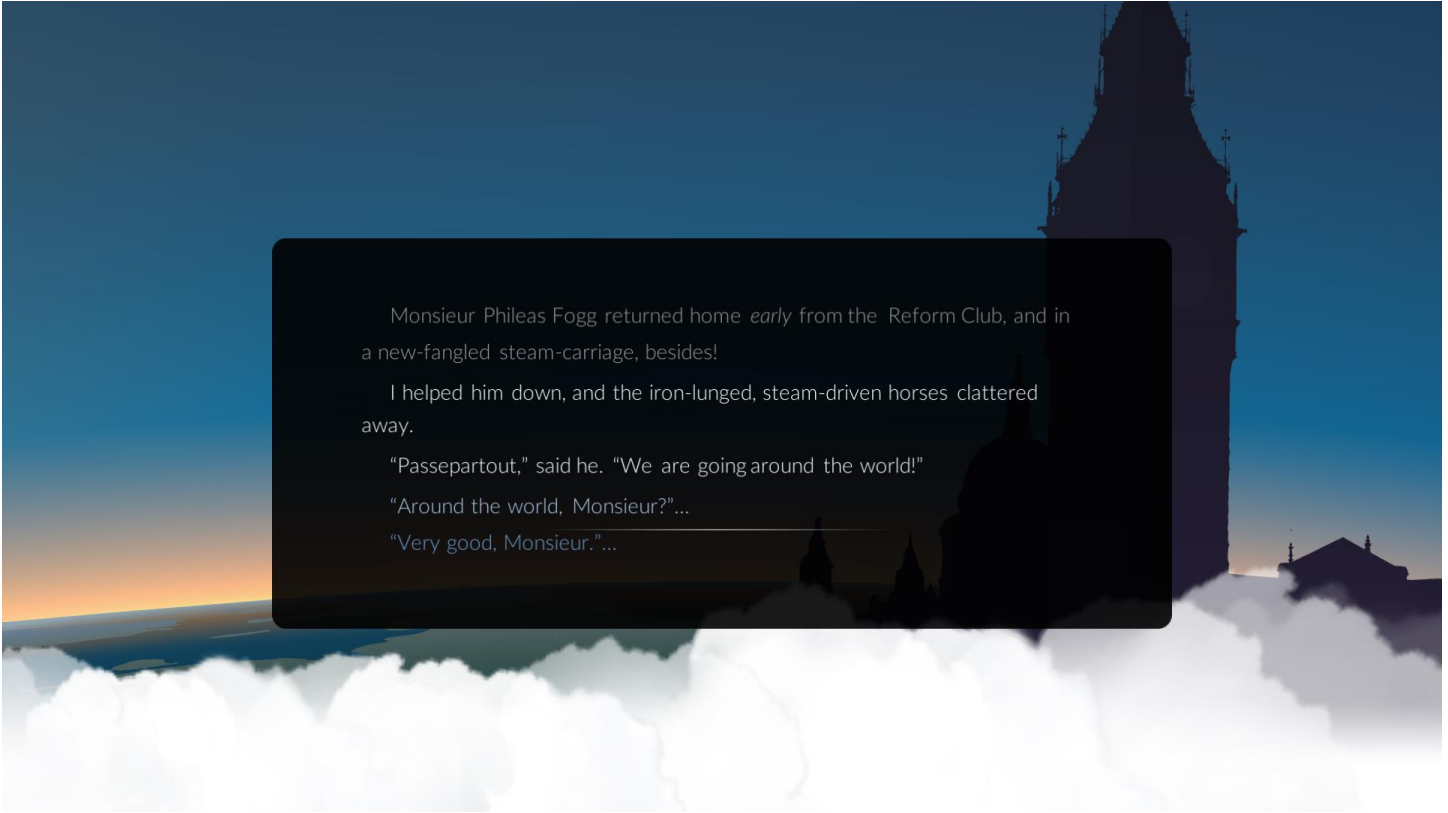


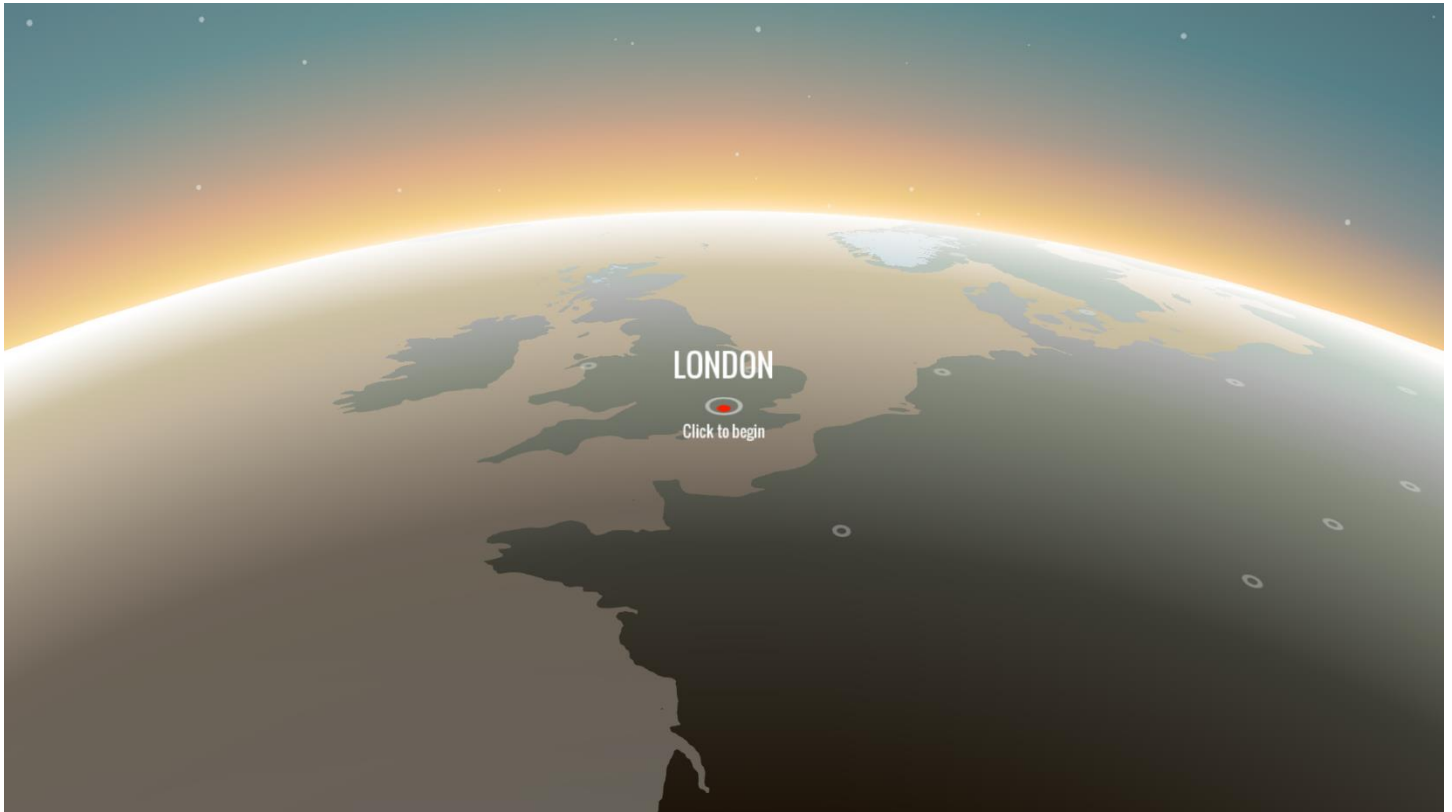
Overview of Game

80 Days is a game based on the Jules Verne novel *Around the World in 80 Days*. It is based in a steam-punk version of our world with Victorian level inventions. The player takes on the role of a manservant to an English lord who has made a wager that he could travel around the world in 80 days.

