
Mu Cartographer Addons

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About This Game

Mu Cartographer is a contemplative game experience which combines colourful sandbox and experimental treasure hunt. Manipulate an abstract machine that gives you the po 5d3b920ae0

Title: Mu Cartographer
Genre: Indie
Developer:
Titouan Millet
Publisher:
Titouan Millet
Release Date: 29 May, 2016

English

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Want to learn how accepting of ambiguity you can be?. A game with no clear instructions or point, but I don't want to put it down.. Play this game.. This is like nothing you've played before. Open your mind and be careful.. i found this game randomly by scrolling through my recommended list and after completing the game i have to say this was a suprizing amount of fun. i really enjoyed hunting down the plot points to unravel the story. i recommend playing this game if you want to have fun while uncovering an interesting story.. When you start this game for the first time it feels like when you just aced a job interview and got the position but you lied about your credentials and now you have to make it work somehow.. Now this is an actual hard game compared to all the other games I have, I love it the music is lovely. The gameplay is pretty fun and majestic finds. May want to add at least a basic introduction but still farely easy to figure it out after like a half hour. But I'm thinking that they purposeffly had no instruction manual so thay can punish the people who only use the guides.. Wow, this is a new level of obtuse weirdness. But it's quite enjoyable if you like pure exploration and discovery.. I finally finished the game, and now I have some things to say about it. Ah, but keep in mind that I like this game, and thus I'm a bit biased, I'm afraid. (And forgive whatever

random grammar flops I managed to make in this review. XD) Side note: I played more than 2 hours, I just play games offline. :) This game is one of these obscure confusing sandbox-puzzles which fit only some very specific tastes. It's beautiful, can't argue with that, and its sound design is quite pleasant, but gameplay. I believe not everyone will like it. It's not even a sandbox game per se - rather, it's a game about exploring what the game interface can do and how it works by experimenting with it on your own. And it has very little to do with actual cartography besides mentioning it in the lore. The main goal of the game (putting aside sandboxes' usual lack of goals) is to understand the logic of it. At the start, there's no tutorial. No explanation. The player is given this whole confusing interface to work with, and the only hint about what to do is the blue highlight on the things you have to interact with - and even it doesn't always appear. In other words, at some moments you'll probably be acting blind, randomly pressing buttons and hoping it will achieve something. Don't get me wrong, there is logic behind the workings of the puzzles, you just have to tinker a bit to understand it. Even now, after finishing the game, I'm not sure I fully understand one of its mechanics. :D The not-quite-puzzles, once you understand the mechanics, are simple, and can sometimes become a chore to do - especially the ones that don't immediately offer you at least one highlight hint, forcing you to randomly switch locations and surroundings to try to find where on earth is the next note. Once again, maybe I missed some mechanic behind it, I'm not excluding this probability, but random search for clues was a bit annoying. But then again, maybe it's my fault! XD Some of the mechanics also need precision in moving the switches, which isn't exactly a plus in my book, but at least there are no music-related ones. Of course, you don't really need to do all that if you don't care about the mystery lore and some colour schemes and objects unlocked after collecting things. It works as a sandbox, I guess, but I found myself trying to actually collect scattered notes almost immediately. It's nice to have an exploration incentive! The graphics and sound are good. Watching landscape change is fascinating, and by fiddling with the interface you can create some very nice views. I loved the different colour schemes (Radish one is simply great), even though most of the are very bright and not at all realistic, which is the point, I suppose. The in-game structures you can find look beautiful as well, and remind player of real life geographical objects. The music/ambient sound fits this confusing world and doesn't distract from playing. Now, the story. The story exists, but it's presented through bits and pieces of characters' logs. Most likely you won't be unlocking these chronologically, making them even more confusing. In fact, I stopped reading them halfway through the game and then just read all of them at once after unlocking every single one. But they do indeed form a story - and a thoughts provoking story, in my eyes. It's not a very complicated one, but I did find myself sympathetic towards the characters. And I do think of them as characters, even though they are kind of based on real people, but that connection is very weak, so yeah (minor spoiler regarding characters' origins). In conclusion, this a strange, but good game about fantastical transforming landscapes, with main goal of figuring out how the game mechanics work, and with some plot delivered via diary-like notes by characters. And a visual sandbox.. Mu Cartographer is a relaxing game about discovering a foreign land through the lens of journals kept by the explorers who have gone before you. The only tool you have is a mysterious machine whose inner workings are left to you to figure out. Gameplay is fairly straightforward - use the machine to discover new things. Initially, the problem is understanding what all the bells and whistles do. But soon enough, the game revolves around finding locations and solving mini-puzzles in order to discover more things. One complaint I have is that it becomes a bit tedious to find new locations if I have no idea where to look, but the thrill of discovery keeps me going. Overall, I recommend this game to those who are interested in the central conceit of having nothing explained to you. You are left alone to wander through the marvels of this enigmatic, multidimensional land, where the seas meld with the mountains, and the mere act of observation is enough to transform the world.

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