity Daze (グラヴィティデイズ/重力的眩暈:上層への帰還において彼女の内宇宙に生じた摂動?) is an action role-playing video game developed by Project Siren (who previously made the Forbidden Siren games) for the PlayStation Vita, and released as a launch title by Sony Computer Entertainment Japan Studio. It was remastered in 2016 for the PlayStation 4 and it was followed up by Gravity Rush 2, also released exclusively for the PlayStation 4. Overview[] Gravity Rush started off back in 2008 as a PlayStation 3 project called Gravité before being transferred to the PlayStation Vita. Directed by Keiichiro Toyama, previously known for creating the survival horror series Silent Hill and Siren , the core mechanic of the game is the player's ability to manipulate gravity to facilitate their navigation of the levels in the game. The team cited the PS Vita's better suitability for the core gameplay mechanics as the main reason for the change in platform. The graphics are cel-shaded, which in Toyama's opinion stand out from the western photo-realistic trend. Voice acting is limited, and the characters speak in a language heavily influenced by French.



The game was released physically on PlayStation Vita card and as digital download on the PlayStation Store, and remastered later for the PlayStation 4 physically and digitally. The remaster was announced alongside its sequel at the Tokyo Game Show in 2015. According to Toyama, the 2008 action game Crackdown (published by Microsoft Game Studios) for the Xbox 360 was a major influence on Gravity Rush's progression and freedom evolution styled gameplay. He stated in an interview for the PlayStation blog that [he] "really liked the aspect of unlocking new skills and becoming more powerful, and achieving a higher level of freedom as you become more powerful." The game carries a T rating (12 in Europe) for references to alcohol, mild suggestive themes, and fantasy violence. Gameplay[] Gravity Rush is an action-adventure, open world game that features gameplay revolving around the aspect of controlling gravity. Using the right analog stick or the accelerometer, the player can shift gravity in any direction they want to fall towards. As players progress through Kat's story, they unlock new gravity abilities by leveling up through collecting gems and completing side quests and challenges. There is a large emphasis on using physical attacks and other special abilities to destroy enemies. The game also makes use of the PlayStation Vita's gyroscope, which allows the camera to be controlled by tilting the system during gameplay; touch screen controls are used for the Gravity Slide and finishing moves. Setting[] Gravity Rush takes place in a fantasy world. In this universe, there are several pillars, with the main story focusing on one particular pillar that supports Hekseville, a city of four separate towns: Auldnoir, Pleajeune, Vendecentre and Endestria. The player will also visit the Rift Planes, realms that exist beyond Hekseville. Kat's adventure will also take her to a realm at the bottom of the pillar. Graphics and Presentation[] As mentioned above, director Keiichiro Toyama opted to have the game use a cel-shaded art style to give it a unique appearance. The art style seems to take inspiration from Manga and French comics, as evidenced by the inclusion of comic strips that make up the game's cutscenes. The limited voice acting in favour of text allows for effective storytelling without relying on exposition.



As for graphical fidelity, the game runs at 30 frames per second with a screen resolution of 540p due to the hardware limitations of the PS Vita, which also gives the game long loading times. Downloadable Content[] Main article: Maid Costume Pack Kat is dragged into an episode in which she has to repay Aujean and his son, Eugie, after she accidentally destroyed their house in the very first episode. She ends up taking a job as a maid for a high maintenance rich woman named Melda, but Kat's position takes a dark turn when the police are brought in. Main article: Spy Costume Pack Kat is approached by Syd in Pleajeune, who is looking to track down a troublesome street gang known as the "Snakerabbits". Kat's attempt to infiltrate the gang results in its eventual disbanding, but she gets caught in a bomb scare with a twist she would never see coming. Main article: Military Costume Pack After returning to Hekseville after a year's absence, Kat takes up Yuri Gerneaux's offer to enlist in the Jellyfish Squadron. She leaves her training when she hears a cry for help, just as a sudden Nevi outbreak occurs. Kat soon realises the questionable morals the military has regarding the lives of its soldiers. Reception[] Gravity Rush has received generally positive reviews from critics. It has an average ranking of 82% on Game Rankings and has gained an 83 out of 100 on Metacritic. Notable Japanese gaming magazine Famitsu awarded it a 38 out of 40, becoming its highest rated PlayStation Vita game. The UK's PSM3 gave it a 9.3/10, concluding that it "Perfectly balances free-roaming exploration, focused story missions and RPG-style leveling, with sublime handheld controls in Vita's first killer app." Destructoid and Gamespot each gave it 6.5/10 and received a 7.5 from IGN. It received the Tokyo Game Show Game of the Year award in 2012 where Toyama said, "I'll do my best on the sequel." It was also nominated for the "Best Handheld Game" at Spike's 10th Annual Video Game Awards. References to Previous Works[] On top of Auldnoir's church, players familiar with the Forbidden Siren series may recognize the Mana Cross. Manhole covers and the clock tower in Vendecentre feature triangular symbols similar to the Seal of Metatron associated with The Order from Silent Hill. During Kat's first trip to a different plane, a father of a lost boy mentions a strange feeling like they all are just figments of someone's imagination or dream, a theme similar to Silent Hill's alternate dimension born from Alessa Gillespie's suffering. Sachya (Raven as a child) bares a striking resemblance to the aforementioned Alessa Gillespie. Appearances in Other Games[] The game appears as a collectible in the PlayStation 4 version of Republique. The character Cooper praises the unique gameplay, story and setting, while also mentioning the original Japanese name of the game. Kat herself makes a few guest appearances in other Sony-published titles, such as PlayStation All Stars Battle Royale, Everybody's Golf 6, Destiny of Spirits, and Ragnarok Odyssey ACE.



