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The storm is coming

[New Hidden Object Franchise Is Born with Coyote's Tale](#)

Aztec mythology is back for one more casual title

With WildTangent's Chief Executive Alex St. John declaring over and over again that consoles will die and PCs will rule (according to him, that will happen by 2020), it only seems natural to hear about brand new PC projects. [Merscom](#) is the company which took advantage of the Casual Connect conference in Seattle to present the first details on its new casual, hidden object series, Coyote's Tale. The first episode, entitled Fire and Water, is scheduled to be released by the end of the year and, since it's the project of Matt Shetler (the producer of Blood Ties), we can already anticipate a real hit. The game's story is pretty simple and straightforward: two sisters vacationing in Mexico will have their pleasant stay interrupted by a huge, torrential thunderstorm that brings back to life the ancient storytelling god, Coyote. This god takes the two sisters on a mythical adventure, where they have to restore balance to an unstable universe, but cryptic warnings about a mysterious betrayer suggest that something more sinister is at work. Pretty cool story, right?"Matt did such a great job with Blood Ties, we wanted to give him the freedom to take his ideas and imagination to the next level," explained Lloyd Melnick, Chief Customer Officer at Merscom, "Coyote's Tale represents an original IP that we think has the potential to be one of the next big hidden object franchises."The game will feature animated and atmospheric environments which will be experienced by the sister of your choice, meaning that there will actually be two different storylines (or, as some would call it - two games in one). Also, Aztec mythology seems to be a [casual](#) game's favorite, since Coyote's Tale: Fire and Water will be based on it, too. In terms of gameplay, you should expect the classic hidden object format: tons of objects well hidden in the background, a reward system that affects gameplay and lots of mini-games to rest your eyes after a challenging level. It sounds nice.