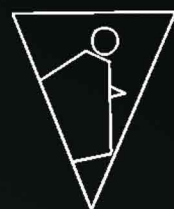


# LEGEND OF HANOI



CLOAK AND DAGGER GAMES





# LEGEND OF HAND



## ARTWORKS

Thank you for purchasing  
Legend of Hand!

Legend of Hand allowed me to build and populate a fictional world with a great range of different characters, animals and locations. It took over three long years and I can't believe I saw it through. It wasn't easy- I suffered elbow swellings, migraines and eye strains but somehow it got finished. I could not have done it without Shaun keeping me on the task at hand. His dedication to the project was inspirational. I'd also like to thank Finbar for his soundtrack, which took the game beyond my expectations. Finally, I'd like to thank Laurie and Choi for their support and guidance when times got tough.

This small collection of artworks hopes to give some insight into the creative process that went into the game.

John Inch







I remember that on the day we decided to make 'Legend of Hand' I ran home excitedly and began to sketch. I'm amused at how many of these initial doodles can be seen in the final game in some form. Very little thought went into them at the time.





From the very beginning I wanted this adventure to include cutscenes and close up sequences.

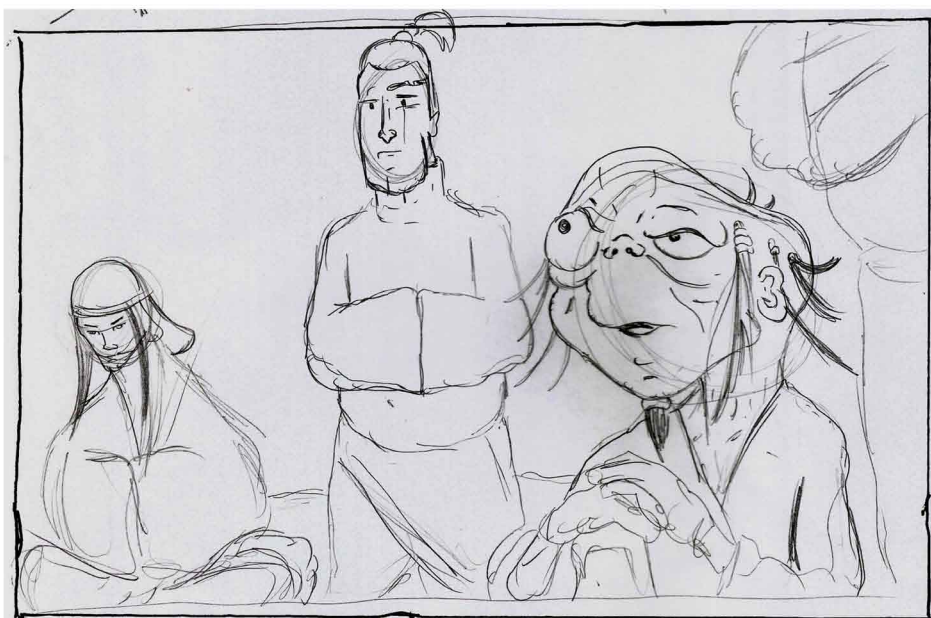
### Meeting the Snake King:

The snake people were a fun addition to the game. I added them at a period when I was really losing motivation to work. But their inclusion gave me a bit of fresh excitement.

I imagined the Snake King having a disfigured nose, which is why he wears a rather over the top cobra hooded crown which hides it- kind of.



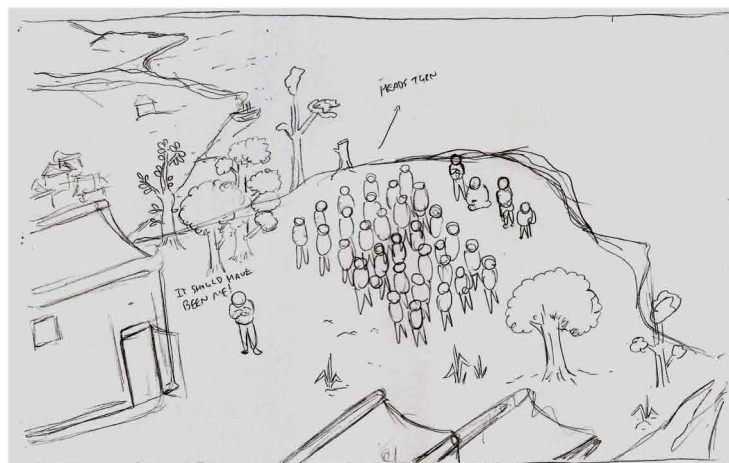
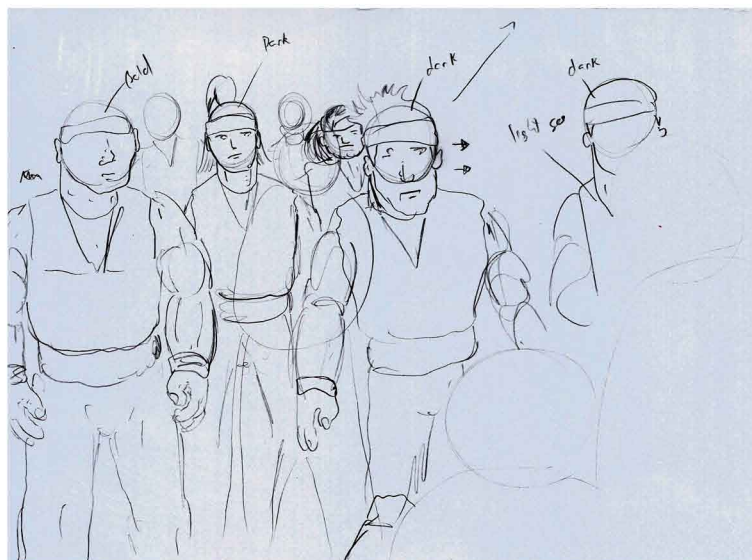
We never learn what the relationship is between the King and these women



### Meeting the Grandmasters:

This was the 1st full screenshot I did for the game. I pretty much kept all the characters as they were in this sketch. Originally I planned to create a fourth Grandmaster. You can see the faint outline of his elbow and body.

Yes I did mix Yoda with E.T and added cat features to create this little chap. The aim was to grab the players attention by introducing such an odd looking character at the start of the quest.

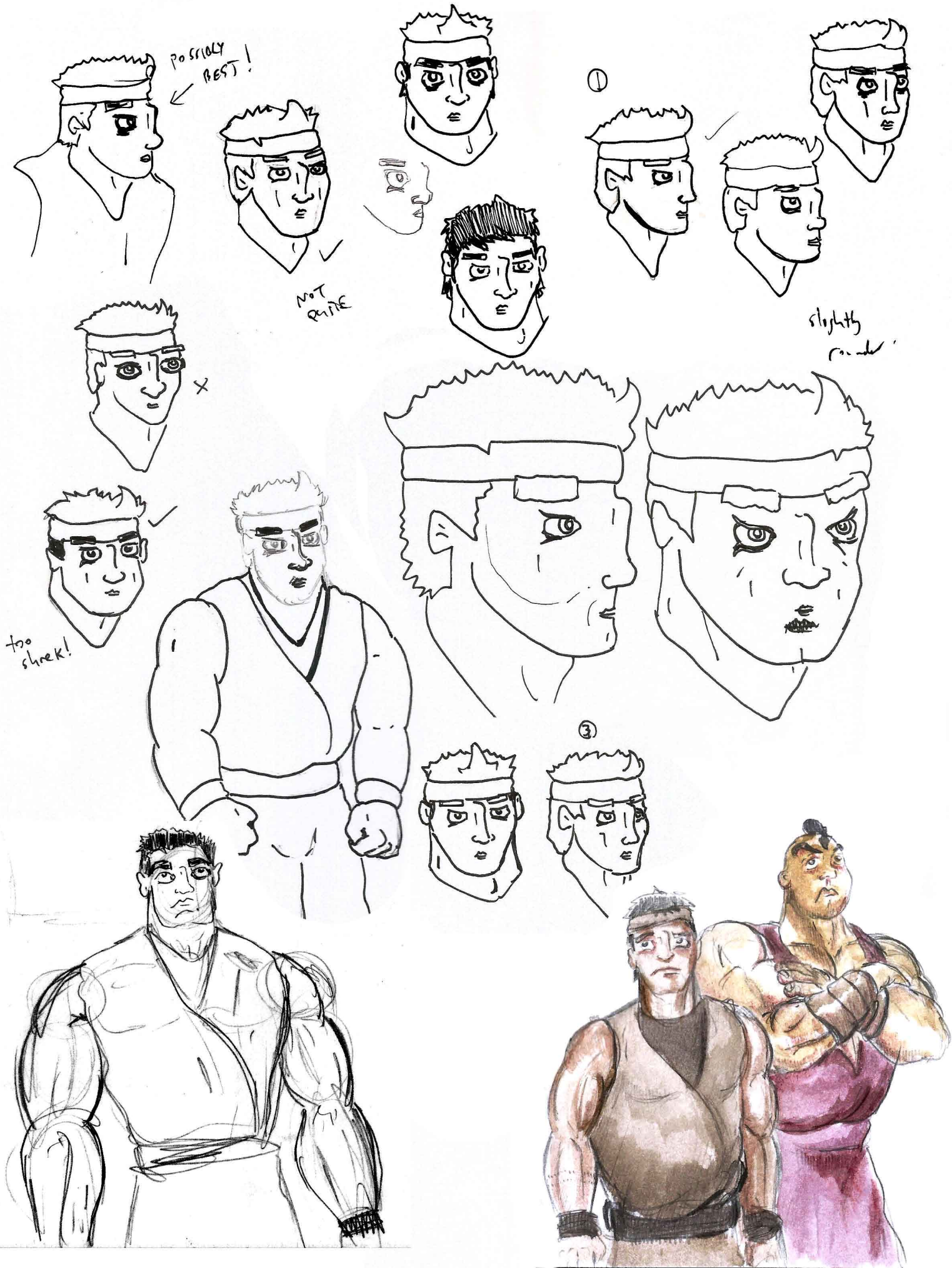


Roughs for the games early scenes.



