
The Adventures Of Fatman FULL



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About This Game

To the Fat Mobile, let's go !!

You are the crime fighter for the city of Shadowlawn. Just when you're complaining about how dull things have been, a supervillain named Toxicman is created from a botched act of corporate sabotage. It is up to you, then, to tear yourself away from food long enough to save the city from certain destruction...

There is fun, laughs and even some heroic moments to be had in The Adventures of Fatman: Toxic Revenge! Now available at budget price for Steam collectors, the first commercial AGS game returns to your screens. This special edition includes extra easter eggs & an improved ending. Additional special features, trading cards & soundtrack are also included!

Yesterday's technology, today !!

- + Comedy adventure game suitable for all (some mild comic violence)
 - + Parody point & click with a retro kick
 - + Full English voice acting
 - + Interesting locations to visit & fun characters to meet
 - + Hand-drawn art & animations, original soundtrack
 - + Designer commentary in-game
- + Easy mode (normal, hints & retries) or hard mode (no saves, no hints + sudden death)

The Adventures of Fatman: Toxic Revenge was originally released in 2003, the first videogame made with Adventure Game Studio to be sold commercially. This version is the 2007 re-release or "special edition" (mostly fixes and refinement of the original version).

We recommend players with modern operating systems to use Windowed mode (which can be set to large/HD sizes). If you have further trouble starting the game, please see this [Troubleshooting Post](#) on the Steam discussion board. We apologize for any inconvenience.

Title: The Adventures of Fatman
Genre: Adventure, Indie
Developer:
SOCKO! Entertainment
Publisher:
Screen 7
Release Date: 1 Oct, 2015

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Minimum:

OS: 98, 2000, XP

Processor: Pentium III

Memory: 250 MB RAM

Graphics: VGA

Storage: 500 MB available space

Sound Card: MIDI compatible

English



Oh-man-...-would-I-kill-for-an
aspirin right about now.





This is one of the, if not the, first commercial game developed using the now ubiquitous Adventure Game Studio design software. It doesn't really compare to more recent commercial games using AGS. But it was certainly at the forefront in terms of overall quality and time invested when it comes to early AGS titles which were primarily freeware projects. You could say that all of the modern P&C games that we have today, and the entire P&C renaissance of the 21st century, owes their existence to this game for showing that it was still possible to make money off of P&C games.

Pros

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- Funny. The developers obviously have a good sense of humor and it shows in the dialogue for even simple things. (The cop calling Fatman a loser was extra funny for some reason lol.)
 - Cheap. Usually \$1 I got it on sale for 20% off. For 2.5 hours of game play that's pretty good in my book.

Meh.

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- Low resolution (320x200). Graphic quality is somewhere between Maniac Mansion and Day of the Tentacle.
 - Game movement is slow by default. Adjusting walking and overall game speed is possible via menu, but is tedious.
 - Short.

Cons

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- One of the cardinal sins of P&C is found in multiple places in this game : PIXEL HUNTING!!!
 - Control scheme is frustrating. Does use a standard P&C interface but I wish the interact with environment and combine\select inventory was consolidated into one action control. The cursor speed is so slow I often was just right clicking to cycle thru options but would often get them getting mixed up.
 - Low quality voice recordings by unprofessional voice actors
 - No Autosaving
 - Easy vs. Hard mode is dumb. The main difference is that hard mode doesn't provide in game hints if your stuck and, more frustratingly, doesn't allow for retrying if you die so you have to rely on a manual save that you hopefully made before.

I know I put a lot of Cons but you really have to take it with a grain of salt for a title like this. Its older and was a very early commercial venture for a game genre that was still quite specialized at the time. It's an interesting title to look at if your a P&C historian\aficionado. Overall a good way to waste some time while getting a few laughs for less than a buck.

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