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About This Game

Experience the life of a starving artist!

Passpartout puts you into the shoes of a French artist trying to navigate the beautifully confusing art scene. Paint and sell your own art to survive your expensive wine and baguette addiction.

Features

- Paint your own masterpieces! Even you can become the next Van Gogh!
- Battle with subjectivity and try to charm a variety of self-proclaimed art connoisseurs without losing your "artistic integrity"!
- Survive your wine and baguette bills. Will your addiction to baguettes be your downfall?
- Unlock fancier galleries and customers!
- Experience the French art world through a living puppet theater!
- Includes an amazing soundtrack by our favourite groovin' dinosaurs Synkronosaurus

Title: Passpartout: The Starving Artist
Genre: Casual, Indie, Simulation
Developer:
Flamebait Games
Publisher:
Flamebait Games
Release Date: 6 Jun, 2017

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Minimum:

OS: Windows 7 or later

Processor: Intel Core i3 or equivalent

Memory: 1 GB RAM

Graphics: GeForce GTX 460 or Radeon HD 6850

DirectX: Version 9.0c

Storage: 2 GB available space

English, French, German, Dutch, Korean, Polish, Portuguese, Romanian, Russian, Simplified Chinese, Swedish, Japanese



BECOME A
LEGEND!

OR BECOME
FORGOTTEN!





I'm terrible at art, but it's really fun making whatever you want! Recommended if you like painting for fun!. So i bought this game, and after a while it started glitching and i couldn't play it.

I requested a refund, since it didn't work.

And didn't get my money back but yet still here I am.

I don't have the game anymore and I didnt get my money back.

That's just scam.. This game's got an awesome premise with the painting idea, but I feel it lacks a lot of basic "tools" or w/e, giving a feeling of being limited on what you can do.

Even then it's possible to execute the paintings in a 'satisfactory enough' way; just keep in mind that unless you've got those drawing tablets you'll be doing everything by using the mouse, which is far from ideal (imho at least).

I'd nitpick and complain about the absence of other art forms\medium but then I remembered the game's title lol

Now talking about the game's pacing and 'eventfulness' it's honestly a bit repetitive (given the limited access to tools and options), with the same characters doing the same noises etc...

The coolest part about this "gameplay" aspect of it is, imho, how differently the story goes depending on your choices\style\deals (I'll not elaborate further on this for spoilers-sake), a nice implementation that adds a lot of re-playability value to the game.

I sincerely recommend this for most people. It's always pleasant to just launch this game and chill, painting whatever comes to mind. And remember: there are no mistakes! only happy accidents!. Boring and hard to progress, don't buy if you aren't very patient.

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