

Tomai



Your name is Tomai, and you're kind of a big deal.

(A visual novel by DCS and Arcade Party)

Hello again everyone, and thank you for your generous donation!

This time, I'm joined together with the fantastic Arcade Party to bring you; Tomai!

Originally I had slated Tomai to be another comic series I worked on, but I had never quite been able to get things rolling how I wanted them to.

So, when Arcade Party approached me about doing a collab for YaoiJam 2017-- I mentioned this set of characters and asked him to mold them how he saw fit (with my general idea as an outline).

A few months later and viola! Here we are!

We've both grown so attached to this cast and I'm so extremely pleased with the world Arcade Party has shaped for the boys.

So, without further ado, here's the art PDF for Tomai! Enjoy!

-DCS and Arcade Party



Tomai
Age: 23
Favorite Food:
Fish!
Favorite color:
Blue
Hobby:
Fishing
Dream:
To become a
fishing legend!



DCS: My original vision for Tomai, personality wise, was a lot smaller than what he turned out to be! Arcade Party did a great job taking my little idea and expanding it into a bigger one, focusing on some of Tomai's insecurities, fears, wants, needs, and all that good stuff! Everyone born into his family has freckles like this; and there's a saying that they "reflect the galaxies above". Who knows how true that is.

Arcade Party: Kind of at a crossroads.

I really feel for him!!!

Burdoc

Age: 23

Favorite Food:

Mangoes and

Bananas

Favorite color:

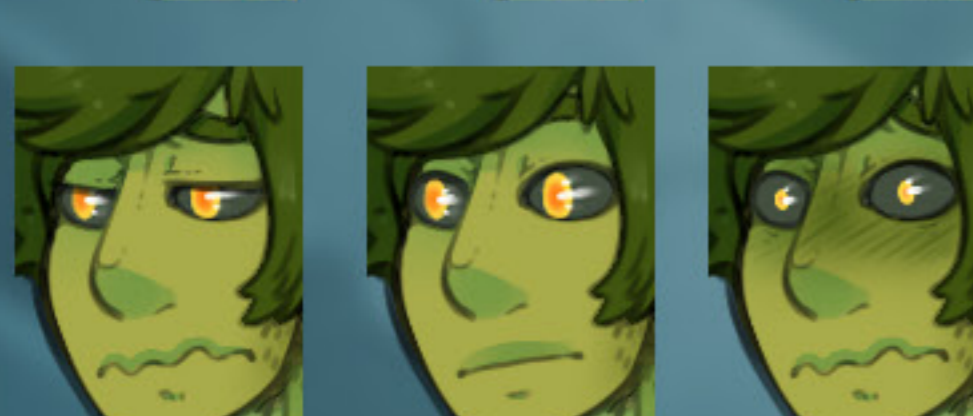
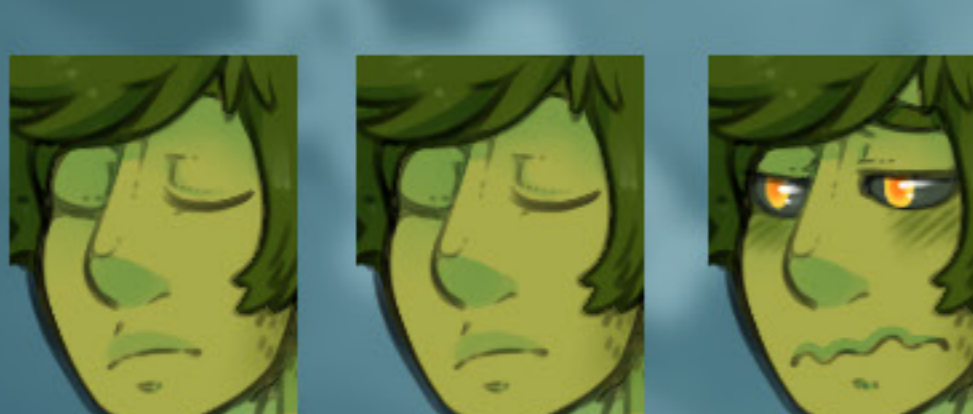
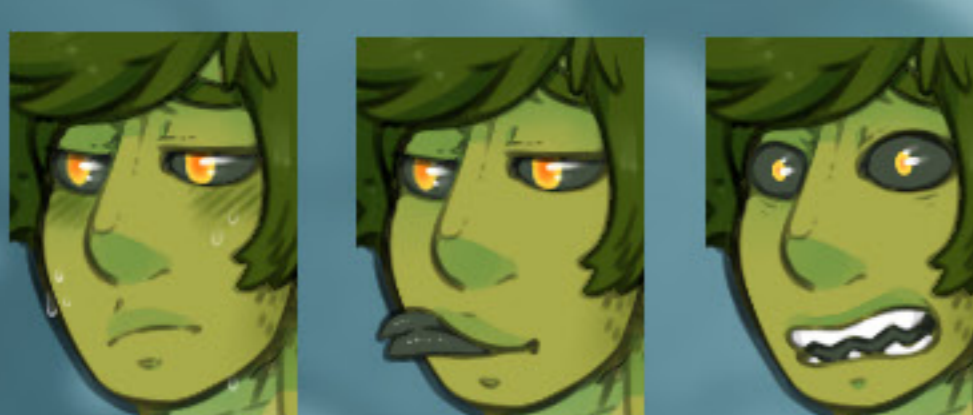
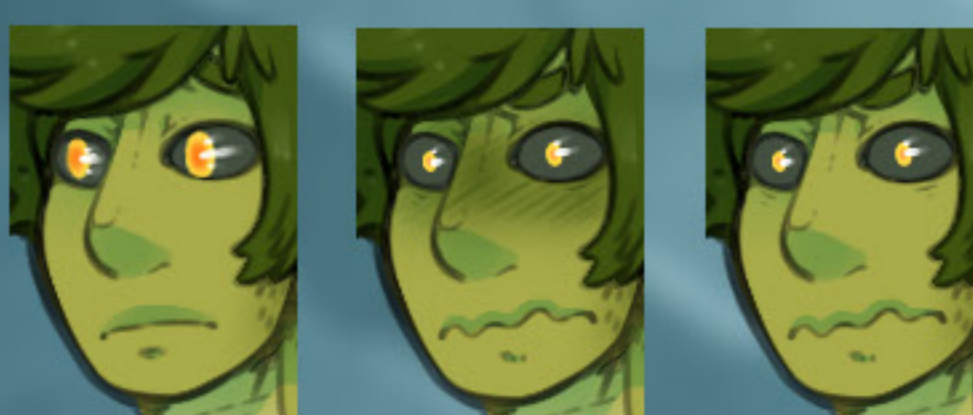
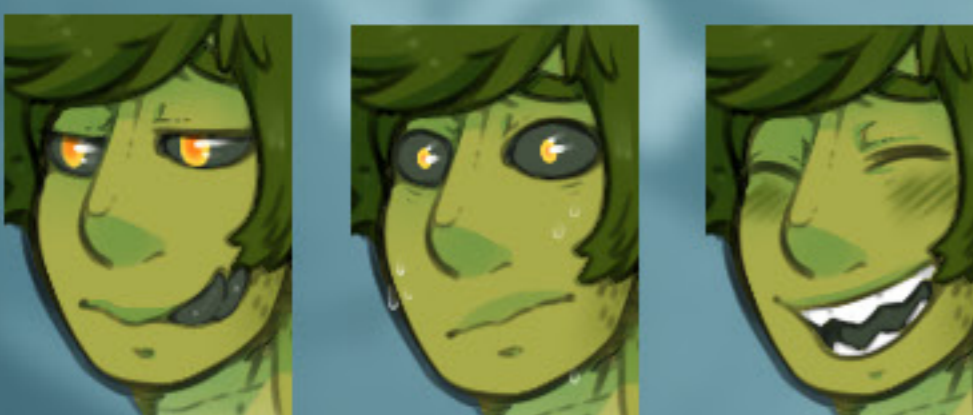
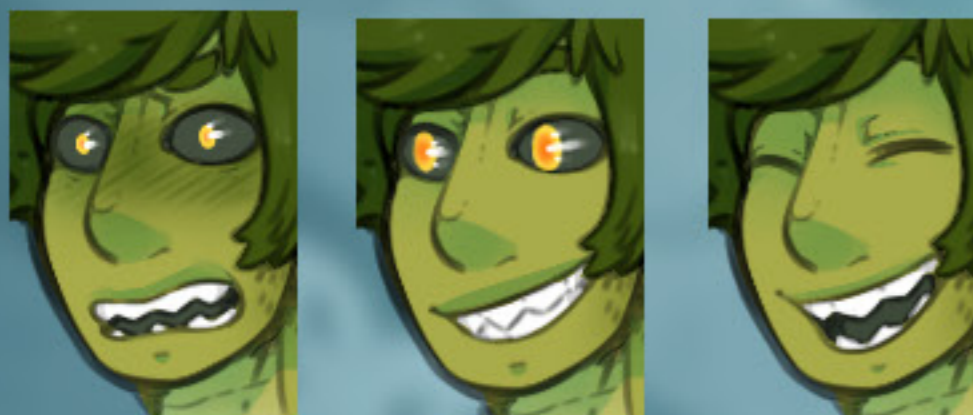
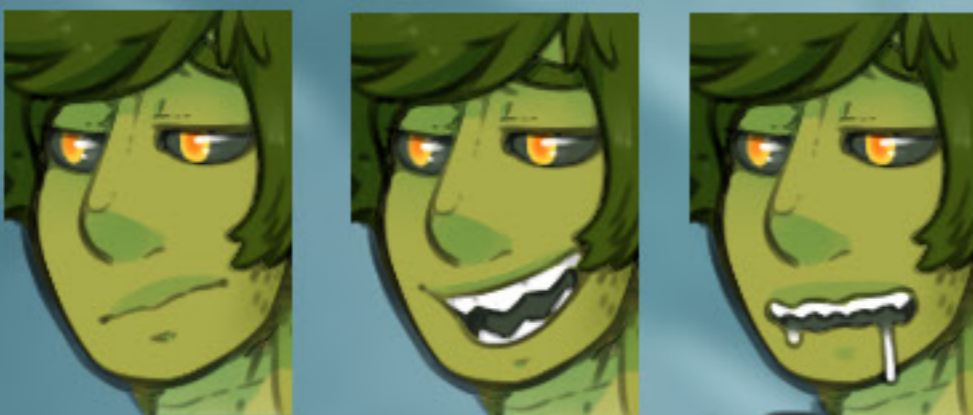
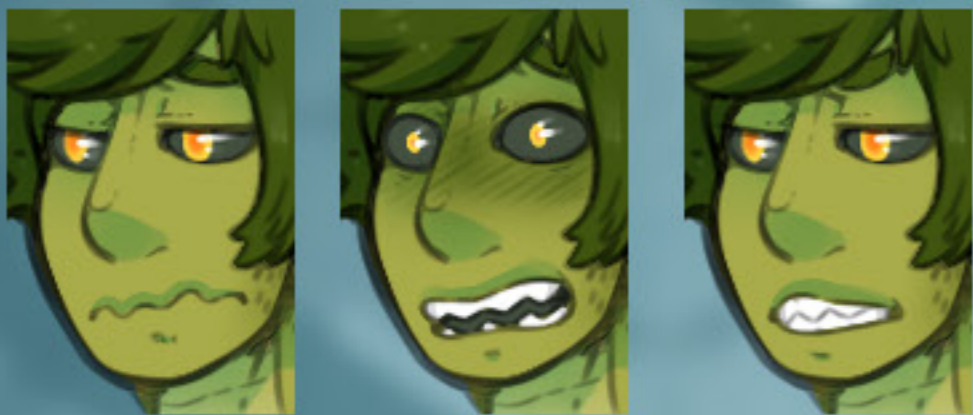
Brown

Hobby:

Drawing

Dream:

It's a secret!



DCS: Originally, Burdoc was really almost kind of mean and kind of way too similar to Tomai? But, turning him into a very good, very anxious, big softie accidentally turned him into exactly my type. I'm smitten, he's perfect. He was a piece of the story I was really glad to see changed into something new!

Arcade Party: He was the most popular with friends I showed the cast to, I think. (It's because he's hot and jacked.)

Malik
Age: 23
Favorite food:
Rot Root
Favorite color:
Purple
Hobby:
Sewing
Dream:
To be a famous
fashion designer!



Arcade Party: VERY easy for me to write. There's probably a lot of my personality in him, unfortunately... I hope he's still likeable.

DCS: As Arcade Party mentioned Burdoc being the favorite among his friend group-- Malik was the true star of mine. Everyone loves this cheeky boy.

Honestly? I think he's the most true to his original form from my idea years ago. I think it's because his design so easily shows off his personality, haha.

**The Lady
(Leiopel)**

Age: 31

Favorite Food:

Grain Sugar

Favorite color:

Yellow

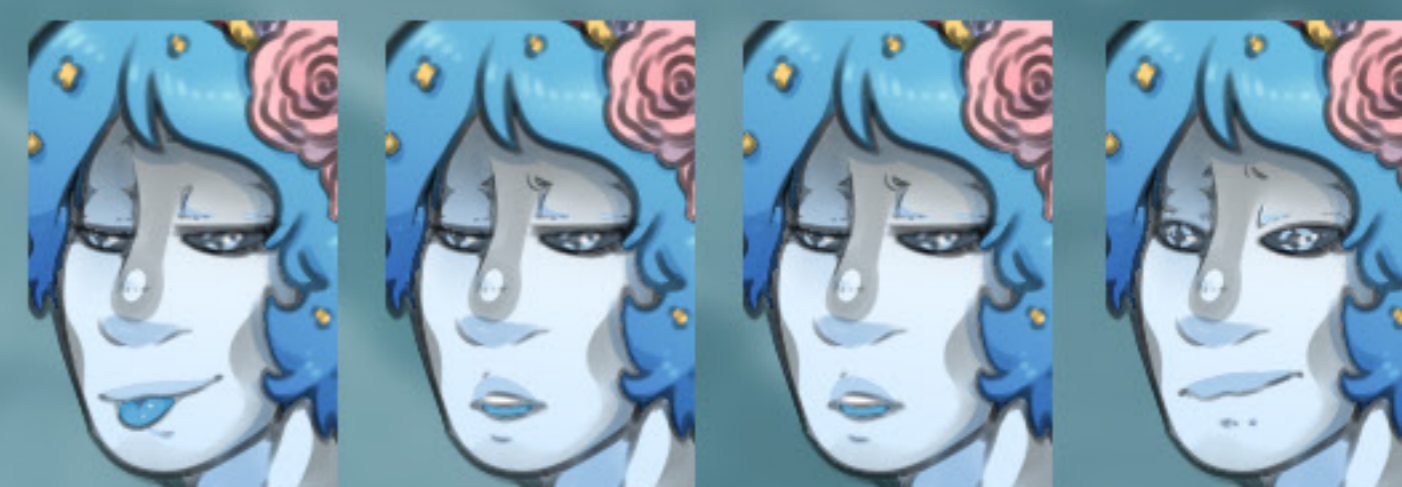
Hobby:

Dreaming

Dream:

To leave a

good legacy...



