Zafehouse Diaries 2 Torrent

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About This Game

Zafehouse Diaries is back!

The cult hit from 2012 is now bigger, better and more terrifying than ever. Take control of a group of people - each w
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Title: Zafehouse Diaries 2
Genre: Indie, RPG, Strategy
Developer:
Screwfly Studios
Publisher:
Screwfly Studios
Release Date: 16 Jun, 2017

English

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It's a decent survival simulator overall but actually much simpler than I had hoped for. There's not so much depth to the game

and the gameplay mechanics are rather straightforward. Nevertheless it is a fun gam and worth the price I feel.. You've got your team of misfits drawn randomly each scenario. Then you have to make the most of it and it is quite a difficult challenge. * Figure out who is best for the task and then puzzle a routine so that the others don't get annoyed one of them isn't pulling his weight. * Spread rumours to heal/hinder relationships. * Kill zombies and outlaws * Kill the occasional old lady who wants to trade with your band of misfits. Cons: * Settings are quite poor. The intro theme is amazing but you cannot have it play during the map. * There's no music during game play. * The UI could work a little better although it is functional. All in all this is a fantastic little game and generously priced.. I liked the first one and this one tries to expand on many elements of that (natural to a second game I suppose). Overall, I'd say this second one has made some decent progress and has already kept me engaged long enough for the price to be well worth it.. Not really much like it, but it still good enough for me.. Very good game and a huge improvement over the first.. You can probably have more fun refunding the game than playing it its not fun and there is no story. Boring, unrealistic. Could be great but there is no inventory system per se or any challenge.. TL;DR: Problems of the first title were not fixed, the diary is still very repetitive and used for things a good UI could display easier and quicker, the UI is used for more things, yet it is even more clunky and generally awful, and it runs very slow despite being a 2D game at its core. -------------- Here some thought about the game: I kinda liked the first title of this series. It had its flaws, but it also had a very interesting atmosphere and potential. The idea with the diary was intriguing, but didn't work out quite well in the first title. Hoping that they would have dealt with these problems I was eager to check out the sequel. But, the diary is still just a cumbersome way to display what has happened. I think nobody actually reads all that is written there, but simply tries to scan the text for important info. Most of the information should have been displayed in other ways, and the diary should have been for serious events in the game, and for the relationship between the survivors. But everything is still very generic. Sadly, the clunky UI got even worse. Some elements that were formerly presented with text only are replaced with symbols and icons. Yet, it doesn't really help in many cases. There is a symbol indicating who is carrying a weapon, but the symbol is always a pistol. You have to mouse over it to see if the person is actually carrying a pistol, or another weapon. The map is not very useful to me. The house symbols on the map have no relation to the size of the house. What looks on the map like a big 3-story building out of stone, can turn out to be a small wooden shed. If you click on a location you get am outline of the house on squared paper - but you can't derive the size of the house from the paper. You have to investigate the house in order to know if it is the house of 3 families, or just a small shed with two rooms. That just doesn't make sense. Some map symbols of locations are so badly readable, that the devs decided to put icons along with them, so you can know that something is supposed to be a shop or a library. But the icons are also not recognizable, so the devs decided to put a legend on the map, so you can always check which icons is supposed to mean. That's just awful design fixed with even more awful design. This game apparently is made in 3D. It is at the core a 2D game, but created with a 3D engine. This game brought my graphics card to the knees, despite nothing is actually 3D. Everything you see on the screen is a 3D model - but they view never changes, so there is aboslutely no reason to have it rendered 60 times per second. It would look the very same in 2D. This is a very odd choice that brings nothing to the table but wasting energy and sucking the power out of laptops. The visuals of this game should be easily pulled of by a computer that's 20 years old.