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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

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- 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).
  - 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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An excellent example of how to properly take advantage of free resources and still make a GREAT game!

- + Hilarious
- + "Unique" twist on the hero's adventure to defeat ultimate evil
- + Can speed up combat (by holding in space)
- + Can change settings ingame, eg: what's found in chests
- + Loot-galore!

+/- Lewdness. I like it, but might be a - for you.

- + Housing system
- + Waifus for everyone
- + Random events inside the dungeon

- Cannot take screenshots of the game - no matter what keybinding. The screenshots you find on the community page is done by 3rd party programs. (Like fraps)

(Due to the name and the lewd imaginary I was expecting some cringy incest daughter-complex sort of thing. I was completely wrong. Said daughter is completely dressed. And can be left completely out of your journey)

. I don't understand this game at all. Ultimate management? All I got to do was purchase fuel and change prices in the cafeteria etc. I wish I spent my money on something else. I spent 27 minutes "playing" this game, and nothing ever happened except that I could see from my finances that I sold snacks to passengers which I never saw anything of. Watching the terminal inside is so unnecessary when it's premade and nothing happens! I never found out if I could speed up the game. The clock counts seconds in real-time. My first flight was departing at 9:35, and the time was 8:40. I could just not stay an hour watching just to see it depart. I respect that making games takes hours and hours, but this is just too narrow with uninteresting extras. Who wants to purchase fuel and run a power plant if you're interested in just managing a busy airport (which you made busy by playing)? The time everything takes reminds me of free iPhone games. I would recommend Airport Inc./Tycoon 1. It gets god damn annoying after a couple of hours playing but it's entertaining for the first two hours at least.. Really short game with some bugs.

Like you stopped the death start! you're so cool.

Next page you didn't stop the death star! Should you surrender or fight to the death?

It's odd like that.

The decision are really simple and or not decision. do you want close up or range attack lets see my range is 5(the Best) and mele is 2(bad) sooooo close up it is! oh no i'am dead. How did i not see this coming!

weaker story, ending is well it kinda just ends, no resolution.

writing is average

Alt tab for the night so it really took me like a 1.30 hrs

sadly no desire to replay.. Nothing to complain about here.. probably the best Backgammon game I have seen. Polished visuals, sufficient sound, solid gameplay. Includes tutorials, local/online multiplayer, ruleset modifiers & an additional mode with powerups etc. No comment with online play as i didn't bother with it.. Not a bad game, wouldn't pay 4 euro's for it, but for 39 cents i would recommend it. I like to play it when i'm waiting for my game of cs:go or league of legends to start. Wouldn't play it for a few hours straight.

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I really love this game. The first Dungenot was one of my all time favorite games, and this one is an evolution from the first in every conceivable way. Also, I just negotiated a contract between the farmers and a scarecrow worker's union on a wildcat strike; yeah that actually happens, and it's awesome!. It's pretty fun!. I hate this game very much I regret spending money on this game i am filled with such hatred at these endings. I feel like i have been putting my\u2665\u2665\u2665\u2665\u2665in a blender for the past 5 hours its just pain, theres no good ending just bittersweet and its not even good bittersweet like sour patch kids its more like you just ate a \u2665\u2665\u2665\u2665ing lime and theres like 1 grain of sugar in that \u2665\u2665\u2665\u2665\u2665. Zuma Deluxe is just not working at my PC ( window 10 64 bit), when i run it, it will balck screen.. Awesome game free and lit . Played the ps3 version, this is a Fantastic port of the game would recommend it.

Also for those wondering if there is replay value, EVERY playthrough there will be a new set of trations.. No. Sorry, but no. This is a poor man's Kingdom Rush. From graphics to interface to balancing, everthing is just clunky. I should have read the reviews first but since it was only five dollars, I thought I couldn't go wrong. I would probably have had more fun trying to give myself a paper cut with that fiver than playing this uninspired, amateurish piece of fail. I've requested a refund.. I was a kickstarter backer! :D

The mechanic of changing worlds and having to be looking both things at the same time is just mindblowing and fun. If you like shoot em up games and want to have a challenge you are going to enjoy it for sure. Clumsy interface and boring combat. A decent game, but I can not recommend it because the price is too high. I got this game for free and that's what I suggest you to do as well. Try to get this for free in a giveaway or when it is on a sale.

I rate this game 5/10.



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