Arcade Party: When I came up with her, I called her the Priestess (a lot of our code still calls her that) but I think the Lady of the Lakes is better! I like her a lot.

DCS: Leiopel was a lot of fun to design! She's based on a milk frog, who have very cute blue tongues.

Dad (Brecka)

Age: 54

Favorite food:

Vegetables

Favorite color:

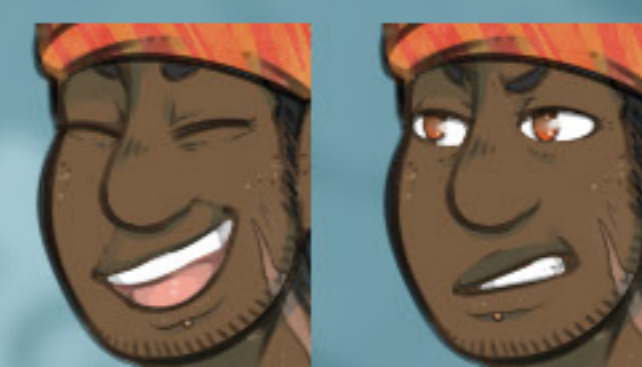
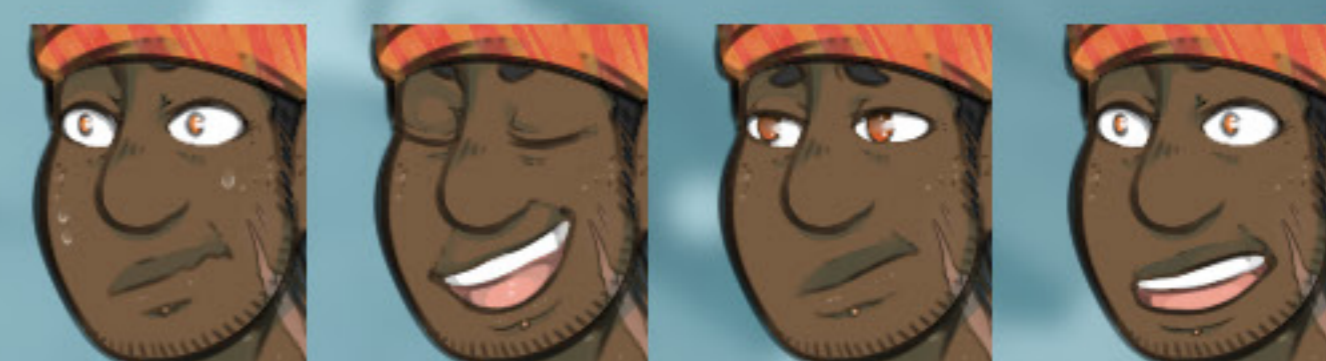
Orange

Hobby:

Fishing

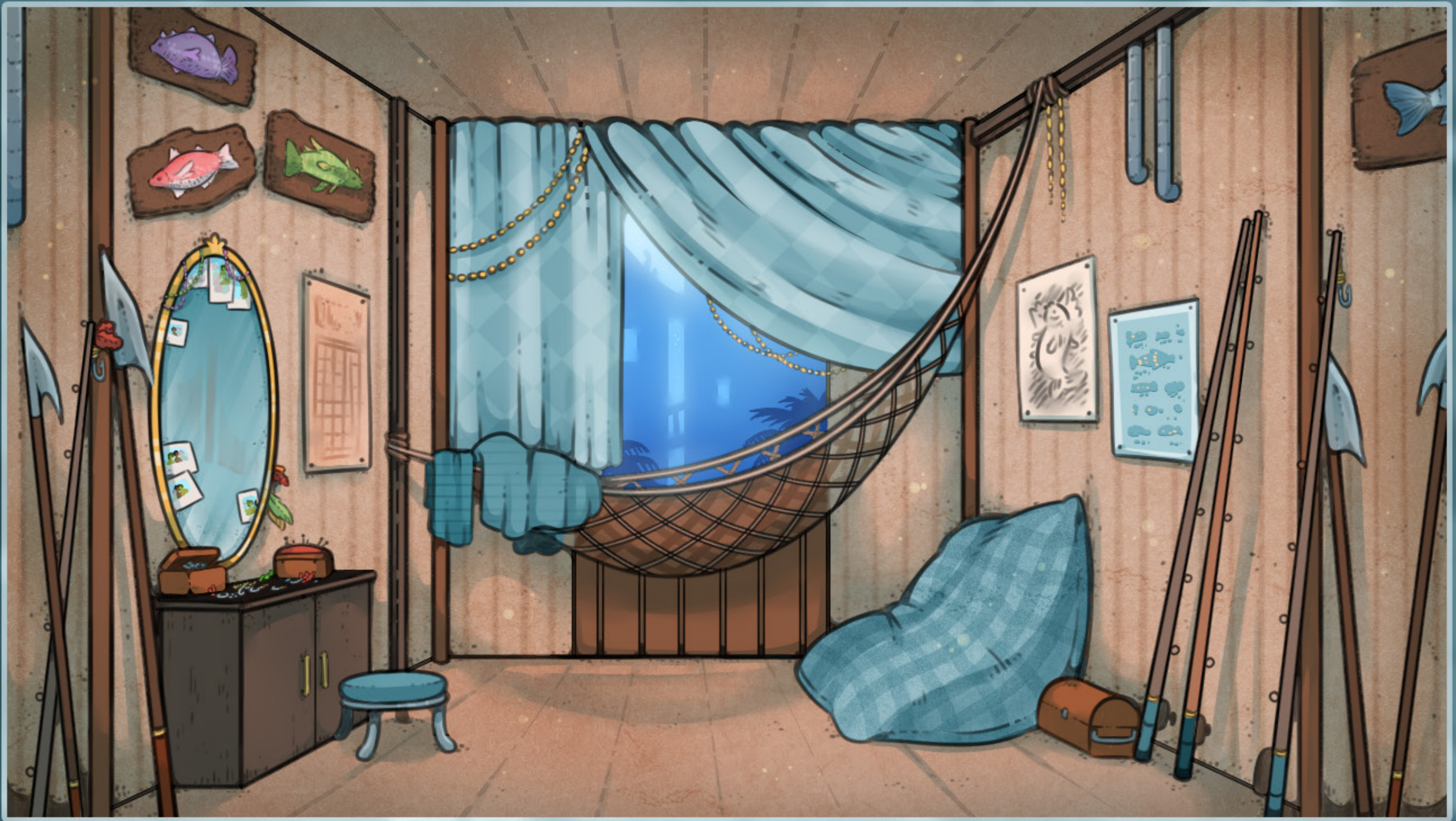
Dream:

To retire...



Arcade Party: I'd like to do something with Brecka and Tomai's mom in the future! I hope he can be more honest with Tomai from now on.

DCS: Daddy here wasn't in my original comic idea as anything more than just "angry Dad who is the head of the village", so I'm glad he got to get fleshed out and be HOT.



Arcade Party: When I look at the guys' rooms side by side, I really get a sense of their personalities shining through on almost the same layout. Malik's especially.



DCS: When designing Tomai's room, it was important to me that it was obvious how into fishing Tomai is. Can you tell?!



DCS: In my original idea, Burdoc really didn't have much of a hobby at all-- so I decided he was into drawing! I think it fits him well.



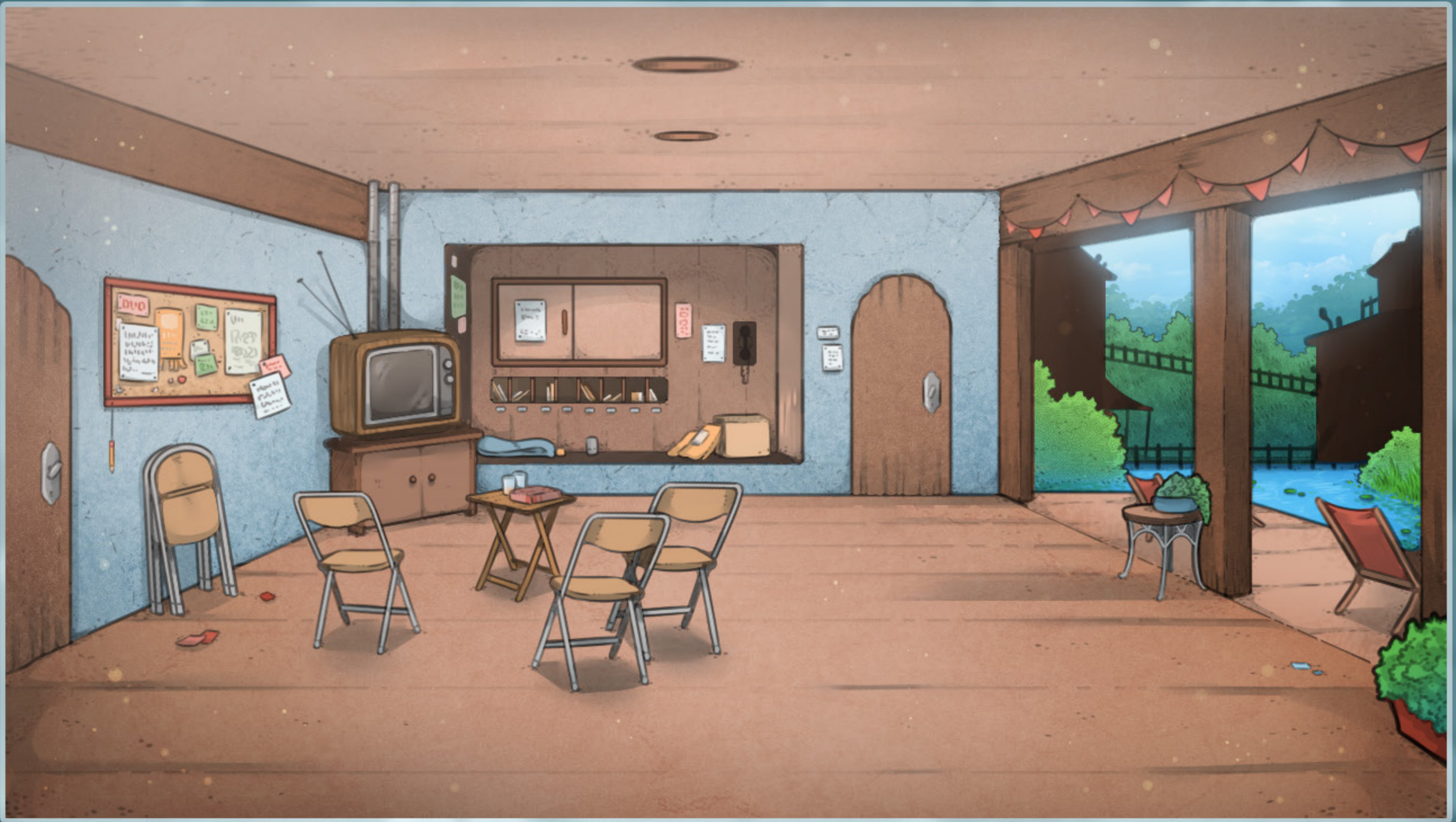
DCS: His biggest pet peeve is probably how big his hands are and how quickly his nails grow back-- I bet it's annoying for small details...
He likes working in charcoal!



DCS: Malik's room had to be the bottom room because he needs to sleep at least waist up in water if he doesn't wanna walk around feeling shitty the next day. He's still a squid after all!



DCS: I imagine just under the surface of the water, there's a comfy kind of net to hold Malik and all his limbs in so he's not just free-form in the water. Do...do you think a fish has bit him while he's sleeping?



DCS: The technology in the world of 'Tomai' is very limited-- at least in their village! This is the only T.V. they have available and one of the only phones as well. They still have lights and plumbing just fine though.



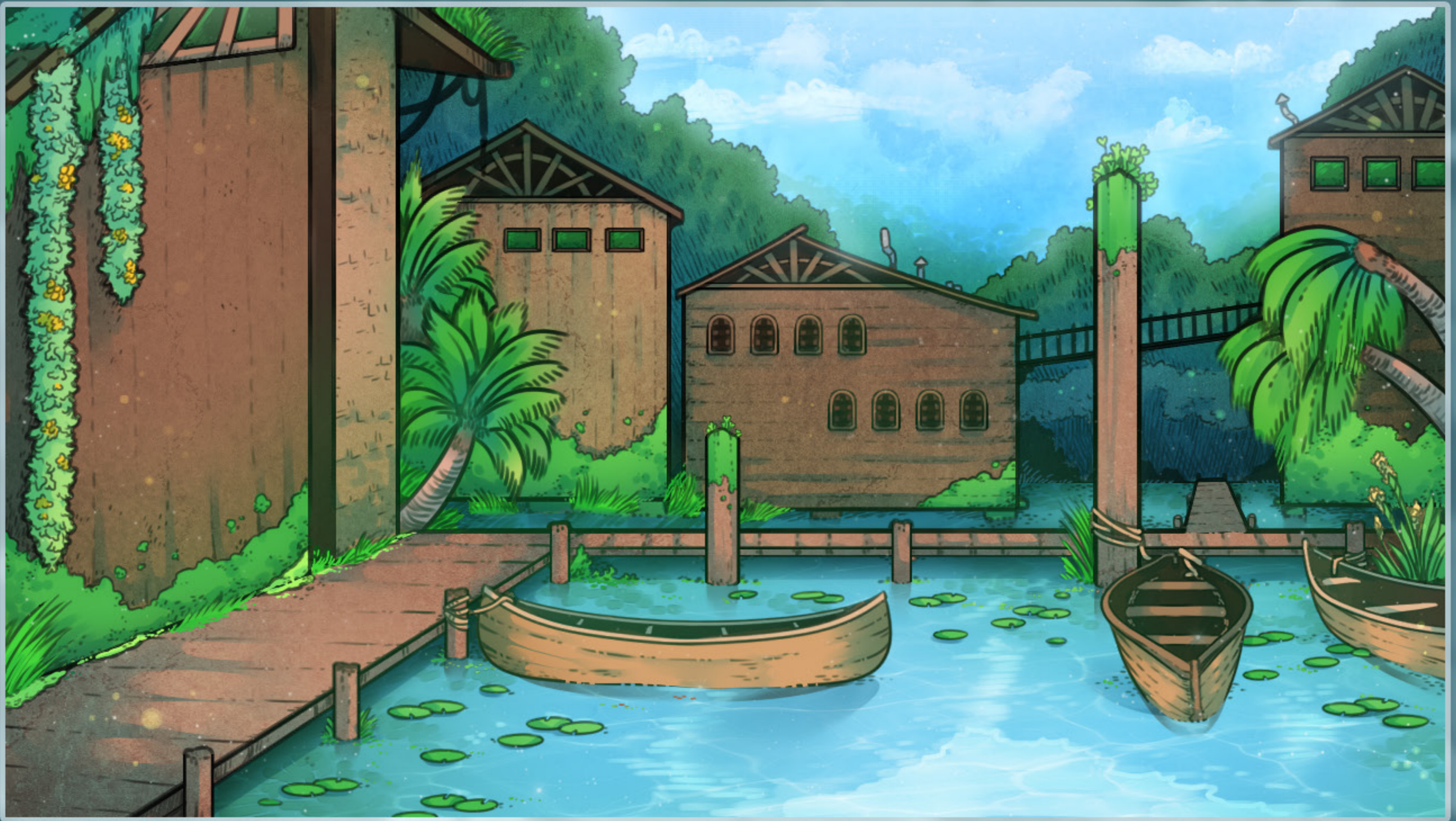
DCS: I'm always kind of sad we didn't find a chance to write a scene where they all come down here at night to watch a showing of a film. I bet the boys like B-Horror.



