STLD Redux: Episode 02 Torrent Download [addons]

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About This Game

A LOT of time has been spent to streamline gameplay and mechanics. A new icon system lets the player know what they can interact with and now they can do so Via XBOX controller or Keyboard. Episode two is entirely NEW content , with never before seen weapons and enemies. The graphics quality has been elevated much higher, and the game itself now plays in HD resolution. 720p. (1280 x 720)

The game pits the player (a seemingly defenseless girl) against an unrelenting army of the living dead. The house itself is your weapon. Think on your feet as you investigate, reinforce and defend with everything you can find. Formulate a strategy and strike back with your own cunning and intelligence as you're forced into the original nightmarish scenario we've all dreamed about. Will you be ready when the dead break down the doors?

A unique game with the blended dynamics of Survival-Horror and Action, with a touch of the Tower Defense genre. You must survive until rescue arrives. With each victory comes greater rewards and harder difficulties. Complete challenges to unlock devastating weapons to give you that much needed edge over the enemy. Master your abilities and take on Story Mode with even more interactive content, as you unravel the characters fate and finish the fight .... Questions or comments?
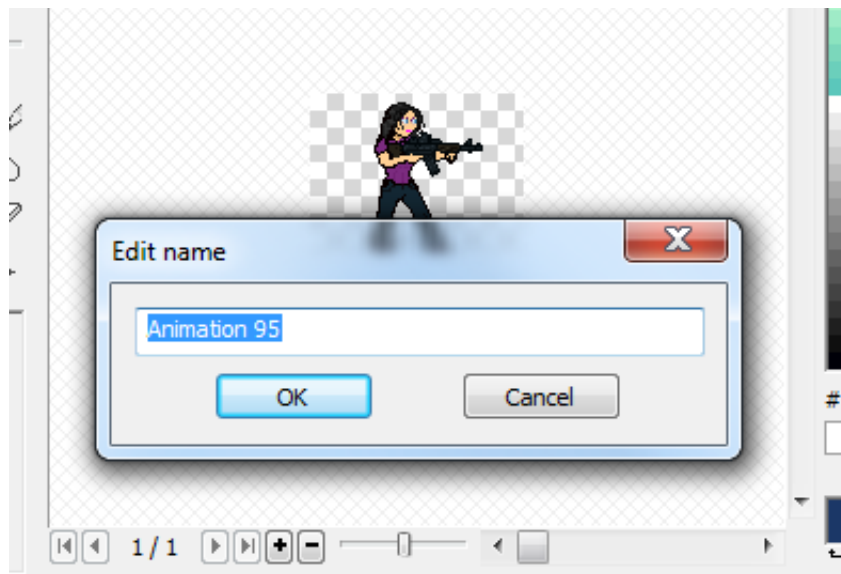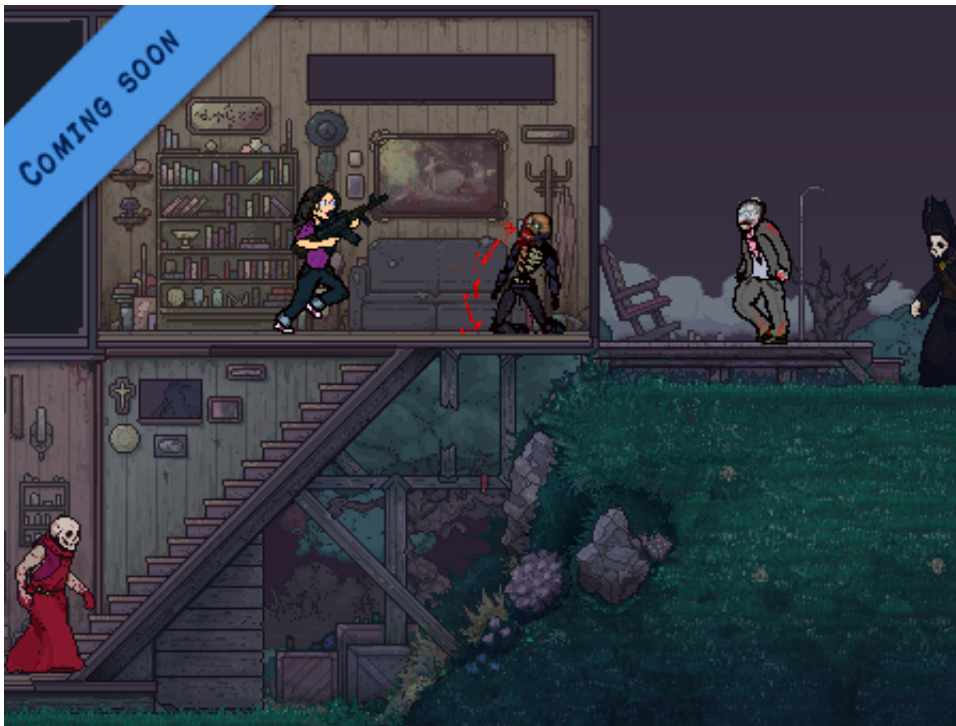Pyroklasticgames@gmail.com

This project needs your **support** now more than ever. Please consider donating to the tip jar or funding the upcoming remaster of the first level.

