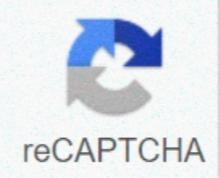




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Papers please wikipedia

Black Border games available on Steam ! Papers Please is a puzzle video game made by indie game developer Lucas Pope, developed and published through his company, 3909. The game was released on August 8, 2013, for Microsoft Windows and OS X, for Linux on February 12, 2014, and for iOS on December 12, 2014. A port for the PlayStation Vita was announced in August 2014, and released on August 12, 2014. The communist country of Arstotzka has ended a 6-year war with neighboring Kolechia and regained its right half of the border town of Grestin. Your job as immigration inspector is to control the flow of people into the arstotzkan side of Grestin from Kolechia. Among the myriad of migrants, visitors and people looking for work are hidden smugglers, spies and terrorists. Using only the documents of travelers and the Ministry of Recording primitive inspect, search and fingerprint systems you need to decide who can enter Arstotzka, which will be turned away and who will be arrested. The most similar game to Papers Please - Black Border Game Black Border is a simulation of guarding the entrance and exit gates to the limit and control of passports. In this game, you should, as inspector of the border chamber, check the passports and documents of the passengers. The story happens in the imaginary country of Alanan which has recently adopted its travel laws and regulations. Residents have been given permission to travel to neighboring countries, and you should prevent the entrance and exit of terrorists, smugglers and other suspicious people. The main environment of the game The main environment of the game includes a chamber where passengers enter one by one and give their documents to the inspector to be examined. The conversations between the passengers and the inspector form the story of the game. Developer(s): Bitzooma Platform(s): PC, Android, iOS Release Date: April 2020 Black Border Games Available on Steam ! Papers Please Document Papers Please documents, contain information that identifies and verifies a participant's ability to enter Arstotzka, so that the inspector can give them an entrance stamp. Each participant in the office must have a passport to be a valid entry, without exception throughout the game. The passport contains the following information: the person's full name, his or her date of birth, gender, a photo, his or her country, the city of the country that issued the passport, an expiration date for the passport and a passport number. Papers Please Document Please Timeline Timeline of The Story Mode of Papers, please span 31 playable days with 20 different endings. The story is mostly scripted and many of the events and meetings are triggered regardless of the player's past actions. However, endings are determined by daily decisions interactions made by the player. Papers, Please Timeline Papers Please Arstotzka Arstotzka is a communist country where Papers Please takes place and where the inspector works at the Grestin border checkpoint. There are seven countries and one false country that does not appear on the map, Cobrasian in Papers, Please universe. The main events take place in the border town of East Grestin (characterized by a crosshair on the map) in communist Arstotzka ... Papers, Please Arstotzka Papers Please Walkthrough Papers, Please take place over 32 days, starting with your first day at work. At the beginning of the day, you'll see a newspaper cover page that you can mostly ignore, especially if you're following the review. You can see the detailed review for all 32 days here: Papers, Please Walkthrough Papers Please Ezic The Order Of The EZIC Star is a secret society in the game that focuses on liberating Arstotzka from the corrupt leaders. It will be a messenger to come short you about various tasks. He has an aqua colored hoodie and his only visible eye is one with a tattoo of a star. Can't miss him. You will see him on the following days: 8, 10, (Choices determined: 11 and 14) 15, 17, 20, 23, 27 and 31 ... Papers, Please Ezic Papers Please Characters Here are lists fixed characters in Papers, Please : Papers, Please Characters Please Theme Papers, Please have a total of 84 sound effects consisting of sounds made of different elements in the booth, as well as ambient noise and character speech. The game's soundtrack consists of three songs, The Arstotzkan anthem, the victory theme and the death theme. Papers, Please : Papers, Please Characters Please FAQ Here are some questions with answers about the game : What does Arstotzka mean? Arstotzka is a communist country where Papers, Please take place and where the inspector works at the Grestin border checkpoint. The country's motto is Honor to Arstotzka. How many days is there in papers please? Timeline of the story mode of Papers, please span 31 playable days with 20 different endings. The story is mostly scripted and many of the events and meetings are triggered regardless of the player's past actions. What kind of games are papers please? Papers, Please is a puzzle video game made by indie game developer Lucas Pope, developed and published through his company, 3909. The game was released on August 8, 2013, for Microsoft Windows and OS X, for Linux on February 12, 2014, and for