



About the game: The single-player video game “Getting Over It, by Bennett Foddy” is available for play on Windows, Mac OS, Linus, iOS, and Android. It’s a classic climbing game with several twists that make it remarkably challenging, creating ample opportunity to experience and learn from failure. The average playtime to beat the game is between 7 and 8 hours.

Overview: This game challenges players to act as a climber intent on making his way up a mountain made of rocks, random household items, furniture, satellite dishes, buildings, and more. This mountain of oddities is reportedly created by the climber himself, who needs to face the challenge of getting to the top while the lower half of his body is stuck in a large metal cauldron. His only tool for the climb is pickaxe style hammer, which he can use to grip objects and move himself.

Note 1: There is an element of the unknown in this game, as there are no checkpoints and no progress counter. The player is constantly at risk of losing some or all of their progress when they make a mistake. As an added element, the game includes sporadic voice-over commentary by creator Bennett Foddy, who discusses topics related to disappointment and perseverance, particularly when significant progress is lost by the player.

According to the creator, the object of the game is to:

- Climb up an enormous mountain with nothing but a hammer and a pot
- Listen as he makes philosophical observations about the problem at hand
- Lose all your progress, over and over
- Feel new types of frustration you didn't know you were capable of, and
- Enjoy magical rewards if you reach the top.



Getting Over It Gameplay



How to Play: There is no introduction or tutorial for this game, which is meant to be part of the challenge. Using the mouse or a laptops touch pad, the player needs to move the hammer in such a way that the man's body (and his cauldron) can make their way up the challenge-laden mountain. Players can use the hammer to pull, push, and swing from various elements of the gaming environment, bearing in mind the unique physics and gravity at play in the game.

Tips and Tricks: Provide plenty of space for players to move the mouse. There are some wide, swooping motions required that will be difficult if they are using a small mouse pad as their only playing area.

Watch the small circle that appears at the end of the hammer. It represents the position of the mouse that's being used to control the climbers movements, so watching how it moves will help players succeed.

Note 2: This game is meant to be difficult. Perhaps more than difficult, it's intended to be rather infuriating. According to the game's creator Bennett Foddy "this is a game made for a certain kind of person. To hurt them." It has been included in this module because it offers ample opportunity to discuss the frustration so many of us feel in the face of failure. How do we react? Does it inspire us to try harder, get angry, become more determined, or quit?

Player reviews from Steam:

The point of Getting Over It is that sometimes bad things happen. You would like to believe that you have control over your life and everything that you do, and that you can make it all go exactly the way you want it to. In reality, though, failure and loss and disappointment are inevitable. What you can control in your life isn't what happens to you, but how you think. How you react. Whether you can pick yourself back up and keep pushing forward even when you really, really don't want to.

Whether you can get over it.

~ Kneef

Getting Over It is a game to test your patience, determination and ability to handle setbacks like not many other. The game is designed in a way that, at almost any point, there is a risk to fall back down and lose a lot of progress. It can be heartbreaking to get to a certain part after hours of work and to lose all of that with a single mistake. You will notice however, that once you know how to approach an obstacle, parts that first seemed impossible become almost trivial.

~ Chewyy