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Eaten Alive Torrent Download [FULL]



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## About This Game

Don't get Eaten Alive!



- Explore downtown Boston and the surrounding areas six years after the apocalypse.

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- Point and Click your way through multiple areas including - The city, abandoned buildings, parks, the cemetery, pitch black sewers, the library, the medical research facility and more.
  - Stay alive or you're dead for good. Eaten Alive uses a perma-death system, there's no loading or saving. You have one life.
  - Decide your own fate, make choices and try to stay alive.
  - Find and help other survivors, loot them, kill them or just insult them, it's your choice!
  - Find and collect records, use them at the jukebox and enjoy original music.
  - Eaten Alive has an awesome original soundtrack composed by the super dude Felix Arifin.
  - Join Jim Sterling in his apartment and play video games(mini-games)
  - Enjoy 3 awesome mini-games.

The Steam version of the game comes with the Original Soundtrack included.

Check out the soundtrack and other work by Felix Arifin here:

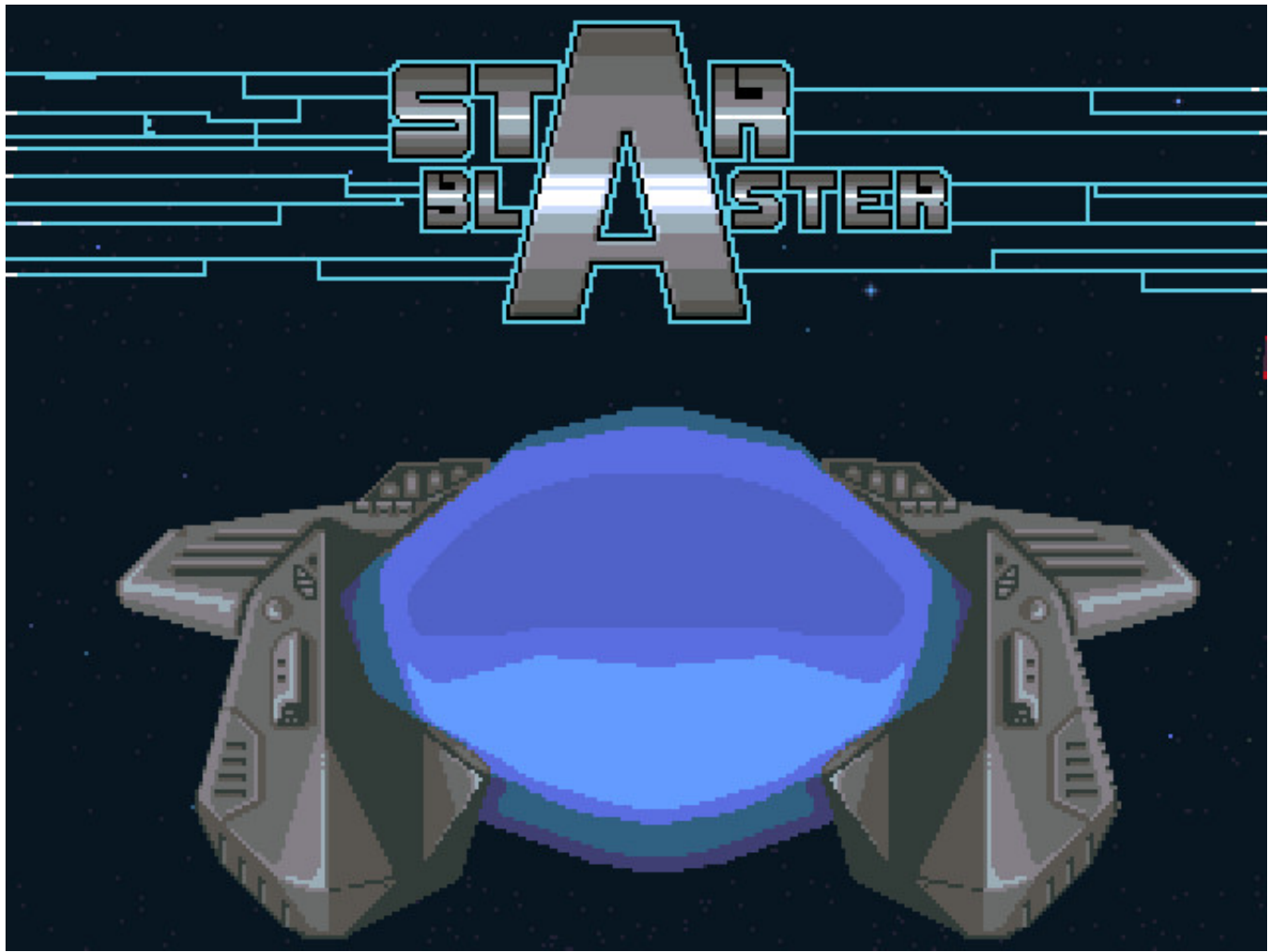
<https://felixarifin.bandcamp.com/album/eaten-alive-official-soundtrack>

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Title: Eaten Alive  
Genre: Indie  
Developer:  
Space Cat Studios  
Publisher:  
Back To Basics Gaming  
Release Date: 20 Sep, 2015

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English





This place has been ransacked already, I wonder if they missed anything...



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I bought this game because it was cheap and because I noticed the developer responding to reviews, which is something I rarely see. It is nice to see a developer respectfully taking criticism instead of ignoring it.