iOS on December 12, 2014. How many endings are there in papers please? The following is a complete list of possible endings to the story mode of Papers, Please. Apart from the 20 ends listed below, the game may also end in immediate death. The game keeps track of achieved endings through white dots in the day selection screen. Are papers please free on 92% of the 237 user reviews on Steam in the last 30 days are positive. Papers, Please be provided via Steam key for Windows, Mac, and Linux and are also provided DRM-Free for Windows, Mac, and Linux. For key redemption, a free Steam account is required, papers you can download How many copies did Papers Please sell? Papers, Please document 500,000 copies sold. Papers, Please, the game in which you bureaucratically decide the fate of hopeful immigrants, has surpassed 500,000 copies sold, according to the BBC. Read more Where is Grestin? Grestin is a separate border town, with West Grestin as part of Kolechia and EastGrestin as part of Arstotzka. What year does Papers Please take place? Papers, Please, is a dark game. It takes place in the fictional dystopia of Arstotzka, a communist state around 1982. How do you open the bomb cover in papers? First, the inspector must open the cover by clicking on four screws. The bomb can then be defused by clicking on the exposed wires in the correct order as shown by the numbers on the bomb (second wire from the left, then the first from the left, then the right, and finally the third wire from the left). Papers Please Bomb Where is Arstotzka located in real life? Arstotzka borders Kolechia (Ukraine) with Antegria and Republic similar to the real life of Latvia and Estonia and the United Federation is the real Russia. Arstotzka What is the EZIC order? The EZIC star's order, or EZIC, sometimes called the Order is a mysterious organization in Papers, Please. The organization also claims that it existed during the period Arstotzka was established and served the same function as in the time the events of the game take place. What happens if you take the EZIC gift? Allowing an EZIC Agent (Stephen Graire) to enter the country will prevent you from being arrested for receiving the money, but it will not allow you to get your money back. If you burn the money, you will get to keep your other savings. How do you unlock Endless mode in papers please? From the main menu, select the Endless Mode option, and then type 62131 as a code to unlock Endless mode. Successfully completed the specified task to unlock the corresponding token: Antegria. On day 5, a man with the correct papers will say that his wife is next and ask that you allow her. For the police trope, see your papers, please. Border inspector simulation adventure game Papers, PleaseDevelop(s)3909 LLCDeveloper(s)Lucas Pope Programmer(s)Lucas Pope Composer(s)Lucas Pope Platform(s)Microsoft Windows, OS X, Linux, iOS, PlayStation VitaReleaseWindows, OS XXW: August 8, 2013LinuxWW: 12, the game created by indie game developer Lucas Pope, developed and published through his production company, 3909 LLC. The game was released on August 8, 2013, for Microsoft Windows and OS X, for Linux on February 12, 2014, and for iOS on December 12, 2014. A game for playstation vita was announced in August 2014, and was then released on 12. [1] In Papers, Please, the player takes on the role of a cross-border immigration officer in the fictional dystopian Eastern Bloc-like country of Arstotzka, which has been and continues to be on political hostilities with its neighboring countries. The game takes place at a transfer checkpoint. As an immigration officer, the player must review each immigrant and return citizen passports and other support papers against an ever-growing list of rules using a variety of tools and guides, so that in only those with proper paperwork while rejecting those without all the right forms, and at times detaining those with falsified information, while balancing personal finances. Papers, Please were positively received on release, and it has come to be seen as an example of an empathy game and a demonstration of video games as an art form. The game was recognized with various awards and nominations from the Independent Games Festival, Game Developers Choice Awards and BAFTA Video Games Awards, and was named by Wired and The New Yorker as one of the best games of 2013. The Pope reported that by 2016, more than 1.8 million copies of the title had been sold. Gameplay Paper Of Papers, Please focuses on the working life of an immigration inspector at a border checkpoint for the fictional country of Arstotzka in the year 1982. [2] At the time of the game, Arstotzka has recently ended a six-year war with neighboring Kolechia, but political tensions between them and other neighboring countries are still high. As a checkpoint inspector, the player reviews the documents of arrivals and uses a variety of tools to determine whether the papers are to arrest certain individuals as terrorists, wanted criminals, smugglers and participants with falsified or stolen documents; keep other unwanted persons like those without polio vaccine including anti-vaxxers, expired vaccines, lacking necessary paperwork or expired paperwork out of the country; and let the rest through. For each day of the game, the player gets specific rules about what documentation is required