
The Sheltered Portable



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About This Game

STORY

"The Sheltered" is a top-down adventure game with an emphasis on exploration and decision making.

Players assume the role of a survivor in a world plagued by a deadly outbreak. The government announces their plans deal with monstrous infected by means of nuclear weapons. The plan: to bomb the area and eradicate everything. Lucky enough, there's a fallout shelter in the player's front yard - and enough food and water to last.

Now other survivors want in.

PREMISE

The main story begins once the hero has collected enough supplies to last himself in the shelter.

When other survivors show up, the player can decide who to bring into the shelter and who to leave outside. Survivors range from children to experienced adults that can offer the player help. The player can also bring animals into the shelter. Deciding who to save is the main premise of the game and will ultimately effect the ending.

However, it's not enough to simply invite another survivor into the shelter. Each survivor requires additional supplies to last their stay. While the player only has enough for himself, he is free to explore the land and search for additional supplies. This is the adventure aspect of the game.

Combining old school graphics and simple gameplay with modern storytelling and a multitude of choices, "The Sheltered" pushes players to sacrifice their characters safety for their character's morals.

FEATURES

- A captivating non-linear story complete with over seven different endings.
- Difficult decisions and characters that remember your actions and act accordingly.
 - A moody, apocalyptic landscape, free to explore and littered with secrets.
 - Dozens of challenging puzzles with multiple solutions... and consequences.
 - A variety of monsters (among other things) to outgun, outrun or outwit.
 - A haunting soundtrack composed and preformed by Max Ablitzer

Title: The Sheltered
Genre: Action, Adventure, Indie
Developer:
Benjamin Famiglietti
Publisher:
Puppet Arcade
Release Date: 16 Apr, 2015

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Minimum:

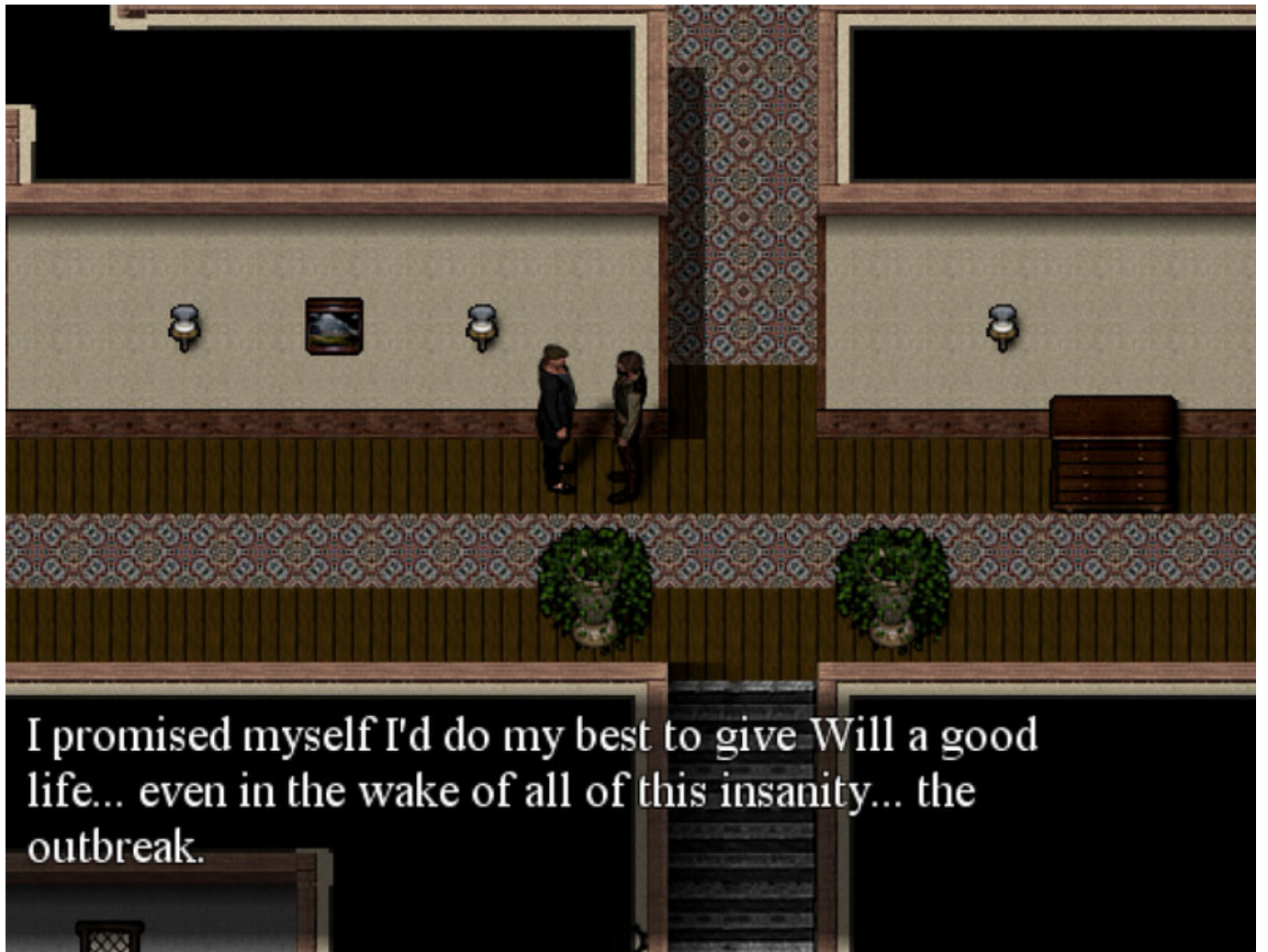
OS: Microsoft® Windows® XP / Vista / 7 (32-bit/64-bit)

