
The Rainsdowne Players Download 100mb



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About This Game

A creativity-driven RPG about a rundown theatre and pleasing its unruly clientele.

Nobody said that opening a theatre on the wrong side of the river was going to be easy! The roof may be leaking, and the audience may be armed to the teeth, but nothing is going to stop the Rainsdowne Players from becoming the premier (and only!) theatre troupe in town!



Features:

- Correctly handle 'friendly encouragement' from your audience, in the form of thrown bottles, tomatoes and even the occasional fish.
- Collect inspiration cards from the audience, and combine them to concoct new plays to please the pickier customers.
- Hang out with a homeless cat who likes board games.

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- Convince the ticket desk clerk not to leave her dead end job.
 - Survive a boss battle in the form of several hundred disinterested schoolchildren.
 - Plays like if Paper Mario and Majora's Mask had a child, but the father was secretly Rhythm Tengoku.



The Rainsdowne Players is an RPG about winning hearts and minds. Explore the town of Rainsdowne and get to know the peculiar inhabitants, all of whom may have a particular play they want to see, even if they don't realise it yet! Gather inspiration in the form of cards and use it to build the narrative of your next show, but it's never quite that simple and whether dodging projectiles or surviving a sword fight, you've got to actually make it through the performance in one piece!

A note from the Rainsdowne Tourist Board:

Due to a faulty and irreversible weather charm several hundred years ago, the town of Rainsdowne does get an awful lot of rain, but don't let that dampen your spirits! There's lots to see and do around town:

- Try and sink some questionably depicted pirates at the cannon range.
- Take part in our lively card battling scene. There's always a tournament running.
- Enjoy some surprisingly relaxing fishing by the docks.
- Enjoy some surprisingly non-relaxing yoga in the park.
- Take to the stage at the Royal Flush bar, which was definitely not a public washroom only a few weeks ago.



Title: The Rainsdowne Players
Genre: Adventure, Indie, RPG
Developer:
Steve O'Gorman
Publisher:
Steve O'Gorman
Release Date: 18 Sep, 2018

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English





Volcano.

An explosive setting for some drama.



Long story short, The Rainsdowne Players is delightful, full of charm, and unique. If you're the type of person who enjoys games which focuses on its great, lighthearted writing, but still have well-developed game mechanics that compliment the story, then you should strongly consider this game.

You control two actors, a boy and a girl (both which you name) as they put on plays to entertain the people of the town. You'll go through the town as both characters to gather ideas for plays, such as possible settings, characters, or objects you can use. Then, you put these ideas together to compose a story. Each story has five parts: a main subject, a location, a goal for the subject, a twist, and an outcome. You can try figuring out good combinations of stories, but you are also encouraged to talk to people to gather hints on what they want to see in a play. With that said, you are also heckled during your plays; audience members will throw a variety of items at you during your play, and you have to dodge them in order to finish the play. Dodging is simple (press left for the character on the left to dodge, and press right for the character on the right to dodge), but it gets harder to dodge everything the more plays you consecutively finish. Between the challenge of dodging everything the audience throws at you and getting to see the characters put on these plays, these performances are very enjoyable to play through.

The game's writing is very well done. The characters are enjoyable to read and watch and the game has some funny moments. Further, the game has a great ability to provide you new twists to keep the game fresh and interesting. There are two alternatives to putting on plays (dramatic sword fighting and karaoke) which provide different gameplay challenges, and there are other gameplay twists and surprises to keep you on your toes. Overall, it's a very entertaining, fun adventure.

My biggest frustration with the game is that it can be hard to figure out exactly what plays some town members want to see. While there is an in-game hint system, it is purposefully limited; oftentimes it will not tell you what you need to know in order to please town members. With that said though, the main story is straight-forward enough; the only times I felt like I didn't know what to do next, the solution was for me to just pass through another in-game day before something happened.

Overall, I recommend this game. It's one-of-a-kind, well-designed and, of course, does not cost much as well. I really enjoy it when I find hidden gems, which means that I loved finding this game.. WOW!

I honestly didn't expect too much when I played it for the first 15 minutes. Small map. Uninteresting npcs. Repetitive. Then the story starts to unfold and more places are unlocked and if you don't like to play on the stage, you can still have other options to proceed with it which is a good idea.

This game is very well balanced with regards to the pace of the story and the length of each round. It is definitely worth the price of under \$5! I am only about 25-35% done with the game at 3.8hrs :)

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