

STORY

Welcome to Colorville 2009. The once vivacious and vibrant city has now been invaded by the Monolithians and renamed Monotown. The citizens of Monotown live in fear of the Monolithian MonoCops that roam the streets in order to keep the city bland and prevent “color crimes”. Unbeknownst to the MonoCops, several insurgent groups have been devising a plan to overtake the Monolithians; unfortunately, their plan is missing a central piece: someone brave enough to challenge the Monolithian regime.

One day, one of these insurgent groups sends a messenger to a guy known as Different Strokes (D. Strokes) who had abandoned the city of Colorville due to his disdain for the excessive cheerfulness of the city’s inhabitants. He tells Strokes of all that has changed since he left the city and of the Monolithians plan to eradicate color from all cities of the world. Let’s take a listen in for a bit into the conversation that is taking place.

“...the Monolithians must be stopped Mr. Strokes. Just yesterday they began kidnapping families in hopes of performing “color tests” on them. Each of these families are being imprisoned in huge walking buildings that do the biddings of the Monolithians.

“...Since you’re still not willing to help us, I guess I’ll have to tell you this now. You’re family is one of the families that have been kidnapped. If you do not help us, they, along with all the other families will die and the world will be eradicated of all its color. “

Upon hearing this, he returns to Monotown, in hopes of rescuing his family and preventing the Monolithians from executing their plan.

game description

“Feel the Paint” is an unique version of a first-person shooter. You play as an artist trying to add color to the bland city of Monotown with your trusty paintgun. Buildings have a color sequence to them, which when hit in the right sequence, will change the color of the city and color back to the city of Monotown.

INSTRUCTIONS

The game is mission based. The player goes about the city of Monotown completing missions for the insurgents throughout the city. Each mission will consist of a variation of painting a building or killing a MonoCop.

PAINTING BUILDINGS

In order to change the color of a building, a player must shoot grey paint at the building in to retrieve its color sequence. If the player shoots paint colors in the proper sequence then the color of the building will change.

KILLING MONOCOPS

Each MonoCop has 100 HP. Each paintball that the player shoots at a MonoCop takes -10 HP from the MonoCop. Do the math.

CONTROLS

Mouse Left-Click - Fire paintball
Mouse Right-Click – Select grey paint
W - Move forward
A - Move left
S - Move backwards
D - Move right
R - Select red paint
B - Select blue paint
Y - Select yellow paint
G- Select green paint
O – Select orange paint
P – Select purple paint
I - Interact with NPCs
Spacebar- Jump