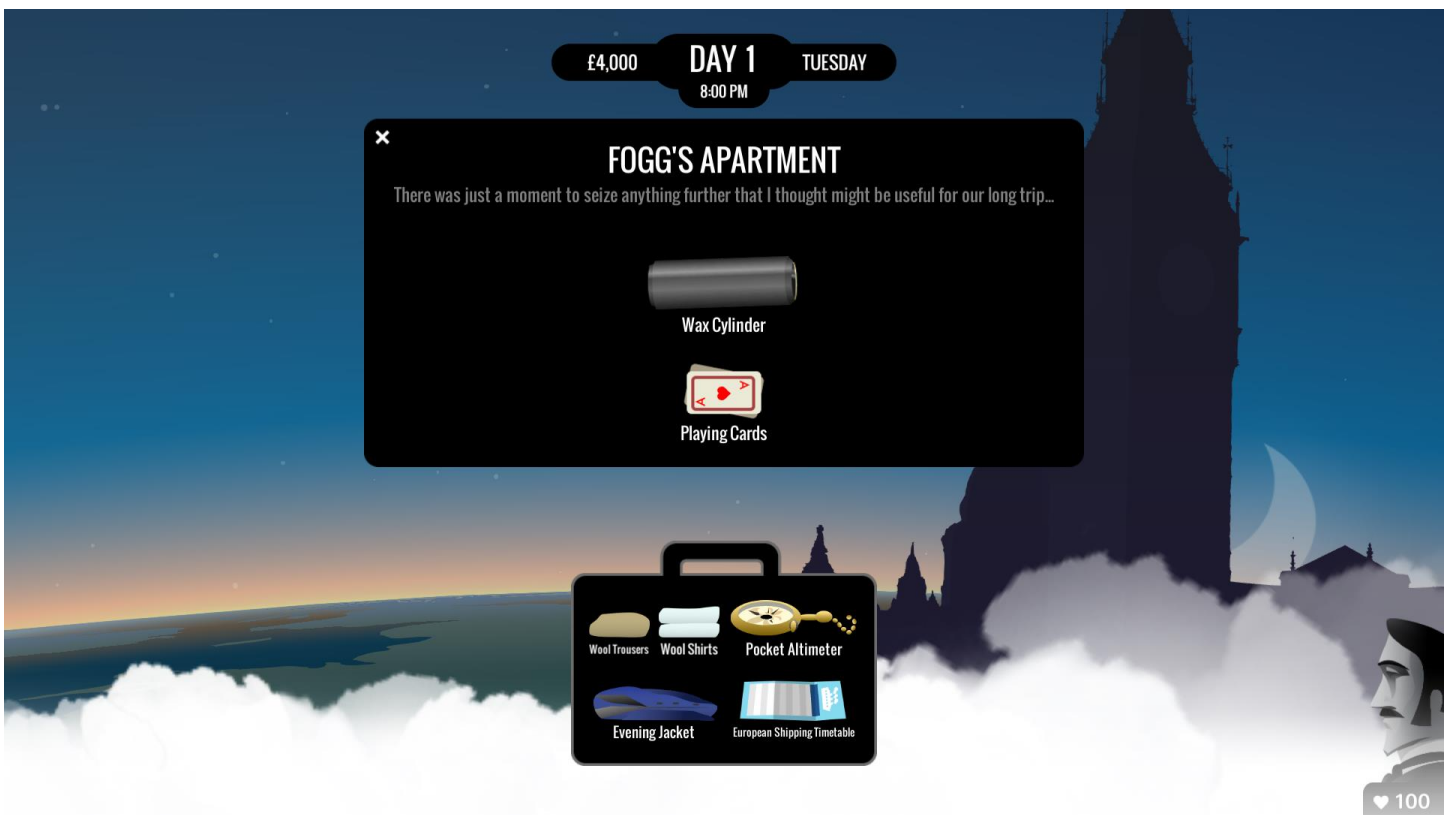


As you play this game you will engage in various dialogs with your master as well as with the people you meet on the trip. There is a count-down clock displaying how many days have elapsed. Your dialog encounters have choices that will change the game story.