and conditions to allow or deny entry that becomes gradually more complicated as each day passes. One by one, immigrants come to the checkpoint and give their papers. The player can use a variety of tools to review the paperwork to ensure it is in order. When discrepancies are detected, the player may interrogate the applicant, require missing documents, take the applicant's fingerprint at the same time order a copy of the applicant's identity history to prove or remove either name or physical description discrepancies, order a full body scan to remove or prove weight or apparent biological gender discrepancies or find enough incriminating evidence required to arrest the participant. There are opportunities for the player to have the applicant arrested and the applicant may at times attempt to bribe the inspector. The player must eventually stamp the participant's passport (or temporary visa slip if the person does not have a passport) to accept or deny entry unless the player orders the arrest of the participant. If the player has violated the protocol, a quote will be issued to the player shortly after the participant leaves. Typically, the player can make two violations without penalty, but subsequent violations will cost the player to increase monetary penalties from today's wages. The player has a limited amount of real-time, representing a day shift at the checkpoint, to process as many arrivals as possible. The player's immigration checkpoint workstation shows the current arrival (left center), the various papers the player is currently processing (bottom right), and the current state of the checkpoint (upper half). At the end of each day of the game, the player earns money based on how many people have been processed (5 credits for each one who enters the booth before the shift ends) and bribes collected, less any penalty for protocol violations, and then must decide on a single budget to spend the money on rent, food, heat and other necessities in low class housing for themselves and their family. The player must also make sure not to make too much money in illegitimate ways, in order for his family not to be reported and have all the money they had accumulated so far confiscated by the government. As relations between Arstotzka and neighboring countries deteriorate, sometimes due to terrorist attacks, new sets of rules are gradually added, based on the history of the game, such as denying entry to citizens of specific countries or requiring new types of documentation. The player can be challenged with moral dilemmas as the game progresses, such as allowing the supposed spouse of an immigrant through despite a lack of complete papers in danger of accepting a terrorist entering the country. The game uses a mix of randomly generated participants and scripted meetings. Randomly generated participants are created by using templates. A mysterious organization known as EZIC also appears, with several of its members appearing at the checkpoint, giving the inspector order to help bring down the government and establish a new one; player can choose whether to help this organization or not, let its members by murdering certain powerful persons the organization deems corrupt to live and even personal to rival for your organization. The game has a scripted story mode with twenty possible endings depending on the player's actions, as well as some unlockable randomized infinite game modes. [3] [4] Development Lucas Pope accept an award for the game on the 2014 Game Developers Conference Papers, Please was developed by Lucas Pope, a former developer for Naughty Dog on the Uncharted series. [5] The Pope chose to leave Naughty Dog around 2010, after Uncharted 2: Among Thieves was published, to move to Saitama, Japan, with his wife Keiko, a game designer himself. Part of this move was to be closer to her family, but Pope had also developed smaller games with Keiko during her time at Naughty Dog, and wanted to move away from the clear formula of the Uncharted series towards developing more exploratory ideas for her own games. [7] The two worked on some independent game titles while they were there, and they briefly moved to Singapore to help another friend with their game. [6] From his travels in Asia and some recent trips to the United States, he became interested in the work of immigration and passport inspectors; They have a certain thing they do, and they just do it over and over again. [6] He recognized the passport check experience, which he considered tense, could be turned into a fun game. [2] While he had been able to come up with the mechanics of passport control, Pope lacked a history of running the game. He was then inspired by films such as Argo and the Bourne series, which feature characters attempting to infiltrate in or out of other countries with subterfuge. The Pope saw the opportunity to reverse these scenarios, setting the player as the role of immigration officer as stopping this kind of agents, matching up with his existing gameplay mechanics. [6] He created the fictional nation of Arstotzka, shaped as a totalitarian, 1982 Eastern Bloc state, with the player guided to maintain the honor of this country by carefully checking passports and defeating those who can infiltrate it. [6] Arstotzka was partly derived from the setting of the Pope's previous play The Republic