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About This Game

Play as an artist looking at a painted world. You're able to create new items in this world by simply drawing them. Use your own imagination to lead a stickman character through a variety of puzzles by drawing things he can use. There's always a few ways to solve each puzzle.

Drawn Story is a puzzle/adventure video game about a world painted on a sheet of paper. You control a stickman character living inside this world and an artist with a pencil in hand looking at the paper from above. As a stickman, you can walk, climb, jump and use different items. As an artist, you are able to create new items in this painted world by drawing them.

Your stickman is always in need for some handy items to have his problems solved. Draw a saw and the character would go cut some wood. Or draw him a whole boat so he would not have to use the saw. Draw an oar and he would get a boat moving. Draw a key to open a locked door. Or draw an axe to crush through this door. There's always a few ways to deal with an issue.

In *Drawn Story* you need to lead the stickman through a variety of puzzles: board ships, make your way past guards, explore castles, save princesses, escape giant eagle nests and so on. Your common sense and imagination will be your best buddies. Little drawing skills are required to create new items. After all, you're just playing an artist and you don't have to be a real one. But no one stops you from enjoying your drawing either.

Title: Drawn Story
Genre: Adventure, Indie, Early Access
Developer:
Vitaly Rekubratskiy
Publisher:
Vitaly Rekubratskiy
Release Date: 11 Feb, 2016

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English
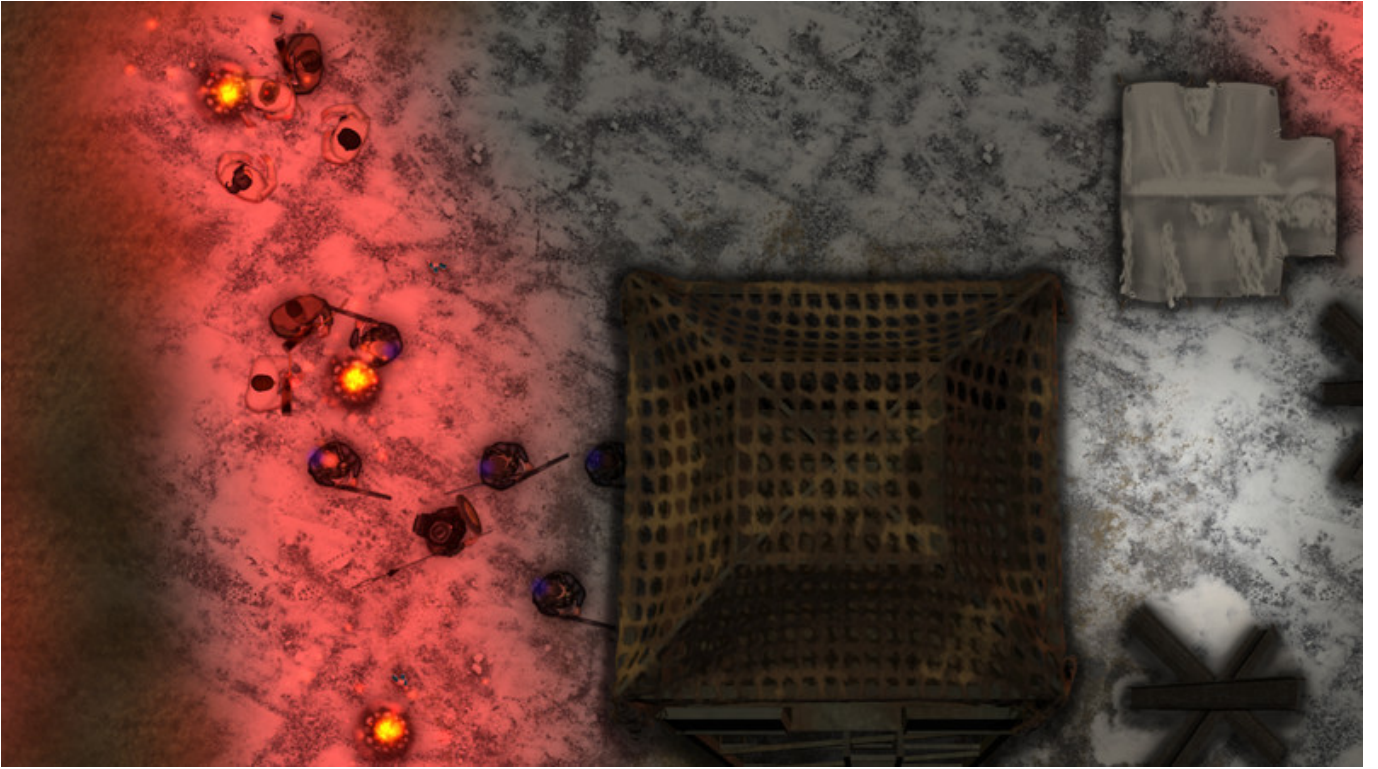
*world map tiles from the Time Fantasy graphics pack.

