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[New Info About a Great Adventure - So Blonde](#)

Mini games introduced, unlikely to have a negative effect on the game

Since the Sierra and LucasArts era, the classic [point and click adventure](#) games kind of lost their flavor and their sense of humor. And probably I am not the only one who feels the need to play some new adventure games as funny and challenging as the "old" ones. [So Blonde](#) is a title that promises to be able to bring back the memories and, personally, I really hope it will manage to do it. So, knowing that I have quite some high hopes for this title, imagine the shock I had when I found out that the developers will pack in a bunch of mini games. Just think "Leisure Suit Larry: Magna Cum Laude" and you'll know what I'm talking about. But the following second made me realize that the developers really know what they're doing and have absolutely no desire to ruin a game just for a few potential extra buyers: even though all the mini games are story bound, there is an "instant win" button for those who want to play an adventure game and nothing more. Actually, all these mini games are made to bring back even more memories from the games of the '80s and '90s (think "low bit sound quality" and "blurry graphics"). So, if you want to, you will collect water droplets in a coconut shell, play some drums by pressing indicated cursor buttons and so on. So we can call this mini-game implementation a bonus from the devs, an extra bit of work to make the game an even more enjoyable one. And, as long as there is that "instant win" button, it's all fine with me. Because So Blonde promises a wacky story line, an (anti-)heroine as pretty as a picture, deeply black humour, which far outstrips all the blonde joke clichés, fabulous comic-strip graphics and a quite few gameplay surprises. The game will be released starting the 14th of March 2008 and, as you can see, it is one very promising point and click adventure title.