Times, in which the player acts as editor-in-chief of a newspaper in a totalitarian state and must decide which stories to include or falsify to uphold the interests of the state. The Pope also based aspects of the border crossing for Arstotzka and its neighbors on the Berlin Wall and issues between East and West Germany, saying he was naturally attracted to Orwellian communism bureaucracy. [9] He made sure to avoid including any specific references to these inspirations, such as avoiding the word comrade in both the English and translated versions, as it would directly refer to a Soviet Russia implication. [7] Using a fictional country, the Pope gave more freedom in the narrative, without having to base events in the game on any real politics avoid preconceived assumptions. [8] Work on the game began in November 2012; The Pope used his personal financial resources from his time on Naughty Dog for what he thought would be a few weeks worth of efforts to complete and then move on to a more commercially viable title. [6] The Pope used have programming language and the NFM framework, both open source. [10] He was able to build structures he and his wife developed for Helsing's Fire, an iOS game they developed after moving to Japan, as this provided the means to indicate how much information about a character could or could not be shown to the player. This also allowed him to include random and semi-random encounters, where similar events would occur in separate games, but the immigrant's name or details would be different. [8] Much of the game's design was about the purposeful clunky user interface elements for checking paperwork, which Pope was inspired by from his previous programming experiences from using visual programming languages such as HyperCard. [7] The Pope found that there was a very careful balance between what rules and randomness could be introduced without overwhelming the player or causing the balance of the game to fail, cutting down on some of the coincidence he originally wanted. [8] The Pope tried to keep the narrative non-judgmental about the choices the player made so that they could imagine their own take on the events, and further kept elements such as the player-character family status screen displayed at the end of each day simple, so that it would not affect the player's take on these results. [8] When Pope developed the game, he regularly posted updates to TIGSource, a forum for independent developers, and received useful feedback on some of the game's direction. [6] He also created a publicly available demonstration of the game, which further had positive feedback to him. The Pope chose to try to have the game sent to the Steam Store Front through the user-voiced Greenlight process in April 2013. [14] He was hesitant that the niche nature of the game would set off potential voters and had expected that he would get more interest from upcoming gaming exhibitions. But because of attention drawn by several YouTube streamers who played through the demo, Papers, Please was voted through Greenlight within a few days. [6] [10] [11] With new attention to the project, Pope estimated that the game would now take six months to complete, even if it eventually took nine months. [5] One area he expanded on was to create several unique character names for the various citizens who would pass through the game. He opened up to the public to deliver names but ended up with over 30,000 entries, with more than half he considered useless as they did not find out what types of Eastern European names he wanted or were otherwise joking. [6] After the Greenlight process, the Pope began adding other features that required player, as a weak checkpoint worker, to make significant moral decisions in the game. One such design was the inclusion of the body scanner, in which Pope envisioned that the player would recognize that this was an invasion of privacy, but necessary to detect a suicide bomber. [6] These also helped drive the game's narrative to provide justification for why the player as a passport controller had to have access to these new tools in response to the larger events in the game's fiction. [7] After being voted greenlight, The Papers, Please was touted as an empathy game, similar to Cart Life (2011), and helped Pope justify his narrative choices. [6] The Pope also realized that not all players would necessarily appreciate the narrative aspects, and began to develop the endless mode in which players only had to process a queue of immigrants limited only by the player who made a certain number of mistakes. [9] Pope released the game on 8. [12] The Pope had ported the game to the iPad, and considered a port to the PlayStation Vita, but noted that with the handheld there are several challenges related to the game's user interface that may need to be renewed. [13] The Vita version was formally announced at the Gamecom Convention in August 2014. [14] With the iOS release, Apple required Pope to censor the entire body scanner feature from the game, taking into account the aspect of pornographic content. [15] However, Apple later commented that the rejection was due to a misunderstanding and allowed Pope to resubmit the game. [16] The iPad version was later released on 13 March 2014, and Pope stated that he was a little sick to death by The Papers, Please, in that he wanted