DCS: This is the only location in the game I knew I would be making aside from the boy's rooms when we first started. I imagine a...lot of tense moments have happened in this secret little spot.



DCS: Tomai is the most comfortable out in the wild, among water and plants and fish and I think one of his only true wishes in life is to be able to breath under water.



DCS: For some reason I have the most vivid memory of working on this background. I was watching a documentary about a 50's film star-- and I think that may have influenced why I gave this world such limited tech? Hm.





DCS: Multi-purpose backgrounds like this are great.
Not a ton to say, so enjoy some variants~



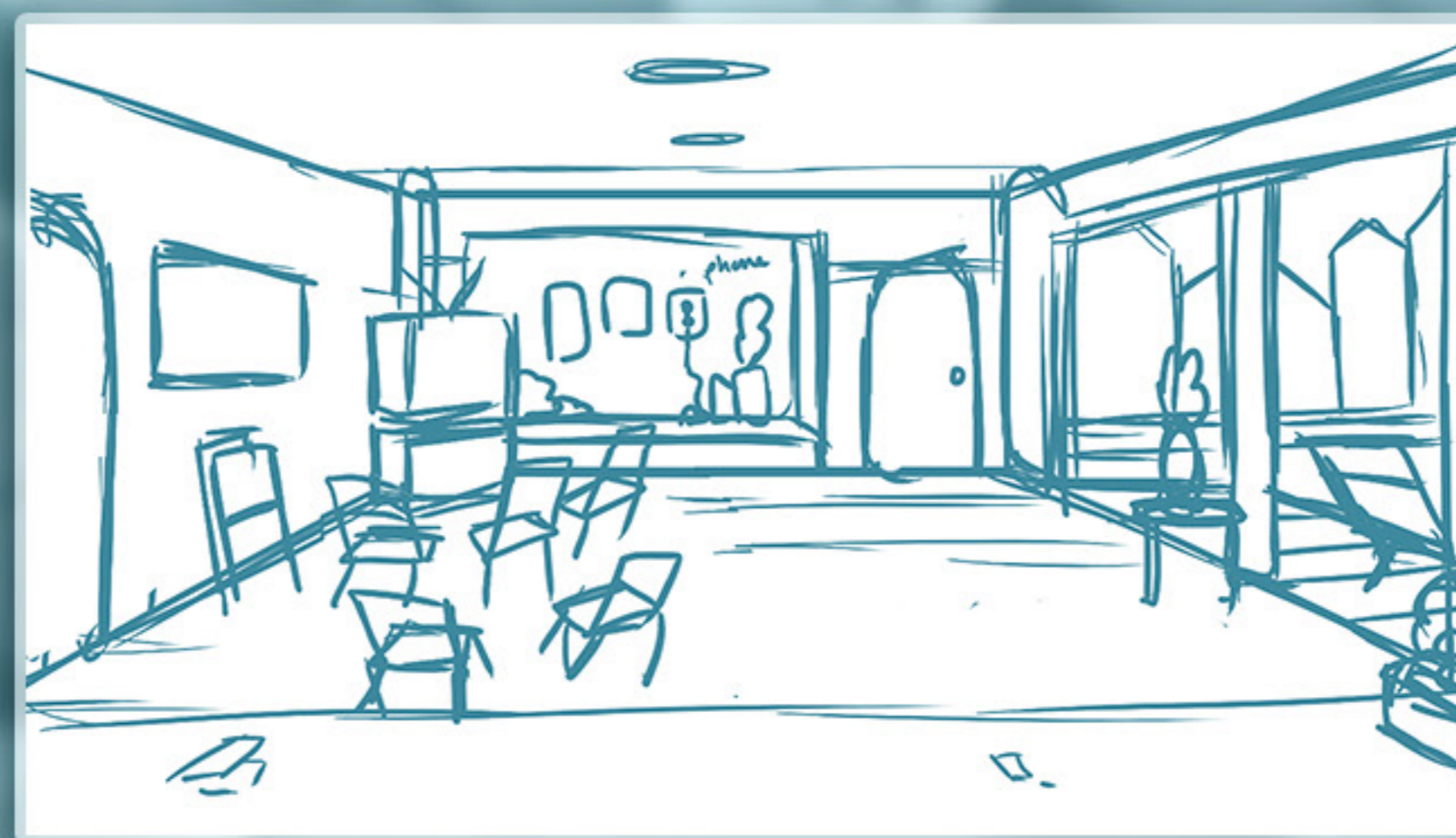
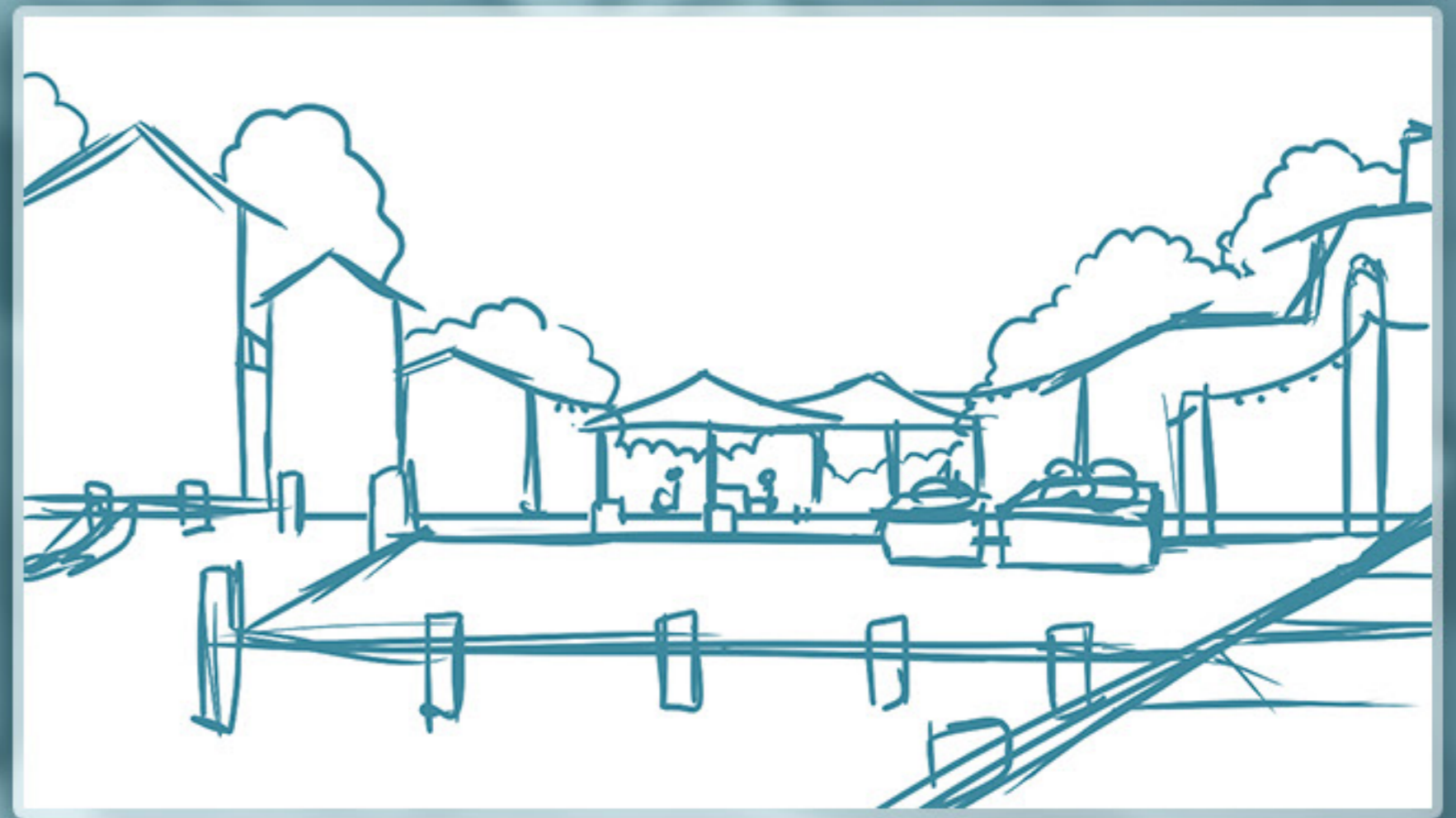
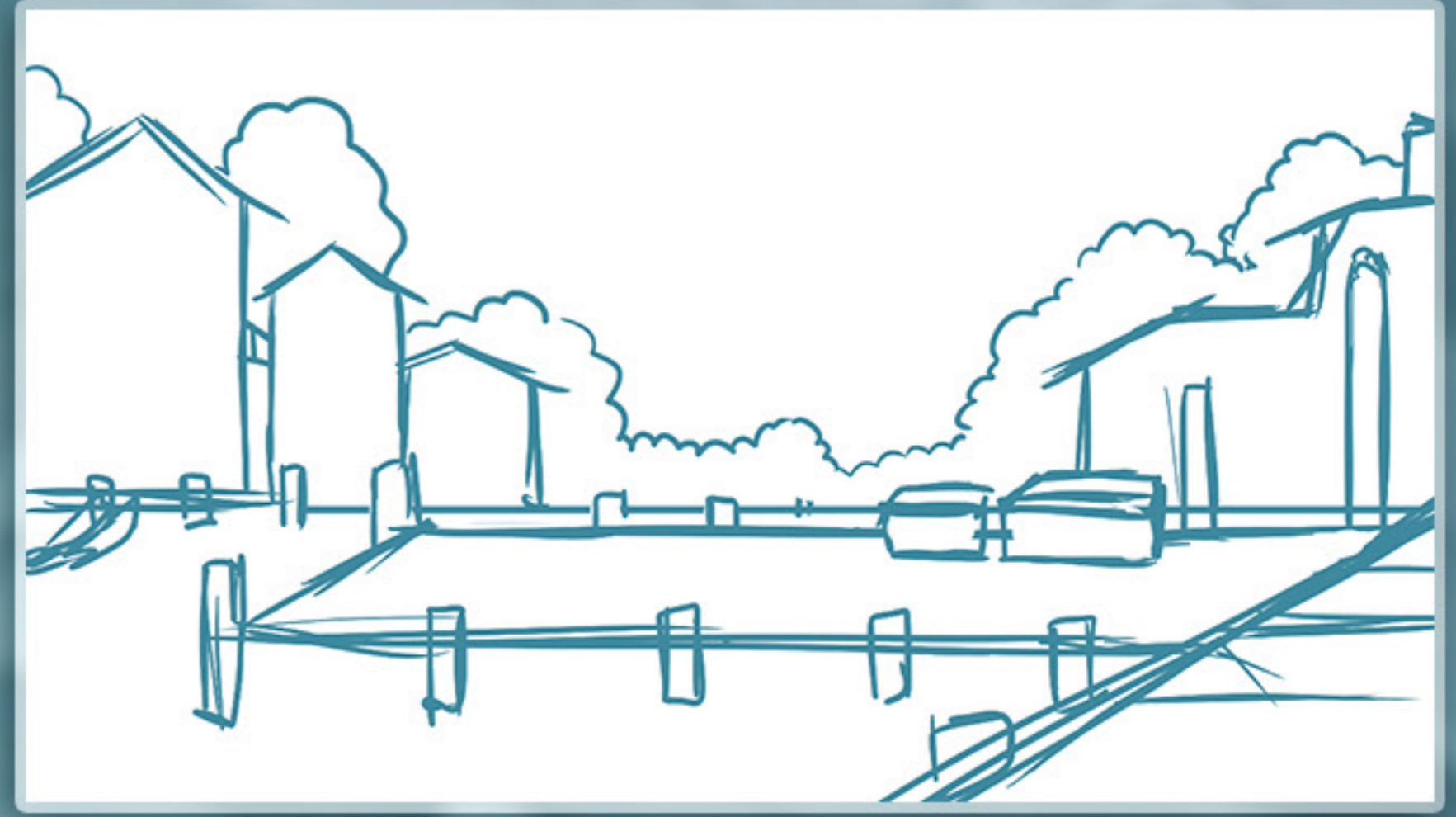
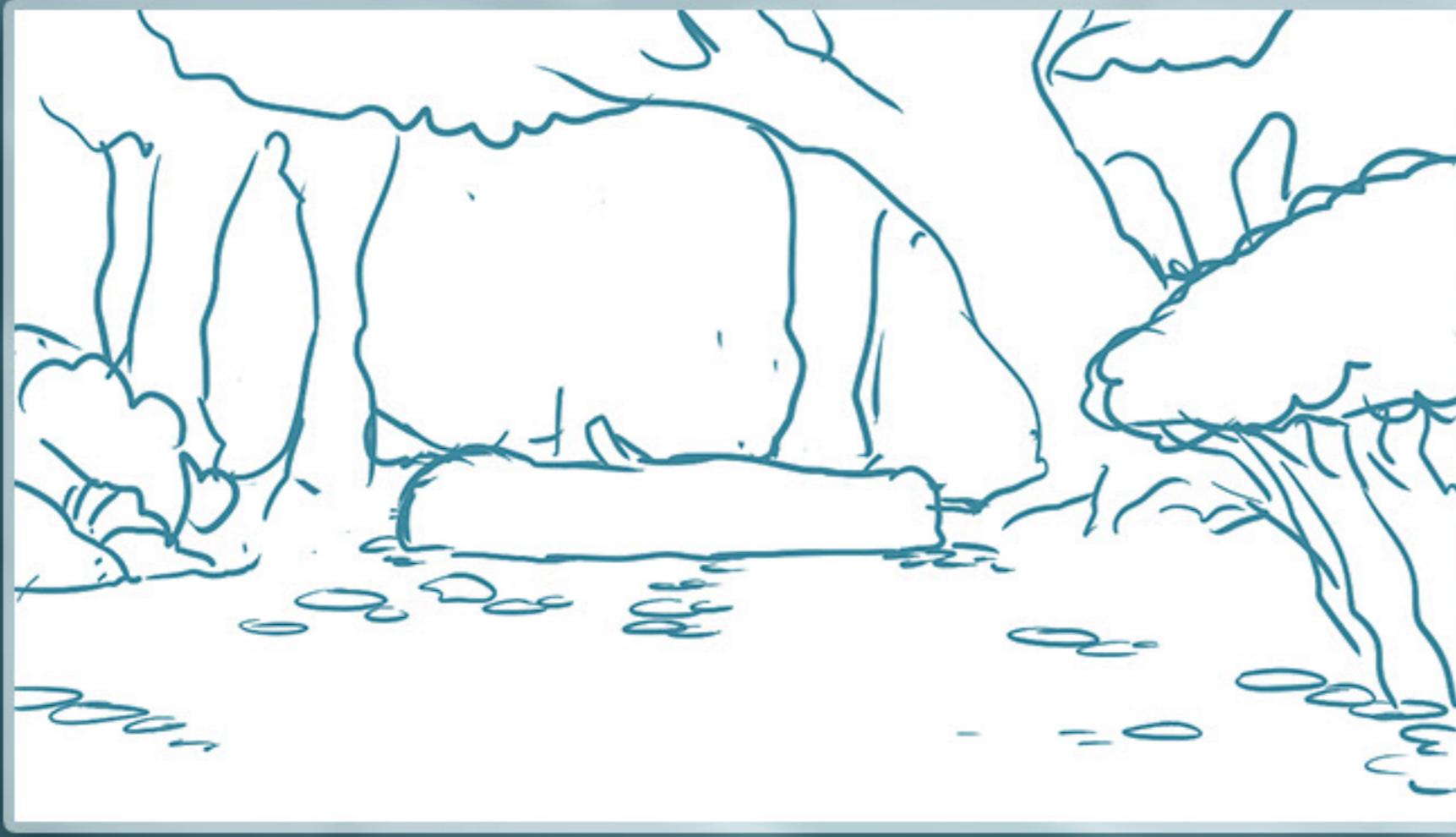




