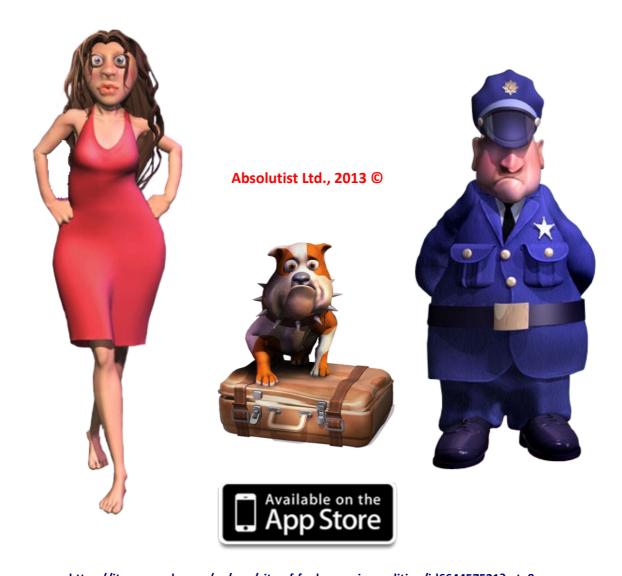
# **City of Fools**

### **Reviewer's Guide**



https://itunes.apple.com/us/app/city-of-fools-premium-edition/id664457521?mt=8

**Coming** soon on









**Windows Phone** 

### **Comic Adventure**

**City of Fools** breaks the rule of casual adventure games. It's more about exploring and applying then walking from one hidden object scene to another.

As for the plot, you step in the shoes of a tabloid journalist, sent to a provincial city of Tundel. You are to learn the truth behind the **rumors of a UFO** visit to the city. Having arrived to Tundel you try to find local officials, but the mayor is out.



The only way to interview him is to fly to his island residence. Your subsistence money is not enough to buy a ticket. So, now you have to apply all your wits to scrape up the amount.

To make things worse, the townsfolk are... strange. So, be prepared to **100 hours** of hilarious adventures.

**NB:** The game contains **adult themes** and is intended for mature audiences.



Two difficulty modes are offered to suit both new to the genre and experienced players:

- Casual (rechargeable Hint/Skip buttons in hidden object scenes and mini-games)
- Extreme (disabled and Hint/Skip buttons in hidden object scenes and mini-games).

Recharge accelerators are also available as in-app purchases.

### **Open Virtual World**

With **500+ locations** to explore, Tundel is a huge virtual city with streets, parks, stores, public institutions and industrial area. You are free to go anywhere and enter every door (well, almost). Non-linear plot and **complete freedom** of choice provide for that.





Tired of walking? Take a **taxi**. Spend some money and get to any place in a second!

**Metro** is another way to speed-up your travel, but there are only a few stations in the city.

#### **Navigation**

In order not to get lost, you receive a **map** as soon as you arrive. Arrows on the screen show possible directions. If it's pink, you have to perform some action before that. Tap rotating arrow to turn around.



## **Earn and Spend**

Use all ways to scrape up the price of the plane ticket.



It's enough to complete half of tasks to get the sum, which contributes to **replayability** greatly!

The **inventory** is **unlimited** to keep all your findings. You can also spend in-game coins to **express deliver** goods from library, stationary, pharmacy and grocery. It's more expensive, but time-saving.





## **Hidden Object Scenes**

As the rest of the tasks, HO scenes are optional to complete, but bring money. Item list is presented by **words**, **images or silhouettes**, while one HO scene may take up to 3 locations.





## **Variety of Mini-games**

20+ mini-games are as crazy as the rest of the game. Practice mine clearing, sharpshooting, thimblerig and other strange activities apart of completing jigsaws with spare puzzle pieces, sorting pots on conveyor or preparing visibility potions.