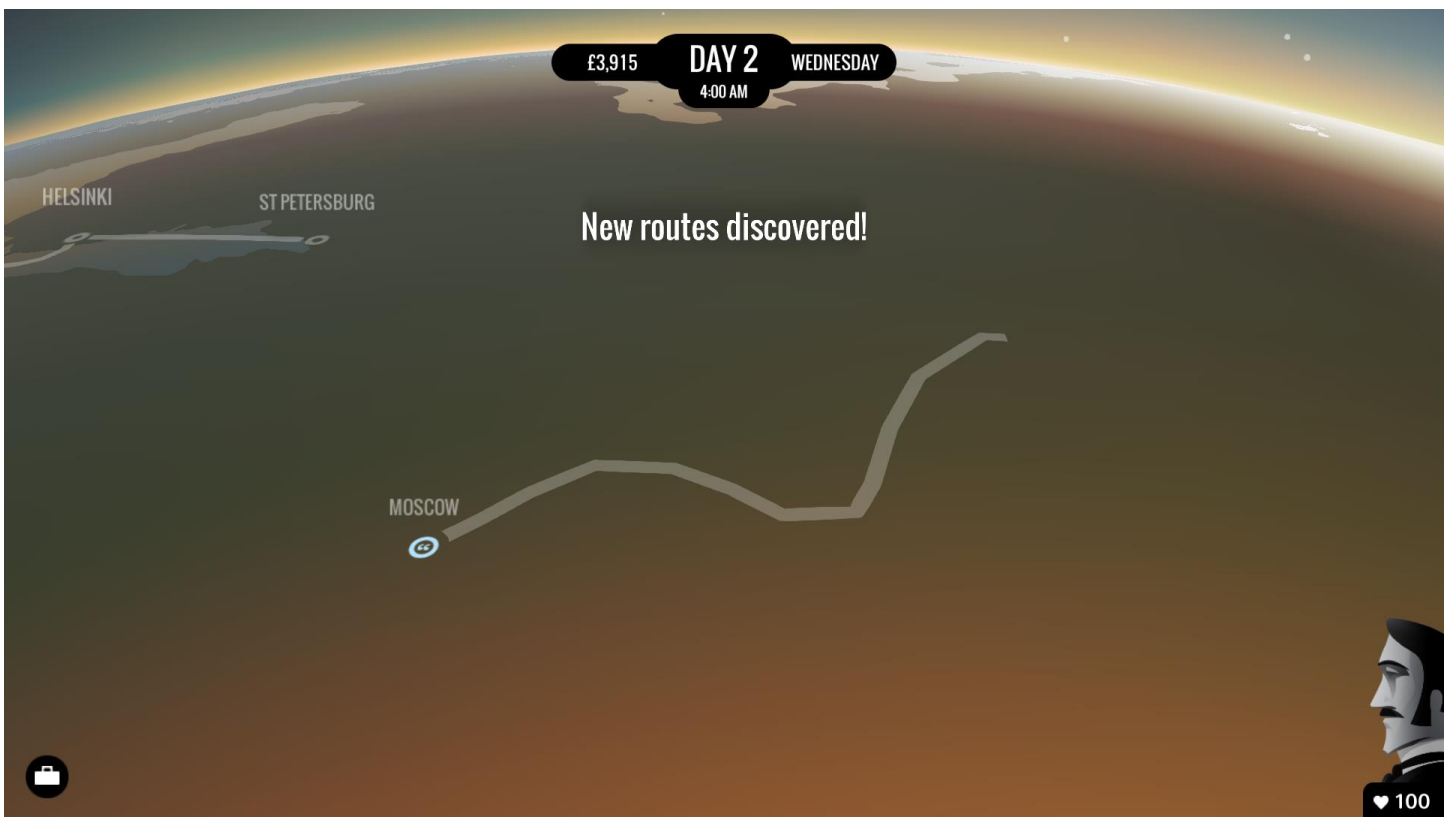
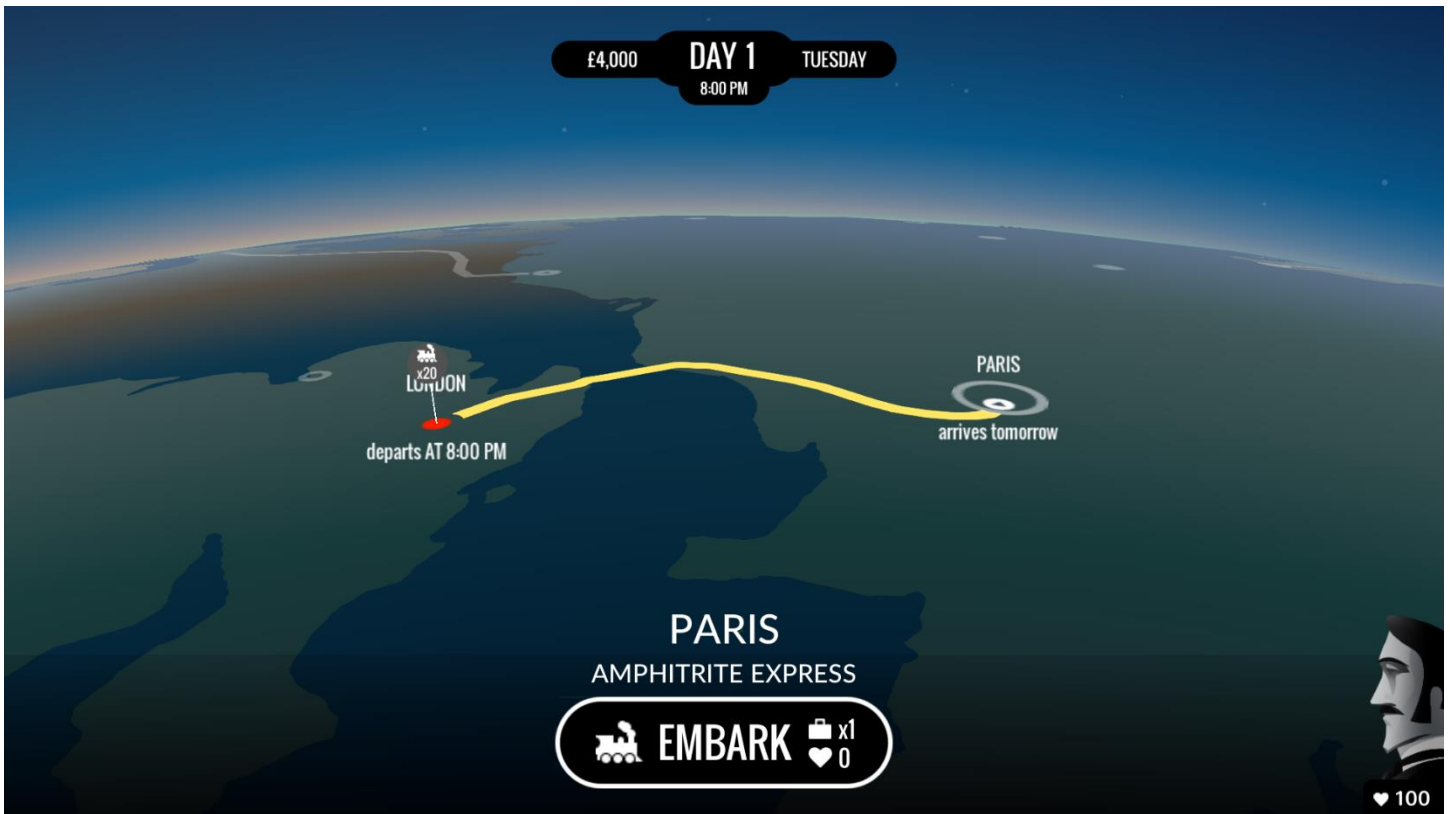
You start the game in London and must choose the routes to the next city, choose the mode of transport, and buy and sell items you carry through the game. The routes you choose to take will affect what cities you visit and the kinds of things you will need to purchase or sell.



