
Fear For Sale: City Of The Past Collector's Edition Torrent



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About This Game

The eyes are watching... and they're everywhere. Fans of the highly-rated Fear for Sale series will love their latest assignment as journalist Emma Roberts. Statues are coming alive in the small town of Eastwood, and they're attacking! EleFun takes you on a creepy adventure in this exciting hidden-object puzzle adventure game. Play a variety of hidden-object puzzles, including list and silhouette. You've never had so many collectibles before, with post cards, toys, and many other objects to find throughout the game.

See what our Beta testers had to say:

"I like this game. I especially liked the jigsaw puzzle option when I was stumped in an HO scene. The puzzles were not overly difficult and the story held my attention." - Jiao, beta tester

"Outstanding graphics and gameplay. I just loved that I could interact with several items in each scene as well as all puzzles, hidden object scenes and storyline. Looking forward to this little gem when it becomes available." - Kathy, beta tester

This is a special Collector's Edition release full of exclusive extras you won't find in the standard version. The Collector's Edition includes:

Learn a shocking secret about a character's fate in the bonus game!

Earn special Achievements and find loads of collectibles
Enjoy soundtracks, wallpaper, and concept art
Get the available Strategy Guide

This is a Hidden Object Puzzle Adventure game, meaning a specific genre of story-driven, point & click adventures. Throughout the game, players are tasked to find a list of objects hidden within a particular scene, and to occasionally complete various mini-games/puzzles.

Title: Fear for Sale: City of the Past Collector's Edition

Genre: Adventure, Casual

Developer:

EleFun Games

Publisher:

Big Fish Games

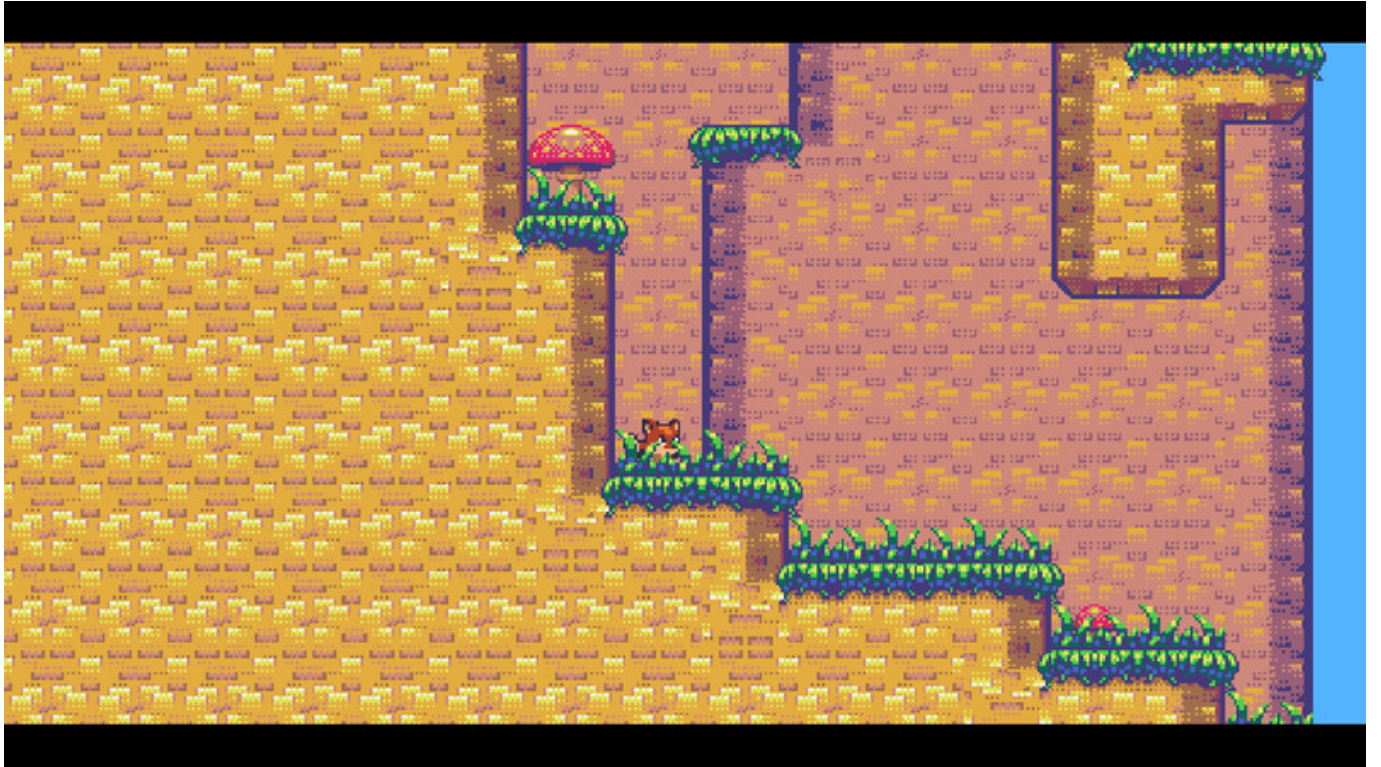
Franchise:

Fear for Sale

Release Date: 17 Sep, 2018

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English







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The only thing i disliked about this game are the controls as they are a little outdated but overall its not that big of a problem and you get used it quickly.

