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## Cities In Motion: Design Classics Hack Patch Activator



Building a Love-Hate Relationship between Gnome and his Cloud  
Fantastic music: A village composed of people living in harmony  
A countryside in full bloom  
A prison trying to keep its prisoners from escaping  
A complex airship with talking animals and key-holes of different colors  
A ship with moving sails, hidden cannons, spongy matter and so on  
A small village with people playing with their pets  
A parlor filled with a classical music band composed of Chibi-Furry  
Dancing to the Music of an Orchestra  
Most of the levels are pretty well designed and easy to follow. Sometimes you will follow a great sequence of levels and graphics, and then in the very last level an obstacle appears that doesn't exactly make sense. The Developer can just tell you to do X or Y to overcome this one and you have no way to know what this really is. A case of bad levels design is that in a platformer there is a block that is placed to block the way as an enemy, but the enemy doesn't appear on the side of the block. That kind of situation wouldn't have happened in a video game that was made on a budget, but such things happen. The Cloud, on the other hand, never has a good design. Her design is so bad, the character itself is almost flat. With so much color on the character, it is easy to lose the fact that the movement is controlled by one key. Some levels are so hard to get through, and when you pass through them, the Cloud doesn't give you a clue of where you are supposed to go next. Level design wise, the Cloud is not very stable. Sometimes you will have puzzles that are presented on the Cloud, and then later on in the level, another puzzle will pop up in a different location that requires the Cloud to be moved into a predetermined area. So the design when you control the Cloud seems a bit arbitrary and not very strong. The BadCloud is great but the Cloud is only great in one aspect - the music. The Cloud has three different themes for various parts. During a puzzle that forces you to do something to the Cloud in a specific way, the music sounds a sequence of pieces. When the music starts, it gives you the feeling that things are going alright and soon you will solve the puzzle and carry on with the game. The Cloud is great in the sense that it gives you that feeling of confidence to carry on with

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## **Features Key:**

Escape Bloody Mary - Bloody Mary's Revenge  
Save your fellow victims.  
Challenge your friends to survival of the cruelest attack.  
Addictive, creepy, realistic characters.

## **My favorite scene:**

## **How to play**

- Take cover and shoot!
- Aim and shoot!
- Finish level to spin more baddies, more tips!
- Don't miss a single enemy.
- Be careful with the hidden rooms, traps. Traps and dogs are as deadly as humans!
- Spins, shoots and turns!
- Collect all bullets
- I have to say that I loved the style, the graphics and the music, very nice!

**Escape Bloody Mary - Bloody Mary's Revenge can be downloaded from Google Play Store. Don't just download, join our community and claim your free products.**

Crossover is an international mobile game development company located in Kiev (Ukraine).

## **Crossover**

### **Android - Google Play**

### **iPad - App Store**