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About This Content

Zombie Exodus: Safe Haven: Part Two continues your story as you escape Nightfall with your new group of survivors in search of a safe haven. Continue your story from part one, or skip right to the new chapters with a new character!

With three brand new chapters and another 310,000 words, *Zombie Exodus: Safe Haven* is now more than 900,000 in total! That's 32,000 words each time you play Part Two alone, and more than 72,000 for the full game. Given the number of paths from beginning to end, you can have a unique story every time and still never see all there is in *Zombie Exodus: Safe Haven!*

- Grow your group to as many as 20 characters, with 12 of them as romantic options.
- Become leader of the group or let another survivor take the lead.
- Expand your skills, train other survivors, or receive training from them.

Title: Zombie Exodus: Safe Haven - Part Two

Genre: Adventure, Indie, RPG

Developer:

Hosted Games

Publisher:

Hosted Games

Release Date: 22 Mar, 2018

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English







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Someone should probably tell Fabraz that someone already made this game and did it a hell of a lot better: It's called Super Meat Boy.. Great game ! . Really want to play but have to get back with Dota2 . As a student , this game takes me so much time to training skill and level. I've been playing this game for a few years now with several of my kids when they are young (< 6 years). They've all enjoyed it and it's a wonderful chance to spend time with them as they get inquisitive about what the animals can do. Technically the game is quite captivating as you see your scribbles come to life. If the drawing doesn't quite work out properly, the kids seem to love it even more!. Obviously just thrown together with the games engine they happened to be using and all the sound bites of previous games. I will always love the original Worms game (the very first one) but this I will not be returning to.. Very enjoyable game. The trailer doesn't convey how chaotic things can get when you've got numerous enemies flying around and hurling projectiles while you juggle fighting back with fleeing into one of their bodies. The game manages to always feel fair, though, no matter how out of control things seem to be. When I finally got taken down, I always felt like it was due to mistakes made on my part. More play will improve my game, and I'm looking forward to it!. This is a really neat strategy game. It's unique and well-made and I had to read negative reviews to even remember anything negative. It looks like the main complaints (apart from people who thought it was a sim) are that it's too random and too difficult, and I definitely sympathize with both of those things. It's got all the randomness that comes with a deck-building game, but it also has a lot of things that mitigate the randomness - character powers, specific actions on cards, and most cards are a building that have to be placed strategically on the grid. I do think the card shop could be less random but overall it didn't bother me too much, and I'm not someone who enjoys randomness.. One word sums up this whole game:

DLC.. Waste of money. Not needed.. Plain horrible. Cab textures are messed up and physics are way too unrealistic. Only upside is the HD textures which in turn make it very laggy.. hmmm.....

what do you call the things that we put on the trash?...

oh thats right *GARBAGE*

this is what this game is... GARBAGE!

I absolutely LOVE Terraria and Diablo 2, but It Lurks Below isn't growing on me. The first hour of the game just feels flavorless. Building a base is a drag because sufficiently flat terrain only exists in spurts on the map, and monsters are constantly harassing you while you're trying to figure it out. It's also a nuisance that your hot bar is only 5 keys, as your 5 ancient items take up the latter 5 keys, so while building you constantly have to open the inventory and move items around, whereas Terraria gives you a full hotbar to set up all your resources for immediate use. I'm also not a fan of the lack of placeable walls to allow a platform floor in your house, which made building a house easy in Terraria.

It's also annoying that your inventory key is I when realistically it should be E (given you have your hand on the left end of your keyboard and your other hand on the mouse, putting I in an inconvenient location). I don't believe you can set keybindings either. Worst of all, the one BGM track that plays is a piano that seems to play the same batch of notes over and over and over (which is grating on the brain), and given the game's aesthetic, it makes me wonder why the music isn't dark and brooding like Diablo.

I think these issues can be fixed over time, and it seems the developer is rather receptive to feedback according to reviews I've read, so I'm hoping in a couple months I can have a different opinion on the game, because for now, it just lacks flair, despite its potential.. Fantastic art program! I use this almost exclusively for all digital art projects.. Finally a game that improves the bridge construction gameplay!

I only wish for more levels now!. Lovely game with loads of puzzles and achievements for each one :D

Devs are quick to answer on the forum if you have any issues, which is a big +. THAT ♥♥♥♥ING GAME DOESNT WORK BECAUSE THAT ♥♥♥♥ING NVIDIA♥♥♥♥♥♥THAT I INSTALLED 50 TIMES ALREADY DIDNT. Fun, and pretty. It feels more like a prototype than a full game. Still it's enjoyable but there not much replayability.. Best way to describe this game is short, very short.

While the first game was dark and moody this was more like a cartoon.

Playing area is very small with one crime to sort of solve, graphics are poor and don't feel right, ie cartoonish.

Hopefully this is a stopgap only and the next installment will be more like the first game.

5V10. This is probably the shortest Visual Novel I've experienced on Steam and writing this review will probably take longer than the playtime but don't let that put you off...

There is a clear, and important, message behind this brief sci-fi VN that is invaluable and was efficiently written by Benjamin Charbit. The lesson can wait for now, first meet our two male Protagonists : Elliott - who had been walking around to think on what to do when an unexpected opportunity comes his way; enduring the rain until it became too much and he shelters inside a bus stop that is occupied by an older guy with a 6-pack of beer for company. This guy's name is revealed further into the story and, it's when the guy at the bus stop reveals to Elliott why he is there, that Elliott is able to make an important life decision involving a space trip to a distant planet named EMMA.

The graphics to the Visual Novel are by **Frédéric Jamain** using a beautiful style much like when acrylic is rendered over photographs giving it a high quality realism. The colours used are bright with wonderful facial detail making the storyboards play out effortlessly before your eyes.

The music helps ease you through this moral tale with its slow tempo strings selected by Gregoire Pastre and the written text features a combination of white on black text displays at the lower screen and the use of Elliott's mobile phone for texts.

The controls are all point and click with left mouse progressing the story throughout and upon completion of the Visual Novel (which is around 25minutes at most) it opens a bonus to be selected from the main menu.

I liked the simple layout to the menu giving you : **Start Resume Options (choice of 3 languages English, French & German) Credits Exit game**

So, what is this lesson I mentioned at the start of the review? That'd be a spoiler wouldn't it?! (As if I would do that?!)

What I will add though is The man at the bus stop listened intently to what Elliott had to say without condemning him and it was only during this man's own personal story being revealed that Elliott found peace with his decision. I liked that fatherly role but I hope during the further additions to this story we discover a backstory for *the man at the bus stop* as much as we do Elliott's progress.

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