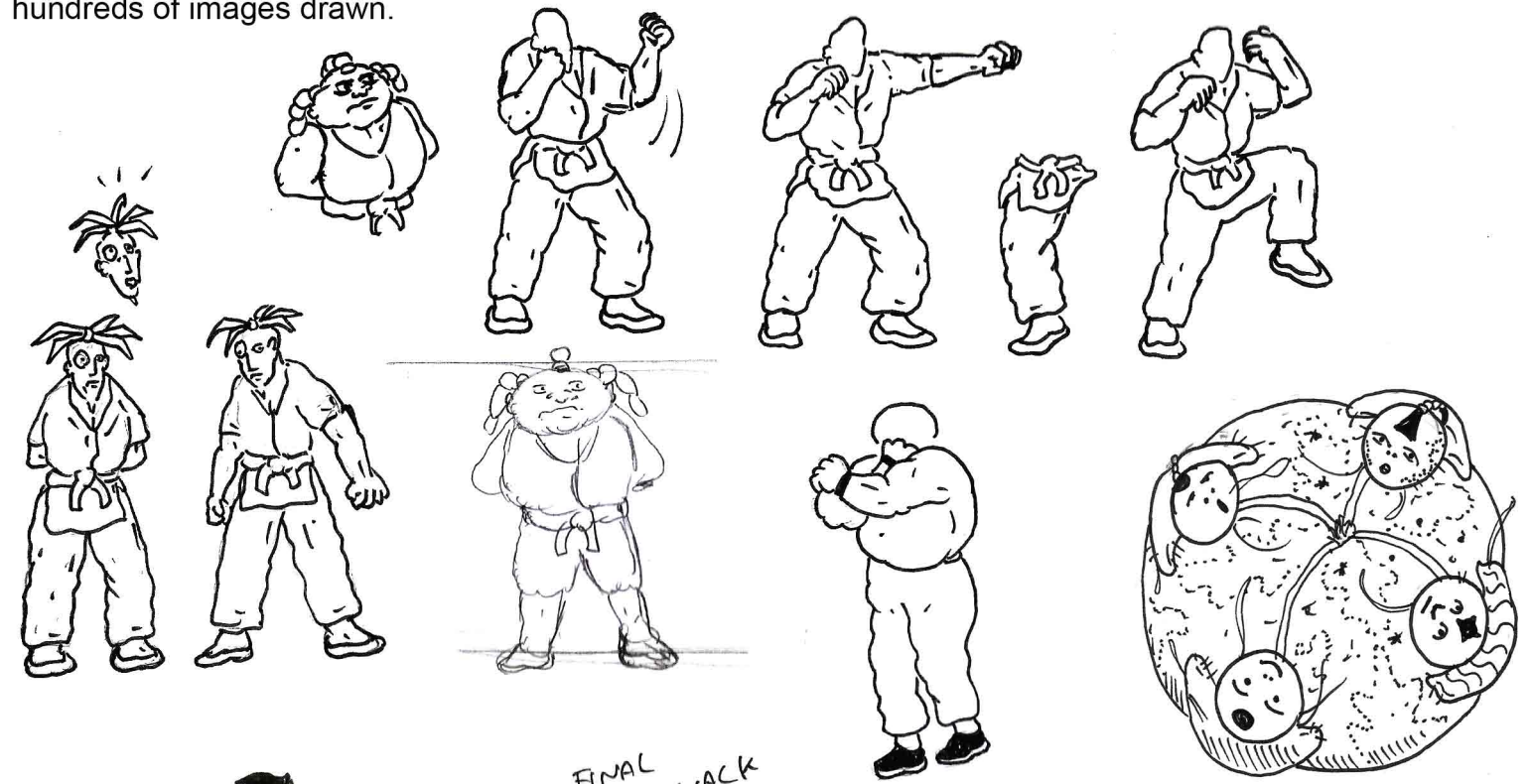
## Main player designs:

Some of the early concepts for the main player. It took me ages to get a portrait I was happy with. I wanted him to look strong but with a wide-eyed innocence.

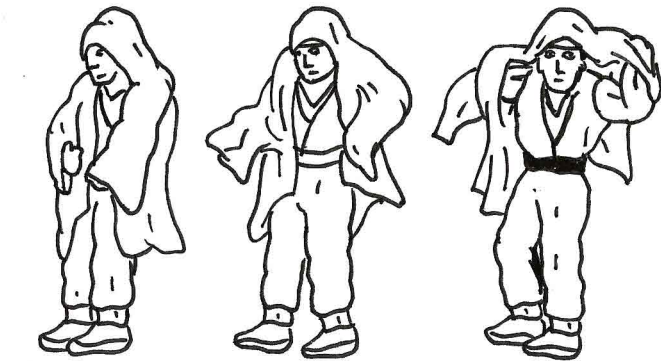




To create the in-game art and animation I would regularly sketch on paper. Here are just some of the many hundreds of images drawn.



The island masters: They didn't change too much from this original sketch



Animating costume changes was a bold decision in hindsight. I'm glad there were only a handful to animate!



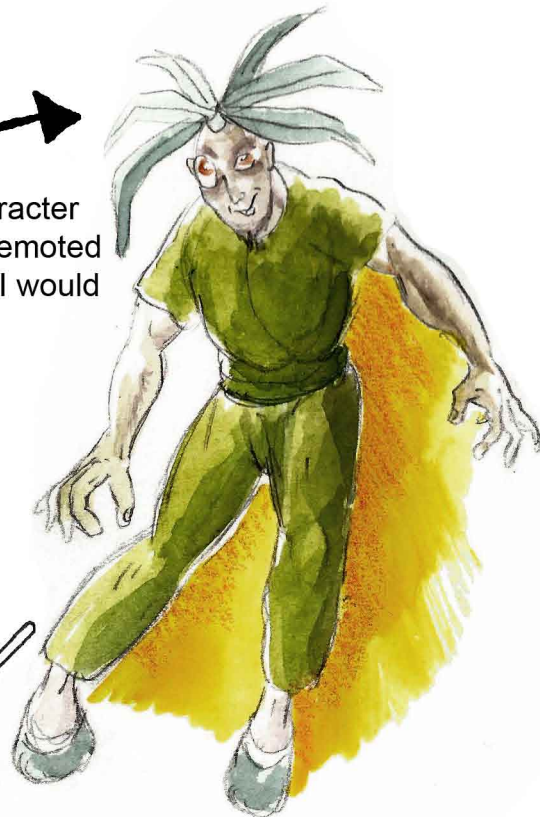




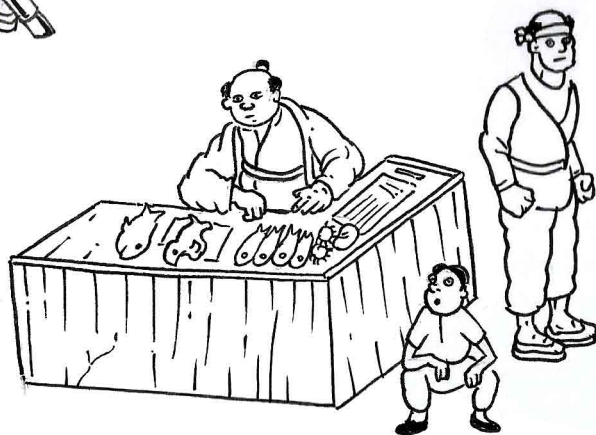
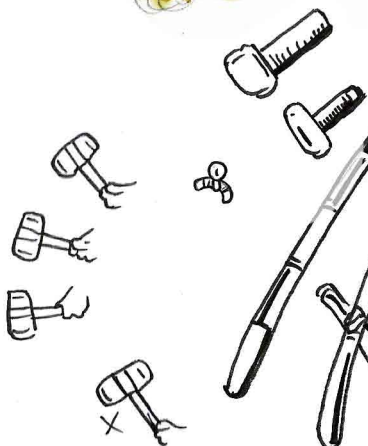
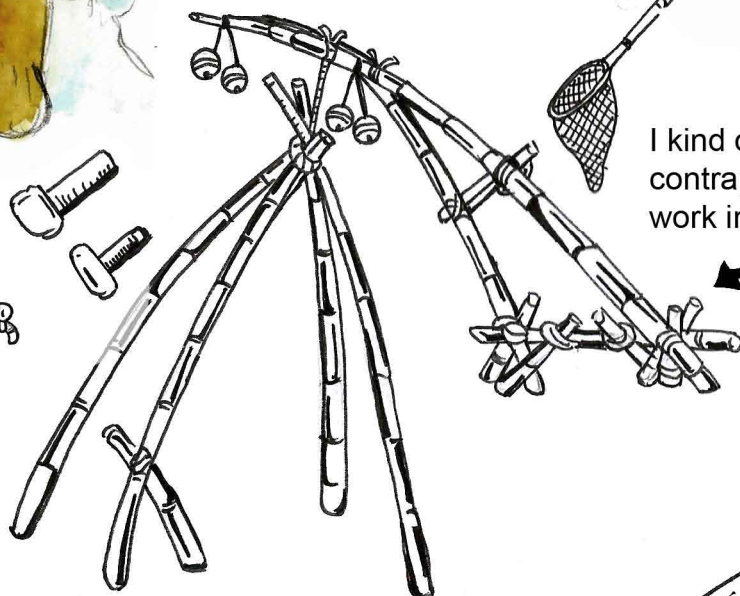




Karot started off as an almost demonic character who guarded the third island. In the end I demoted him to being a dojo teacher. Looking back, I would have liked to have given him a bigger part.