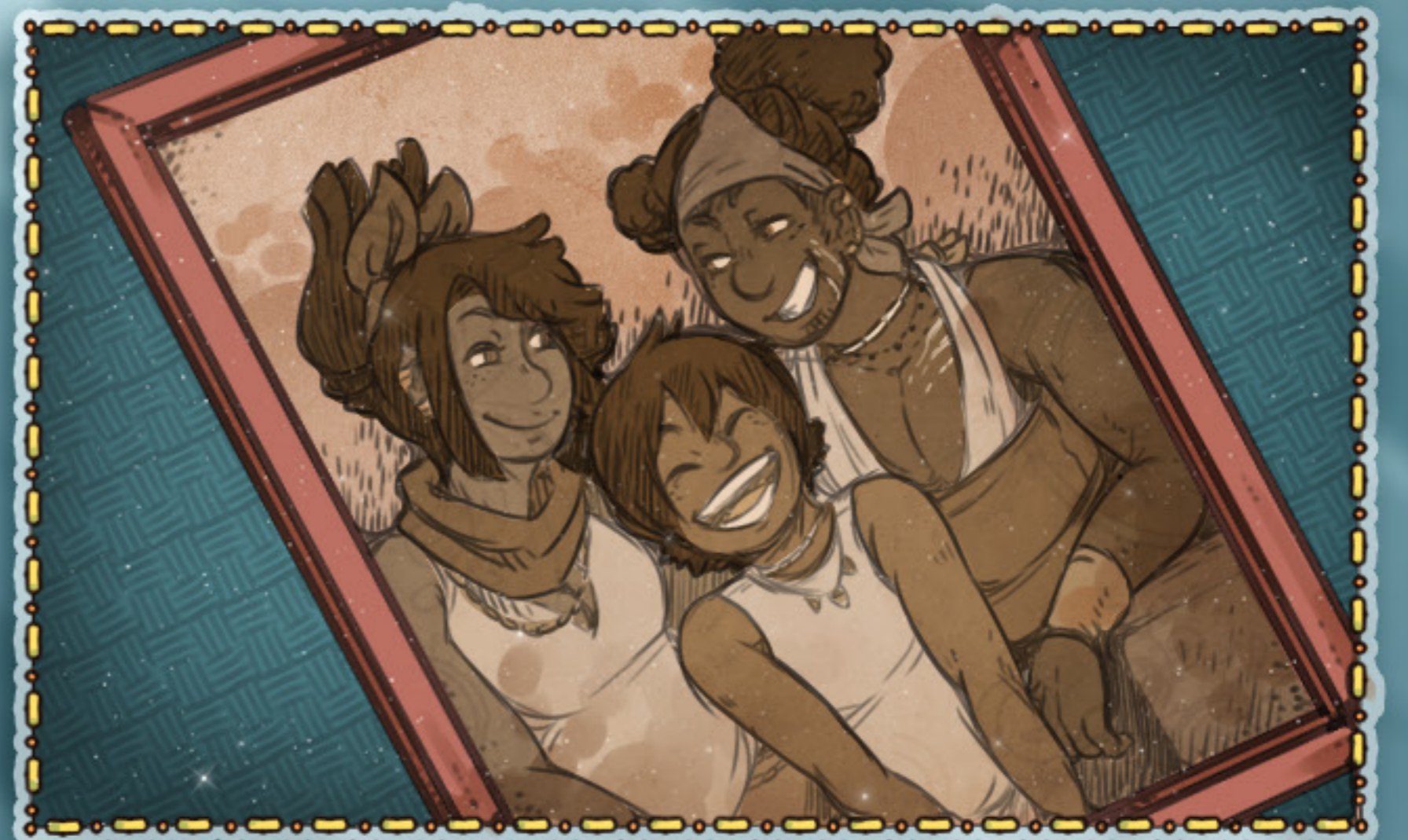
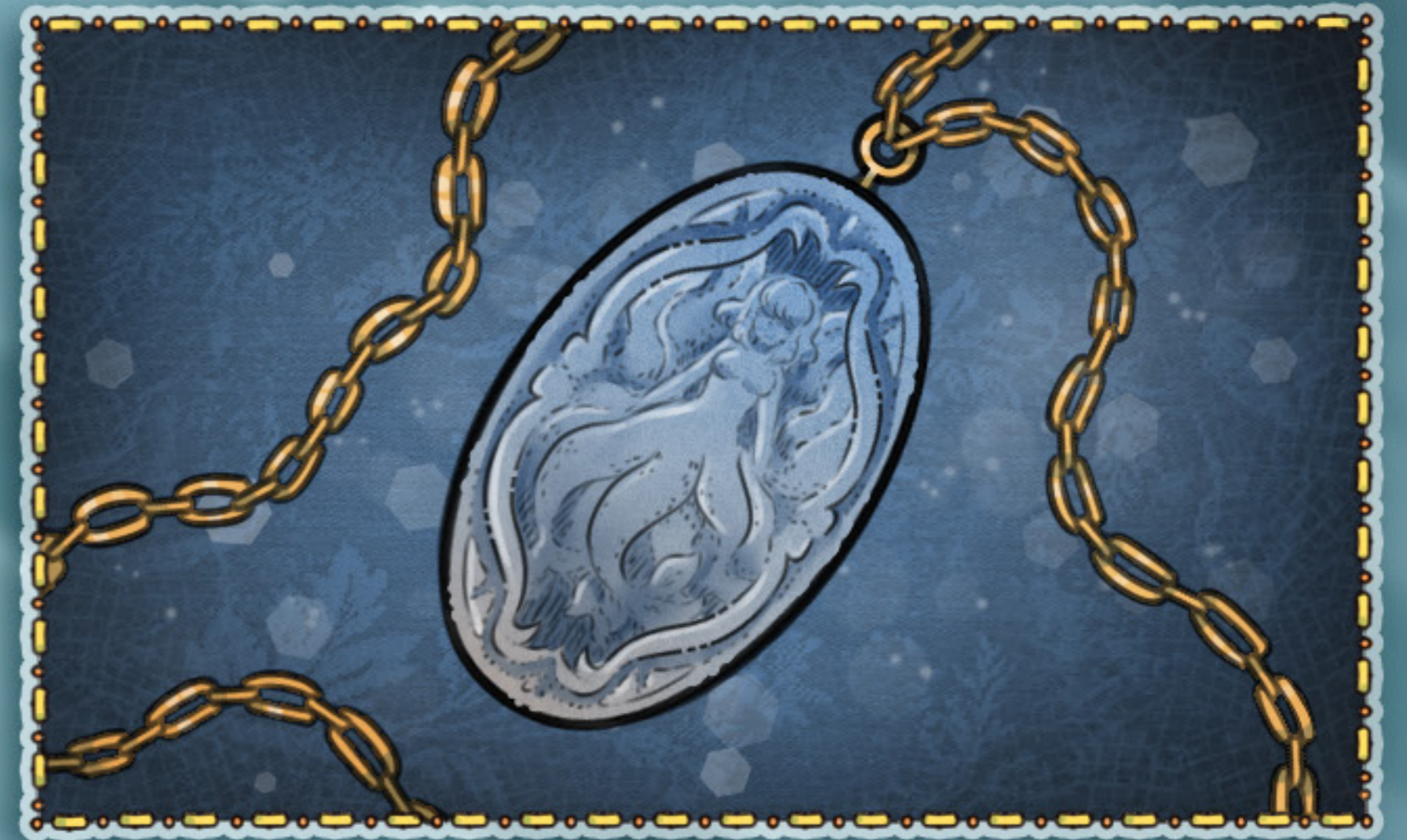
DCS: I also wish I could have drawn more stuff for the festival!!
I've a feeling we will get more chances in the future tho...