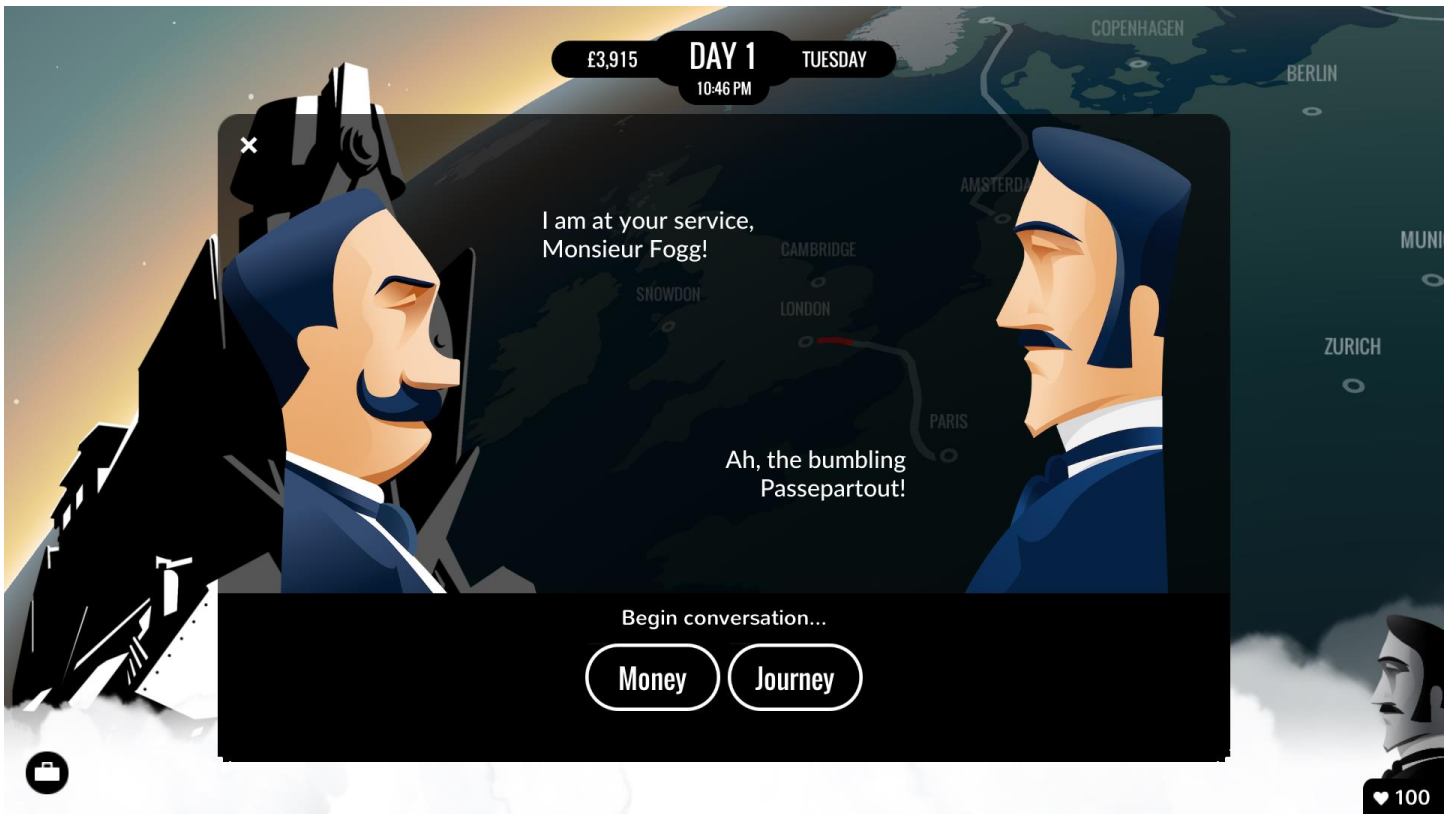
The inventory management is based on how much money you have, what you can purchase locally, and what you can sell. There are inventory limitations based on how many suitcases you can take on various kinds of transports.



