
The Artist Torrent



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About This Game

ABOUT THE GAME

The Artist is a first person puzzle adventure inspired by other mysterious puzzle games like *Myst*, *The Witness*, and *Firewatch*. Sucked into The Artist's canvas world, you must solve the strange puzzles scattered across his island to find a way back home. If you fail, you will be trapped in the canvas forever.

Read hidden journals and examine his island closely; if you look hard enough, you can find inspiration anywhere.

FOLLOW THE CLUES

Keep your eyes open and your mind sharp - anything could be the key to solving his next puzzle.

- Explore a colorful, vibrant, and fully realized canvas world
- Enjoy atmospheric 3D sound effects and an orchestral score

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- Read books and find clues hidden carefully across the island
 - Solve devious puzzles built into the environment around you

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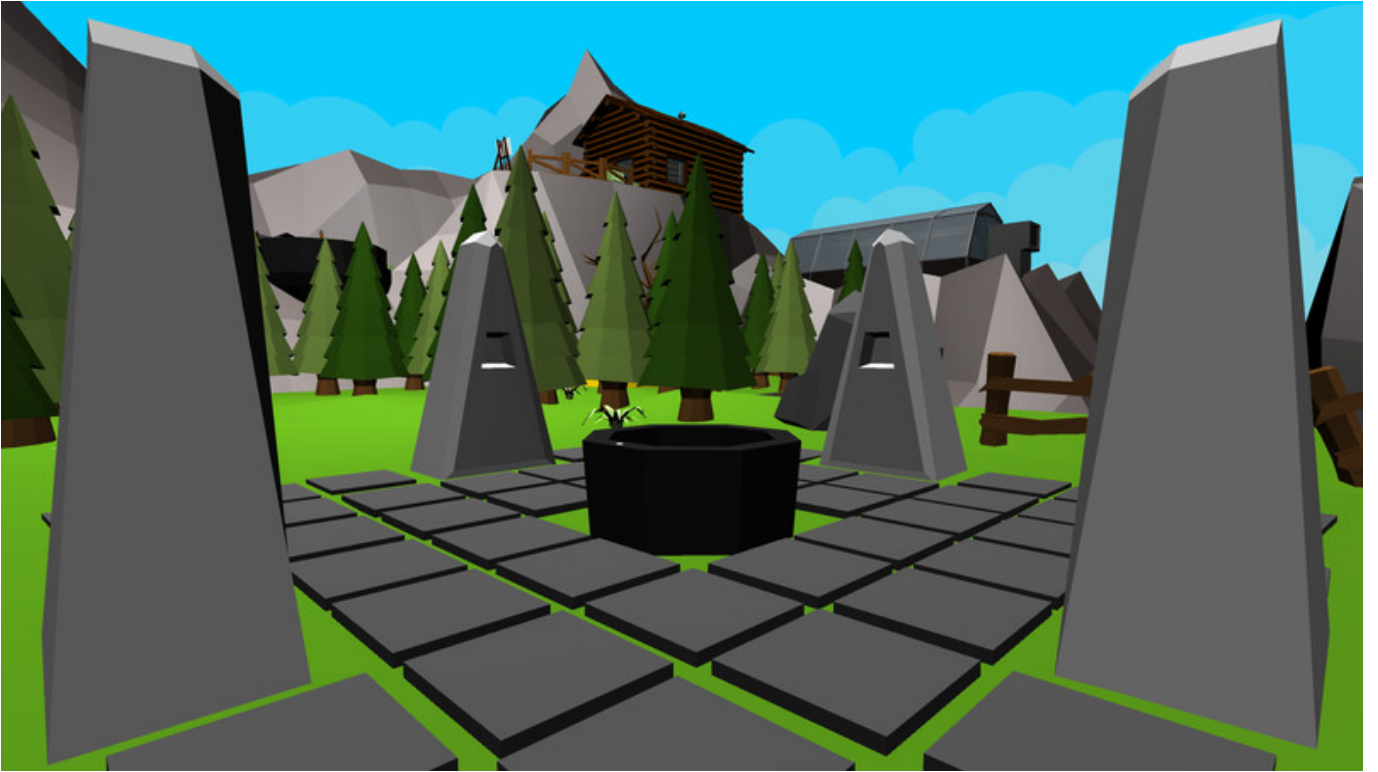
The Artist was created entirely by one person!

