

# Miss Teri Tale

In Miss Teri Tale, someone has kidnapped poor little Jason, a prize winning show dog, and it's up to you to find the culprit in this great Hidden Object game. Jason's owner is devastated, the police are perplexed and it seems everyone has ample reason to have kidnapped the dog. Can you, Miss Terri Tale, a famous mystery writer, get to the bottom of this tragedy before a mysterious blackmailer pins the crime on an innocent person?

Remember to also download Garden Dreams and Master of Defense !

The town is full of suspects, from Abigail's neglected husband to the mailman whose ankles Jason used to nip, to the jealous neighbor whose own Chinese Crested Dog is competing for the same prize at the dog show, among others.

You gradually narrow down the list of suspects by searching for clues in and around their respective properties. Each location contains a list of items you must find and click on, such as a feather duster, tape dispenser, bunch of grapes, and life preserver. Some of the items will be key clues that will either further incriminate a suspect or clear his or her name for good. Through process of elimination, you'll gradually begin to home in on the real dog-napper.

Remember to also download Alien Outbreak 2 and Invadazoid!

However, not before you've revisited the same 9 properties and 17 areas over and over again, backtracking your steps in a seemingly random and meandering investigation that drags on for a little too long. It doesn't help that the game's weak story doesn't do a good job of driving gameplay forward.

There's a weird subplot concerning a shadowy figure who is trying to blackmail Teri into finding Jason, telling her that if she doesn't find the dog by the end of the week, he will pin the crime on an innocent person (which seems redundant, since Teri already said she'd search for Jason anyway as a favor to Abigail).

In between each level you'll receive an "email" from the blackmailer containing a short video clip, but there is very little rhyme or reason to them. He rehashes the same meaningless phrases and suggests some random houses to visit to check for clues, but there's no sense of momentum or logic to his messages.

If you get stuck you can spend a clover to reveal the location of an item. You can carry up to five clovers at a time, and to replenish your supply all you have to do is visit Teri's place and search for more clovers hidden amongst her belongings. It's a good way of allowing players to self-regulate the game's difficulty, and ensuring that people never get well and truly stuck, however only being able to collect two clovers at a time is a bit

cumbersome because you have to exit and return to Teri's room several times to stock up.!