Zafehouse Diaries 2 Keygen

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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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Great work on Zafehouse Diaries 2, a good step up.. Zafehouse Diaries is a FANTASTIC game! It requires strategy, risk-taking and some RNG. I would highly reccomend this to anyone. This game is realistic, challenging and requires you to be smart to win! Go buy this game if you havent already.. Let me start by saying that I've been an avid player of Screwfly's games for the past six years or so, starting with the first Zafehouse Diaries, which had a charming allure to it that kept me coming back to play again and again for years to come, then moving on to Fear Equation, which was a great rogue-like game. I've also been planning on getting Dreadnaut when I get the funds necessary. When I saw this in my email list, I nearly yelled in elation and purchased it instantly. I started the tutorial and found several new things added to game, like being able to "bury the hatchet" between two people in the group, or three different ways to do certain actions, like cautiously or recklessly, or something in-between. So, my mind instantly started to ponder on what else was added outside of the tutorial. I quickly beat it, and moved on to the main menu and looked at all the new modes added to the game. I was getting extremely excited at what I imagined was added in to the game. I launched the Nightlife mode, and started playing. After about an hour into the mode, I had seen everything that was new in Zafehouse Diaries 2. And I was disappointed. Zafehouse Diaries 2 is a really good game, it is just as fun and looks and feels more polished than the first game. But, it doesn't change or add enough to justify the five year wait time between the first Zafehouse Diaries, and the larger price tag. And it makes me very sad to give a not recommended review to a game from one of my most favorite developers in recent years.. 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.. As an avid player of the first game, I absolutely love this game. If you played and enjoyed the first one, you'll love this one. If you have any second thoughts about this game, buy it then play the tutorial. It should be done under an hour if you're quick enough. And if you dont like it, then refund it.. I put a lot of hours into the first game and eventually heard about a sequel and became excited as I knew many issues would be addressed and improved. Heres the sequel and I was very disappointed. The game was far too similar to the first, with the types of changes which should have been patched into the first version. I had to get a refund, with the primary reason being the ugly icons that represented actions in the game. I just couldnt get over how annoying and aesthetically unpleasing these were. They really put me off the game. In a text based game it would make more sense to have the text of what the action is, not an ugly icon/button to perform such an action. Hats off to the developer though, as I believe this is a one person show. I do think there is a lot of potential here for another game, but with all the issues resolved. A final pet peeve is that the maps are far too small, in this version and within the first game. I think there could be an opportunity here for exploration within a larger world. I'd also like to see a strong gameplay function to make your mark in the world so you have a spot that feels like home, rather with a goal of purely surviving and/or escaping.. See no big difference to ZD 1, like a dlc. But I give it thumbs up cause ZD 1 was a good game, ZD 2 better.. Not really much like it, but it still good enough for me.. 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

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