Processor: Intel® Pentium® 4 2.0 GHz equivalent or faster processor

Memory: 512 MB RAM

Storage: 400 MB available space

English







I'll head back toward the farm in a bit. Give you some time to make up your mind.

sheltered a noun. shelter pet project. the earth sheltered home. a sheltered life gala. sheltered from the sun. the quarries sheltered housing edinburgh. the waterfront at sheltered harbor. sheltered the briefcase. the biold sheltered housing. a sheltered childhood meaning. a narrow sheltered waterway crossword clue. the cedars sheltered housing norwich. under the sheltering sky. sheltered quest the briefcase. a sheltered place. the oaks sheltered housing johnstone. sheltered from the storm lyrics. the sheltered apk. a sheltered body of water. sheltered rochester's. the sheltered pc game

It all comes down too your choices, plain and simple. Will you take in the son and leave the father too die, will you accept the help of a man who offers to 'get rid' of a few undesirable folks staying in the town in exchange for Shelter, or in the end will you give your on life so that just one other soul is given the chance to survive? The choices are yours to make, explore, solves puzzles and prepare to make moral decisions that will have you questioning your humanity.. this game so dizzy!. It's too short, but I enjoed this 2 hours of playing.. So far, so good for a simple old school RPG style game...

I also like the theme and plot, even though it's not exactly original.

Here's a link to my first 20 minutes or so in the game, it should give you a good idea of what to expect without spoiling anything for you:

<https://www.youtube.com/watch?v=5fzw4J61EPc>

[I need to finish this game before being able to score it fairly, but so far, i'd say it looks like it's well worth it's asking price!](#)

[Two Thumbs Up... and a full fledged review coming soon.... My soul is now blackened.. I'll be honest, I like many aspects of this game. I love the atmosphere it creates and the story it's trying to tell. The reason I don't reccomend this game is because it struggles a lot with basic things- the controls are clunky, combat is difficult \(although the aspect of only having a few bullets is interesting\), and saving your game requires trekking all the way back to your bunker. Bottom line, this game is supposed to be about making hard choices and saving people; yet it seems you can't even make the choice until you've explored everywhere and completed every challenge- neither of which are easy to do because of the less-than-smooth controls. This game has a lot of potential and I would definitely play a revised edition or a sequel, but unfortunately there are too many issues with the mechanics of the game for me to reccomend it right now.. Probabily one of the best games i have ever played on Steam, honestly. The story is really good, the graphics are simple and the controls are pretty easy. It's a must buy.. Before reviewing this game, its worth saying that I didn't play it in its entirety. I found myself abandoning it rather early on for one simle reason, and that is its save points - or rather, lack thereof.](#)