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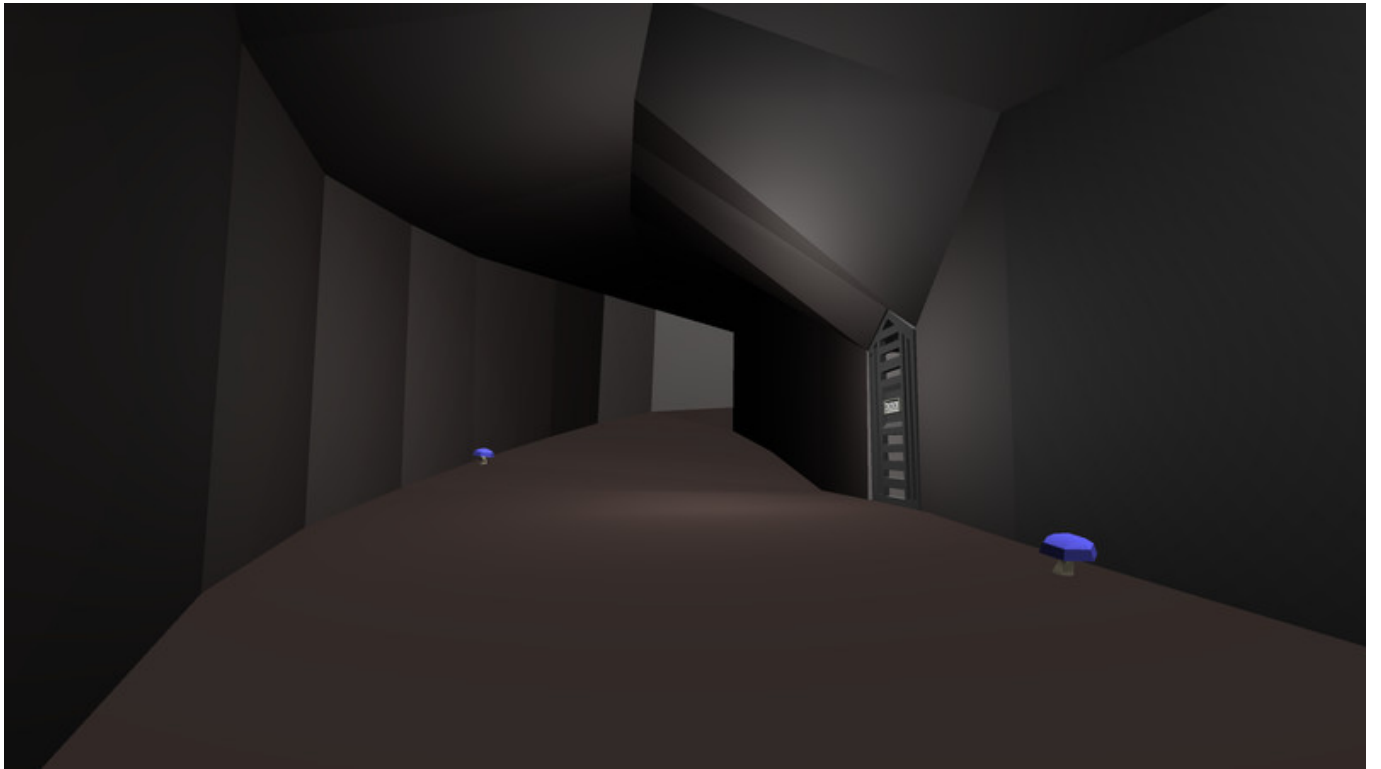
Title: The Artist
Genre: Adventure, Casual, Indie
Developer:
Motoda Media
Publisher:
Motoda Media
Release Date: 15 Feb, 2017

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English







I would like to mention that I have been in contact with the developer (we talked after I had initially purchased and started to play the game). Please enjoy my thoughts on the game!

The Artist follows the story of someone (you, the player) who is transported into a painting and must figure out the events leading to the existence of such a world. The narrative progresses through puzzle solving and exploration of the island, much like the Myst series.

You mainly interact with the world by clicking on various buttons, switches, books and locks which remain consistent throughout the world and are done so intentionally. I found puzzles involving these to not be frustrating and that entering the solution to them, once figured out, felt right. There were solutions to some puzzles that I found annoying to enter in which lead me no choice but to get help, however, these were scarce.

The puzzles themselves were all well thought out and nicely intertwined with one another. For the most part, the puzzles had an order in which they had to be solved. This means that if you are stuck, you have no choice but to continue to work on the current puzzle. Overall, I found all the puzzles to be fair (unfair puzzles are a common problem I find in these types of games), however, there was one puzzle that I felt was a bit arbitrary where the hints and clues left around did not connect in my eyes.

After the game released, I was able to contact the designer and developer of the game (it is just one person!) and streamed myself completing the game while giving my thought process. The designer seemed really open to some of my concerns and has an interest in fixing some of the issues that came up. One such issue was that I found it to be difficult to know what you are looking at as the 'crosshair' only appears when looking at an interactive object.

Story in this game is mostly served through reading books left around the world that contain information that helps drive the narrative as well as give clues about solutions to the puzzles. There was something intriguing about the world that the designer built that left me asking for more, despite finding the length of the game to be just right.

If you have some loose change and enjoy puzzly exploratory games with an interesting story, pick this up!. A difficult little puzzle game that feels like an homage to the first Myst. Even the intro music reminds us of Myst. It is a game for fans of Myst I think.

Similarly to Myst, you find yourself stranded on the beach of a mysterious island and will have to explore, uncover the game story and find clues to solve the different puzzles in order to figure out how to leave the island. But here, instead of traveling through books, the idea of the game is about traveling through paintings.

I really like what the developer tried to achieve with this game, but the present game still needs some work done. There are typos, the mouse pointer is kind of frustrating to use and some clues are way too hard to figure out. Adding colors to the shapes representing real objects would help, like drawing a yellow square for the tent, a brown rectangle for the log. But the main setback is that the save system is bugged. There is no manual save, only an auto save supposed to save your progress after you solve a puzzle. And the problem is that auto-saves are missing for two of the puzzles: The wooden lodge door and the paint puzzles. Which means that if you quit the game or if you want to experience both endings of the game, you have to redo both puzzles everytime. The lodge door puzzle only consists of reentering the door code you found out, so it is fine, but the paint puzzle requires at least 15 to 20 minutes to redo all the steps to complete it, so it is kind of frustrating (also given that it is the longest puzzle to figure out), because it means that you have to complete the whole game to avoid redoing it again. I do not really like spending many consecutive hours on a game, so I ended up directly looking at the last puzzle solution in the walkthrough to complete the game. I was disappointed in this, I so much prefer taking my time trying to solve puzzles.

So anyway, I quite liked the idea of this game, but I am not sure if I can really recommend the game in its current state. If you like Myst-like games and have a whole day or week-end to throw at it, I would say go for it. But if the developer could fix the save system or even improve it by including manual saves, it would make the game much more enjoyable. I'll update my review when this is fixed.. This game was fun.

Has fun elements from other puzzle-adventure games!

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