I kind of made up this giant fish-catching contraption as I went along. I doubt it would work in reality.

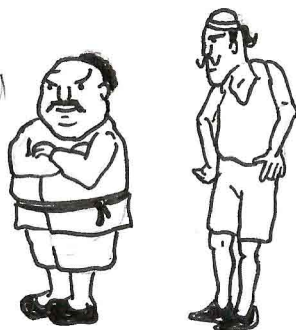


Ling Ling was originally going to have a skinny brother. The pair were going to be evil gangsters who mistreated their workers. I'm much happier that Ling Ling turned into the endearing pest who follows you around the third island making constant business proposals.



bird comes and goes

Old man knows bird song

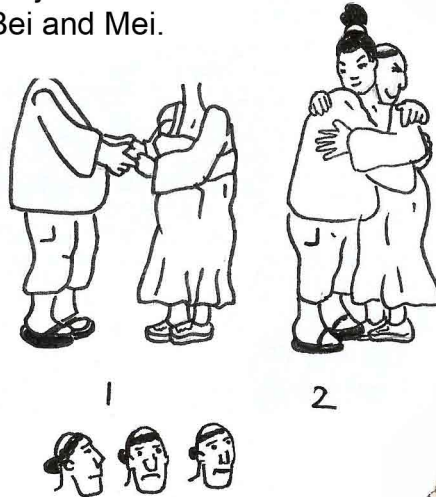


Ling Ling and his brother





I did intend for the main player to fall in love at one point in the game. As with many ideas, it didn't make the cut. You will just have to make do with reuniting Lin Bei and Mei.



**Grandmaster Hand flashback images:**  
I wanted his age to be hard to guess.



### **The Red Lord:**

He was one of the first characters I envisioned for the game. I always wanted there to be a slight puzzle element involved to defeat him.

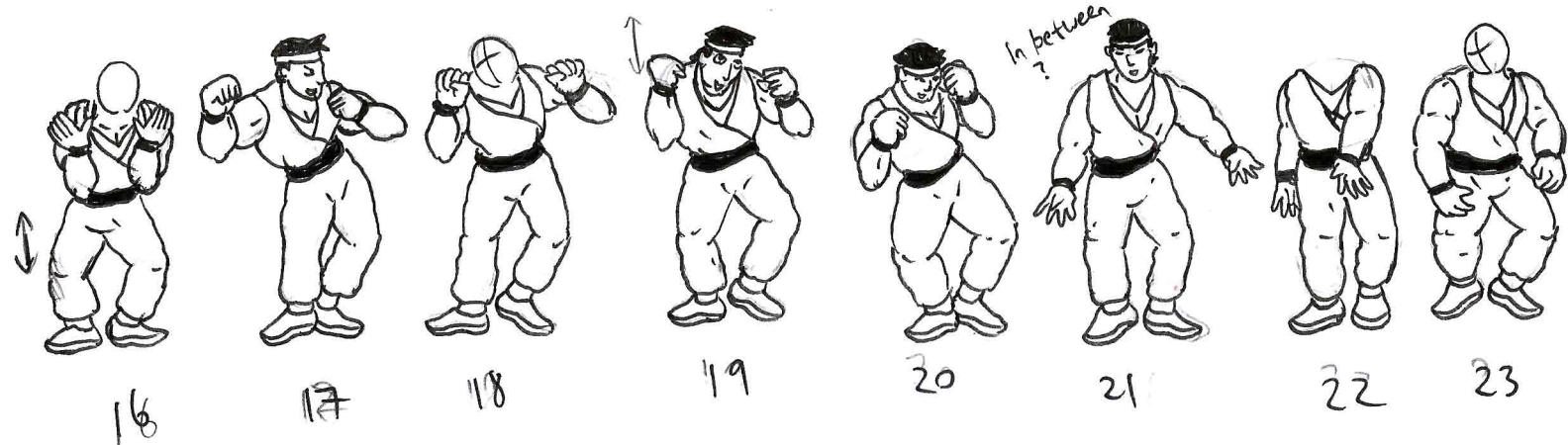
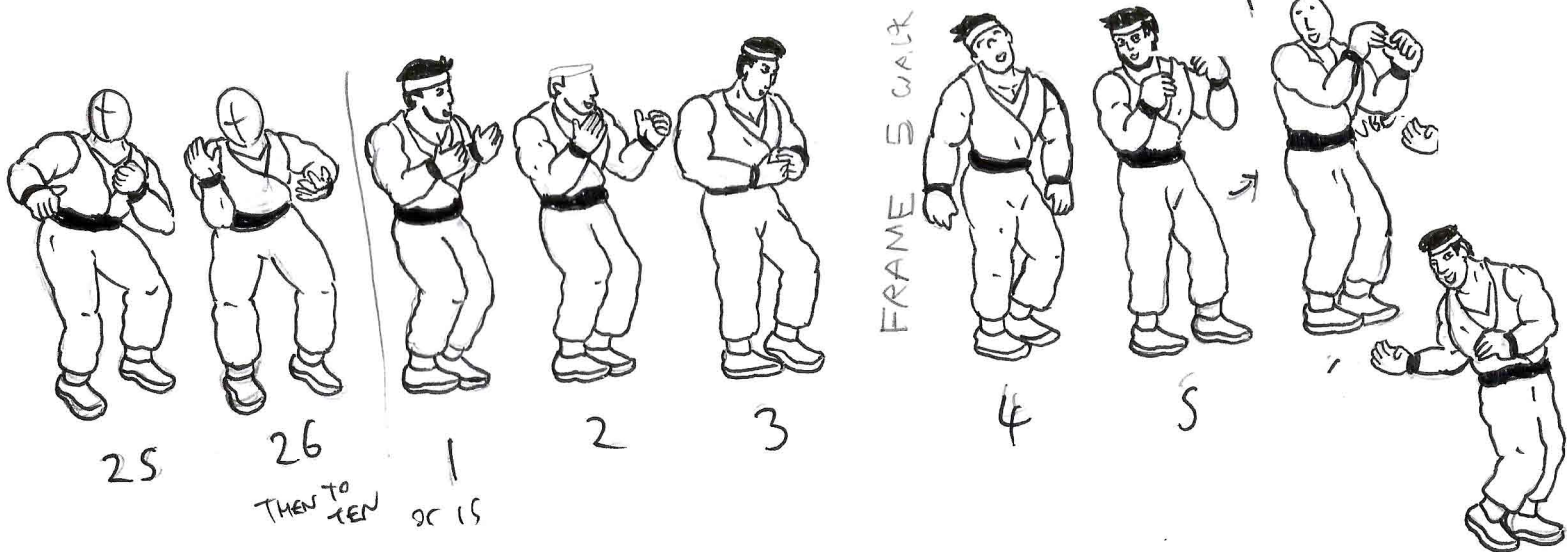
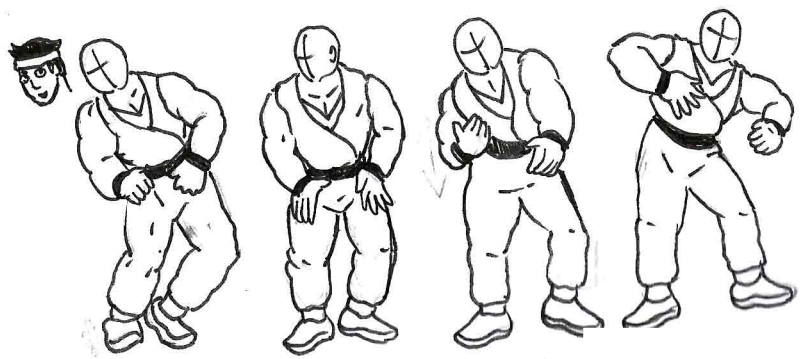






