

PRESS-RELEASE

Funny Bear Studio Introduces World Riddles: Seven Wonders 1.0

Solving 200 head-scratching nonogram puzzles and learning the secrets of the Seven Wonders of the World – it's all in one game that comes as a sequel to the year 2009 popular brainteaser

Novosibirsk, Russia – August 3, 2010 – Funny Bear Studio today announces the release of World Riddles: Seven Wonders 1.0, a new casual game that delivers 200 thought-provoking nonogram puzzles, presented as a fascinating journey to the world of the Seven Ancient Wonders of the World. The game comes as a sequel to the year 2009 commercially successful World Riddles: Animals. Offering the same nonogram-solving experience of its popular predecessor, but now with entirely new variations of puzzles, visuals, music and storyline, World Riddles: Seven Wonders is a fun and addictive brainteaser players could lose themselves in for a week.

In World Riddles: Seven Wonders, players set out on a journey to the world of ancient civilizations with the goal to restore the Seven Wonders Medallion. To collect all seven pieces of the medallion, gamers will visit the Seven Wonders of the World such as the Lighthouse of Alexandria, statue of Zeus, Colossus of Rhodes and other places where they'll be tasked with solving number-based logic puzzles known as nonograms or griddles. Players will be challenged to do 200 logic puzzles with a varying level of difficulty, which will keep them interested in the game. Throughout the journey, gamers will also learn many historical facts about the Seven Ancient Wonders.

Each puzzle in the game features a grid with tiles, concealing some design. The design is made from globes. The player needs to uncover the hidden design with a certain number of possible mistakes. On the top and left side of the grid are numbers that tell the player how many consecutive globes are to be uncovered in that particular row or column. For example, if the number is 5, then there are five globes clustered together in that row. The challenge comes into play as the gamer must uncover the design on a large grid with many cells and small numbers.

At the end of each puzzle, players are rewarded on their performance, which includes how many hints have been asked for and how many failed attempts it took to uncover the hidden design. If players manage to do all puzzles of the level quickly and without errors, they are rewarded with the golden piece of the Medallion; otherwise they get a silver one. The level can be replayed to get a golden piece instead of a silver one. Besides, completion of each level unlocks a bonus mode that challenges the player to solve a sequence of puzzles within a limited time.

The game also offers many mini-games that range from piecing together a mosaic to putting missing objects to proper places on the picture, aligning pipes and restoring the family tree of some god. For example, there is a mini-game in which the player needs to assemble a puzzle depicting one of the feats of Hercules.

World Riddles: Seven Wonders 1.0 is available for the Windows PC. For additional information and news about the game, please visit <http://www.funnybearstudio.com/worldriddles2.html>





The trial can be downloaded from <http://www.funnybearstudio.com/files/WorldRiddles2Setup.exe> (26,4 Mb)

About Funny Bear Studio

Funny Bear Studio, an indie game development company founded in 2009 by Nikolay Anikevich, is developing casual puzzle games for the Windows PC. Entertainment products include World Riddles: Animals that started the series of puzzles based on the Japanese nonograms. For more information, visit www.funnybearstudio.com

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Результаты рассылки новости:

	Ссылка на публикацию	40,108 visits per day
	Ссылка на публикацию	3,842,755 visits per day
	Ссылка на публикацию	45,942 visits per day
	Ссылка на публикацию	49,249 visits per day