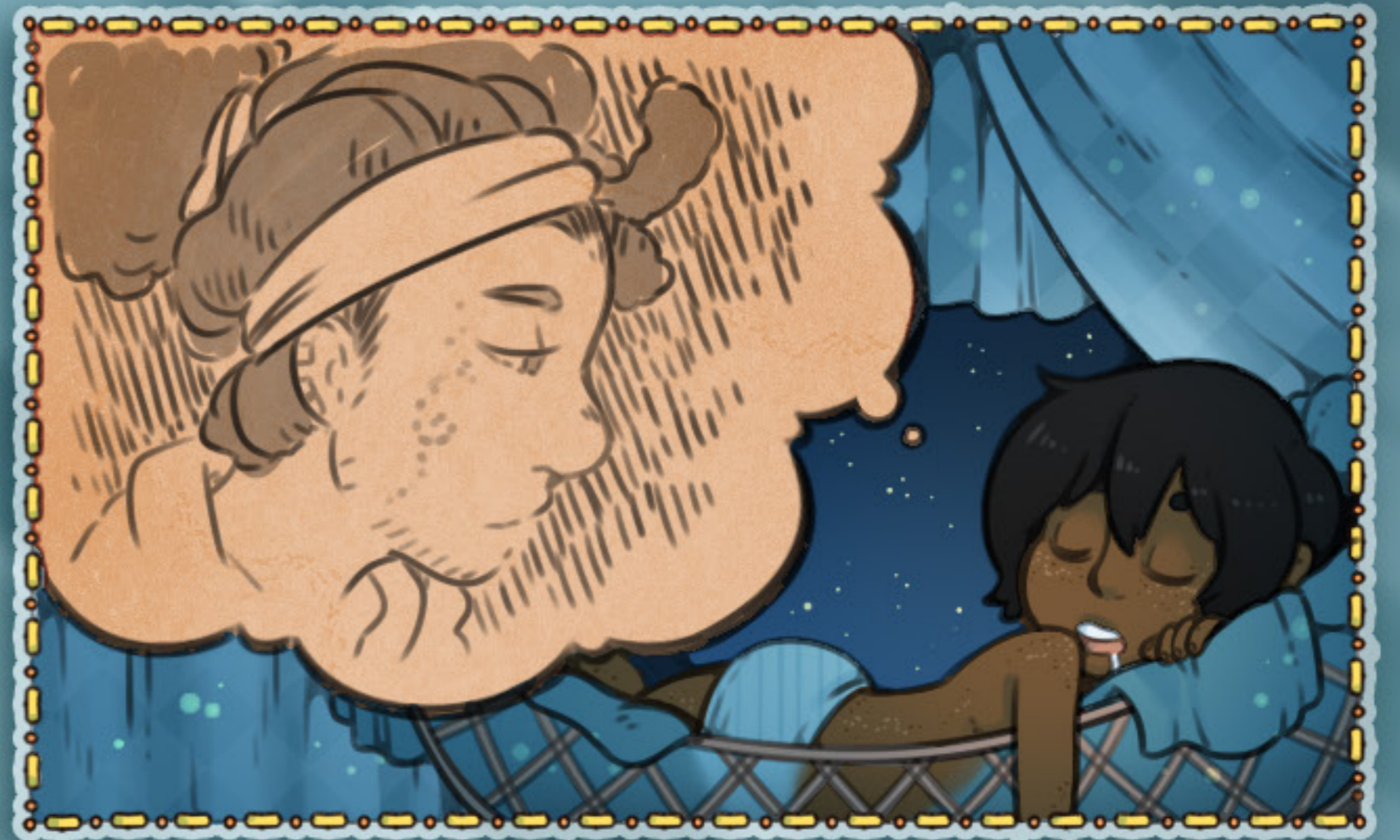
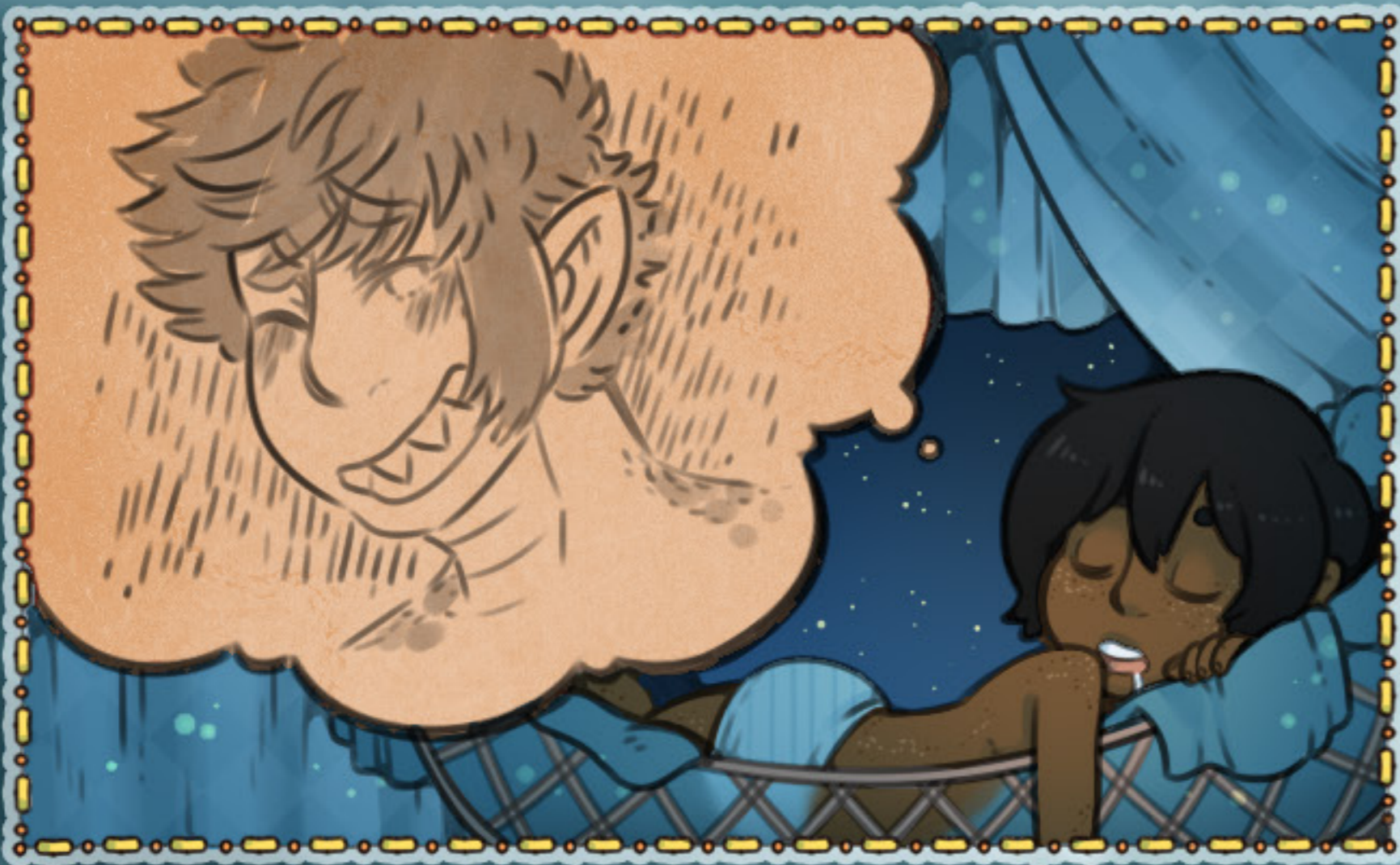
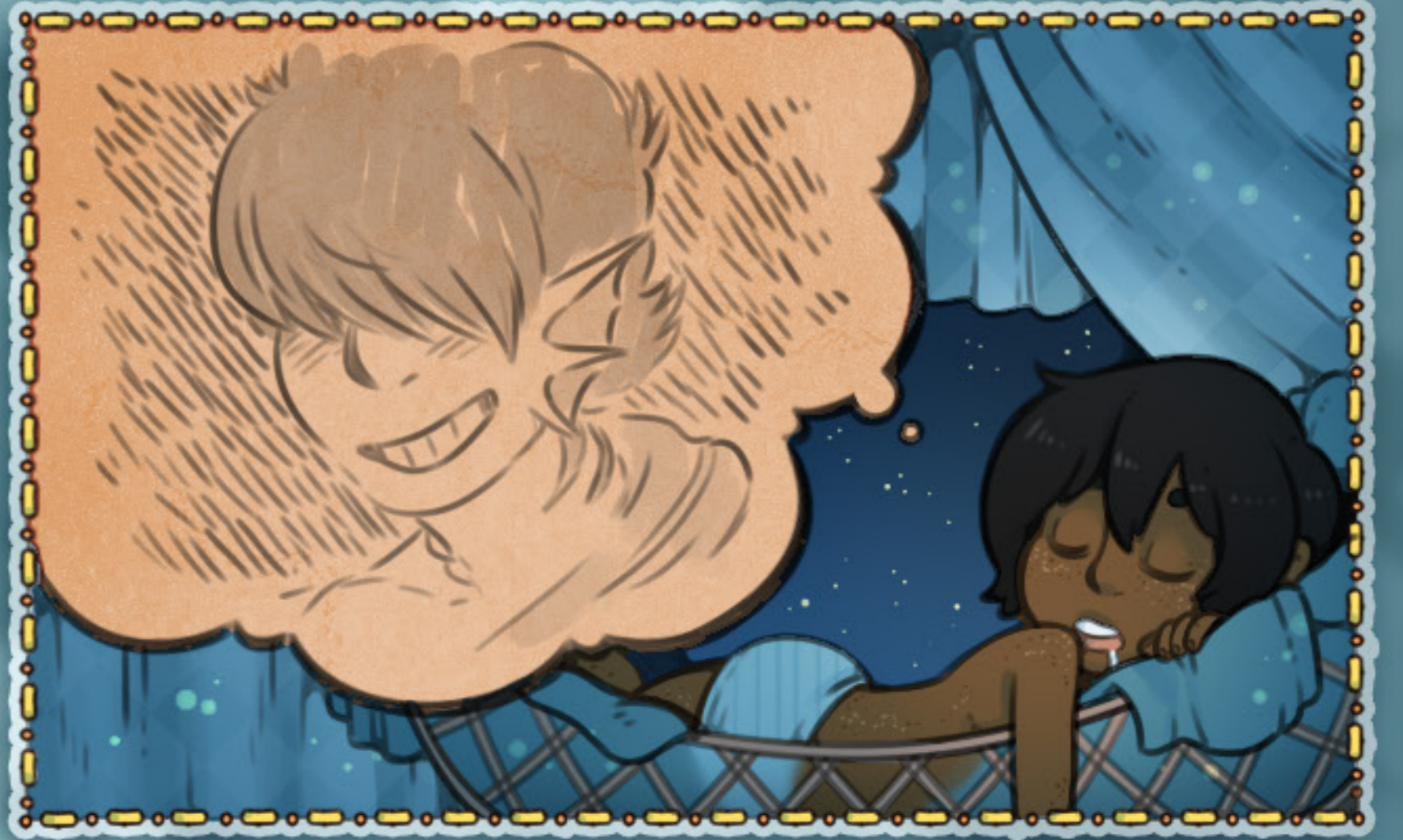
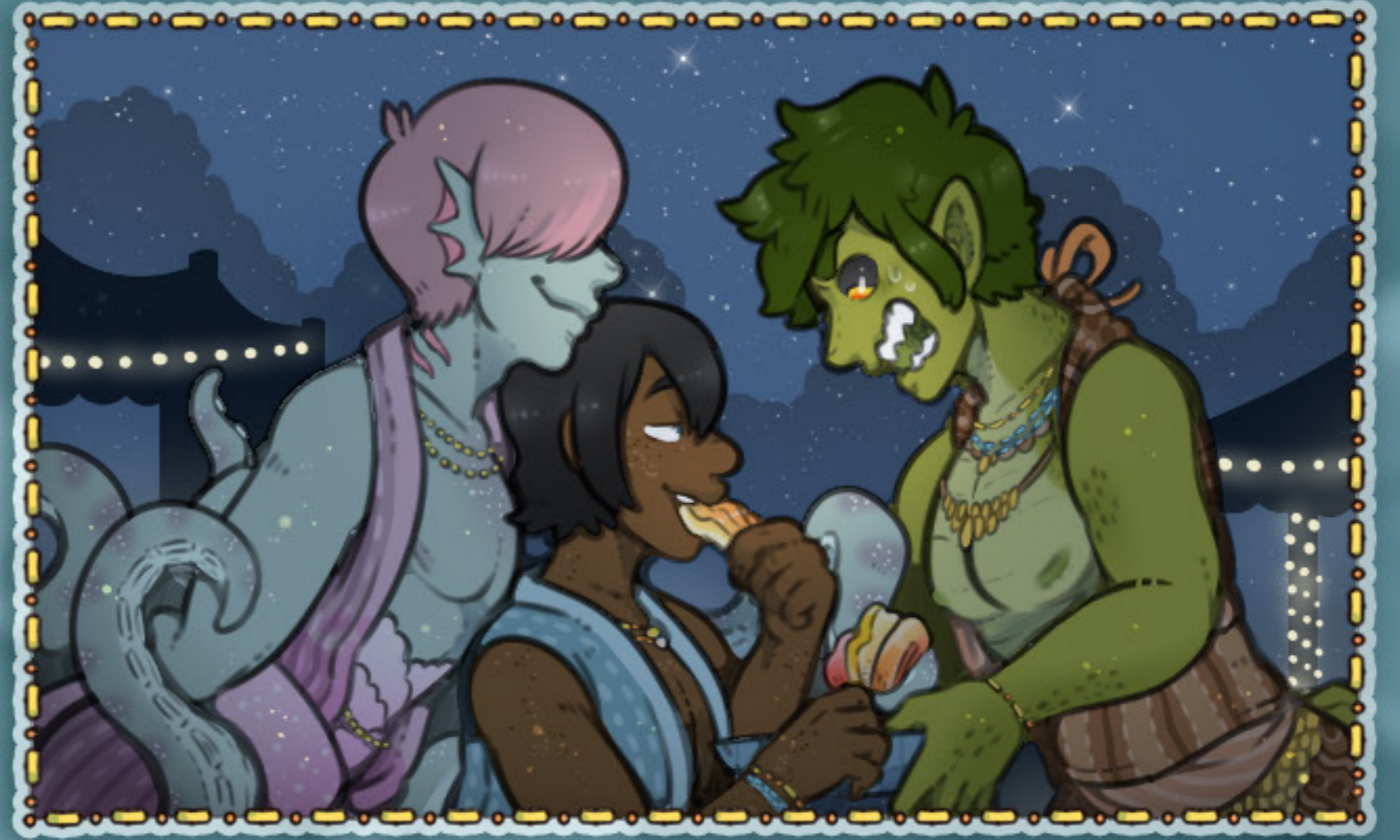