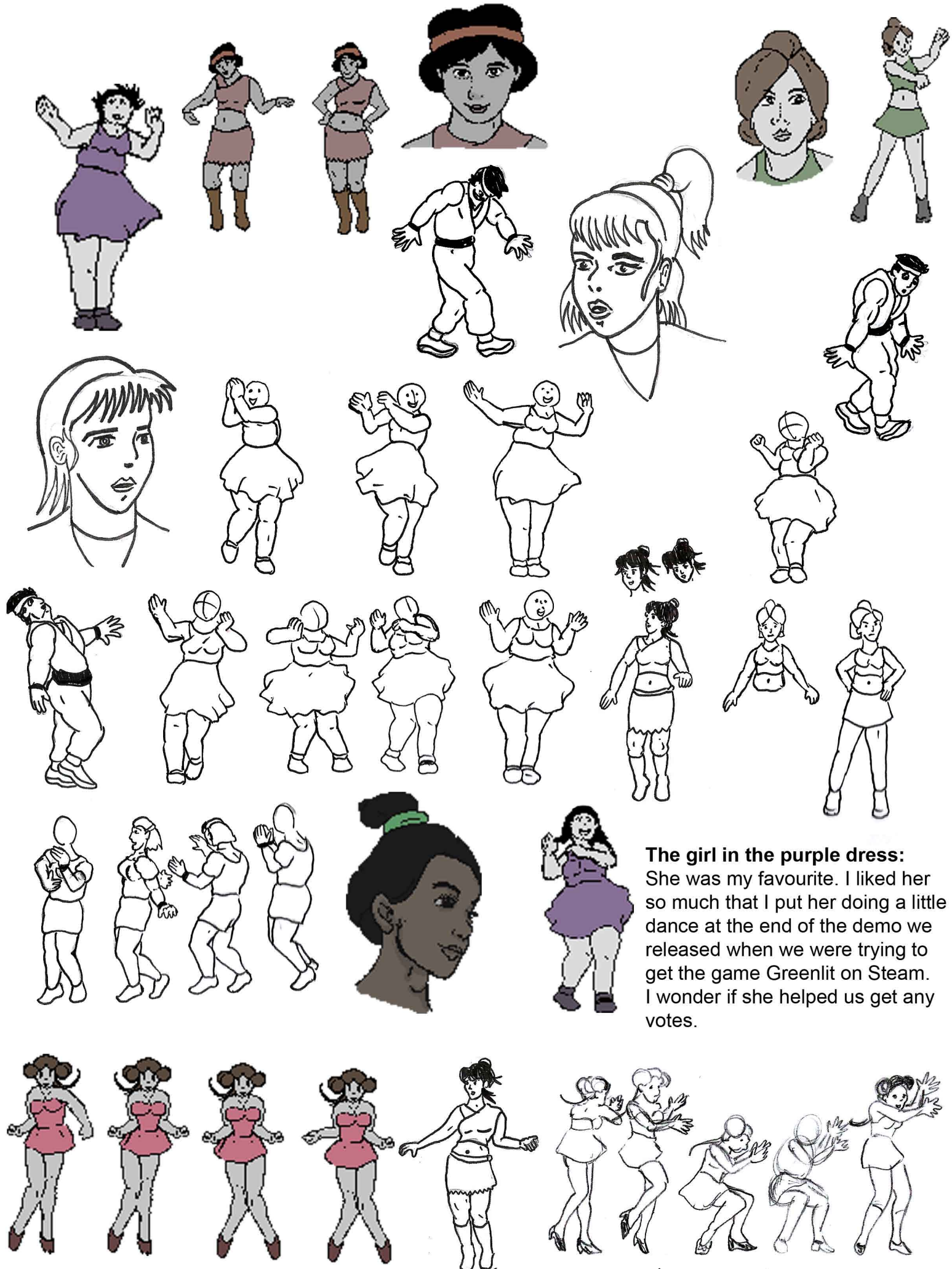


Here are some of the drunk dancing sketches for the main player character. It was only after the dance scene was created that I had the idea to use the sprites again for a drunken master fight move. It seems so obvious now!





The club dance scene was the most animation intensive scene of the entire game. There were several dancers to create, each with a range of animations that would change once they were interacted with.







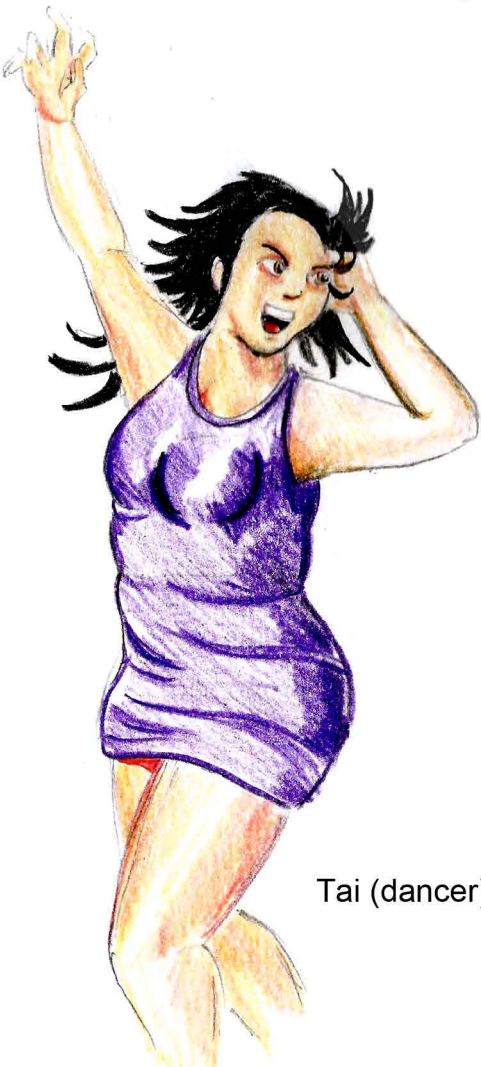
Ling Ling (busybody)



Sanook (trainer)



Tudor (guest teacher)



Tai (dancer)



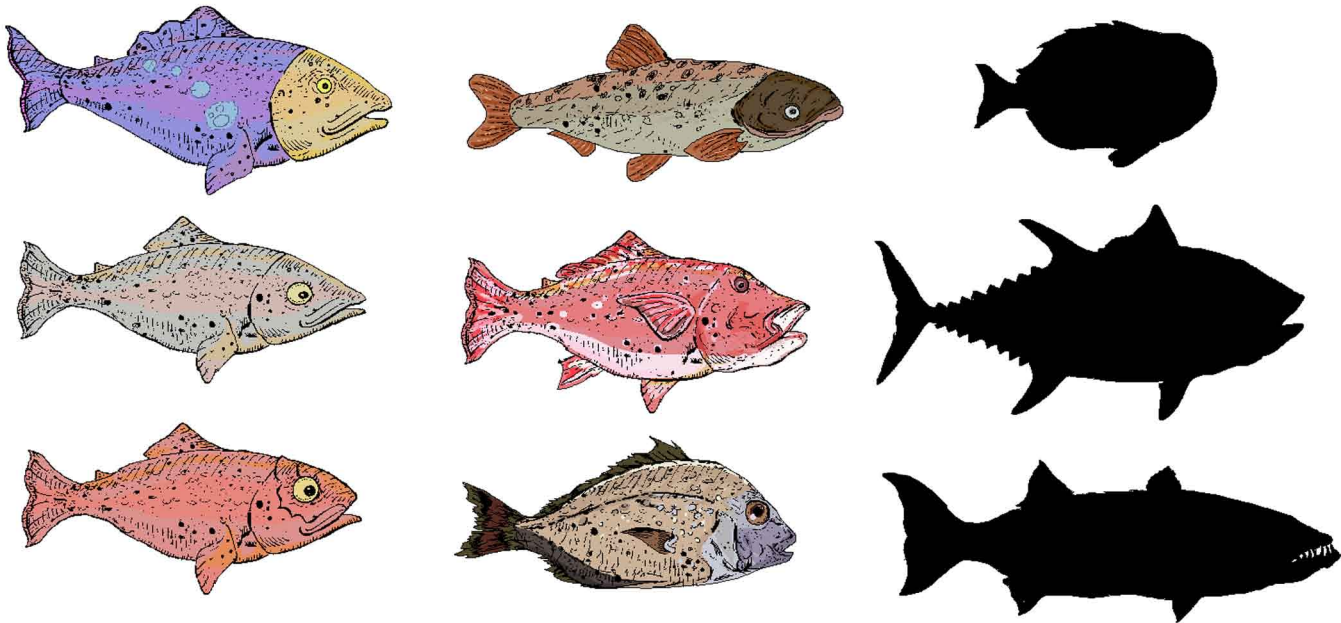
Peach (dancer)



Karot (teacher)



