# 囝仔咪 Toy Play

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《囝仔咪》爲一款以台灣鄉土童玩爲題材的全 3D 實驗性對戰遊戲，背景舞台將回到光復後的台灣，以台灣傳統童玩作爲遊戲中的道具。讓玩家在遊戲中也能夠間接接觸到台灣本土文化創意產物。

在遊戲進行方式上，將早期童玩中的各種特殊對戰要素整合，並加以延伸出來的特殊遊戲玩法，透過電子遊戲平台來執行。並且實驗性的結合台灣早期插畫風以及利用 3D 紙片打造的世界作爲遊戲的視覺風格，如同紙娃娃般貼近各年齡層玩家，讓玩家充分達到數位文化創意、趣味、懷舊的目的。

*Toy Play* is an experimental 3D game that uses traditional Taiwanese toys as its subject matter. The background scenery is based on the Taiwan of the late 1940s and 1950s; the "tools" that players use in the game are based on traditional toys. When playing the game, the players are also being exposed indirectly to the creativity that traditional Taiwanese culture embodies.

The game takes the basic principles of competition in traditional children's games and extends them to create a new game that can be played on a computer gaming platform. The visual style used in the game is based on an experimental integration of mid-20th century Taiwanese graphic style with 3D "sheets". The aim is that the game will have the same kind of appeal as a paper doll to players of all age groups, enabling them to simultaneously experience the creativity of digital culture, nostalgia, and fun.