Pyroklasticgames@Gmail.com

Edit name

Animation 95

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Title: STLD Redux: Episode 02
Genre: Action, Adventure, Casual, Indie, Strategy
Developer:
Craig Daversa
Publisher:
Craig Daversa
Release Date: 19 May, 2017

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Minimum:

OS: Windows Vista

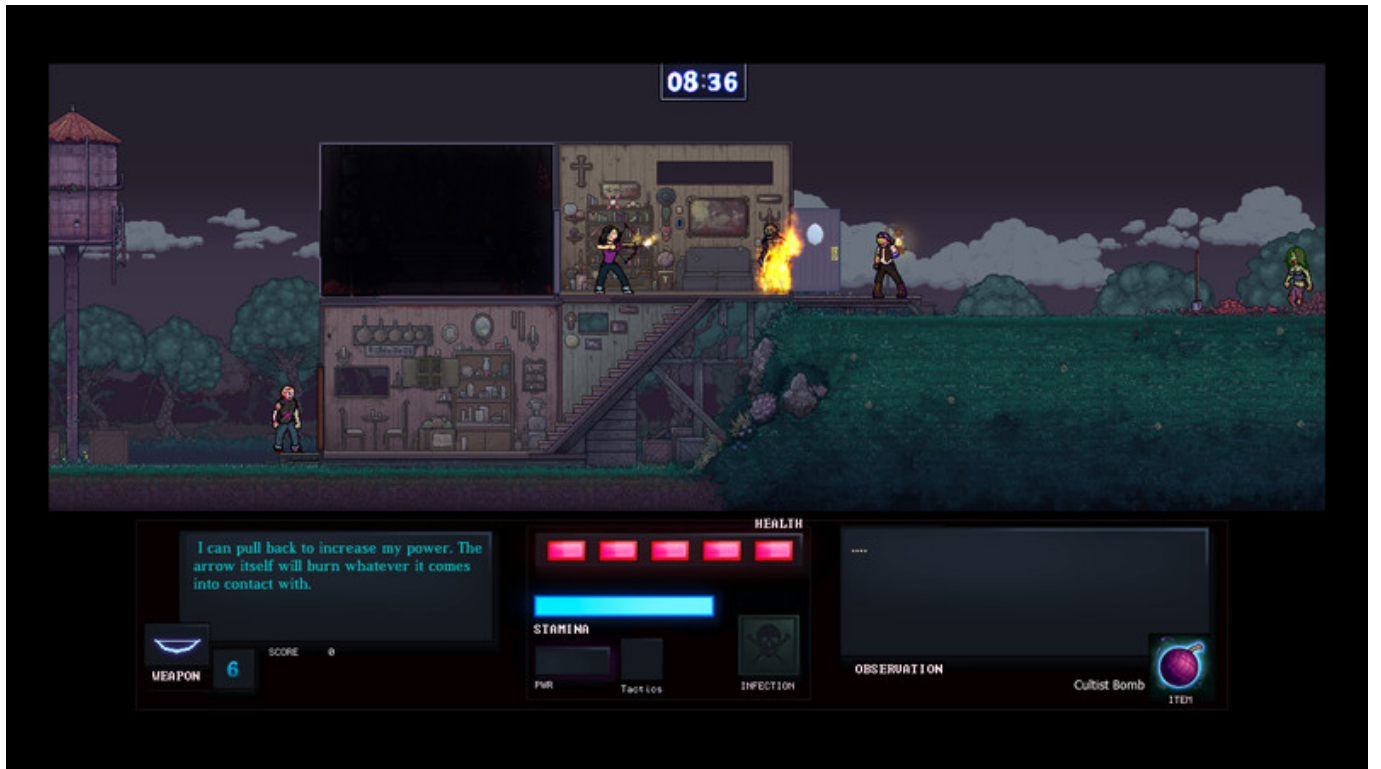**Processor:** 1.2+GHz MHz

Memory: 512 MB RAM

DirectX: Version 9.0

Storage: 100 MB available space

Sound Card: Direct X compatible

English

06:38

The gun is a shorter and lightened variation of the an M16 model, I've never seen one with a make quite like this. It's fully automatic. Ready to go.