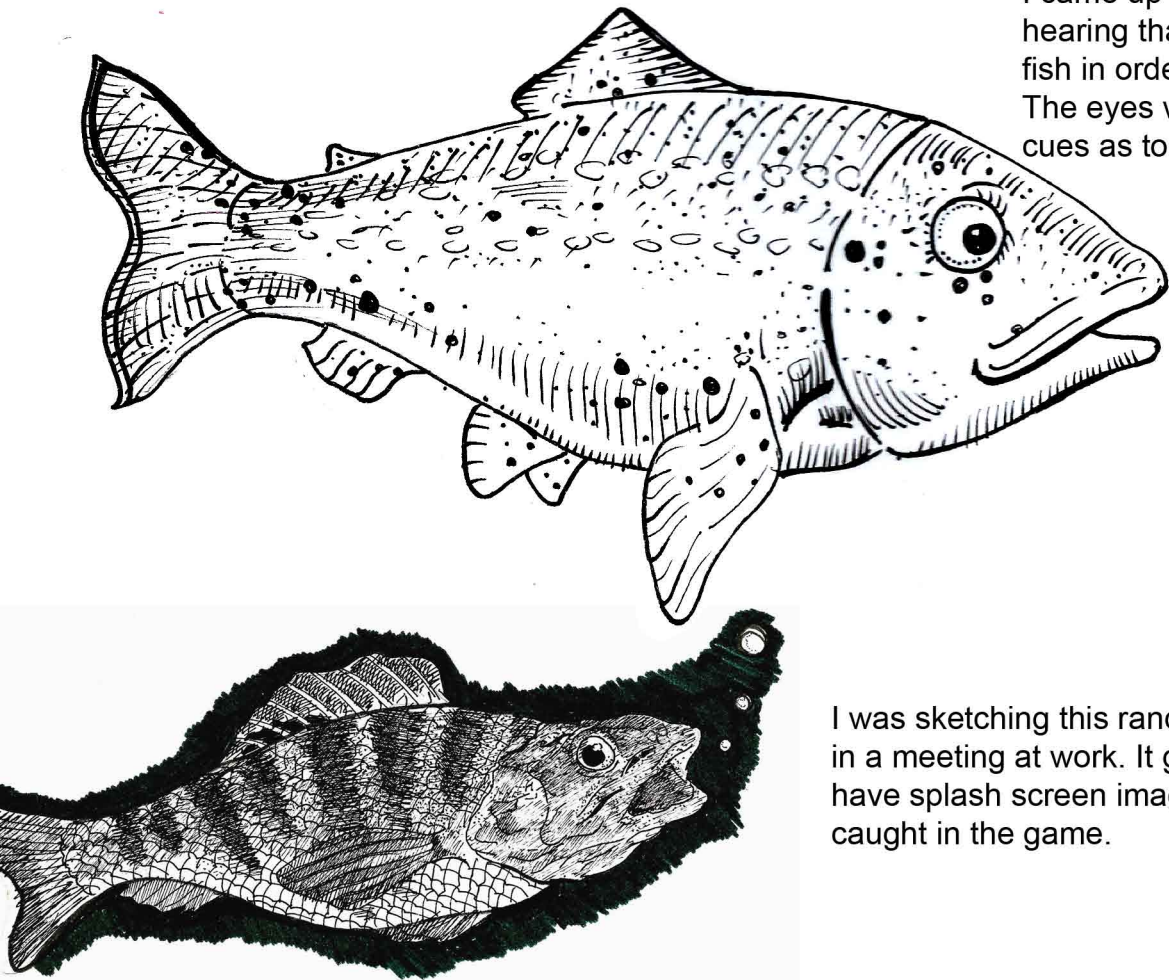
I've only ever been fishing twice in my life. Yet it seems to be something I am always fascinated by. If you have played Legend of Hand then you will be aware that fish are a regular feature of the game in more ways than one!



I made it so that you could catch a range of real and fictional fish in the seas surrounding the islands. As for the blacked out images- well, you will just have to fish until you catch them to see what they are. The one on the top right is a particularly rare specimen!

### Fish tickling:

I came up with this mini game after hearing that it was possible to tickle fish in order to put them into a trance. The eyes would give the player visual cues as to what state the fish was in.



- CAFFEECAL!
- NO, HE MOVES MORE
- DEF NO SLIM OFF
- OHMP! YES
- YES
- TRANCE YES ✓

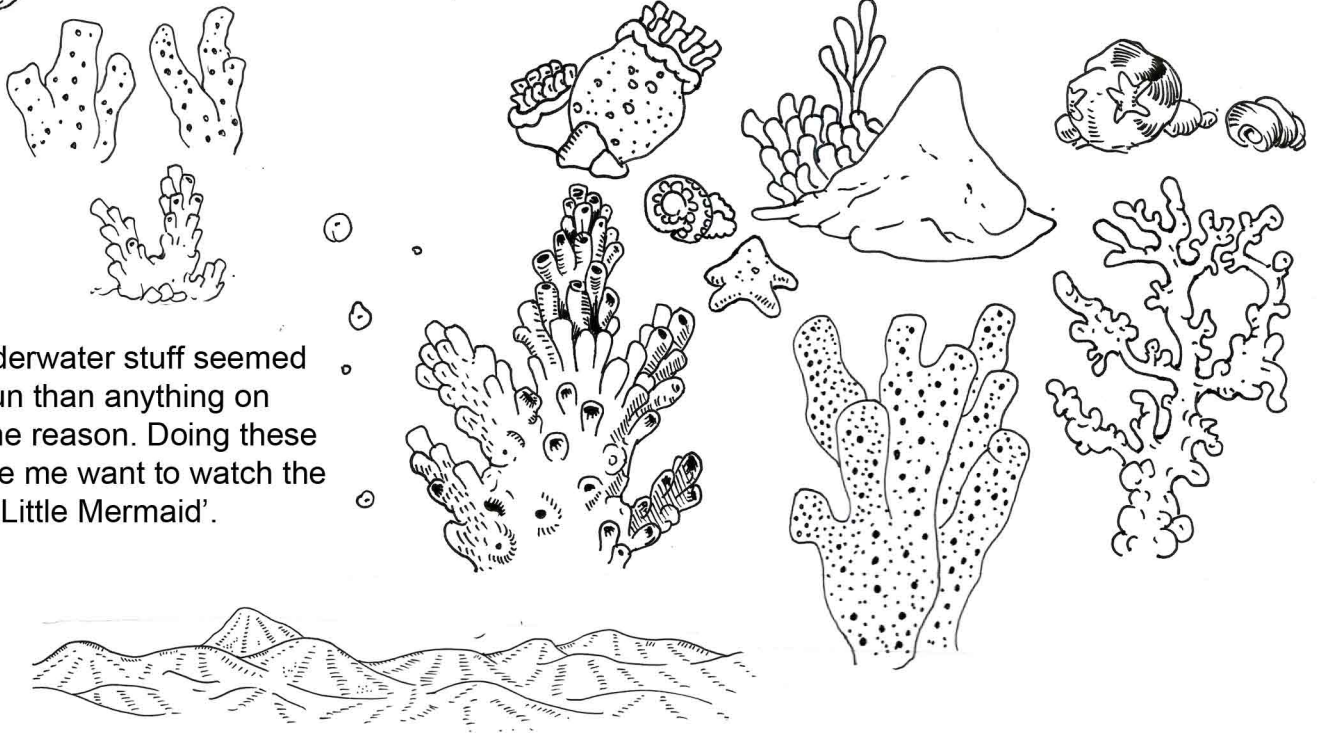
I was sketching this random fish while bored in a meeting at work. It gave me the idea to have splash screen images for different fish caught in the game.