to continue focusing on several smaller games that would only take a few months to create and release, and had already spent too much in his mind on this. He expected to continue to support The Papers, Please and its gates, but had no plans to expand the game or drop downloadable content, but does not rule out revisiting the Arstotzka setting in a future game. [7] Reception Reception ReceptionAggregatorScoreAggregatorScoreMetacriticPC: 85/100[19]OS: 92/100[20]Review PointsPublicationScoreEdge9/10[21]Eurogamer9/10[22]GameSpot8/10[23]IGN8/10[24]PC Gamer(US)87/100[25]Polygon8/10[26]TouchArcadeOS: [27] Papers, Please received positive reviews on release, generally receive favorable reviews from 40 reviews on Metacritic. [19] Papers, Please have been praised for the feeling of immersion given by the mechanics of the game, and the intense emotional reaction. [28] CBC News Jonathan Ore called Papers, Please a nerve-racking sleuthing game with relentless and dozens of convincing characters - everything from a desk job. [29] Simon Parkin wrote for The New Yorker blog declared Papers, Please was the best video game in 2013. He wrote: Grim yet affects, it's a game that can change your attitude the next time you're in line at the airport. [30] Some critics received the story very well: Ben Yahzeech Crosow of The Escapist series Zero Punctuation halted the game as a truly unique entry for 2013 and even made it one of his top five matches for the year. He cited the morality of the game as his reasoning by explaining that [Papers, Please] presents us constant moral choices, but makes it very difficult to be a good person ... while you may waive the rules to reunite a couple [...] you do it at the expense of your own family ... You have to decide whether you want to create a better world or just take care of you and yours. [31] Wired listed Papers, Please as their top game for 2013, acknowledging that the game's title often combined with a Hollywood representation of Nazi officials who stopped planes and demanded to see their identification,[32] along with the tedious presentation captured the ideas of living as a human worker in a police state. In 2014, the game was ranked 45th in the IGN list of the top 50 video games of the 2000s. [33] Some critics reacted to the paper's gameplay. Stephen Benidict from ABC's game review showed Good Game and the game boring, commenting while I found the problems that arose from the decisions you're forced to make quite interesting, I was just so bored that I just struggled to go from one day to the next. I was torn between wanting to find out more and not wanting everything to stop. [33] Papers, Please are considered by several journalists as an example of video games as an art form. [36] The papers, Please are often categorized as an empathy game, a type of role-playing game that asks players to inhabit the emotional worlds of the character, as described by Patrick Begley of the Sydney Morning Herald,[36] or as described by Pope himself, other game simulators. [39] The Pope noted that he had not decided to make an empathy game, but the emotional bonds created by his scenarios naturally came from developing the core mechanics. [40] Uncharted 4: A Thief's End includes an Easter egg for The Papers, Please, when protagonist Nathan Drake compares a line of people waiting at a port station with the situation in Arstotzka. [41] A nod to The Papers, Please was briefly shown in the episode Playtest of the series Black Mirror, where a fictional cover of Edge contains a cover story about Papers, Please III. 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The title also won the Innovation Award and Best Downloadable Game at the 2014 Game Developers Choice Awards. The game won Best Simulation Game and was nominated in the Best Game, Game Design and Game Innovation categories at the 2014 BAFTA Video Games Awards. Sales As of March 2014, at the time of the BAFTA Awards, Pope stated that the game had sold 500,000 copies. [5] In August 2016, three years after its release, Pope stated that more than 1.8 million copies had been sold across all platforms. [53] The short film adaptation Two Russian filmmakers, Liilya Tach and Nikita Ordynsky of Kinodom Productions, developed an 11-minute live-action film based on The Papers, Please, titled Papers, Please: The Short Film, starring Igor Voskovin as a passport inspector. The film was released by Lucas Pope after Ordynsky emailed him the script. [55] The short film adaptation Two Russian filmmakers, Liilya Tach and Nikita Ordynsky of Kinodom Productions, developed an 11-minute live-action film based on The Papers, Please, titled Papers, Please: The Short Film, starring Igor Voskovin as a passport inspector. The film was premiered at Trekhgorod Kulturhus in Moscow, Russia, on 27. [56] The film debuted worldwide on YouTube and the Steam Store 24. [57] The film received Overwhelmingly Positive reviews on Steam when it was released. [55] The short film's success led to Tach and Ordynsky pursuing a similar short film for Beholder, another game set in a totalitarian state. Ordynsky later voted Seaman Aleksei Toporov in Return of the Obra Dinn in 2015. The game was ranked 45th in the IGN list of the top 50 video games of the 2000s. [33] Some critics reacted to the paper's gameplay. 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