
Dyscourse Xforce

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About This Game

Dyscourse is an interactive choice-based narrative adventure game where you journey through a stylized world of choice and consequence. You play as Rita, an unfortunate art 5d3b920ae0

Title: Dyscourse

Genre: Adventure, Casual, Indie, Simulation

Developer:

Owlchemy Labs

Publisher:

Owlchemy Labs

Release Date: 25 Mar, 2015

English

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I absolutely LOVE this game! Every play through is so quick and concise, thus making it incredibly replayable. You play as Rita, one of the six survivors of an airplane crash, and getting stuck on an island forces you all to find ways to survive together. What can I say? Each character is unique and nuanced, and there are tons of different things you can find out about them from subsequent playthroughs. I was pretty surprised by how much I didn't know a character until I went back and talked to them more, as well as get them to tag along for the daily task of survival. This could range from foraging for food, exploring the crash site for supplies, along with several ways to get off the island. The combination of choices and outcomes seem almost limitless and you will find yourself wanting to explore the differences. And not all of them can be waited on, as there are some choices you need to make under a timer. These of course could mean life or death when your fellow survivors are about to be attacked by the island's wildlife. You'll be weighing your choices on what secret (if any) alliances you'd like to make with one or more

survivors, and who to favour in your quest to survive. What I love about the playthroughs I've done by now is wondering who to save and who to let go of. Sometimes I feel cynical and don't mind if someone dies, but then other times despite how inconvenient they can be, there are certain skills they possess that can help our group progress if I had only let that one person eat!!! Anyways, I highly suggest this game at either full price or discounted. You can't go wrong with it.. By no means a bad game, but not worth fifteen dollars for the amount of content. If it seems like your kind of game, wait for a sale.. This is one of those games that needs a 'maybe' rating for the review. It's a good idea. Plane crashes on desert island, you, the sensible person, have to lead a group of idiots to survival over the course of a few days, while waiting for rescue. Simple as that. Works rather well too, in the sense that choices certainly do affect the outcome of the story somewhat. But it is rather simple, and figuring out all the different 'pathways' and variations of those pathways can be a fun thing to do. However, it isn't as in-depth as people make it out to be, you can have a husband and wife be rather blasé about one or the other committing murder for example, even when their relationship is absolutely rock bottom, where the expectation is for some actual 'reaction' to happen, to push them over the edge. Where Dyscourse fails is in its characters and the direction the game takes with them. As I mentioned, the idea of the desert island survival story is a sensible one. But the characters are something out of a poor hack's comedy show. There's the husband and wife, who seem relatively normal. The absolute bat-snot insane conspiracy theorist, tin-foil-hat, rage inducing idiot "Teddy" who will spout off all sorts of ridiculous rubbish about THE NANOMACHINES! and the ALIENS!!!!!! And omg the sand has ears. Oh shut up, you delusional nutter. There's the 'gamer', and I use that term ever so mockingly because apparently gamers IRL would go out in a thunderstorm and suggest a lightning strike means a Black Mage is nearby. Wut? Dude, get a grip. And then the office jockey, who seems to have an unlimited amount of cigarettes, who mopes like that one friend who tries to find a negative in absolutely everything? "Good morning!" "Nothing good about it, oh woe is me, I wish some rock would casually stone my brains out." "Jesus Christ mate, all I said was good morning!" "And woooooooooo I am still alive, to listen to your mundane voice, please kill me now!" If you find that sort of thing absolutely, knee slappingly, hilarious, then Dyscourse is right up your alley, a survival game with absolutely "hilarious" characters. If, like me, you find that sort of thing absolutely moronic, then Dyscourse is probably not quite the game for you, and it is a shame because the idea is a relatively simple, safe one that really should work no matter what, and yet the developers somehow managed to actually make it almost unbearable to get through. (Additionally, turn the 'voice effects' sounds off, it will save your sanity.) So yeah, get it on sale if you absolutely must. Don't bother if you feel those characters I summed up above are unlikable people, unless you want to buy it just to kill them, which some of you will, so go for it. (Game rating: Mixed.). This game has a great story, great artwork, Very funny stereotypical characters, Its a replayable game and the choices you make in this game totally reflect the reality of what it would be like if you were stranded on a dessert island.. Dyscourse is a really different any interesting game, overall its a solid game but has some flaws. The pros: Its like if 'Lost' had choices that YOU choose (Similar to Life is Strange or The Walking Dead), the artwork and atmosphere is really well done. Every moment in the game I feel nervous and eerie and the amount of outcomes and choices are so hearttearing. The characters are realistic and have their pros and cons, there is no one character that is perfect or evil. which I love because they're not cliché. For instance one guy is super nice but is always paranoid and it gets annoying, one lady is kind but doesn't make the right choice and it's a bit of a critic. The timer when you make choices also adds to the tension and is great, after every choice you instantly feel like you made the wrong one which was perfectly done. The variety of deaths are also really cool and it has an amazing amount of replay value, I want to replay it to get every single outcome. The middle: There is some stuff to say in the middle, the beginning is pretty abrupt and I'm not sure how I feel about it. it doesn't pull you in the first five minutes of playing and takes awhile. The puzzles are generally simple which is a con and a pro, there was only one puzzle I struggled with and it was unique which was good, so the puzzles are unique but simple. I'm also mixed on the soundtrack, it was good but I feel like if the devs went a little further on the soundtrack it could have improved the game. The cons: I actually don't have a lot of cons, I wish they did voice acting instead of mumbling and exploring your area can be frustrating sometimes because the controls can make it awkward to move around. Sometimes the choices confuse me though, for instance I gave food to one lady one day and didn't give her food another day and then she died from starving. Overall: Overall this game is solid, if you enjoy games about choices and point & clicks this is for you. I'd give it a solid 8/10.. It's difficult to be sniffy about Dyscourse. It's frank in its intentions, makes few pretensions above its station and manages to be sweet, but not saccharine. The premise is of a garden variety 2013 an amalgam of Lost and Lord of the Flies, played by the cast of an American sitcom reading a script heavily workshopped by indie game developers. It's not as funny as it might be, but it manages to eke enough out of its cookie-cutter characters to raise its replay value. This is essential, since a single, successful playthrough of the story is likely to take well under an hour. Giving more attention to individual characters who may otherwise die or retain their carefully teased secrets 2013 your time is sensibly rationed from day to day 2013 is one incentive to hit the restart button at the end of an adventure. Another is to explore alternative options for your survival or escape from the island, and this ends up being the more rewarding. Characters respond differently to different situations, and the game was still managing to surprise me with new and often progressively uglier scenarios as I peered further into the depths of the island. Admittedly these depths are fairly shallow. Do not expect ground-shaking revelations or profound plot, but rather the gradual disclosure of additional, neat set pieces, with pleasingly varied outcomes depending on the characters that remain in your party. Whether or

