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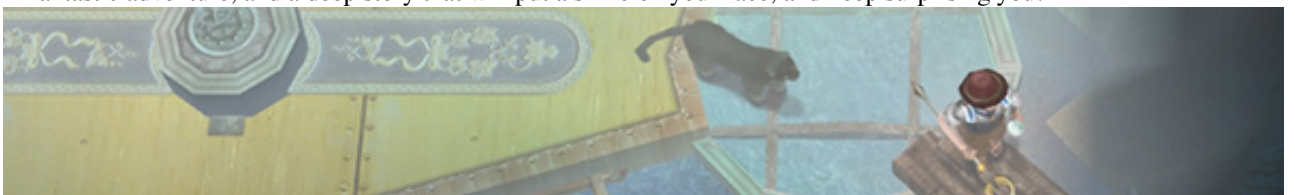
## About This Game

The beautiful, enchanted world of Driftmoon trembles in the shadow of a forgotten evil, for the dark King Ixal is again gathering his forces.

Hope lies in an unlikely alliance: A young man joins forces with a little firefly dreaming of stardom, a panther queen with the ego of a moon whale, and a very determined fellow who's lost everything but his bones, and still hasn't given up. Knowing nothing of the amazing adventures and the fearsome foes that await them, the party embarks on a journey like no other.

Driftmoon is an adventure-roleplaying game, full of exploration, smiles and surprises, captivating stories and quests, charming characters, and countless delightful details.

- A fantastic adventure, and a deep story that will put a smile on your face, and keep surprising you!



- Plenty of personality, wit, humor and goodwill!



- The rich, magical world is filled with captivating personalities, and zillions of things waiting to be discovered!



- Powerful editor and one-click mod sharing system.



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Title: Driftmoon  
Genre: Adventure, Indie, RPG  
Developer:  
Ville Mönkkönen, Anne Mönkkönen  
Publisher:  
Instant Kingdom  
Release Date: 26 Feb, 2013