I bought this after playing the Xbox 360 version of it years ago (2013 or 2014 or something) and it's definitely a big improvement, since everything that exists in the Xbox version also exists in this version along with even more content (e.g. the last few parts of the game are completely new).

Pros:
-Anyone who likes point and clicks will like this game.
-Nice soundtrack
-Six different endings meaning you can play through six times (or more if you want a certain achievement)
-Leaderboard system for speedrunning is pretty cool.

Cons:
-On Xbox 360 I remember this game costing 80 Microsoft Points, equivalent to \u00a30.74, or $1. Considering the fact that this game contains significantly more content, you could say that the price definitely should be more than the Xbox version. But asking for \u00a35.19, or $7, is pretty ridiculous. The game takes about 45 minutes to 1 hour to complete, and most people will only play through once.
-The puzzles are the same in every single playthrough. Why would you make there multiple endings if nothing changes at all? The only exception is one that involves changing the water temperature.
- Speaking of the water temperature puzzle, you have to use Google to find the answer unless you've memorised the atomic number of complex elements such as Krypton. You should never have to tab out of a game to find the answer to a puzzle. There should be some way of finding the answer in-game, for example placing a periodic table poster on the wall in your bedroom.
-Thinking about it, the ending and storyline was pretty weird. Especially the main ending which seemed kind of out of place. Not too big of a deal though.

Suggestions: lower the price (to about \u00a32-\u00a33, $3-$4), add a periodic table poster in the bedroom so you don't have to tab out to find the answer, make the puzzles change in different playthroughs.

Overall: Good game but you should only buy it when it's on sale.. Ridiculously expensive for adding one building and one cheap mission. The Creamery itself at leasts provides some amusement in providing extra food as well as entertainment for the workers.

The mission it adds is a colossal scam. You start in the Colonial era and have to export $120,000 worth of cheese. In typical Tropico fashion, there's a horde of problems that come along to stymie this objective, as well as some to help it along by increasing the value of cheese.

What makes the mission a total scam though is that there is no declaring independence, so if your mandate runs out, you lose. The opportunities to extend your mandate are exactly the same as the base game, ie, no extra opportunities, so even if you complete all the secondary objectives to increase the value of cheese, choose the right people to test new cheeses on to extend your mandate or give you more money, you'll still fail the mission.

I had 3 creameries operating with 6 milk-producing ranches, all the secondary objectives complete, no labor shortages, and ended up with just over $70,000 out of $120,000 exported and ended up failing the mission by running out of time. Total scam.. 6\/10
Not as enjoyable as I had hoped.. Probably a great game if you are 8 years old.. I have no clue how this game has so many positive reviews. The game is terribly awful on both design and programming.
The entire game is a manifestation of what to not do in a platforming game. The list of issues is too enormous for a human brain to comprehend, but I'll lay out the biggest ones.

Pros:
-Fairly decent soundtrack, although it becomes repetitive very quickly.
-Walking and single jumping seems to work just fine. Wait, that's not supposed to be an acheievement nevermind.
That's it.