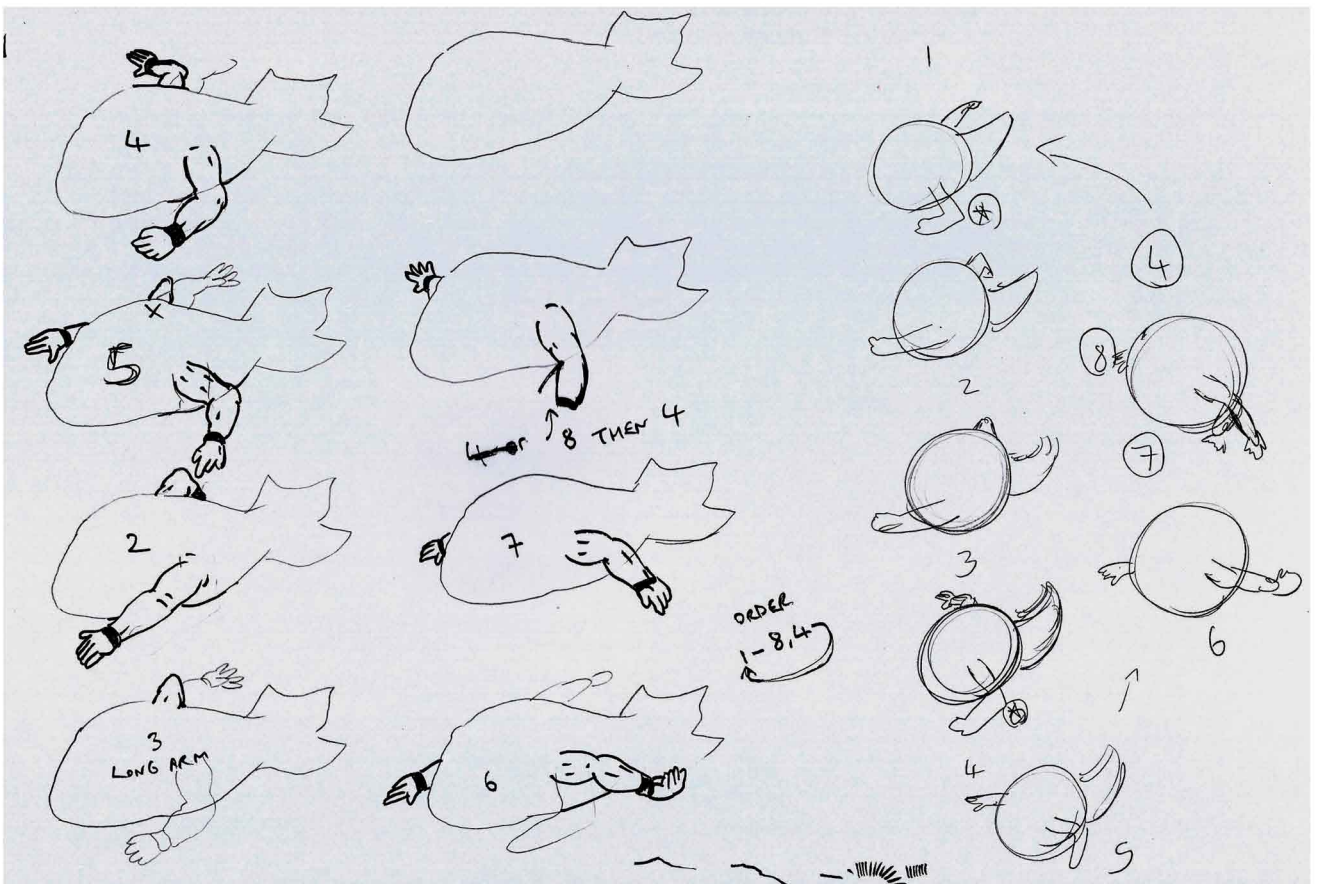


### Fishman:

I got the idea to draw the main player as a fish after flicking through a book of old Japanese picture scrolls for inspiration. As soon as I drew him I knew he had to be in the game. It took me another year to work out a way to implement this concept into the story.

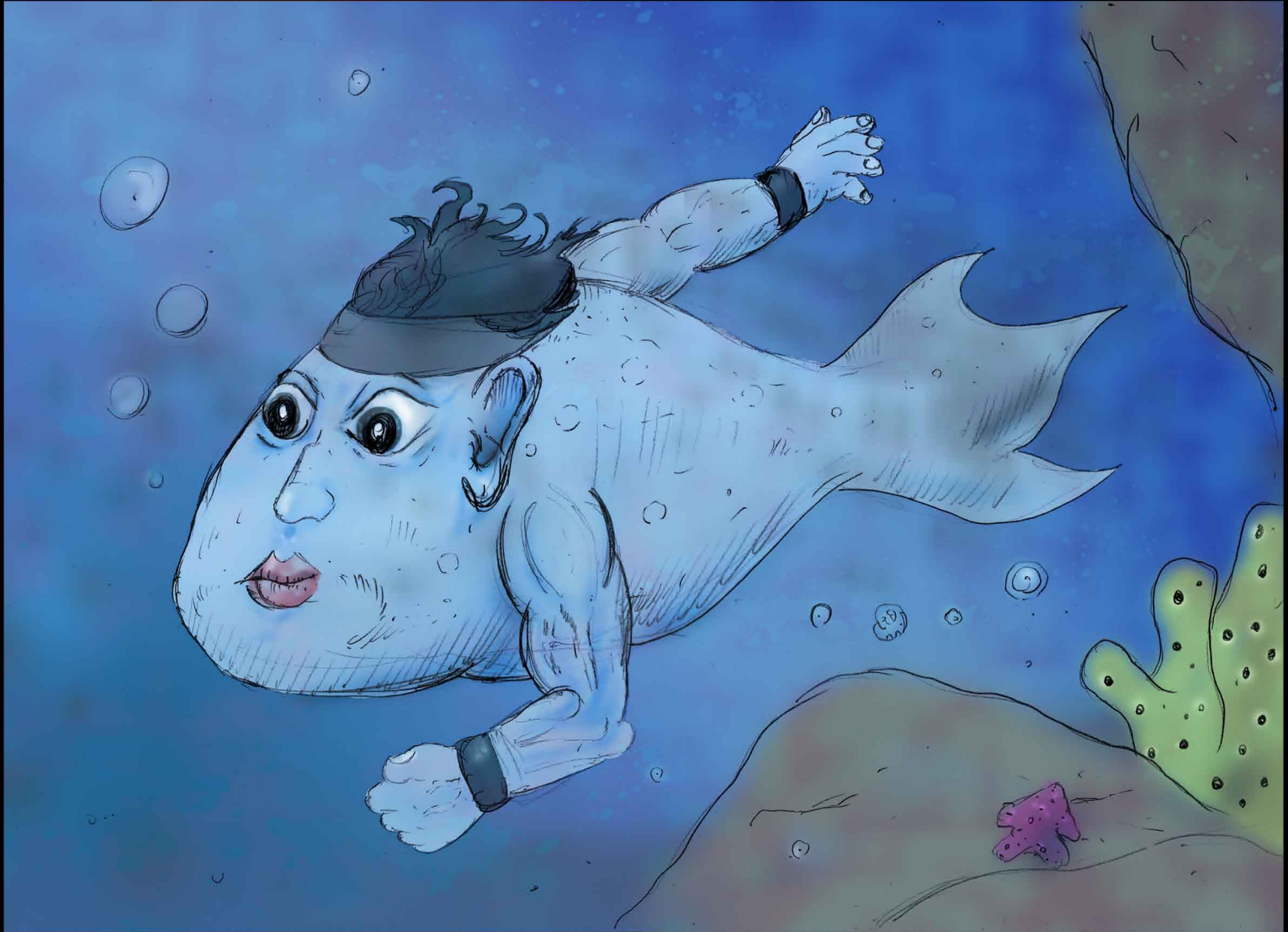


Drawing underwater stuff seemed a lot more fun than anything on land for some reason. Doing these always made me want to watch the Disney film 'Little Mermaid'.



I remember getting into a complete muddle when planning out the swimming motion frames for the player during his sequence as a fish. It still looks a bit jerky- but thats okay because it shows our hero hasn't quite got the hang of his new body (that's my excuse anyway!)







Character portraits were the result of us realising that the games text was hard to read against some background colours- so we moved it to the bottom of the screen and put in a black text box with a portrait. A part of me preferred it when the text was above the players head. Oh well, never mind- I had fun doing these.



