

= Monaco : What 's Yours Is Mine =

Monaco : What 's Yours Is Mine is a stealth action video game released in 2013 for Xbox 360 , Microsoft Windows , Mac OS X and Linux . The PC versions of Monaco were developed and published by Pocketwatch Games while the Xbox Live Arcade version was published by Majesco Entertainment .

The gameplay in Monaco consists of up to four players who all control different characters while they partake in heists and robberies in many different locations . Each player can control one of eight characters , all of whom have their own advantages , such as the Hacker who can put viruses onto the security systems , and the Cleaner who can put guards to sleep . The main difference between single @-@ player and multiplayer is that in multiplayer , when a player dies they must be revived before the level can be completed .

Development of Monaco began while Andy Schatz was working for TKO Software , before he founded his own independent company Pocketwatch Games . The game first started as nothing more than a Pac @-@ Man clone that he referred to as " The Sims meets Diablo meets Hitman " . After being turned down by Microsoft Game Studios twice , Monaco was released onto Xbox 360 by Majesco Entertainment . The soundtrack was composed by American composer Austin Wintory , who had worked on the soundtracks for games like Flow and Journey , after discussing the topic with Schatz . Andy Nguyen , whom Andy Schatz met while he was looking for playtesters , quit his job at Citibank so he could spend more time helping with the development of Monaco as a level designer and producer , as well as working in booths .

The game was positively received by reviewers and won two awards at the 2010 GDC Independent Games Festival . The reviewers highly praised the cooperative gameplay but said the single @-@ player was less fun due to there being less things to do . Many comparisons were made between Monaco and other media ; the most common being the 1960 heist film Oceans 11 . Reviewers liked the art style and said that the gameplay suited the minimalistic design .

= = Gameplay = =

Monaco is a single @-@ player or multiplayer stealth action game played in a top @-@ down perspective . Up to four players can control one of eight characters , all of which have different traits and advantages , while they partake in heists and robberies in places like nightclubs , mansions and yachts . Levels can be completed in many different ways based on what characters the player or players choose . When playing in single @-@ player , once a character is unlocked they can be used on any level , although any level can be completed as any character . In multiplayer , players work together to complete the levels . If one of the players die , another must revive them before finishing the level .

The eight characters consist of the Locksmith , the Cleaner , the Lookout , the Pickpocket , the Mole , the Gentleman , the Redhead and the Hacker . The Locksmith can open doors twice as fast as the other characters ; the Cleaner can put guards to sleep ; the Lookout is able to see enemies that aren 't in the player 's direct line of sight ; the Pickpocket owns a monkey which runs around collecting coins ; the Mole can dig holes through walls and takes less time to open vents ; the Gentleman has the ability to temporarily change appearance , making the player less detectable to enemies ; the Redhead can charm enemies into not attacking them and make characters follow them ; and the Hacker has the ability to upload computer viruses to the security systems , resulting in them shutting off temporarily . The first four of the eight characters are available immediately .

There are many items that can be picked up , which include smoke bombs and C4 explosives , along with many different types of guns including a shotgun and a machine gun . The gun 's ammo is limited and is replenished by collecting ten coins which are scattered around the map . In multiplayer , the player who collects the coin 's is the only person who 's gun receives more ammo .

= = Development = =

The idea for Monaco was first prototyped during the time when Andy Schatz was working for TKO Software , which was a video game development company based in Santa Cruz , California . The game first started as a Pac @-@ Man clone and was described by Schatz to have looked similar to Jason Rohrer 's 2014 video game The Castle Doctrine during its early stages of development . His original plans were to release Monaco as an Xbox Live Indie Games title , made within six weeks . He said that when he was talking to people about it during this stage , he would describe it as " The Sims meets Diablo meets Hitman " . The development at TKO was done for around 3 weeks whilst the company searched for paying work . Before TKO shut down in 2005 , Schatz left and founded his own independent company , Pocketwatch Games . After Pocketwatch Games experimented with simulation games , such as 2006 Independent Games Festival finalist Wildlife Tycoon : Venture Africa and Wildlife Tycoon : Venture Dinosauria , Schatz prototyped an early version of Monaco using Microsoft XNA as to see if it worked on Xbox 360 .

When Andy Schatz pitched the game to Microsoft Game Studios , they turned it down . Schatz responded by saying " they were crazy " and asked if he could repitch the game , to which they accepted . Schatz continued to work on Monaco for around a year in order " to make it something really marketable " . When he pitched it to Microsoft Game Studios for the second time , it was turned down . After these events , Schatz got the impression that the game was not going to be released on Xbox 360 . " That really bummed me out " , Schatz said in an interview with Mike Rose from Gamasutra , " because I felt like the Xbox was the ideal platform for this particular game , because of the prevalence of headsets , the marketplace being strong , and the Xbox being the easiest console to work with . And of course the game was written in XNA , so it was a no @-@ brainer " . Schatz tried but ultimately failed to port the game to the PlayStation 3 . In order to publish the game on Xbox Live , Schatz partnered with video game publishing company Majesco . Due to this , game had to be ported from Empty Clip to the RapidFire engine . Valve Corporation approached Schatz and offered to get the game on the Steam store .