I'll try to list the crons cronologically, starting from the beginning of the game to the end.
Cons:
-No menu whatsoever, you just... kind of just start the game. What if you wanted to mute the sounds in-game, or at least mute the music without muting other sounds? Tough luck.
-Shallow graphics. Just because it's pixel art doesn't give it an excuse to look like this, it looks awful, and it looks the same throughout the entire game, there is physically no variance. The entire background could have been generated to at least create a more unique non-repetitive look yet it's visibly tiled.
-Diamonds are worthless. There's a pointless score, yet you can just infinitely increase it by just playing throughout the game forever, it's not a linear game, there is no endgame or high scores. It's all just for achievements.
-Dumb default controls: Z to jump, X to fire. All good, those are fairly standard for most platformers on a keyboard.. And then you have L for load, Enter to load a level (we'll get to that next), and R to restart the ENTIRE game, because anyone would want to "replay" this mess, and finally F to toggle fullscreen, at least that's a thing. The major problem is how much you need to use L and Enter, yet they are so out of reach, there's no reason why they couldn't be bound to something on the left side of the keyboard.
-Each level has to be started manually by pressing Enter. There... seems to be physically no reason for this other than a god-awful timer system we'll talk about next. It's more infuriating than not to want to rush through but you end up jumping off the platform without starting to load the level first.
-The "timer" is 100% hidden - you don't have any clue how much left of the "stages" you have to complete. This becomes even more of a problem later on when there are stages that are IMPOSSIBLE to pass. Straight up impossible, only because of the timer. After the invisible timer ends, the platforms slowly begin to dissappear. Consider how levels are too short to matter, or too long to make them possible, the entire idea of implementing that timer in the game seems to be straight up mindboggling. There does not seem to be any connection between the timer and the stage you are playing. You either are extremely slow and not even trigger the platforms breaking, or are pretty much perfectly fast and the timer screws you over.
-Awful enemy spawning - in particular the slimes can spawn either in front of you, or effectively launched towards you, giving you a sub-human-reaction death grant. You are not allowed to rush, yet with the timer you are not allowed to stand still for too long. I have had a slime spawn and shoot straight onto the stage pad as soon as I had pressed enter, killing me. Congratulation.
-The cubes that shoot bullets at you destroy all blocks the bullets touch as well. The bullets are round but seem to have a square hitboxes (I might be wrong about this one? It seems that way though). That being said, a stage can become impossible to complete 100% out of control.
-There is physically no explanation given in the game for pretty much anything. You are not told you can double jump (I'll be complaining about this more next) or that double jumping kills slimes & suicide doggos. There is no indication of the timer or even the mention of it's existence, you are not told you can break blocks by double jumping, you are not told about the "boss", you are not told about what the items in the "shop" do, nothing.
-Double jumping is broken to say the least. You can only initiate the double jump about half way midair. If this was by design, it's a ♥♥♥♥♥♥ design. It's your most reliable attack yet you can't use it properly. Simultaneously, when you land while double jumping, firstly, you cannot jump again for a tiny bit - this issue becomes immensely apparent when you try to bunnyhop off a ledge but you instead just fall to your death because there's a pointless grace timer or the developer was incompetent to make the thing work properly, secondly, you get to damage the blocks you are on, this is a immense stupidity of a design, this is not used cleverly in any stage, the damage to the block is random, and there's multiple instances where you can accidentally destroy a block and fall to your death - with the block being unreachable by normal jumps. The entire implementation of double jump is broken by both incompetence and design.
-Awful hitboxes. Just straight up awful, how can such a simple game have such awful hitboxes I don't know. Empty pixels hitting empty pixels kill you, plain and simple. This likely happens because the hitbox is just a oversided rectangle over the cat, which is nothing more than shallow development, not that it wasn't aparrent already.
-Shooting slimes duplicates them. Why? There is physically no reason to shoot in the entire game outside of a boring timewaste of a "boss" we'll get to next. None. Zero. Double jump is used to kill everything that can be killed.
-The boss I am talking about is a random cube just floating around and placing platforms. You are not informed that he's an enemy - he doesn't harm you either, but you have to kill him, and that takes a hundred or so shots to kill. There's no indication of progress in that regard, and at first he might just straight up seem unkillable. Bad decisions over bad decisions - the boss itself is just boring, why is this even a boss, it doesn't do anything, it just places platforms for you, what the ♥♥♥♥ is this?
-After about stage 30 or so, the stages repeat from a preset, yet the achievements go up to 100 stages, disgusting misinformation. There are not 100 stages. There are 30 stages and 70 pieces of garbage, if you want to 100% the game, or play more than 30 bloody minutes, and yet, about that...
-I managed to death lock myself in a save while I got on stage 61. When saving, all entities on the screen are saved as well as if

the developer is incompetent to make a proper saving system, but I digress. If there's anything towards your platform that can kill you and you save, it's state is saved as well. I saved right next to a bullet and every time I load I die instantly, amazing.

