



a game about trying to be somebody ~~you're not~~

YOU'RE THE ARTIST

Chicory marries gameplay and story by setting the player with a herculean task: paint the whole world. The game heavily encourages the player to persist at this creative endeavor by incorporating drawing mechanics in movement, puzzles, and sidequests, giving nearly infinite opportunities to settle down and doodle.

THE CENTRAL DUO

Chicory's story emphasizes the artistic struggles of its two main characters (Pizza and Chicory,) which are similar in many ways but very different in every other way. The narrative casts a wide net such that anyone who has ever fought with creative block will certainly relate to at least one of them.

LESS IS MORE

Dialogue in *Chicory* is often very terse, packing as much substance into as little space as possible. This allows *Chicory* to uniquely appeal to two halves of its audience: players who focus on exploration and mechanics can feel largely unimpeded, while players who seek a heartwarming story can feel fulfilled.

RESOLUTION

Chicory's final moments take delicate care to resolve the central problem facing Pizza and Chicory without reading as superficial or empty. It does this by establishing a systemic solution, rather than a personal solution, to their mental health struggles, which eliminates the need for unrealistic amounts of character growth often seen in other stories.

