

### About the game:

× An interactive adventure game developed by the palace museum and net ease games in China.

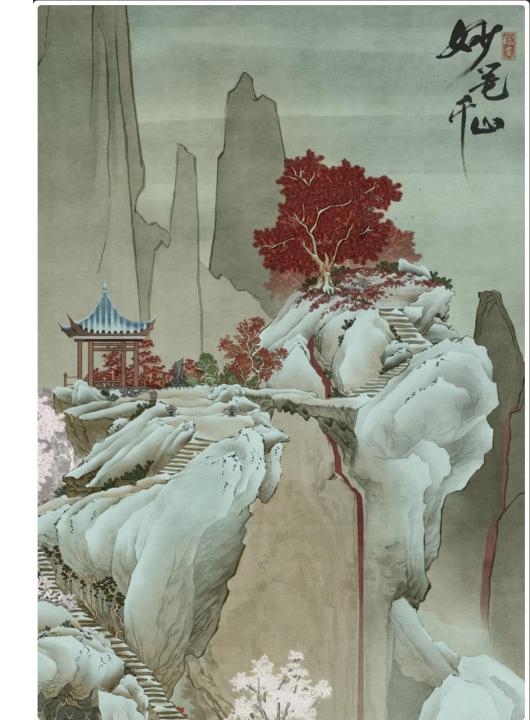
× Uses a traditional Chinese art style in game

× Gameplay: players have to navigate the game by solving the puzzles and putting the items in the right place, completing the story.



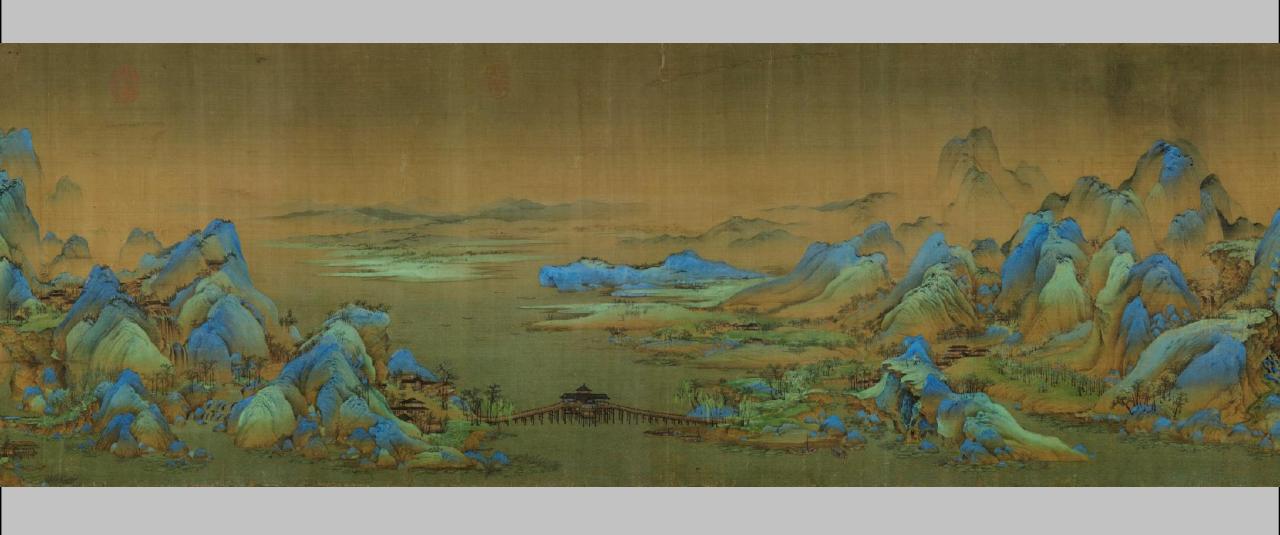
# Meanings within the game:

- × 1st painting:比翼 (Love bird)
- × 2<sup>nd</sup> painting: 沧海 (Deep Sea)
- × 3<sup>rd</sup> painting: 两仪 (Duality)
- × 4<sup>th</sup> painting: 太真 (?)
- × 5<sup>th</sup> painting: 希孟 (?)





山中枫叶尽染红



#### 入眼入心,上古传说徐徐展开

画面是游戏的躯体,而内 容才是灵魂。为了让玩家们最 大程度体验到青绿山水的魅力 《绘真·妙笔干山》采用了解 谜这一操作度和精神紧张度都 较低的玩法,并竭力弱化玩法 属性,将更多的精力投放在了 内容的展现上。

## What inspired me:

- The use of Chinese art style since not many people tend to use traditional Chinese painting style in gamesThe game has a very good soundtrack: <a href="http://hz.163.com/">http://hz.163.com/</a>
- Offers a different take on how to use stories in games.

## What I disliked:

- Animation is a bit weird in some parts.
- Some audio
  sounds(sound effects)
  are weird.

