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## A Case Of Distrust Torrent Download

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### About This Game

A Case of Distrust is a narrative mystery from 1924 San Francisco. Play as private investigator Phyllis Cadence Malone in this historical 2D adventure game. Explore undergr 5d3b920ae0

Title: A Case of Distrust  
Genre: Adventure, Indie  
Developer:  
The Wandering Ben  
Publisher:  
Serenity Forge  
Release Date: 8 Feb, 2018

English

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Great design, nice story, witty dialogues. But way waaaaay too short. Buy it on sale.. I wanted to like it for its aesthetics, but it's overall quite shallow. The "mystery" is painfully straightforward. There are no interesting mechanics. The majority of the characters are not fleshed out. The ending is abrupt and feels unnatural. It's also littered with political virtue signaling. The effort that went into this game is commendable, but I simply can't recommend it if what you're looking for is an interesting

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mystery/investigation game.. well. phew, finally finished this story. i missed a critical clue, that is to ask the guy in barber about the smith's love, so he would tell you that miss green involved in it. this is hard to get for me, until i use the method of exhaustion: ask everyone every line in my note. which is a hard work. lol. orz this is a short game. graphic: good and impressive. reminds me the style in the movie: the adventures of tintin of steven spielberg. 9/10 sound: good too, but would be better if has actor's voice. 9/10 story: well. it is hard to tell without spoiling. the story tells a female detective in the old days in san francisco. one day she got a case, that the client asked her to investigate a threaten mail. but durin the investigation, when it was about to closed, the client was murdered, there went the stage 2 of it, to investigate his death. the murderer is really a surprise, but that makes sense. besides the detective itself, the history elements play an important role in it. the bootleggers, the mob fighting, fake death, etc. get into the scenes, and you will fully feel the life of that age. but, lack of literary expressions, but more like some kinda news report, imho the words are somehow plain. 8/10 game design: ive read some of the reviews and theyve made the point. the game can add some more achievements, like, the talk in the cab could be a way to collect infos, and, there could be more collective items. can add some more achievements, and maybe multiple endings. but if it is really like so, may distract from the main story, might not be that good for this particular one. tho, as a mystery game, sometimes the info you need to ask isnt so obvious, and the difficulty cannot be any lower. if there adds a "fail" in it, means you probably can not solve the case, or lead you to the misjudgement, and just ends so, and no results can be undone, it can be replayable.. 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