

尼山薩滿

NISHAN SHAMAN

Nishan Shaman is a mobile rhythm game adaptation of the Manchu legend of Nishan and her heroic journey to rescue a child from the cruel grip of the Underworld. *Nishan Shaman* takes advantage of its simplicity as well as the unique interactive aspects of the rhythm game genre to create a compelling narrative that emulates the experience of traditional storytelling.

Rhythm Beats = Story Beats: Audio and kinesthetic cues are used together in *Nishan Shaman* to indicate developments in the narrative or changes in tone: a growing rapidity in beats signifies growing tension, slowing beats generate a calming and/or tragic atmosphere, etc.. The sound and tapping patterns also change depending on the part of the hero's journey Nishan is in; for example, the last level, or "Resurrection" stage of her hero's journey, is made up of persistent and fast-paced rhythm beats that tests Nishan's, and the player's, defensive abilities.

Simple Visuals Make Great Contrasts: Easy, readable images make recognizing differences in narrative events very clear. Just as audio and kinesthetic cues change as the tone of the story changes, so do the color palette of the levels. Furthermore, simple visuals can make the multifaceted aspects of a character easy to recognize. Omosi Mama, Nishan's mentor and the goddess of life, is represented with three distinct sprites to reflect the complex presence of both creation and destruction inherent to life in this world.

Design Reinforces Narrative Themes: *Nishan Shaman*, at its basis, is a game made to encourage the passage of stories to new generations. Its format imitates traditions of oral storytelling and shadow puppetry, with the visual presentation remaining outside the diegesis. In doing so, the game declares itself as an effort of retelling, an effort to pass down stories to the next generation. *Nishan Shaman*'s narrative thus does not only act as a standalone narrative, but an act of preservation and passage. The story is not only of Nishan, but of a continued effort to keep cultural tales and storytelling alive.