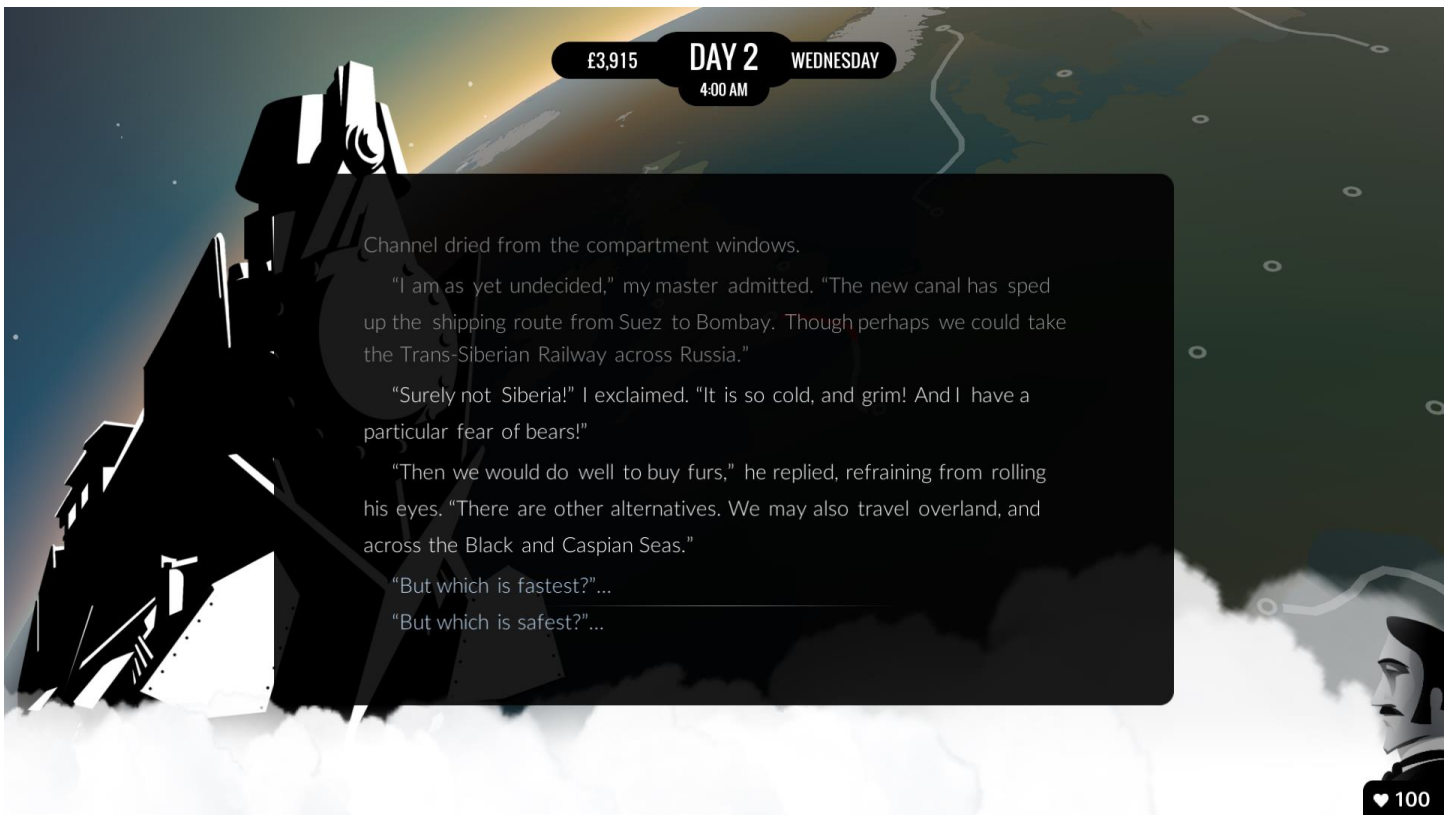
Choosing routes will affect which areas of the world you travel through and which further routes become available.