WEAPON

SCORE   105

33

HEALTH

STAMINA

PWR   Tactics

INFECTION

OBSERVATION

Magic Charm

ITEM

Pyroklasticgames@Gmail.com

08:36

HEALTH

I can pull back to increase my power. The arrow itself will burn whatever it comes into contact with.

STAMINA

WEAPON 6   SCORE   0

PWR   Tactics   INFECTION

OBSERVATION

Cultist Bomb   ITEM

I love this game! It's so much fun once you have a controller. Amazon has generic usb xbox 360 controllers for like $10. I wish there were more levels, rewards, and secrets to unlock. Hope they continue making them. Play this fun and quick game.. This is an excellent game. A love letter to the old Romero movies.

The first time you play you'll be trying to figure out how to survive using whatever you can lay your hands on... And you'll probably die horribly.

Eventually, as you get good at the game and unlock all the items it becomes a different kind of game where you aggressively murder all the zombies you can.

At one point, well before the game came to steam, I threw together a 45 second trailer for the game, which would give you a very solid idea of what the game is like : https:\/\/www.youtube.com\/watch?v=qfZc1U7bzHQ. Well aware of the ridiculously low amount of hours listed, but I assure anyone reading that I've actually been playing the game a fair bit ever since its original freeware release - I'd say the time I've spent is honestly closer to somewhere between 8 and 12.

Anyway! I do feel I can give the game a fair shake at this point.

Despite what you may expect from the screenshots, "Survivor: The Living Dead" honestly feels more like an action-puzzle game that'll require some exploration and quick work on your part in order to do well in. You see, you start in a position of distinct disadvantage - very few weapons are ready-to-use at the very start of the run (or in the game in general, but we'll get to that) and you need to - very quickly - start searching the area for anything that can be used as a weapon, for anything that can be put together to make weapons, or a means to create environmental hazards for later use - as the stuff you can easily reach immediately is nowhere near enough to take you to even the 7-minute run, let alone the longer game modes that come after it.

Even if you know exactly what to do in order to make every weapon in the area available and usable, you're not out of the woods, and that's when you'll need to find ways to use what you've got to the best of your ability, as you're generally going to have JUST enough weaponry in total to take you to the end of the time limit - miss a few too many shots, use a weapon that's obviously meant to eliminate a crowd of zombies on LESS than a crowd of zombies, inappropriately use your barricades to give you the few decent chances to keep crowds together FOR those crowd weapons, don't act fast enough to get the weapons outside INSIDE, or any get any number of steps of the overall puzzle wrong, and you're simply going to run out of options, and most likely quickly die.

To keep the game fresh, there's a significant number of unlocks that will simultaneously give you far more tools to play around with, and which will honestly be outright NECESSARY to complete the longer game modes as you won't have enough overall ammo to beat the game otherwise - one thing I definitely like about the game is that if you know what you're doing, you'll always have what you need - but only just! - to win, keeping the game tense no matter how much you've unlocked (or if you wanna just run roughshod all over the easier time limits, that's fun too ;3).

There ARE a few flaws in the game, of course. Due to how the infection mechanic works, getting bitten even once is a huge, irreversible handicap that can make a game basically unwinnable if it happens too early (though one can argue that it's just another way of making sure you never allow the zombies to get past your guard in the first place), and some weapons can be a bit inconsistent in their damage output, leading to an unexpected bite when what you thought was a sure kill, well... isn't, and typically at the worst possible time, in strict accordance to Murphy's Law. And you might want to be careful about throwing all your weapons into a big pile; it's not the most pleasant experience trying to get a single specific weapon you need out of the pile once you hear the telltale crash of a door coming down.

Additionally, I must note that the game hasn't currently changed a whole lot since its original release, and while there's a lot to do on the maps you're given and the house is very well-designed to keep you on your toes, the fact is undeniable that there are only two maps, of which one you'll only see in the Story Mode. This said, it HAS been said that there will be new levels, so this may cease to be an issue in the future. Additionally, the game was originally made in 2010 by a small team, and kick me in the nuts if it doesn't LOOK it, with dated visuals and a UI that's just ugly to look at. However, being fair to the game, everything you need to know is perfectly identifiable with the graphical style, and I've certainly seen a hell of a lot worse, so unless you're a graphics wh... graphics service provider, there shouldn't be a huge problem here.