Videos[] Gravity Rush English Trailer I should have been happy after bringing the missing part of town back, but I couldn't get over what Raven did to me. I needed to get my mind off everything. The train was back in service, and I wanted to just jump aboard and ride it to wherever it would take me. Too Many Secrets is the seventh episode of Gravity Rush. Minor characters such as Newt and Echo are introduced. Story[] Pleajeune, the Pleasure Quarter has just been brought back in the previous episode, The Lost City and Kat will visit that new part of town. The mission begins with Kat going to the Arquebus Academy Clothing Shop and gets a door accidentally opened on her by Newt. Kat was angry at first until Newt apologized and said that he was happy to see her as he had needed a favour. Newt asked Kat to find his friend Echo, who has gone missing. Newt also complemented Kat by saying that she was cute and Kat thought he had a crush on her. Kat is given the Arquebus Academy uniform to make it look as if she is a student. She will then travel to the marked students whom she will talk to and try to get information on Echo's whereabouts. Most of the marked students didn't have enough leads. Eventually, she meets a student who questioned whether or not she attends the academy. He tests her by asking her questions about landmarks in Pleajeune and the academy. Once Kat answers all of his questions correctly, he tells her he always sees Echo holding a big bag filled to the brim and that he last saw her walking towards the school. Kat then goes into the school to continue her search and to her surprise, Newt has also been led there. She then suggests looking around the campus from tall buildings and that she will fly with him (with the Stasis Field). Newt is amazed by Kat's ability to carry him around while flying. When they were on top of the tall building, Newt sees Maye, another friend who is also looking for Echo and suggests to check in with her. Once they got down to check in with Maye, she told them that somewhat saw Echo at the student centre. When they arrived at the student centre and open its doors, they find Echo who is hugging her bag. Newt asked her why did she run off and Echo replied by telling them to leave her alone and go away. As Newt got closer to Echo, a Nevi crawled out of the bag and infests Echo, turning her into a spider-like monster. The Nevi Infestation causes Echo to be angry and hateful of everything around her. Kat had to fight the Nevi and free Echo from the infestation. After Kat defeats the Nevi and performs the finisher move, the Nevi is exterminated and Echo is free. Echo was sympathetic and mourned the death of the Nevi as she believed that the Nevi had good intentions to protect her. Newt comforted her and assured that he is there to support her, reminding her that as kids, she saved him from falling off a tree and that she was always looking out for him. Newt told Echo that he misses her very much as they used to spend time together. Echo apologised for running away and Newt hugs her, telling her that it is now his turn to look after her. Amidst their conversation, Kat walked away from the scene, remorseful of killing the Nevi that was protecting Echo. Walkthrough[] This episode is divided into 2 segments, gathering information and fighting the Nevi infestation. Gathering Information[] This segment is easy as you open up the map and set navigation points to the marked spots and talk to those students. You will eventually be lead to a student who attempts to run away, it won't be hard to chase him on foot, but you can use your powers as well. One of the students, who gives the most useful lead will quiz you on the landmarks of Pleajeune and the school (answers to the quiz are below). You will then head to Arquebus Academy.

Once at Arquebus Academy, just fly and follow the Navigation Marks.

Fighting the Nevi Infestation[] This is one of the harder bosses in the game as the Nevi moves relatively fast and you have a time-limit (the "Nevi Infestation" counter). Once the Nevi Infestation counter goes to 100, it's game over and you will have to restart the fight. To move faster, it is better to use the Gravity Kick instead of the Gravity Shift. There will be several core areas and you will use your Gravity Kick to attack those areas until all of the cores are gone. Afterwards, the Nevi will stay in one area and fight you (by shooting projectiles). This part is slightly easier as you don't have to chase and attack the Nevi; all you have to do is dodge the projectiles and attack one core repeatedly. The easiest way to attack the core is to use the Stasis Field and throw objects at it. Once the Nevi's HP is gone, you will be tasked with performing the finisher move (aiming the target at the mark and pressing the triangle button).



After this, there will be a cutscene and a dialogue as the episode ends. Quiz Questions & Answers[] What is the goddess statue in Pleajeune holding? What is the name of the school in Pleajeune? Which body part is the statue in the school holding? Videos[]