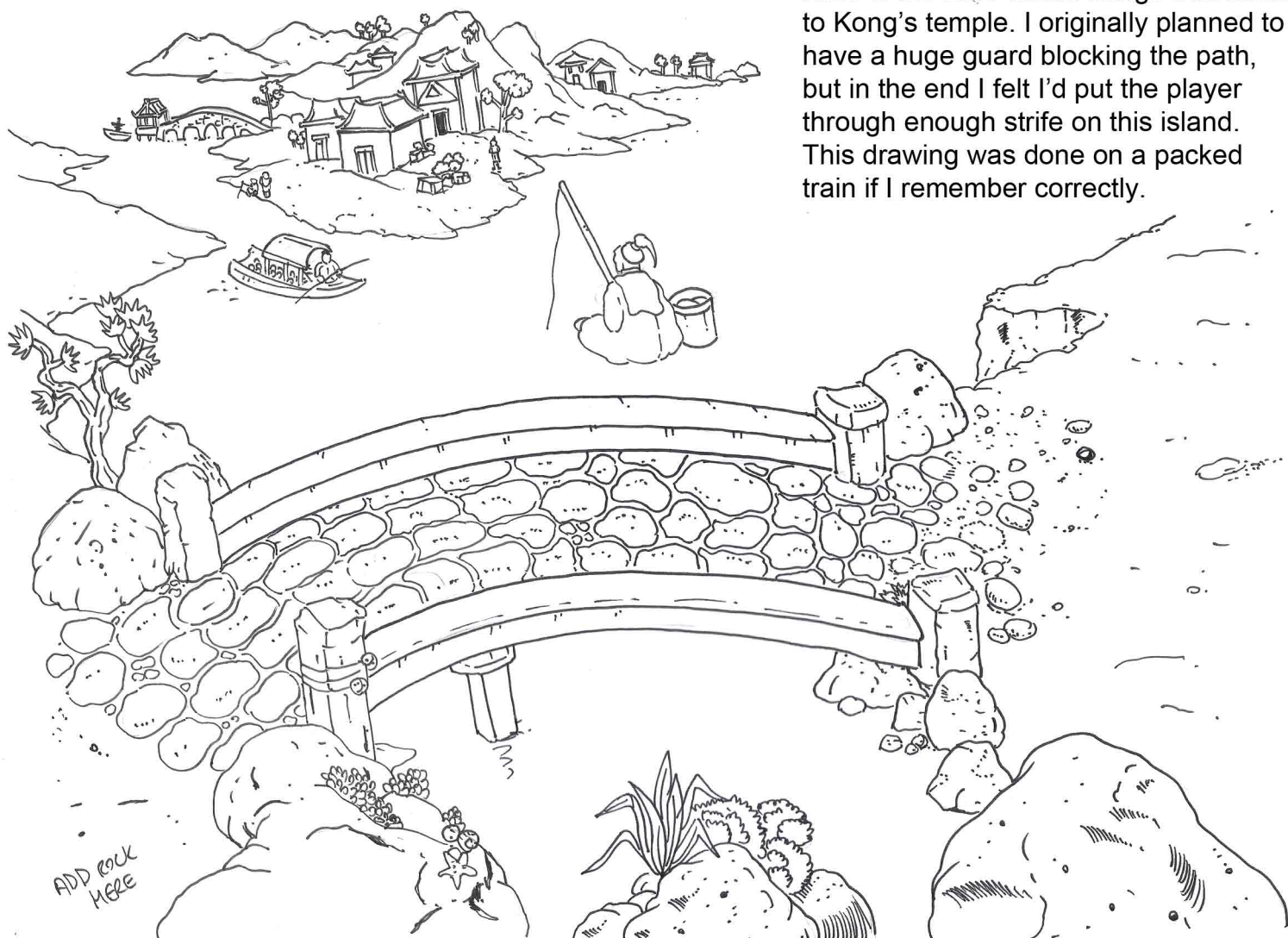




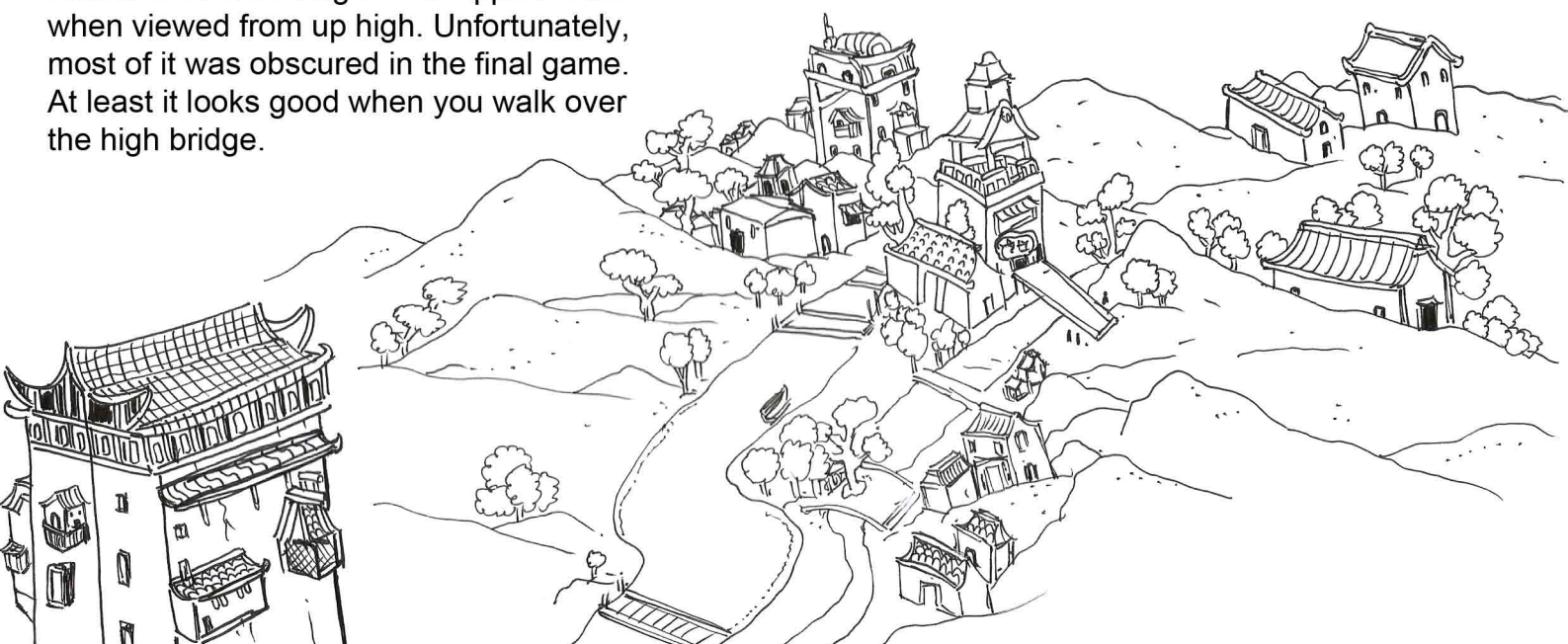
I would often sketch a series of random objects and then scan and paste them into locations as statues, monuments and pillars. Some of them are based on real world landmarks and artefacts.



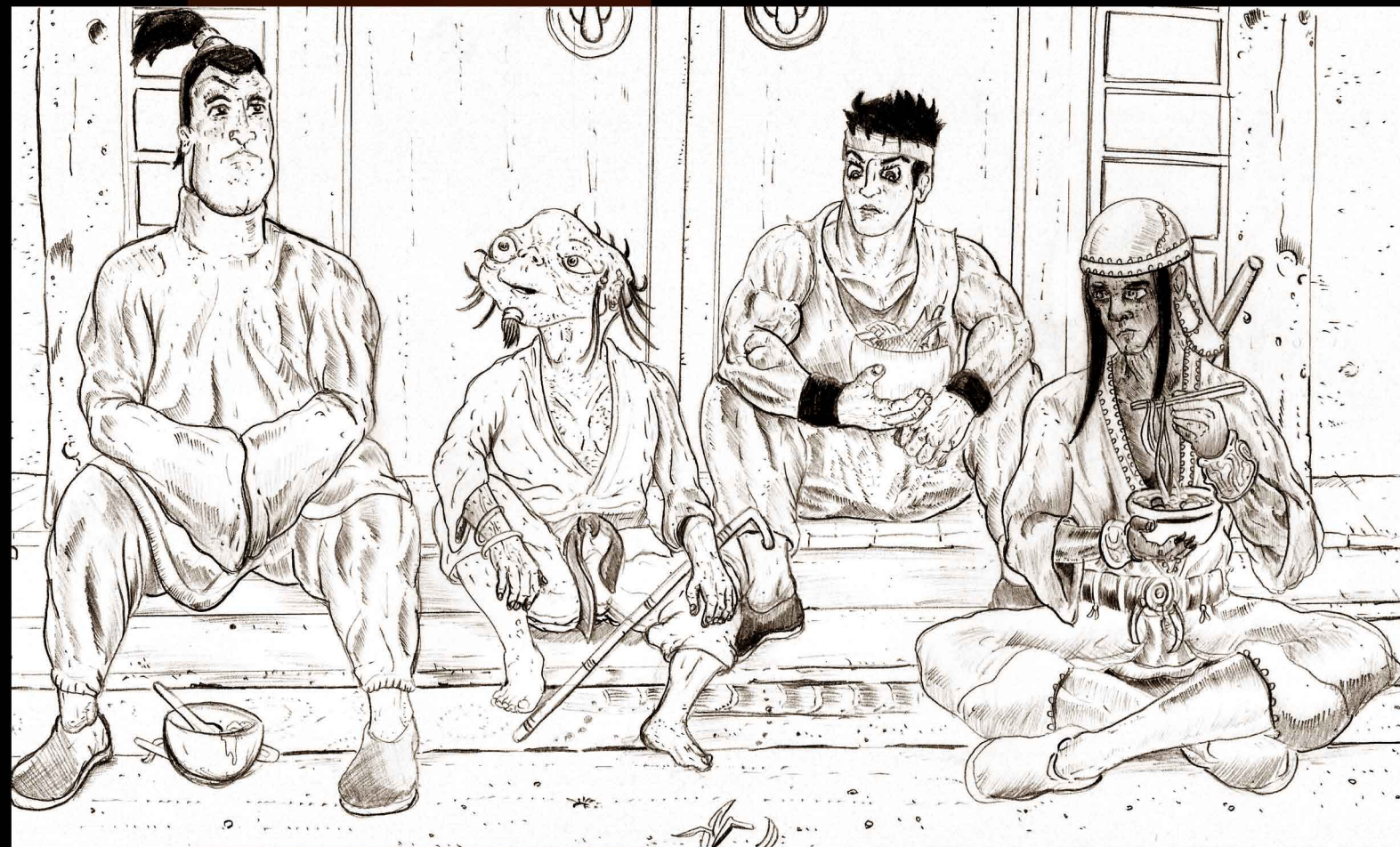
Here is the Blue Island bridge that leads to Kong's temple. I originally planned to have a huge guard blocking the path, but in the end I felt I'd put the player through enough strife on this island. This drawing was done on a packed train if I remember correctly.



I wanted the Iron kingdom to appear vast when viewed from up high. Unfortunately, most of it was obscured in the final game. At least it looks good when you walk over the high bridge.