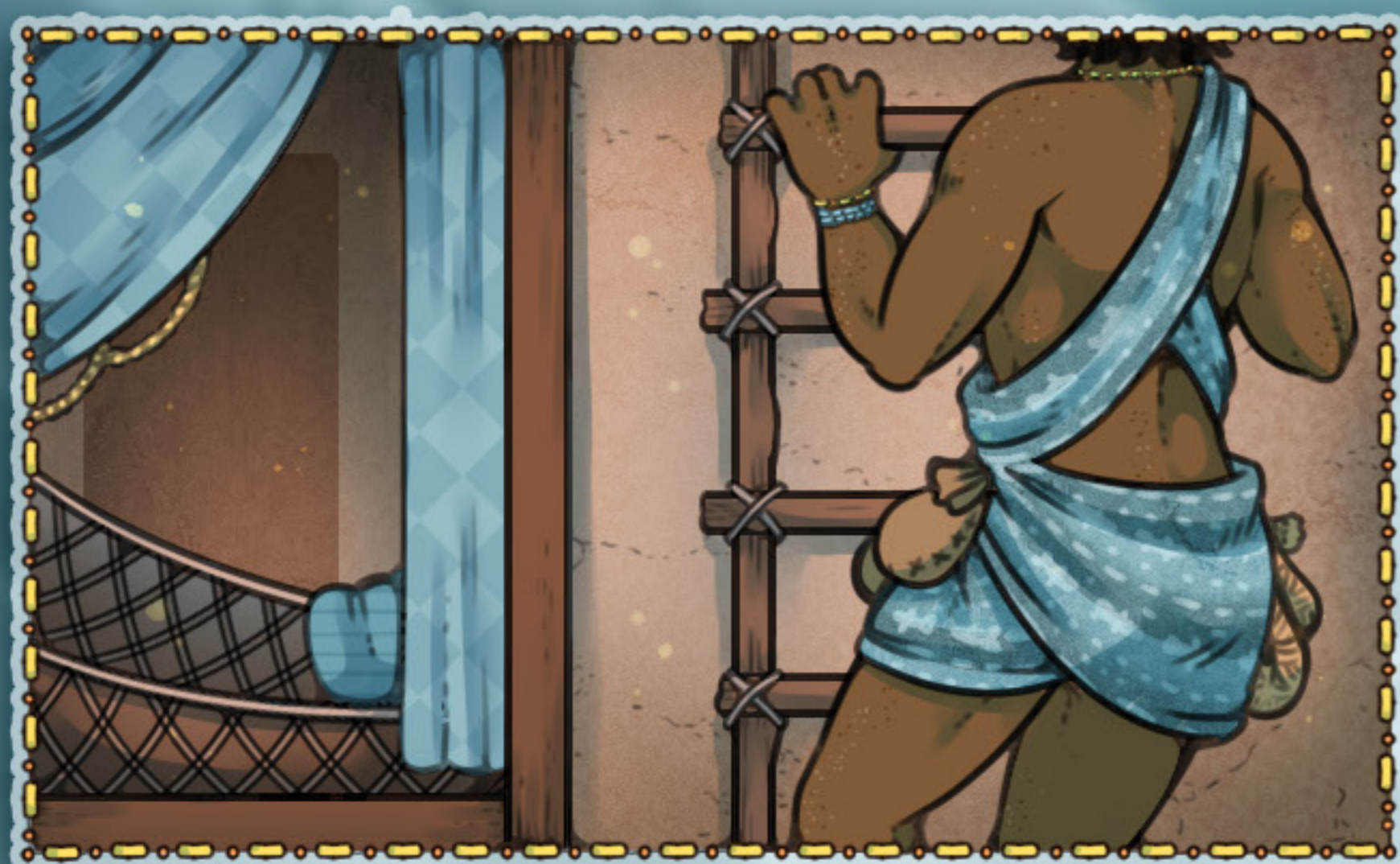
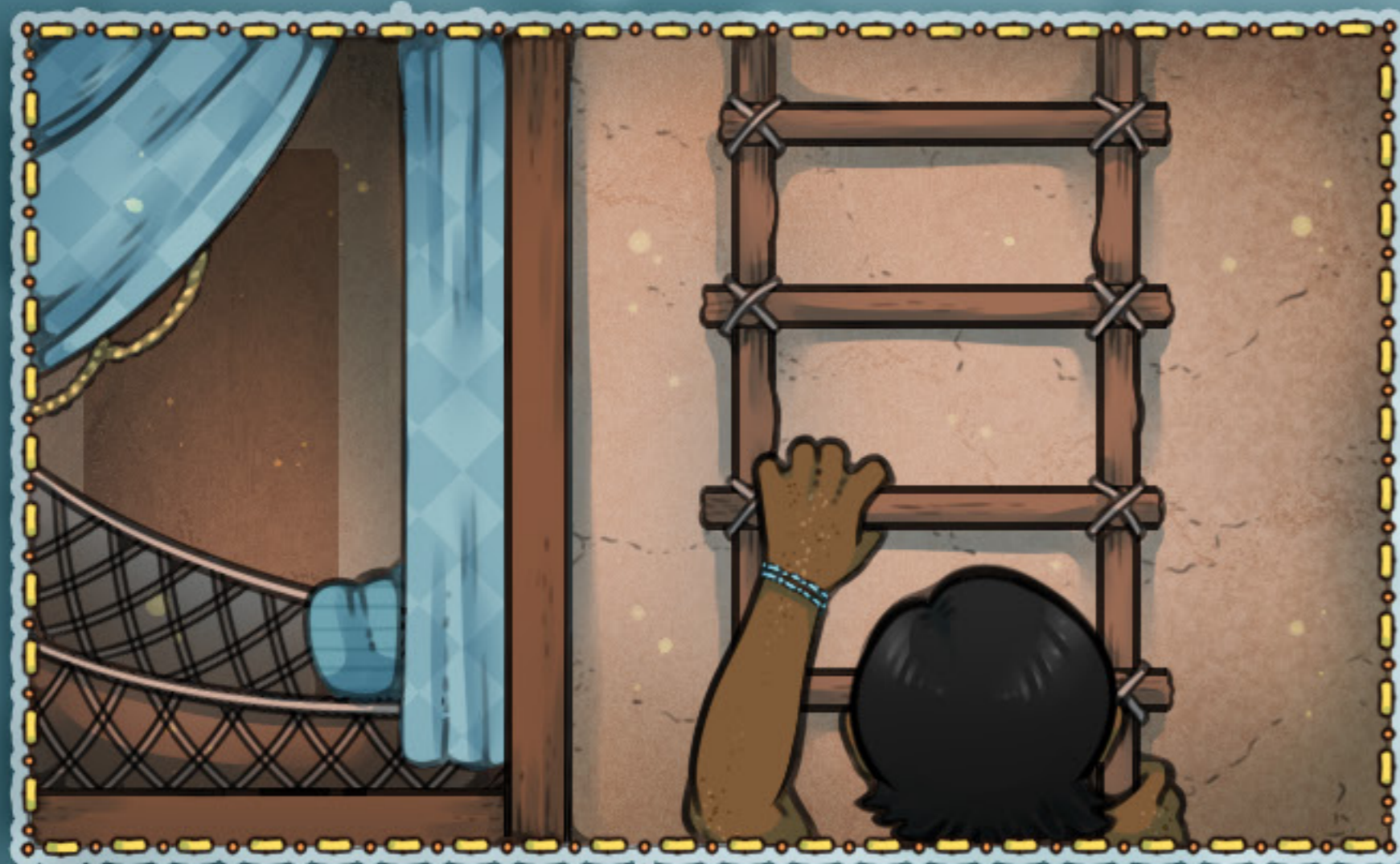
DCS: One of the earlier backgrounds I did! I imagine they don't have typical mermaids in this world-- but instead they are the stuff of legends?
Most fish-y people look like Malik does.



**DCS: Always fun to show off what a background
looks like before and after.
Art is magic?**







Arcade Party: Getting the mini-CGs was one of my favorite things about working on this!
I absolutely adore how DCS does them.

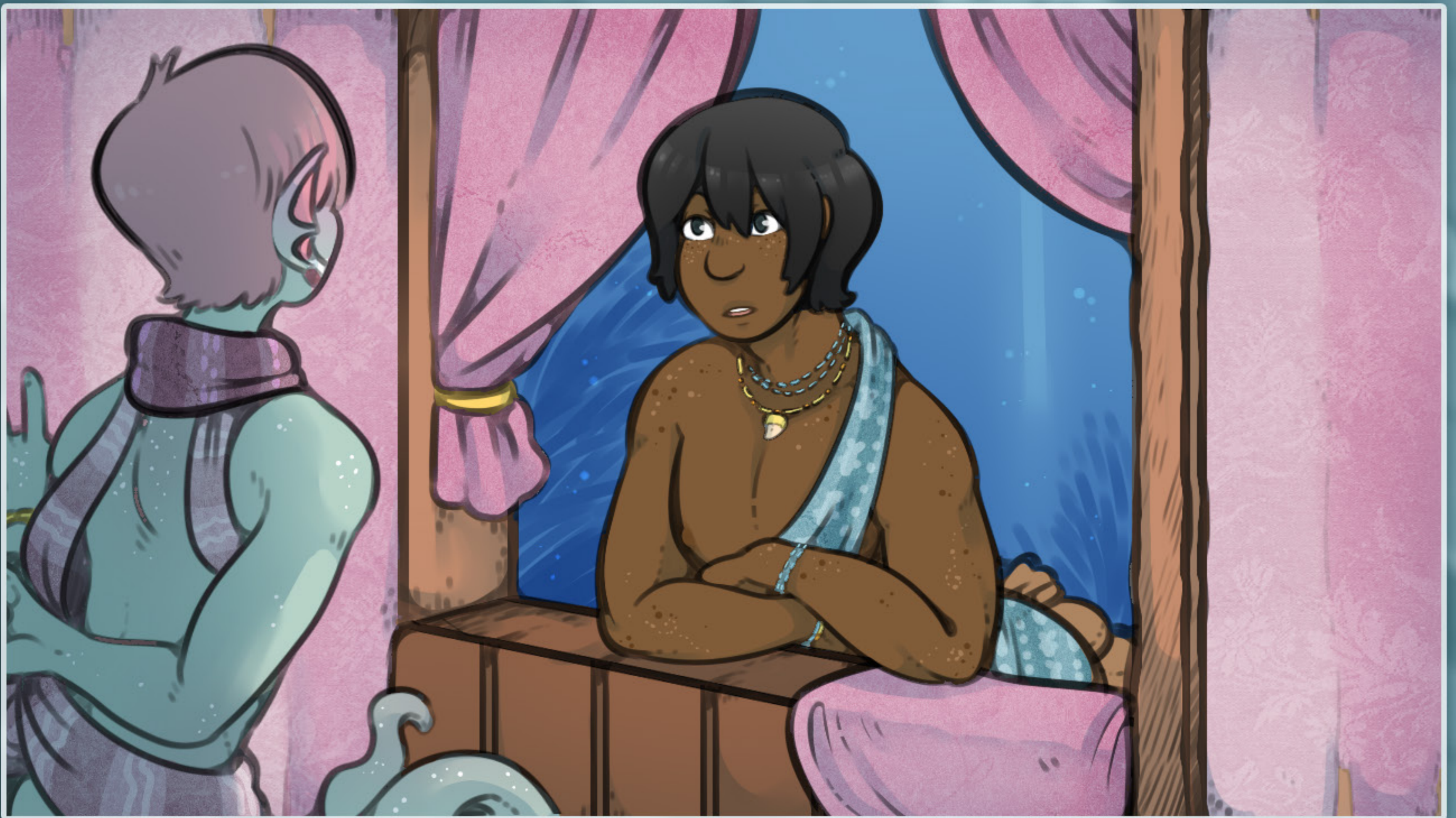
DCS: Mini-CGs are really great...my favorite ones are the festival ones!

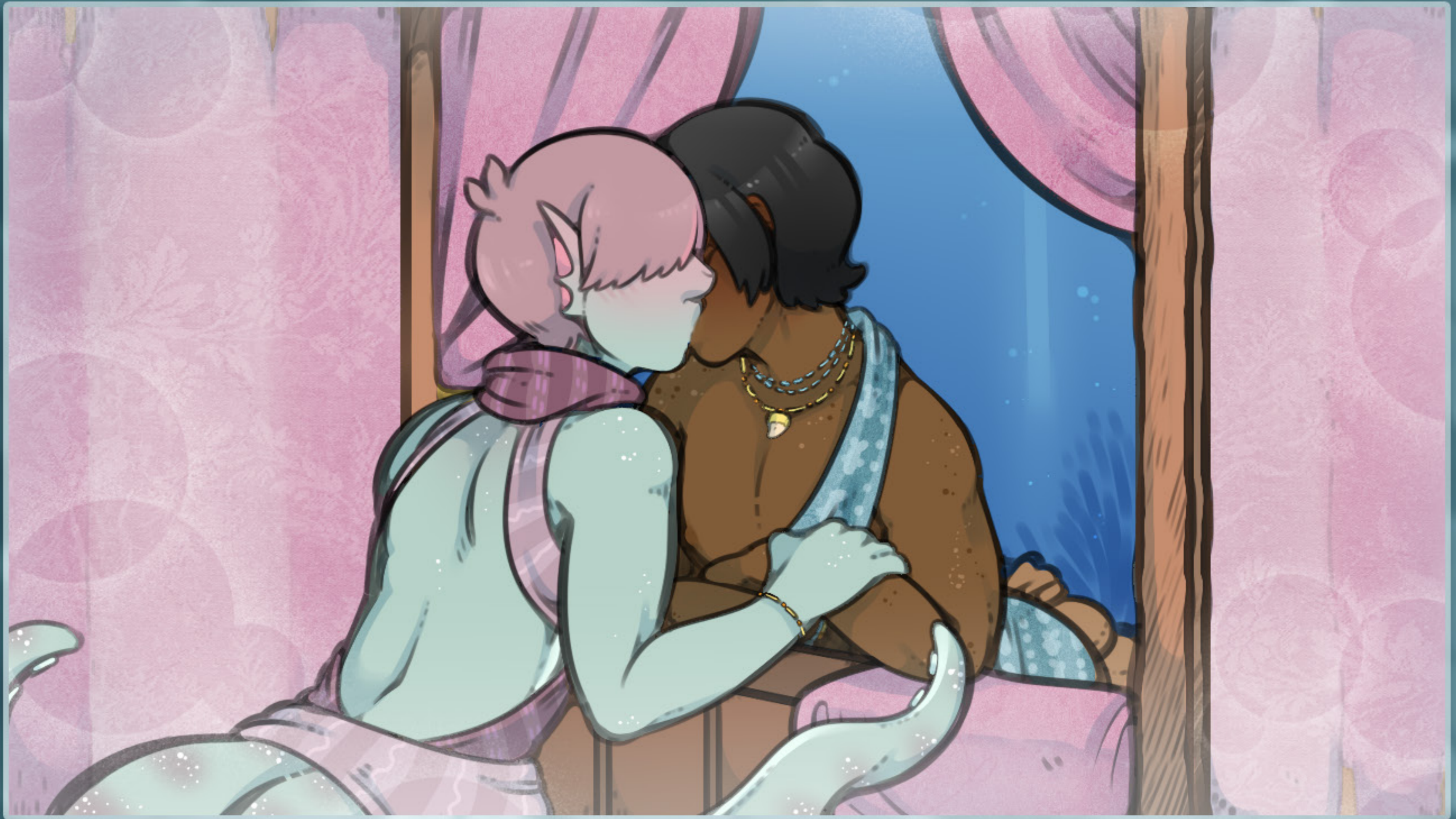


DCS: I'm so happy he found his
legendary mango.









Arcade Party: These intro cards were a pretty late edition, but I definitely think they're necessary! And I had a lot of fun writing little tidbits, haha.