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English

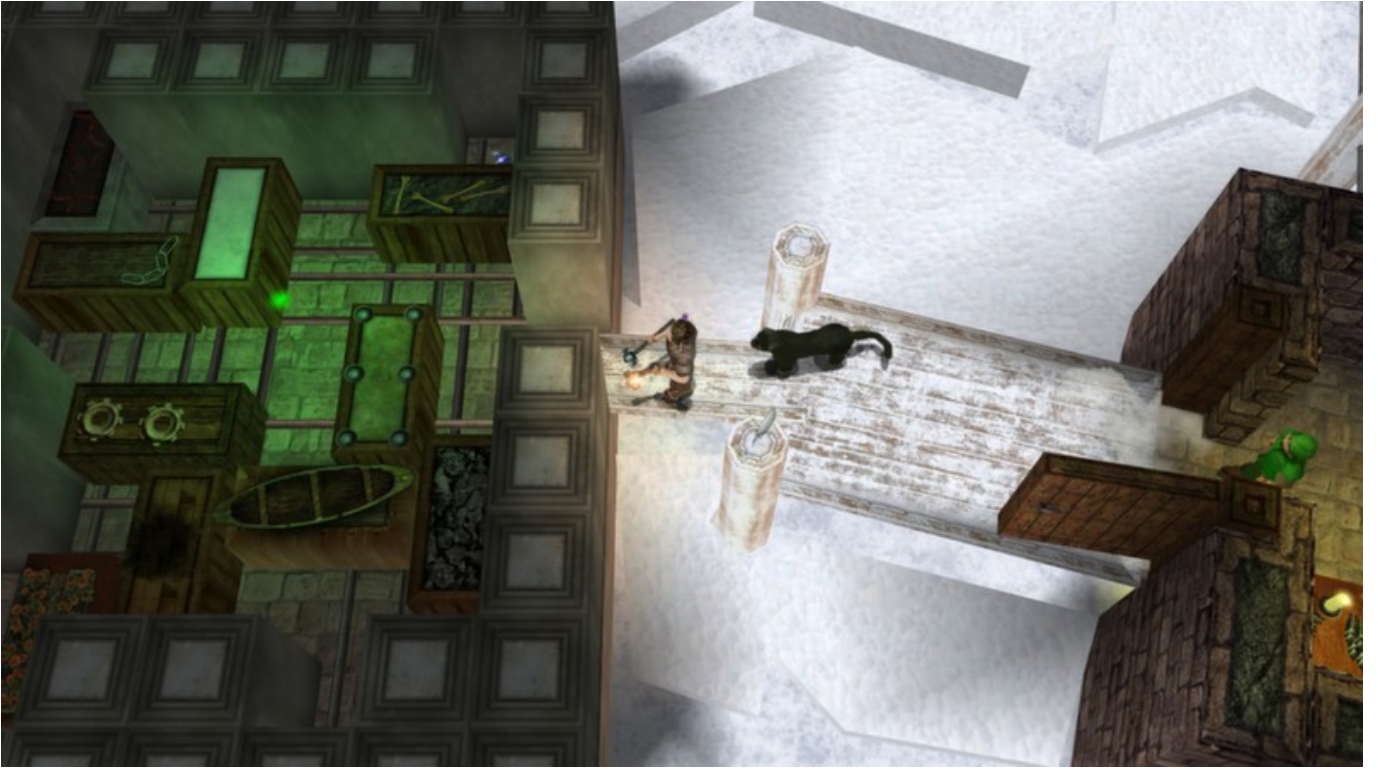




Dave - "A date! You've got a girlfriend!"

Blotch - "Aye! I've got a great big whopper of a girlfriend! I met with this lovely lass on the way here, a Moonwhale. Her name is, er... Well, can't say it above land. I be meeting her on the next tide."

- 1: "A Moonwhale? Isn't one of those a bit out of your league?"
- 2: "Blotch! What are you doing here?"
- 3: "Bye."



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I don't remember playing such a marvellous game recently! The humour, the story, the ideas, the dialogs, the characters... everything is so gooooooooooooooooood! The game also conveys a lot of important life values so just for that it's should be played.

GREAT!. Really enjoyed this one, played it through a couple times to try and find all those goldfish and REALLY appreciated all the Monty Python references. Had a nice top-down dungeon-crawling feel, maybe not everyone's first pick when it comes to graphics but i kinda like the more polygonal look of yesteryears.. great indie RPG :) <3. Beautifully written with pretty graphics and a fairly complex story.. Nicely written, nice little game with a lot to offer.. TLDR:

A charming fantasy adventure RPG highly reminiscent of the classic masterpiece, Ultima 7: The Black Gate (arguably the best of the series), albeit with more tongue-in-cheek humor.

#### Review:

Driftmoon is a 3rd-person isometric fantasy adventure game with light RPG elements that never takes itself too seriously. The plot is fantasy-standard stuff: village destroyed, chase down the big bad with the companions you acquire one-by-one, maybe even fall in love along the way, and it does so with tongue firmly planted in cheek. That's not to say that this is a silly game or a parody, but that the game has a very light-hearted feel to it, as opposed to say, Diablo or Dark Souls; this game doesn't want to punish you for playing it. I compare it to the masterpiece Ultima 7 both because they are each a mix of dark themes and humor, they each have the top-down oblique view of the world, but also because Ultima 7 was a clear inspiration in that the "Hoe of Doom" from Ultima 7 makes a cameo in Driftmoon.

While there are a range of difficulties you can play at - to adjust the challenge of combat to your taste - the overall difficulty of the puzzles and exploration seems aimed at the new adventurer or casual RPGer, and I think it does it in a way that does not require the typical level grind pervasive in so many hardcore RPGs. In fact, the designers even provide a cheat for you to use at your discretion to boost your levels as you wish, should you be unable to overcome a particular boss; this is part of what I mean by a very light-hearted experience in that the game is fairly forgiving if you don't do things just right. There are also a mind-boggling number of add-ons provided with the game to tailor it to your desired experience.

#### What I liked about Driftmoon:

- I liked the tone of the game; particularly with so many adventure games having a very dark feel to it.
- I liked that there was enough game here to provide almost 10 hours of entertainment without requiring me to spend

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hours grinding mobs to level up.

- I really liked the add-ons and user-designed levels that came with the game, that ultimately helped not only tailor the experience of the main game, but helped extend the play beyond the main game. Unfortunately, some of the user-designed experiences are better than others.

What I didn't care for about Driftmoon:

- I felt that the differentiation between the combat skills you could acquire was not great. It felt like they were trying for different play styles but the balancing between the different play styles felt uneven. For example, the tools are there for you to be an archer, but the implementation is so clumsy so eventually give up and go bash the monster in the face.
- The silver feather collection mechanism was a bit too clunky for my taste, both in implementation and design. The game gives you no real reason to collect these, and as they can be a bit challenging to find, you may not even try all that hard to do so. Yet if you do not collect them in sufficient quantity, you'll deeply regret it later.