Overall, I think there's a lot to like about the game and I've got confidence that the planned new additions will ensure it's worth the reasonable buy-in price. If you can skip the cost of a couple of burgers or something, you just might have fun with it too. =3. A must have for any Zombie Movie fan.. Soooo much fun!. Probably one of the worst games Ive ever played.. While the controls are a little wonky at times (being worked on, according to the developer[s]), the overall game feels engaging and unique. It's a tense blend of classic survival horror and point & click adventures, with a limited amount of resources you must combine in interesting ways to last out 10 or 18 minutes of a non-stop undead onslaught.

The 'gimmick' to STLD is that time limit. Every single second counts. Every single bullet matters, since there might only be a handful on the map. Do you open a door to let zombies in one-at-a-time, or keep it barricaded and deal with a mob later on? Do you try and run past an enemy (and take a hit) to pick up a dropped weapon, or do you run the other way and hope you're not boxed in?

I honestly haven't played another game that demands such meticulous attention, and the short (10 minute) playtime per-session means you don't burn out too fast. I've been playing a session at a time, and each playthrough I get slightly further in, solve another puzzle, or find another way to use my limited equipment to best effect.

The one criticism I would level against STLD is probably the nature of the 'puzzles.' Once you've found the key to the secret room, you always know where to grab it on your later runs. I can imagine that after a handful of hours and unlocking all the bonuses, the game would feel repetitive pretty fast. That said, there seem to be updates in the pipeline adding new weapons and new enemies, so it looks like there's plenty more to do in STLD. Plus, it's not like it'll break the bank.

(I played the original S:TLD back in the day, a.k.a. 2010, and loved it from the start, though I never got far. Still having the same problems here, but I attribute that to my own failings and not to the game! Totally had the same tense feeling as this version, so if you're reading this and on the fence about paying, pick up the freeware original. It's not as polished, but it's got the same tense atmosphere.)

UPDATE: Hell, I'm sorry. I had one more complaint. It's a double-whammy, a combination of the controls and the interface. More options for custom controls, more resolutions, an option to pause (what if the phone rings?), and other usability improvements would be Great. I don't have a problem on my setup, but I know plenty of other players who'd have issues and thought I'd mention this for completeness. On the bright side, developer HAS been working on some of these features, so it's not all bad.. fun time killer. I am giving this a tentative recommendation, which I hope to be a complete one as it updates. I played the freeware version and fell deeply in love with the sprite animation, and location, but abhorred the controls. The controls thankfully were something I got used to but having the option to map out own controls would be a great option.

All in all, for being early access, I think it works pretty well and has a great deal of promise. I , personally have yet to encounter any game breaking bugs and I look forward to future updates.

Survivor: The Living Dead's promied additional content is really going to be the making of it. The groundwork is solid; at the moment, it's an enjoyable zombie defense title based on Romero's seminal 1968 movie in which you repel the undead menace from a two storey house by way of various weapons and traps. You begin in the reasonable 7 minute mode before heading into bumpier territory with th 12 and 14 minute challenges, unlocking multiple bonus weapons and gameplay variables as you go. The controls need tweaking. The mapping is fine and feels comfortable but command areas for certain item pick-ups and especially the stairs are a little too small to comfortably use in the middle of a zombie panic. Dev also needs a fullscreen fix as soon as possible as the text is a nightmare to read in the tiny windowed mode that Survivor boots in.
Easy thumbs up at this stage though. Plenty of potential.
https:\/\/www.youtube.com\/watch?v=4SvXO-W3KoE. A very well rounded action game that gets better as you learn your way around.

Your first playthrough will be confusing. You will die quickly. But you will pick up the game again and again and after numerous tries master the house and feel the joy of surviving the 7 minute mode...only to find out you have to beat 12 minutes now.

This is an "old school" game in the sense that it is unforgiving, difficult, but very fun to master. You will die because of one slip up, you will die because of unlucky timing, you will die because you lost focus. But you will also feel great after executing an awesome combo, you will feel great after setting fire to dozen zombies at once, you will feel great when you get an S-rank on all levels.

If the video sound remotely fun to you, then this is definitely worth checking out!

. Pay no attention to my short time on this version, as I have played the freeware version some time ago.

This is an early access game that is in development, as such, it's purpose is to receive feedback from the community for bugtesting as well as overall design feedback. The game as it is now, is largely unchanged from the freeware version I played before so it is familiar. It is confirmed that there will be new levels coming, and from the Twitter, it looks like enemies and weapons too.

The game is more of a strategy\/tower defense game with a twist. When the game starts it is up to you to fortify, find\/create weapons and use some crafty tactics to use the environment as another weapon.

Again, I can't stress to people enough that this is still in development, but I am confident that through early access and feedback the game will be shaped to a much better final product. Give it a shot, once you get the hang of the game it is quite addictive with its additional modes and reward system, which is actually quite extensive.