not this is likely to hold your attention as you wade through the early scenes of the adventure each time will differ from player to player. However, the addition of a 'day rewind' feature after you've played through the story once, allowing you to reset to any given day on your current adventure, will please those wanting to test out different permutations of the plot mechanics and achievement hoovers alike. Ultimately, if you enjoy choice-based adventures you're unlikely to be disappointed with Dyscourse. If it's not on sale the price is perhaps on the high side u2013 having clocked four hours of gameplay I doubt I'll go back for more. But the simple and lovingly created art style is really worthy of commendation, however one-dimensional the characters often are. An addendum u2013 while it is largely confined to the scripting of one character and some painfully dull extra content (really, do not play this), Dyscourse suffers from a syndrome that manifests when game developers talk so much about game development that they convince themselves it would be interesting to add myopic industry chatter into their game. I hope I can speak for all lovers of story-based games when I say that we'd much rather they spent their time on intelligent writing and refrained from indulging in self-satisfaction of this order.. It's cute, but. that's about all I can say. The gameplay is about an hour, but is intended for you to replay for different results. I've played through three times (and my sister played it half-way through once.) The thing is, the game lacks tension and can be really tedious-- especially afer the first playthrough. The graphics are sweet, like a children's cartoon (not really my cup of tea, but not terrible). There are far too many points where you are waiting while nothing of value happens. Like waiting while your charcter passes out water to other characters-- no dialogue, no story bulding, not even something pretty to look at. just. waiting. Some of the dialouge is amusing, but not the majority. If anything can be said for it though, (minus the first 15 minutes) the choices you make do actually change how the story is told and determine who lives and who dies. Unfortunately, I never felt strongly about any charcter or situation, so all the excitement that should have been present in making a choice was lost. I guess the game is interesting, but not impressive and not exciting. If the game is ever on steep sale, maybe pick it, but for \$15.it's a hard pass. Note: recent edit was done to fix spelling errors.. A very short game (about an hour) that banks on you wanting to replay it many times in an attempt to rescue more people than before. Unfortunately, it gets so bogged down in the dialog and the ten thousand times you seem to have to hit the "more dialog" button that after getting rescued an hour into playing, I had absolutely no interest in revisiting the game. A clever idea with a nice art design that suffers a lot from the tedium of its mechanics.. Dyscourse is a pretty cool game where you make decisions and carry your character and influence what other will do. Every decision affects what will happen. Many things are possible, one run is pretty short (1 hour for the first, and half an hour when you're used to it). What's fun about the game is trying to find some combinations, clues, and learn the story of every character. Of course there are 31 achievements for the lovers, some of them are pretty tricky to get.

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