I only played the game for a little bit and while it does need a patch to fix some of the issues, I think it is a decent cheap point&click survival.. Don't buy this game, It's such a \u2665\u2665\u2665\u2665\u2665 game idea and design. I mean right click opens the \u2665\u2665\u2665\u2665ing menu, the story is\u2665\u2665\u2665\u2665\u2665 the characters curse way too much like they're \u2665\u2665\u2665\u2665ing edgy teen fanfiction or something like that. In total, just avoid this game.. I couldn't even figure out how to get out of the starting room. The "game" is a mess.

<https://youtu.be/V23b2otVwx1k>. Jim Sterling is in the game.. 1.6 hours playing. didn't worth the price. at least for a game that cheap make a save game feature will ya?  
it's buggy as hell. make an inventory slot. this is an RPG maker game. why remove such feature. when you have crowbar or key, you don't even know what to do with them except spamming clicks on every "!" sign. and the hell with the mini games. just focus on your game first.

[refund!](#)

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## SMALL UPDATE!!!

So... now the game have a small quick time event minigame everytime that you touch a zombie... cool that now you have a chance to scape but... it is really that hard to fix the wall clipping on the FIRST ROOM of the game?

BTW, the "awesome soundtrack" it's pretty much nowhere to be seen! Like, yea the music on the title screen it's cool and all but... it's the same sound that they used on the promotional video...

Look... please, dont buy this OK?

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OK, i gonna make this short.

Yes, it's a low price game.

But, it lack polish in so many ways:

- 1 - Touch a zombie once and you are dead! (That's fine but when the monsters can kill you through walls and other kind of stuff, that's no good)
- 2 - You can walk through some of the walls (nice)
- 3 - This is a rpg maker game with a mouse cursor function, it's imprecise and frustrating because you have to be pixel perfect plus you cannot interact with anything if you are right next to it.
- 4 - Die once and it's GAME OVER! (Fine right? Oh yeah! You cannot save your game... not at all... )
- 5 - I'm not joking... you cant save your game! "I need to sleep i have work tomorrow" too bad... turn the game off and it's a "start all over again!" for you.
- 6 - Oh yea, its not a 100% Point and Click game since you can use the arrow keys to move, 'Esc' to open a super limited menu and some times the 'Space bar' or 'Z' to interact with some of the stuff.

Apparently the game developer is planning to update this game and put a check point system so you can continue from where you left off but like any rogue-like die once and you lose all your progress.

It's a shame really but maybe i'm been too harsh...

As it is right now... i don't recommend.. yet another crappy indie game i got some cards from! 10V10 would keep supporting crappy indie devs to feed my steam addiction again. I hate this game.

I rate this game 0.1V10 because the profit made by selling the trading cards of the game is lower than the game's price!

Without them i would rate it 0V10.

0.1V10.. Bird's eye view style gameplay. You start in a warehouse and begin the game by murdering your fellow survivor buddy cause he wouldn't let you go outside and play with zombies. You are clueless as to how a gun is put together. You have no fighting ability. You deserve to be eaten alive.

That being said... I can not recommend the game in its current state.

Reasoning...

> I feel you on the 'hardcore' edge and do not see permadeath as a bad thing. But currently, with no 'checkpoint' type save or achievements, the game is not worth playing. I understand both those things are coming shortly.

> Mouse is not bound to the game properly.

> Steam overlay doesn't work. Can't shift-tab, screenshot, alt-tab, or even alt-f4.

> Many bugs that result in the game crashing. (AKA restarting game from start.. should be helped with the checkpoint system.)

---> Played a video game, crashed. (Spaceship one, crashed when I got hit) Walked thru a door, crashed. (forget what street i was on) Got touched by a zombie, crashed (and i know that is also death... but it is even more annoying to have the game lock up).

> Repetitive gameplay

--->Realllly needs a checkpoint system.

In fact... ill just check back when they put in that system.. Seems like there is potential here, but it suffers from one of the worst



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problems of the point and click hayday: The ordered puzzle. Spoilers: In order to escape the first room, your character wants a gun, you click around and find a locked door, only then can you interact with the generator (or maybe I missed it earlier because the collision box is actually one tile BELOW the generator). Once you've inspected the generator you discover you need the passcode to turn it off. Only then does the computer show up as interactable, but it's missing a cable. Next go into the room with the door, now one of the boxes that you couldn't interact with before is clickable. You get the cable, take it to the computer, get the code, turn off the generator, zombie immediately kill your only fiend, you say "meh" and walk out the door.

Add in the fact that the main character is an immature \u2665\u2665\u2665\u2665\u2665\u2665\u2665 who could use a good spanking if her parents weren't undead, that the world is large enough to make walking around a slog yet empty enough that exploring it is boring, that the map is inexplicably constrained, that the pathing is buggy as hell,... well the whole thing is just a mess.

I'd say maybe put in on follow and wait until it's been propped up a little.

I bought this on sale for 15 cents and kind of wish I hadn't, but in good faith I can't really ask for a refund. Bad game or not I did get 15 cents worth of play out of it.. The mouse movement has serious problems regarding pathing and functionality. I'd prefer keyboard only controls (which it sort of has) but even that doesn't work all the time. Walls are easily glitched through, animations don't play correctly, and interacting with zombies sucks.

The first level "puzzle" is a mess as its hard to tell what there is to interact with. Lack of dialog for interacting with objects make the world feel empty, and the main character is unlikable and not fun to play as.

As it stands this game is not a fun or enjoyable experience, and its definetly not worth it.

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