At each stop you must plan for the next leg of the trip, book hotel rooms, and manage your resource. You must also stay on the good side of your employer and keep him happy.



The dialog system is branching and choices will lead to different outcomes. Stories are told based on events and things that happen. For example, one possible route is through the North Pole and results in an interesting adventure.



Gameplay and Game Mechanics

The gameplay is fairly simple and the controls are easy to grasp. The player dialog choices are clearly presented, but the outcomes are not telegraphed. Many dialog-choice games present choices that can be categorized into good/bad/neutral but this game does not present choices in this manner. Dialog decisions are really based on how you wish to direct the story.

Game mechanics consists of resource management and choosing routes. Resource management include not only money but figuring out how to buy items in one city and sell them for a profit in another city. The worth of the item in a different city is clearly indicated when you browse the item.

Time management is also a central piece of the game mechanic. Your goal is to travel around the world fast enough to win the bet but also maintaining your funds and the good will of your employer. At each stop your next possible routes each have different wait times before departure, a mode of transport (car, train, boat, airship, etc), a cost, and a restriction on how much luggage you can carry.

While none of the game mechanics are particularly challenging, the main point of this game is providing the player with the ability to control how the story proceeds. This is done by not only making dialog choices but also by selecting the route you will use and the mode of transport.

The primary game mechanic is story presentation through travel choices. Money and resource management does not seem to play much of a role and can pretty much be ignored. The choices are driven by the 80 day timer in the window and the player could choose a longer but more story richer selection or a faster but less story set of choices. The primary mechanic, presenting stories through travel choices, does work well.

Review

This is an interesting game that, from a game mechanic point of view, is not particularly challenging. The freedom to choose routs and the ability to make dialog choices allow the player to control the game narrative structure. The story and dialog writing is excellent and the player is encouraged to explore. Replaying the game will result in a different story.