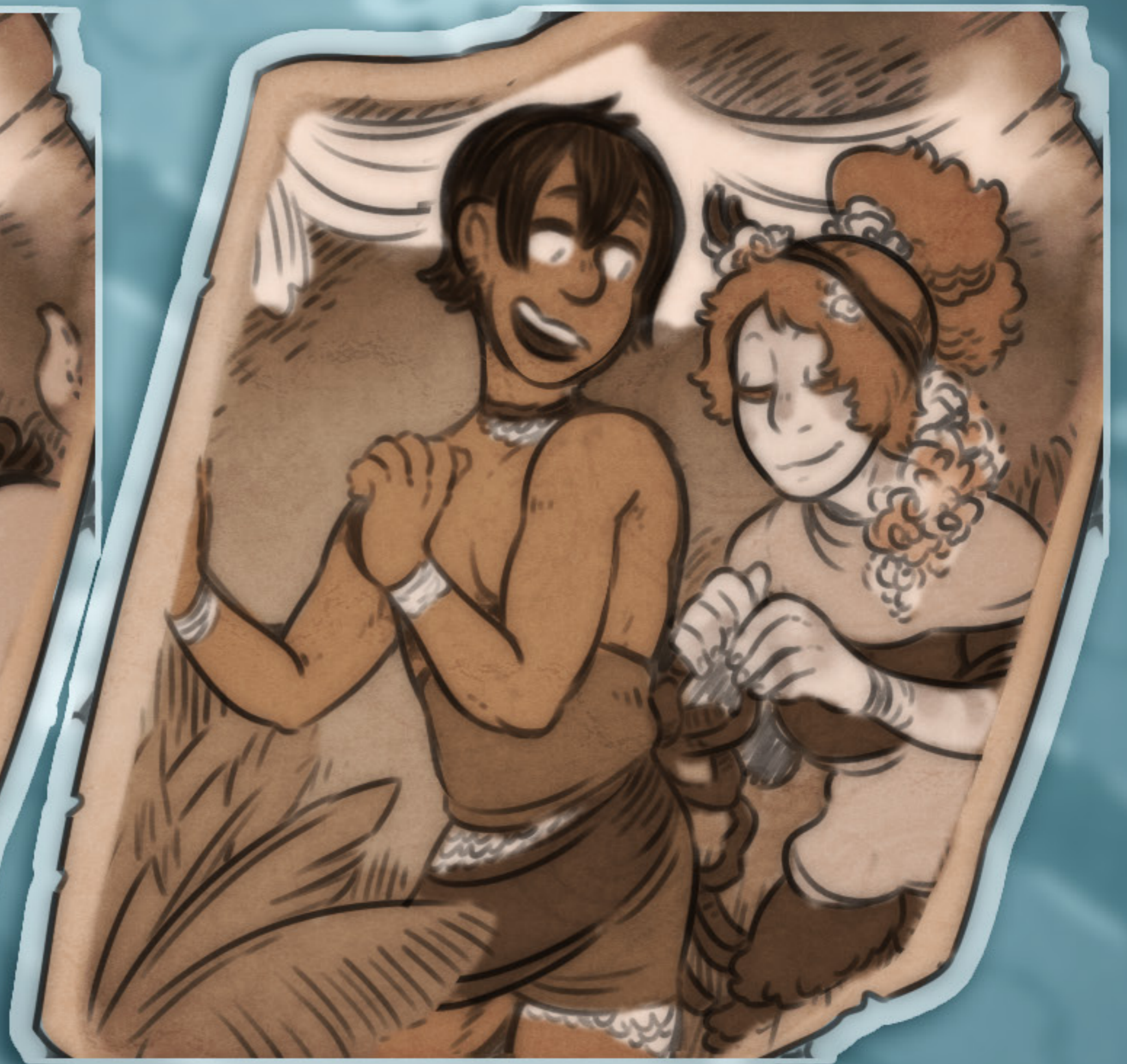
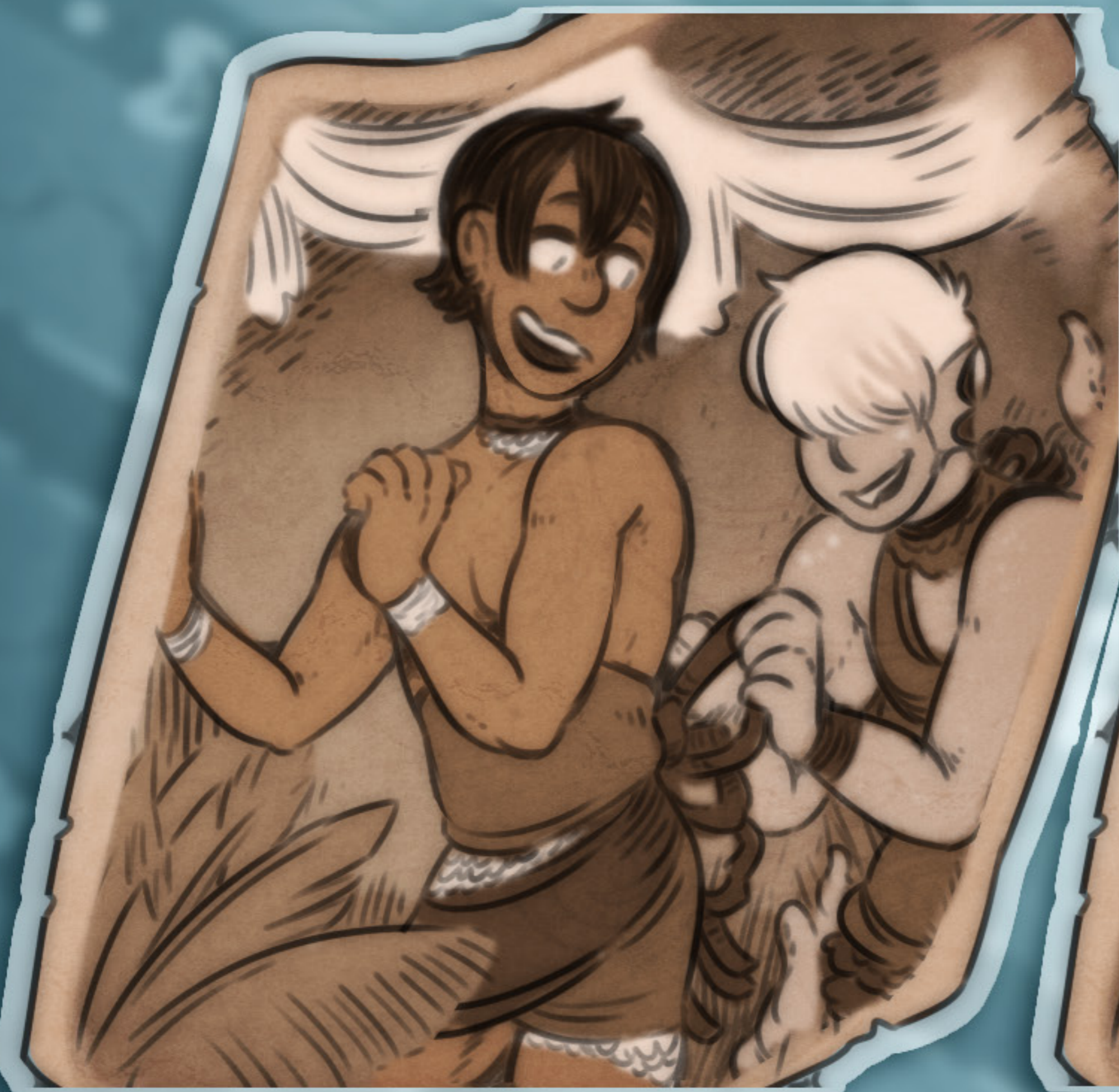
DCS: Tomai having a ceremony to start doing his leader duties!!!



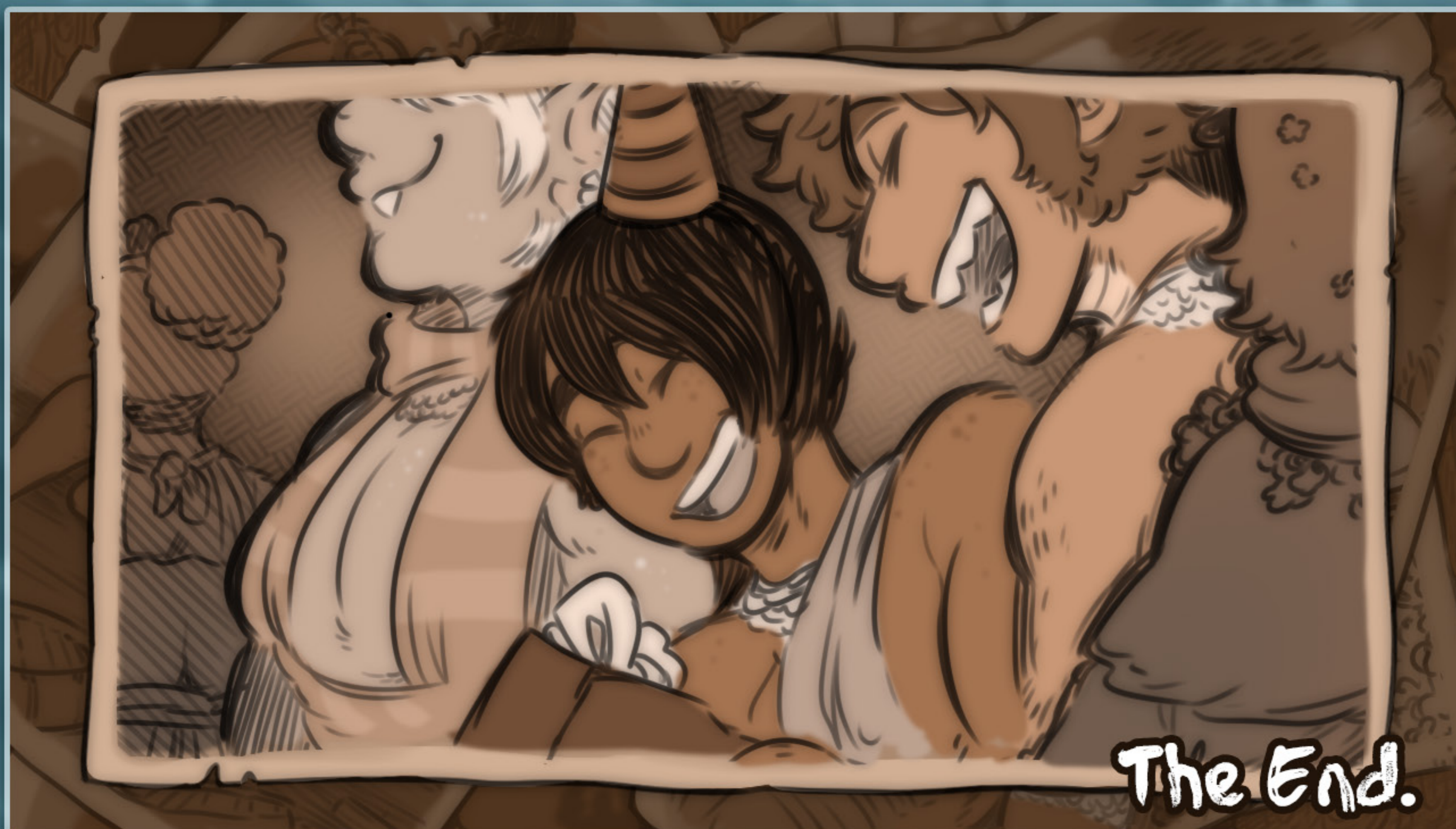
DCS: Very emotional for me to draw all these pictures-- especially the ones where Burdoc and Malik are still so closely with Tomai...



DCS: Dad is here too!



DCS: I imagine this is for some party and Tomai's outfit won't stay together AT ALL.



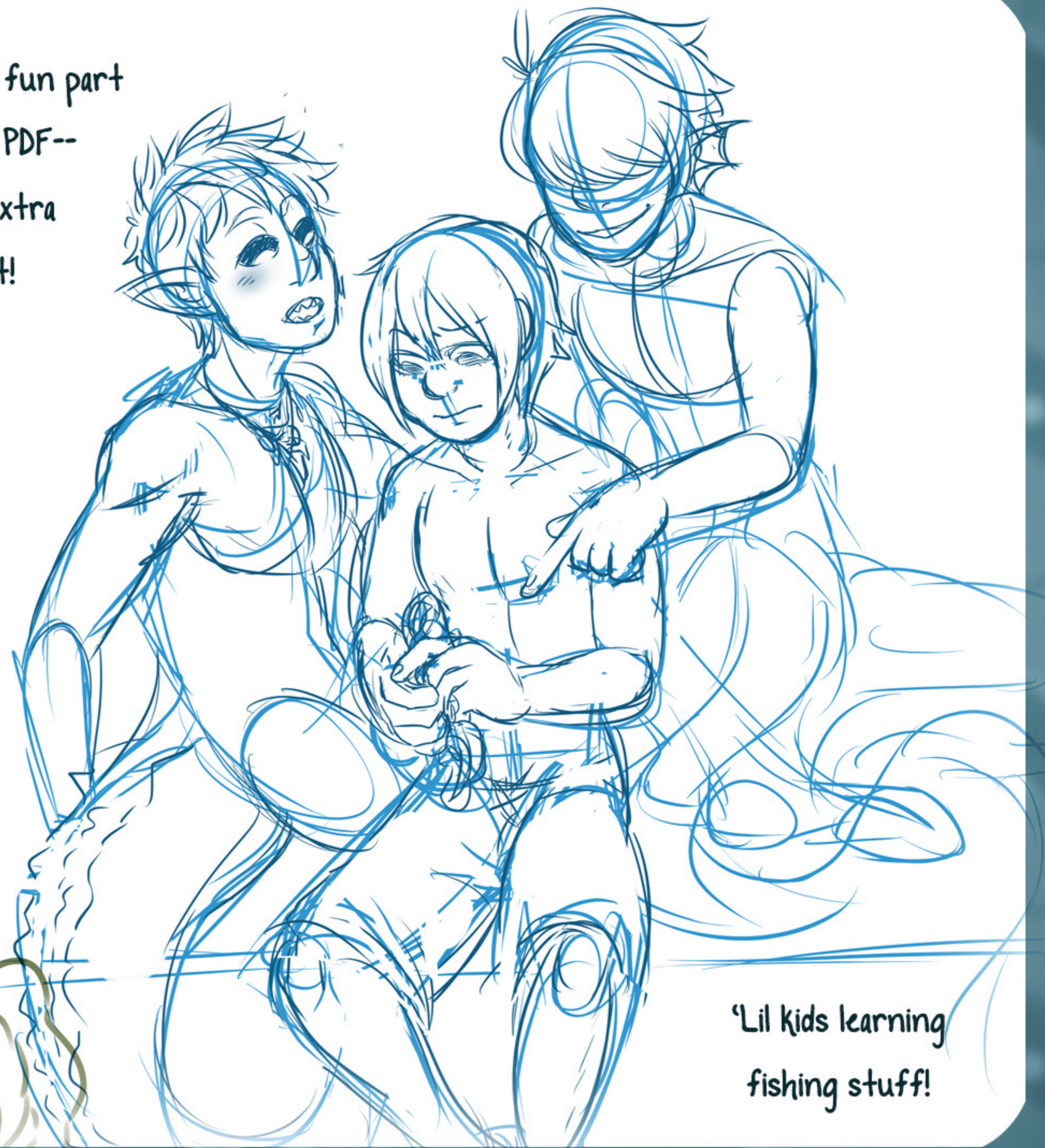
DCS: This is most definitely a picture from the infamous birthday party The Lady mentions!



