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## About This Game

**Snail Trek - Chapter 2: A Snail Of Two Worlds** is the second in a series of "20 minute adventures" where you take on the role of a crew of snails on a journey to a new home world.

In the style of the early Sierra Online adventure games, Snail Trek has colorful *EGA-ish* graphics and a text parser interface. Relive the nostalgia in these bite-sized adventures - but without all the pain. Autosaves, a text parser with auto-suggest, and puzzles with no dead ends, all combine to bring this old genre into the modern era.

In Chapter 2, you are fighting for your survival on an alien world. With the odds against you and your crew, will you be able to use your wit and grit to persevere and find safety? And will you solve the mysteries behind your predicament and what it means for your civilization?

### Key Features

- Switchable characters (new for chapter 2!) - solve puzzles by having the snails work together.
- Autosaves - no need to save every few minutes (though you still can if you want).
- A text parser with both auto-suggest and auto-correct - fat finger your way to puzzle glory (but you can turn them off if you want to suffer more greatly).

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- A text parser that understands what objects are in front of you, so you can be lazy and just type things like 'get' or 'look'.
  - CRT emulation mode that gives those pixels an ever-so-slightly fuzzy look.
  - A stereophonic score.
  - Cute snails.
  - Deaths (but hey, autosaves).
  - No dead ends! Puzzle your way around with impunity!
  - Widescreen aspect ratio, since monitors are more rectangular now.

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Title: Snail Trek - Chapter 2: A Snail Of Two Worlds

Genre: Adventure, Indie

Developer:

Phil Fortier

Publisher:

Phil Fortier

Franchise:

Snail Trek

Release Date: 12 Dec, 2017

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**Minimum:**

**OS:** Windows XP SP2

**Processor:** 2 GHz

**Memory:** 2 GB RAM

**Graphics:** Intel HD 3000 or better

**DirectX:** Version 9.0

**Storage:** 200 MB available space

English







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Picked this up as I've wanted to see what a football game would be like in VR, the only one I've tried before was an old demo on my DK1 with Kinect hooked up to my PC where you got to take penalties and it was decent for what it was but pretty simple and basic.

While in this game it's only headers and not full football it's still great fun. For the most part the ball reacts to your headers as you'd expect, you can put some force into it or just do a gentle nod for targets that are low down. I've even tried jumping up for a few headers and it worked, although I can see that ending badly for my ceiling.

Plenty of different levels too and seems like plenty to keep you going for a while. I'd have loved to have the option to be trying to win headers in an actual game and trying to beat a keeper but that's a minor niggle. You'll also probably do what I do everytime the ball bounces back and automatically try and kick it...additional sensors for your feet can't come soon enough.. Seems really nice! Such realistic, but I have low-spec comp so can you work some on optimisation?. Fun bow mechanic and a really cool mythology/world - excited for the next installment. A great game if you need an excuse to break your keyboard.. Surprisingly addictive game for such a simple premise. I shift-tab to suddenly realize 90min on the current session and it's dark out... so it has sucked me in. It feels a little grindy at a few points when you reach a point where you need more upgrades to make it a fair fight. But it hasn't stopped me from coming back. Not a huge fan of the limited controllability for the antibodies which leaves me rapidsmashing spacebar to select them as they spawn. Maybe it's just me, but despite the "chill" pace of the game, I'm on the edge of my seat smashing and micromanaging.... it's actually a bit stressfull. Another little issue is that every once-in-a-while the organisms seem to not respond to commands for 15 seconds.

Despite those issues, it's a very satisfying game... especially on sale. I very much love the fact that the dev(s) keep updating the game with creative new content xD. i did not know this was a mobile game but its very fun and the devs update often but all i ask is to make it kinda free roamish and add a lot more of ship and weapon types and it might just be even better. I'm not sure if this is the sort of thing most people would rate super highly, but oddly I found it to be almost EXACTLY my jam. The collectable card elements are fun, the gameplay offers interesting tactical decisions and working out ways to build your deck and combo your troops is a big part of that. I also really enjoyed the story and characters. Sure, it's a little grindy in places but then it IS a JRPG. Of sorts. The major obstacle I think most people will have is the rubbing mini game used to level up the cards. It is, in all honesty, a bit creepy. But you need SOME sort of mini game in there for that so I'm not sure what you could replace it with. The only other issue I have is the card distribution could do with a bit of rebalancing as there's a lot of stuff gated off until after you complete the main campaign. I think this was intended for use in the multiplayer on the original release, but since they took that out here it just feels odd.

And no, I don't think taking the mulitplayer out is a bad thing. Quite the opposite. If I wanted to interact with other people I'd go outside or something.

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Fantastic card game. I quit Hearthstone when the gadgetzan patch launched, and Eternal has more than filled the void. I've got a sizable collection already even though I've barely spent any money. After playing against the same few net decks in HS it's really refreshing to clash with all sorts of decks here.. i have played it a tad bit. This game is so ridiculously authentic, you really feel like you're at the arcade on the boardwalk. MUST BUY!!!!. One of my favorite games ever. Interesting story, cute yet fun game play and it was fairly unique.. This didnt translate well from tablet, the controls are just akward, only the mouse is semi-functional, but for me is not good enough to go for the higher difficulties where the note patters are more interesting. Get this on iOS or Android.. A simplistic but challenging game that remind me the old arcade games. Give it a try! :D



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