I am sure I missed a lot of things, but regardless - absolutely everything about the game is awful. Pick any design choice and you can say something bad about it. Pick any mechanic outside of regular walking and jumps and there's something wrong with it. There's nothing good to talk about the game.

However, all of that being said, is the game worth it's price?
No.
Would it be worth it if it was free?
Still no.
Just no.

Short but amazing. Pretty sure this is the 1st VR experience where things looked real. I mean really real. The graphics were auto set on high.

The metal and woodwork looked real.. I liked the art and minimalistic approach, but gameplay is not for the people whose not so called "speedrunners" (which i am not anymore). I think will pass this one..Really want to like it though.. This game doesn't have much depth to it and isn't worth the steep learning curve. There are no customizable gameplay settings and it has no instructions beyond a simple vague UI tutorial.. It is my first-time review paying respect to this film, as well as the indie game community in China.

Overall, this documentary presents a reflective account of Chinese indie game developers. To many outsiders, the landscape of Chinese indie community is mysterious, at best; or just a ramification of Chinese game industry known for reskined and rip-off products. Focusing on five individuals, this documentary showcases that Chinese indie developers have the same passion for and commitment to achieving game's artistic and play values like Western counterparts. The most touching part is the incorproation of contextualized issues they face in China: family pressure, sociocultural bias, market hostility, and so on so forth. Albeit with these issues, they strive to make the game, fulfill the promises to supporters, and move on as indie developers.

To English-speaking audiences, please bear with some translation issues here and there. It has been a tough work for the translation team to retain most of the original meaning while turning into English. Besides, do not be too critical of the shooting and editing. I think as a first-ever cinematic attempt to demonstrate Chinese indie community and culture to the whole world, this documentary is a laudable effort worth more encouragements and supports.. Silo 2 is a fairly decent program warned the lines of beginners than anything, however they may find a number of things to hold the lack of tutorials and support, overall it is a decent model program for its price.. Meh, even for free this game was terrible.... Best feeling ever.. super relaxing and challeging. Do you like spinning plates? This is a game about spinning plates, dressed up as a Lovecraft inspired cult "simulator".

I'll keep this brief: The compelling aspect of building a cult didn't last long for me. It was quickly drowned out by the mundane drudgery of performing my daily job just to earn enough money to keep myself fed so I wouldn't die. Beyond that, I kept falling into "despair", pulling what few coin I had into medication so I could keep myself from committing suicide. Yes, that might sound in-line with Lovecraftian horror, being so horrified of unfathomable truths that you can't keep your sanity, but that's not what's happening: My character is merely trying to live down a minimum wage job with no hope of promotion. I ALREADY GET THAT IN REAL LIFE

There's only a small hint that mentions "dealing" with my boss somehow, but when you're on the other side of the table trying to play the REAL game you don't have time, knowledge, or resources to even begin questioning how to do that. On the cult-side of the game, I'll need money to peruse the library for forbidden lore and cosmic secrets, but UH OH, I only have 2 coins left, and one is going to medication for my impending despair\/disease I contracted from not eating enough food, and the other is going toward eating food.

Simultaneously, I'm spinning a different plate trying to recruit followers that I'm not sure what to do with, another plate where I'm trying to figure out how my dreams can help unlock eldritch insights (when I'm not using this slot to recover from despair and disease), spinning another plate where I'm exploring the city for some other lead that can help me progress the game in some way (or if I have a spare coin, searching a bookstore for new lore to help me), spinning another plate to try and study the books\/lore I've discovered, spinning another plate where a detective's on my trail and I have to keep him occupied by trying to bribe or kill him (in my case, unsuccessfully), and then I'm sitting there with a certain kind of "goal" card that I know I have to use at some point but I CAN'T because the slot I need to use said goal on is being occupied by the aforementioned mundane job that--if I put on hold for even a minute--I get demoted in, making the mundane element of trying not to starve even MORE prominent.

There's a heavy time-related element that brings inherent stress to this game. If you're the kind of person who loves micromanagement, you might like this game. I could specifically see someone who loves Starcraft (or similar RTS's) liking this game. I, personally, don't enjoy micromanagement, especially when it doesn't actually have anything to do with the central focus of the game. It seemed really interesting to me at first glance, but it ended up only frustrating and annoying me.