NomnomNami:
Making the music for
this game was really fun!!
I'm really happy with
how most of the tracks
turned out and I still
hum them to myself
from time to time.
I wish I could've done
even more! Thanks DCS
and Arcade Party for
having me! ;o;



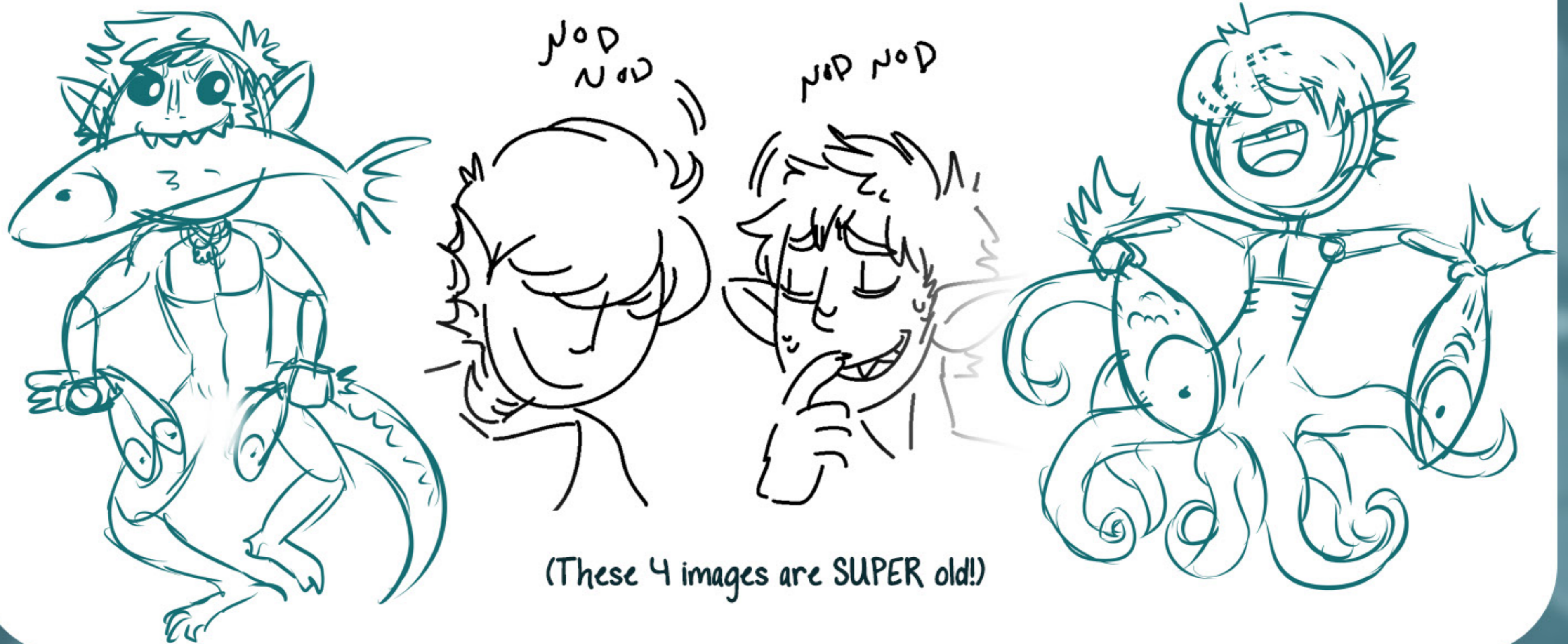
Time for a fun part
of any PDF--
the extra
art!



'Lil kids learning
fishing stuff!



This was the first
ever doodle request
Arcade Party asked for.

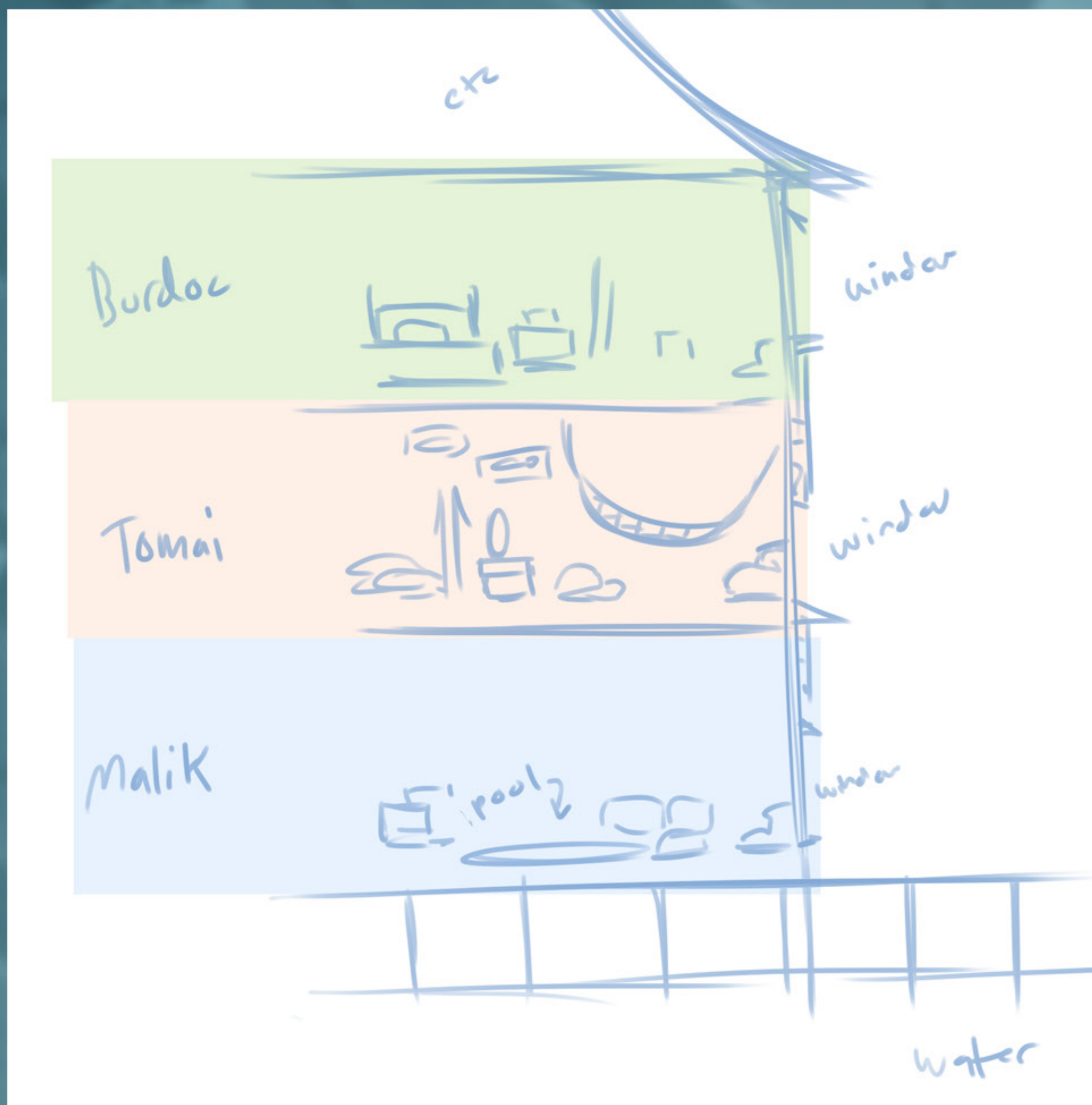


(These 4 images are SUPER old!)

DCS: Seeing the way the boy's designs have changed is always a trip for me.
I'm really glad I was able to re-visit these characters and idea...



DCS: These are the original concepts for where Tomai, Burdoc, and Malik live. As you can see, Tomai used to live on the top floor-- but I thought it was cuter if he lived in the middle so he traveled up and down to see each boy. Also, Burdoc used to sleep in a pile of stuff before he became an artist. I didn't have time to draw the outside of their building for this game, what a shame!



DCS: This is the updated map of where the three of them live! Not pictured are the tiny little bathrooms (just a toilet and sink) just out of sight and all of the stairs as well.

The ladders are something they built themselves to make it easier to get up and down.

I imagine the three of them visit the local bathhouse or just get clean in the river.

(Malik can probably get clean just from his own 'lil pool tho!)



DCS: The original thumbnails for the ending credits. It's nice to remember that all bigger ideas start from a small one.



DCS: The original concept for their outfits, which are a few years old now!
 As you can see on their faces-- they are completely different people in these concepts.



DCS: Malik's family also all covers up their eyes. I don't think squids are embarrassed of their big CUTE eyes, I just think Malik's family likes having an air of mystery, haha.
 His sisters are almost as bad as he is, in terms of cheekiness.

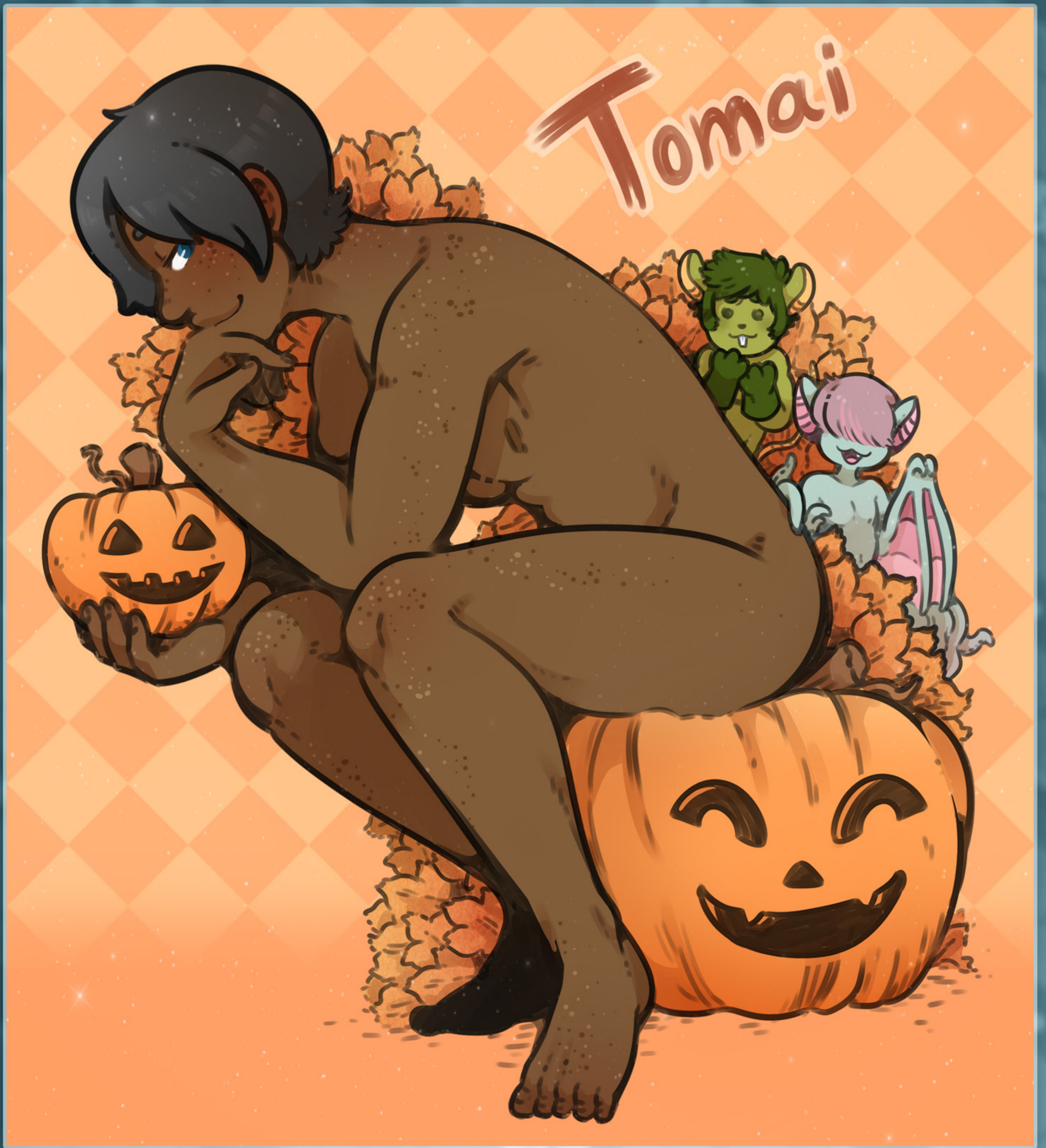
DCS: Lots of crocs have two Mom's just like Burdoc does!
 I imagine Burdoc is a good big brother, but his family being so big kind of overwhelms him...
 They're all nice tho!





DCS: I made this for myself because
I'm dummy horny for Burdoc. You're welcome.





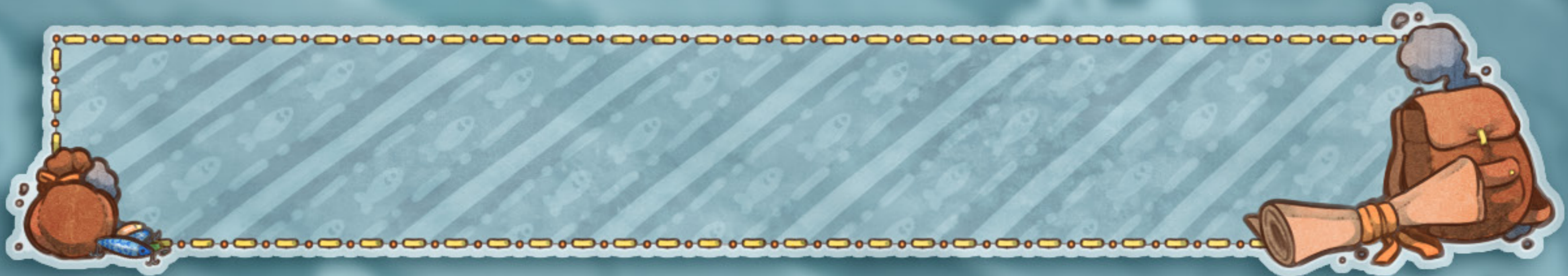
DCS: This was a request from a Patron of mine-- and I ended up making it into a promo image for Tomai since it was originally released in October, 2017!

It's always funny turning already half-animal characters into half-animals AGAIN.





DCS: I always love making text-boxes and this game was no different. I wanted it to feel like the bags Tomai had on his person.



THANKS AND CREDITS

Arcade Party,

Story development, Script, programming.

DarkChibiShadow,

Story concept, GUI, sprites, CGs, backgrounds.

NomnomNami,

Music and additional coding help.

Testers,

Nikutsune, Kit, NomnomNami,

CosmicApproach, Dosaguine.

Special thanks to,

Garrett, Bunny, Niku, Vanna, Nami, Darian, and every single one of our lovely patrons!

...and you!