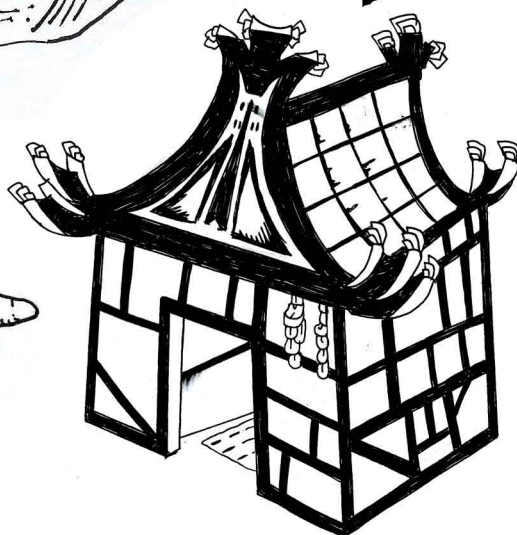
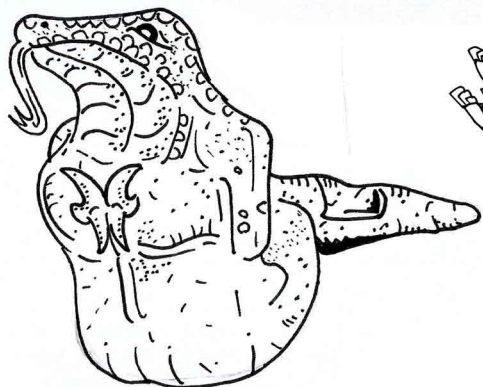
Eating fish soup with the Grandmasters



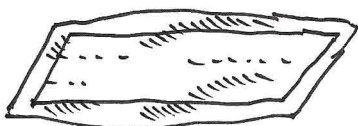
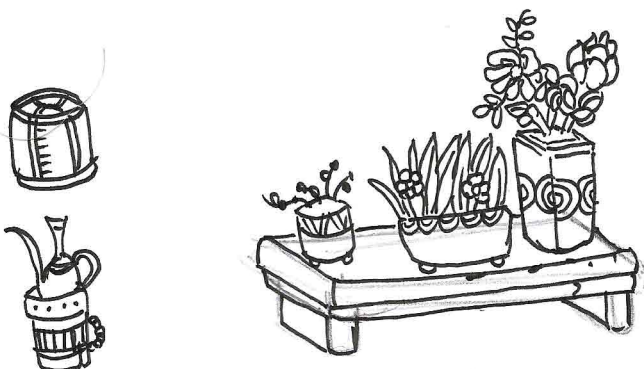




Two early building concepts created right at the start of the project. I was just trying to get a feel for the art style at this point.



Despite the simplistic style, background interiors seemed to always take ages to draw. Maybe it's because I didn't enjoy doing them.





Legend of Hand features a lot of large explorable lands. Here are just a few locations you can visit.



Snakeland: Go there at your peril.



The Snakemen have a captive. Will you save her?



The Great Library: Make a sound at your peril.



Interior: An old man sits proudly outside his store.

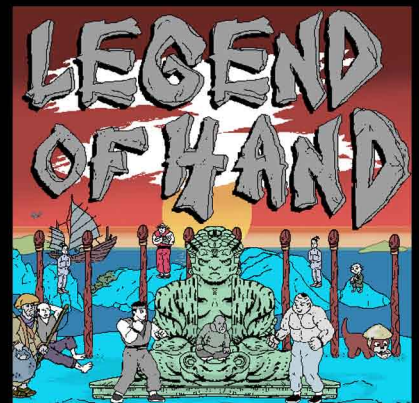
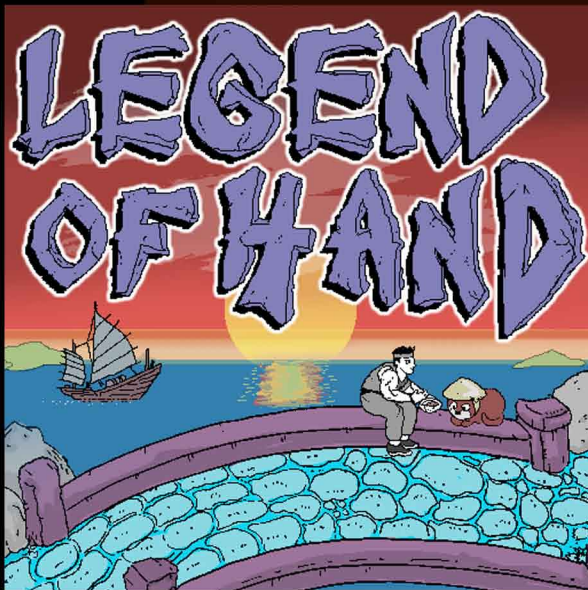


## Initial designs for 'Adventure X' website



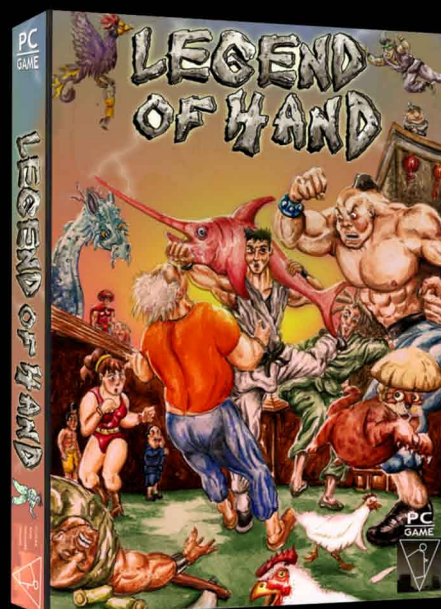
Above: This was the image we selected to promote LOH ahead of Adventure X 2014. It was the first time we had ever put a game on show to the public. Good times.

## Steam demo promotional image



Above: Two alternative promotional images for the Steam Greenlight page. My word, the one with the face looks awful- what was I thinking!

Left: I miss the retro painted game box art of old, so I tried to recreate my own version for this game. This mocked up rotating box is used to promote the game on our release trailers.







Guest art by | Rishi Gohil (GOZER)

One of my favourite things about creating characters is seeing how other artists reimagine them. Rishi has followed the Legend of Hand journey from the start. When I asked him if he would like to submit a piece of art he painted several! I really like his pictures, they have such a warm feel to them.



Guest art by | Steven Mason (MASE)

Long before I met Shaun, I had a another partner in crime. It's good to see Steve drawing again. Here is his take on Golden Legs Liu







Guest art by | Rishi Gohil (GOZER)

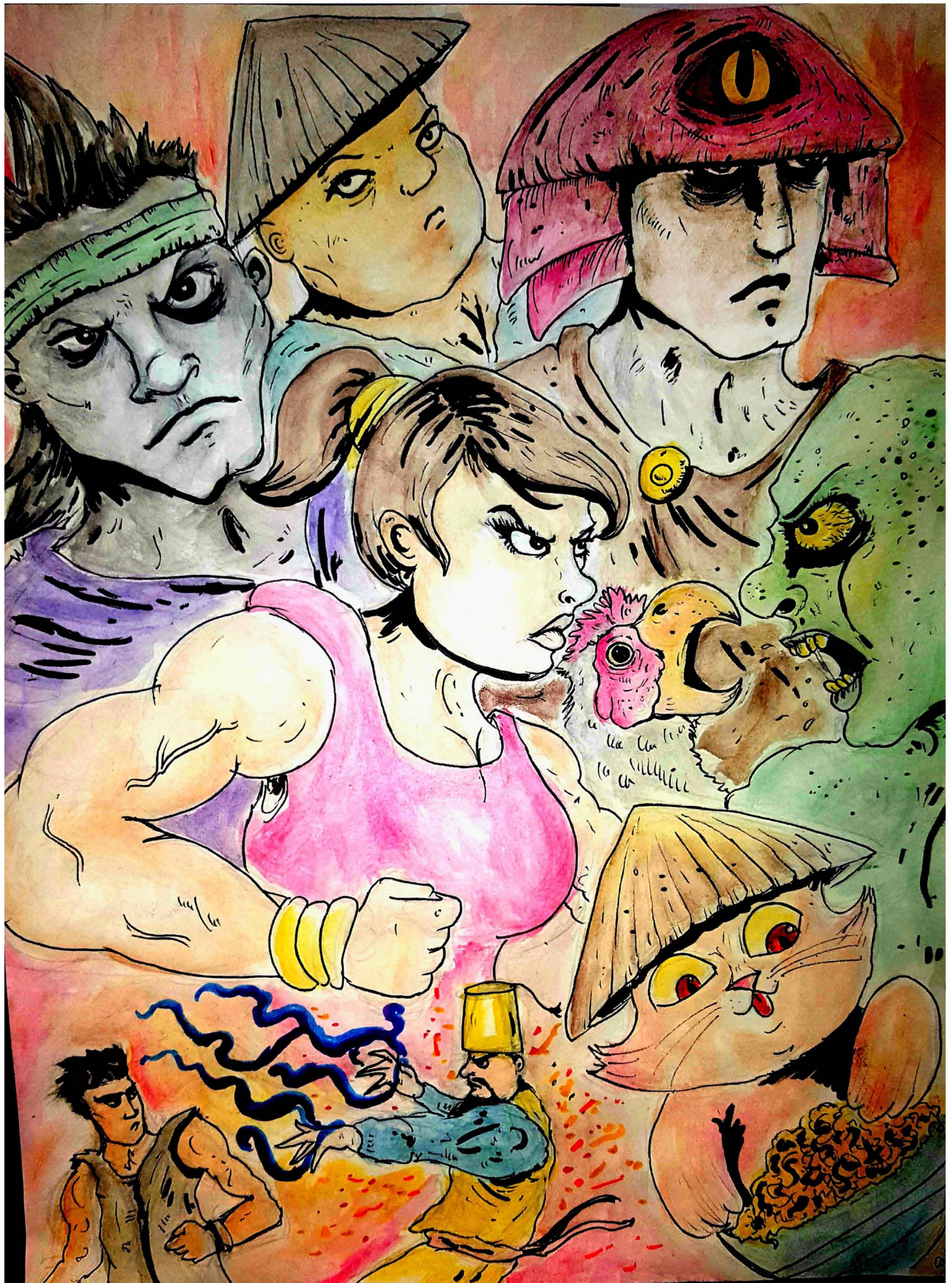


Guest art by | Steven Mason (MASE)

Snake King Basquiat







Guest art by | Rishi Gohil (GOZER)





Guest art by | Holly Inch