Adventure Snail started off as a series of silly little MS Paint drawings. From there, I decided I wanted to turn them into a proper character. At first, I wanted to make a game – a pixel graphics, top-down rpg. I soon realised that it would take more time (and effort) than I wanted to put into it. I may eventually get around to making a game, though. After the game, I had my heart set on making a webcomic series based around Adventure Snail, and their expeditions. I wasn’t exactly inspired by anything specific per se, it was more that I thought of it on the fly and wanted to make something with it. Snails are slow and friendly, so I figured a snail character going on calm adventures would make people happy – plus, it’s not something you’d generally think of if you were looking for adventure webcomics. Adventure Snail is meant to be bright and cheerful, with a shiny, glittery slime trail. If anything, I’d say I was inspired by Sanrio characters – they’re mostly nonhuman, though Adventure Snail isn’t humanoid like Sanrio characters are. Adventure Snail is the product of an imaginative artist messing around with friends during class.