I found myself intrigued by the characters throughout the game always wondering what else i could discover about them and how they may be related to the situation at hand. The game is played in real time and there are many different endings to the game which make it fun to keep rewinding and tackling situations from different angles to see what the outcome may be.

This was my first point and click adventure game and i really liked it!. 10/10 amazing. Expectations were: hot pile of♥♥♥♥♥♥♥♥ Reality: the hottest pile of♥♥♥♥♥♥♥♥ Would recommend.. This game = Lags, glitches, poor battle experiences. No grinding you said? that is BS. You will be grinding on mobs for skills and pigments. You have to grind on events to obtain materials in order to craft gears. You will be spending 80% of your game time grinding and 20% on losing your loots and getting killed by players in group. What is ridiculous is that you are only allowed to gain certain amount of exp from items and killing mobs each day. So many things are glitched at this moment, for example, earth wall does not properly block mobs as some mobs can just squeeze pass walls. Gravirty well often does not apply slow on palyers and does not suck them toward the center. In terms of balance, it seems like sickle is the most useful and probably most powerful weapon atm. it is capable of killing mobs in group and doing some good 2 VS 1 while other weapons are just eating♥♥♥♥♥♥♥♥ Did i mention that you are constantly being blocked and stucked by little rocks, plants, and sometimes buildings on the path ? that probably happens like every 5 minutes !! The contol in this game is extremely clunky and not smooth, even MapleStory is smoother than this.

All and all, they want you to spend money to support them and reserve for future spots and names. I honestly do not think this game can even last that long unless they are willing to polish the contorls and improve the concept of this game so it is playable and enjoyable.

. This is a real hidden gem of a traditional point and click adventure. On seeing the title screen it becomes obvious how much care has gone into every aspect of this game.

The plot and cinematic style of Lost Horizon are a homage to adventure films of an 'Indiana Jones' type. It's all about a reluctant hero saving the world from Nazis who are after powerful mystical secrets and has everything you'd expect: biplane fights, secret mystical locations all over the world, ridiculous car chases and cutscenes of implausible fights on Nazi trucks. Oh, of course, the spunky irritating sidekick/love interest - I suppose nothing's perfect.

If you have played the LucasArts classic 'Indiana Jones and the Fate of Atlantis,' you'd probably find this is really similar in writing, plot depth and gameplay style and there are other things that will make you think the writers were trying to bring back the old Lucas Arts classics. For those who haven't...

The best bits

- The plot is daft but fun and interesting with lots of mystery, pseudoscience and silly cutscene action.
- This is a properly long game. Really good value for money. 12-15 hours gameplay I'd say.
- The puzzles are mostly combining inventory items together or with objects in the environment. These are (with a few glaring exceptions) very logical.
- The visuals are gorgeous.
- The voice acting is excellent.
- The music was good though not hugely memorable.
- The interface was easy to use with one exception (see below)

Bad points

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- Some of the puzzles cannot be solved until you've examined an object to death because your player character is a fool that needs everything splended out to him.
 - There seems to be a minor bug where when you try to solve a puzzle correctly with an object, the game doesn't recognise which object you're trying to use. It always works by the third attempt.
 - The two cursor interface can make some puzzles a bit easy.

Highly recommended, particularly if you like inventory based point and clicks with engaging plots.

. Terrible game. Only buy when you get money back on taking it.

It's an interesting RPG with simple game mechanics.
No replay value.

. There's a real charm to this game! Strong recommend for VR adventurers!. I do like the game, but I just wish it would have more choices and that a second one will come out to finish the story, what happens to candy after dose he fall for her or dose the game start to become real. Great DLC, mutiplayer doesnt work very well but the devs are listening and trying to the problems at hand.. Flame-thrower!. Short story, I enjoyed what little I played with my friends. We all bought this game on sale for 50 or so cents, and had a blast! This game is entirely worth buying on sale, if not just for the fun of a bunch of people in a room trying to get past that "one level"!

Some high points:

- Controls are tight as heck. Wonderful for a precision platformer, and you know its YOUR fault when you mess up.
- Game is wonderfully optimized for my mid range laptop graphics card. Out of curiosity, I turned it off and ran it on my I7 integrated graphics, just to see what would happen. Although definiately slowed, it was still relatively playable.
- Its fun as hell to play with an entourage of slightly drunk dudes at a LAN party

However, a few flaws to watch for:

- The animations and cutscene camera motions are somewhat robotic. Sharp corners with the camera movement, and the main character staying completely round while hopping, etc. Its definately easy to tell at first glance that this is indeed a game made by a small studio vs a larger one, and the robotic movements make it feel "goat simulator-ish", for lack of better words.
- I know this might be hard for the devs to swallow, but the price point might be a tad high. This game is most fun when playing with a large group, and unfortunately, I could only justify buying this for / convincing people to buy it when it was relatively cheap. At \$10 is when people go "Why can't I just play counter strike instead?". I don't know the sales for the game, but as it stands now, its hard to convince 8 different people to drop a \$10er on yet another indie platformer.

Overall, this game is a fantastic LAN party game for a bunch of people to get together and have a blast!

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