. Great game, kind of a casual rpg, but if you're looking for something that's not so stressful, decent customization, and basic spells/crafting, look no further.. This game does not have the most advanced graphics you've ever seen. There, I said it, it's the only point that I could allow myself to bring on the negative side of this review.

What you will find in this game however is:

- A carefully, and brilliantly written story that will bring you smiles along the way.
  - Clever, funny and original dialogues with a great number of references towards very well known sci-fi/fantasy book authors and old-school games.
  - Original and most often - unexpected - characters.
  - Pretty graphics, and a top down view that made me fondly remember the good old days of Ultima VII... but also of Baldur's Gate in terms of dialogue display (bright, and beautifully drawn character portraits)
  - Omnipresent, simple and clever comedy
- I very highly recommend this game if you want to enjoy a LOVELY, brilliant, albeit short RPG that will make you want to reinstall these old-school RPGs you remember from your childhood.
- For younger buyers, don't hesitate, this game really deserves to be played by anyone.

I really hope these guys make another game that will struck the same vibes.. Quest items can get stuck in places where you cannot get them back. Cannot abandon quest. Nor does the quest log realize that the character doesn't have the needed items yet it tells you to do something with them. Technically the quest was filled but still couldn't progress. Sad to see such glitches still happen on the main quest. Lost too much time to want to play it again. Be very careful if you want to enjoy the game because a misclick can cost too much progress.. NOTE: I will eventually update my review as this is like only 45 minutes in.

this game is charming as ♥♥♥♥♥. The graphics suck, but never mind those. theres worst things on the market.



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This game is wonderful. I bought a STEAM key for £2 on a website where it was on sale and it's the best £2 I ever spent. The story is fun and the gameplay mechanics are pretty basic but the fun is in the dialogue. I met a skeleton who was digging a hole to the other side of the world. He'd been digging for several years but he was digging diagonally. When I told him he needed to dig vertically (he was kinda stupid) he started all over again. I couldn't stop laughing at this.. Small charming story.

Probably does not worth its full price but still a nice small game.. pretty, and boring  
quit playing after 2 hours.

technically poor, game mechanics are not so interesting.

story is quite average but the serious point is that this game never captured me and never made me wanting to play more or discover other that it may have to offer

basically, there are much more interesting games to play. On to the positive...

Charming little adventure/RPG that reminded me of the good old Runescape days but with far less content and things to do. I do recommend this game however I would wait for a good special or a bundle somewhere, the price tag is a bit steep for the lack of content and duration seeing as most of the "game" is coming from the conversations being had between the various characters you meet throughout your journey.

On to the one negative...

I also have one major complaint about the game in which can easily be overlooked, but thankfully with a bit of exploring you can come across this rather irritating piece of content. I'll just quote it from [gammela\[jo\]/\[b\]](#).

**I have one big complaint about the game though, enough of one that I can't recommend it. The game makers want to share their love of God with you. One of the hidden books you find in the middle of the game, if you are a diligent searcher, has the entire Old Testament in it with the disclaimer that you aren't expected to read it if you don't want to but the Devs need to share their belief. After that, the amount of times your character is told to pray because of danger is infuriating. When I buy a game, especially a fantasy game, I am not paying for the Devs to evangelize at me..** Lovely little top down RPG. Simple enough but it's got a warm heart, good sense of humour. Can't ask much more than that for a small, cheap action RPG.. The story is linear, the graphics, sounds and music aren't all that amazing, but you can't deny this thing has real soul. The (married) couple who are the devs really put their hearts into it, and it shows.

It's pretty family friendly and naive in a cutesy way, great for a younger audience, but the humor still hits home even for an old sod like me. The story is, like I stated quite linear, and it's very derivative of other RPGs, but it's presented in a way that I can't help but enjoy every second of. Besides there are a few really original sidequests in each area that give you plenty of stuff to do (and laugh at) while you play.

One thing I dislike are the slightly preachy Christian undertones, but it doesn't stop me from greatly enjoying this little gem. Very highly recommended for the price, and with bigger mods incoming you might get even more bang for your buck.

\*I played this before the steam release, but in it's final release.. Nice charming little RPG. I finally got around to finishing this and don't regret it especially at its price point. They nailed the UI and crafting and fast travel - fast and seamless without wasting my time. The story doesn't pull any punches either with regards to the bad things the enemy is doing.. Amusing, and too short.. is it a great game!

one of best and most fun i've played.

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