Schatz met Andy Nguyen while looking for playtesters in 2011 . Schatz described Nguyen as a man Schatz " clicked with " and made an energizing work environment and due to this , Nguyen was hired to work in festival booths and sell the company 's merchandise at events . Nguyen did not know how to program , but he eventually became a level designer and producer for Monaco . During the development of Monaco , Nguyen quit his job at Citibank to devote more time to the game and Pocketwatch Games .

The soundtrack for Monaco was composed by Grammy @-@ nominated Austin Wintory , who had previously worked as the composer for games such as fIOW and Journey . The original soundtrack and a remixed album called " Gentleman 's Private Collection " were released on April 24 , 2013 . The soundtrack incorporates pianos and drums into what Christian Donlan ( Eurogamer ) thought to be one of Wintory 's best works yet . The Gentleman 's Private Collection contains remixes of the original soundtrack by other notable composers , including Peter Hollens , Tina Guo who played the violin in the Journey soundtrack , and Chipzel who composed the soundtrack for Super Hexagon . When Wintory was approached by Schatz , he was excited due to the request involving humorous " old @-@ timey piano " , stating " when else am I ever going to be asked to write anything remotely like this ? " Schatz originally wanted to use licensed music due to him thinking the project was too going to be too small to warrant its own soundtrack , but Wintory persuaded Schatz after discussing the topic with him . The full soundtrack and Gentleman 's Private Collection were released onto Wintory 's Bandcamp .

Monaco was released onto Microsoft Windows on April 24 , 2013 . The Xbox 360 version was delayed and ended up being released on May 10 . On July 3 , 2013 the Mac version was released and on October 21 , 2013 , the Linux version was released . Since the official release , Pocketwatch Games have updated the game to include more levels and minigames , including a new campaign mode called " Monaco Origins " , which contains backstories for all the characters .

= = Reception = =

Monaco : What 's Yours Is Mine received positive reception from critics , garnering " generally

favorable reviews " for both the PC and Xbox 360 release . The Xbox 360 release sold poorly . Andy Schatz believed this was due to the weak demo , the delayed release and the bugs that were related to the multiplayer mode .

Reviewers highly praised the co @-@ op mode but many disliked the single @-@ player modes . Danielle Riendeau ( Polygon ) liked the gameplay of Monaco , stating it was very fun with other people , but it seemed like single @-@ player needed work . James Murff ( GameFront ) said the co @-@ op was ridiculously fun and has good replayability . Marty Sliva ( IGN ) said Monaco provided one of the best co @-@ op experiences he 'd had in a while . He stated that due to the gameplay and mechanics , it was one of the most unique and addictive games that were released in 2013 . Scott Nichols ( Digital Spy ) said that the game contains lots to discover , but is best done cooperatively . Jeff Grubb ( VentureBeat ) praised the fact that the game works as both an arcade and a strategic game but said to skip it if you weren 't planning on playing it cooperatively . Roger Hargreaves ( Metro ) liked the multiplayer mode more , but still praised the single @-@ player mode and called it surprisingly compelling .

Reviewers made comparisons between Monaco and other games and films . The most common one being the comparison of the 1960 heist film Oceans 11 . Scott Nichols compared it to Oceans 11 due to the similarities and said " with its ensemble cast , daring break @-@ ins and carefully laid plans , it has all the makings of an interactive heist flick " . Anton Bjurvald ( Eurogamer ) also compared the game to Oceans 11 . Roger Hargreaves said the game was like " Ocean ? s Eleven meets Pac @-@ Man and Metal Gear Solid " . He compared it to Pac @-@ Man due to the maze @-@ like levels .

Many reviewers criticised the game 's repetition of levels . Francesco Serino ( Eurogamer ) criticised the variation between levels and said it wasn 't too long before he was seeing similar levels due to the game 's simplicity . He said the levels are usually well made but is too often made for certain characters , which adds more gameplay due to the time it takes finding the best strategies to complete a level . Alex Navarro ( Giant Bomb ) liked the overall gameplay of Monaco but disliked some of the later levels as they turned into " tedious exercises in trial @-@ and @-@ error " . Ben Allan ( Gameplanet ) said the single @-@ player was less fun due to there being less variations and less chaos . Anton Bjurvald said he fell in love with the simplicity of the graphics and liked the majority of the gameplay but said that it seemed like the game 's artificial intelligence was made too easy to be fooled .

= = = Awards = = =

15 weeks into development of Monaco , in early 2010 , the game won the 2010 GDC Independent Games Festival Seumas McNally Grand Prize award , as well as the Excellence in Design award . Monaco won Destructoid 's " best of 2013 co @-@ op multiplayer " and beat titles like Diablo III , Guacamelee ! and Payday 2 . Monaco was also a finalist in the 2010 Indie Game Challenge under the " Professional " category .