

## *Mystery P.I.: The New York Fortune* Review

**Game Name:** *Mystery P.I.: The New York Fortune.*

**Game Platform:** PC.

### **Game Overview**

"A fun-loving New York billionaire has hidden his will somewhere in New York City! You are the world famous Mystery P.I. and the family has hired you to track down the will. But here's the catch: you only have 17 hours to do it! Seek and find over 2,100 cleverly concealed objects in 25 amazing locations like Times Square, Central Park, Coney Island, the Brooklyn Bridge and more. Solve puzzles to collect clues that lead to the will. Find it in time, and you'll earn a \$25 million payday!" – PopCop.com.

### **What did this game do that was different from its predecessors?**

I have very little experience with these games. I honestly didn't see much in the way of innovation as far as the concept goes, so I'm going to assume that it didn't do much different compared to its predecessors, except perhaps the addition mini-games.

### **Favorite Part about the Game (and why).**

The best part about the game is how it has a sort of relaxing puzzle feel yet it can be somewhat exciting and addicting if the player is a collector type of gamer. It does this by having not just the usual hidden object per each scene but two specific items hidden in every single scene that can be collected to gain a special reward of some kind, so it kind of plays off of a secret, achievement sort of mechanic, which works since I did feel compelled to get the secret objects.

Also, it has a surprisingly well implemented hint system. My expectations for the game had originally been quite low, so that's why it was surprising. The game put a timer on the hint so that it could only be used one hint at a time, requiring the player to wait a certain amount of time between hints. Also, the game detected if a player was just randomly clicking and would take away points if the behavior continued.

### **Least Favorite Part about the Game (and why).**

There were two issues with the hunt-and-find part of the gameplay that I felt really detracted from the fun and even caused some frustration. One of the issues was that pictures sometimes were a little too distorted or didn't represent what it was that you were supposed to be looking for well enough. I know they're supposed to be a little altered due to being hidden, but sometimes object just didn't look well enough to be recognizable as the object. For example, there was a camera, but it was a picture of a camera from the front, which was just a blurry square with a circle.

The other issue with the hunting and finding was that the descriptions of the objects that you had to find were sometimes vague and unclear. Sometimes they were clever, such as "bats" meaning both the animal and the sport equipment. However, some were too vague, like the "Buddhist statue." This also tied into my previous complaint since the statue was just a weird, wooden blocky thing that didn't fit my idea of what a Buddha statue looked like.

### **How would you change the game to make it better?**

I would have tried to make the pictures a little clearer or found a different way to represent certain items, such as the camera. Perhaps the camera could have been portrayed from the side instead of the front or just designed better from the front. Upping the quality of the pictures would be helpful. I don't think it would necessarily make the puzzles too easy or anything—just less frustrating. Also, thinking about how the descriptions sound and what the average person pictures more would have been helpful, like the Buddha statue example. I would have used one of the classic, well-known Buddha sitting statues, since that's fairly iconic in today's culture.