[Theres one save point in this game. One. While this might not seem like so much of a problem at first, since its easy to duck the basic infected enemies, when you come up against regular deaths such as The Gauntlet boss, this makes you want to tear out your hair. Being of an old school RPG style, you don't exactly wander around the map at high speed \(seriously dude, do some cardio - jog once in a while!\), and so it takes a while to get back to your regular death spot where you'll have to destory your spacebar tapping through all of the text speech \(AGAIN\) to make limited progress before dying once more.](#)

[Besides this frustrating cycle, the game showed a lot of promise. The moral decisions looked interesting and - while i was regularly walking back and forth to that b*st*rds lair and dying - I found myself seriously considering who to save and who to leave behind. I also really loved the music, which added intensity to the action scenes and avoided becoming an annoying background loop.](#)

[However overall, I found the gameplay just much too fidgety and frustrating. When I took a break and tried to follow a different path, I found myself lost in a system of caves which \(after the gauntlet ordeal\) I hadn't the patience to traverse.](#)

[Perhaps this is all down to personal preference. Maybe if youre a fan of this genre then you'll find the game wonderful, but this was not the case for me and so I wouldn't recommend it.. This game showed so much promise. It had a terrific premise, and a pretty decent plot to go with it. Gameplay mechanics were relatively sound and I would have enjoyed it.](#)

[WOULD HAVE](#) being the main point in that sentence. The game has a striking lack of save points and when I say lack of, I mean that there's just ONE save point. ONE.

[Generally, a lack of save points doesn't condemn a game to being unplayable. However, when faced with events like the Gauntlet, where multiple deaths are unavoidable, this becomes a major problem. Particularly when the Gauntlet is obviously](#)

meant to be a trial-and-error point of the game, meaning you are MEANT to die. The only save point in the game is a good 1-2 minute journey from the Gauntlet.

TL:DR, if you don't enjoy leaving running back and forth between a save point and an almost inevitable death multiple times, don't get this game. I finished it once and I don't intend on playing it again.. The Sheltered is a game that will frustrate you sometimes, but this is good. The puzzles are interesting, some take some time and if your not slick with your arrow keys, you'll soon find yourself reloading. I recommend this game because it forces you to make decisions in the end about who you will save (if you want) and who will die.

There is one thing I wish I could've seen more of and that is the end result of what happened after with the people I choose to save. I even imagined the game continuing after the bomb drops, being forced to use the skills and characteristics of those you saved, including the cons to that. Perhaps someone betrays you afterwards or causes problems with someone else while in the shelter.

The game is worth the 2 bucks.

The Sheltered is a game that delivers on the amount effort that you put into it. You can literally complete the game in under 10 minutes, and feel like you threw your money away, or you could attempt to find everything and save everyone, which ends up delivering some surprises and a lot of satisfaction. For me, I thought that this has actually been the most underrated title I've played thusfar. I really enjoyed the mood, the dialogue, the puzzles, and exploration required to really get the most out of the game.

With that being said, it isn't perfect and it won't appeal to everybody. There is only one save point, which can cause a lot of frustration as you have to replay or backtrack when you die or want to save. There isn't a lot of direction, which appealed to me, but can really put some gamers off. There is not a lot of action or constant activity to really keep you enthralled second-to-second. So, if you are looking for an action-packed title that doesn't necessarily require a lot of thought, then this really is not going to be your game. However, I'd recommend it to anybody else who is curious about the game, if only for the fact that it is \$2 (without being on sale) so, even if you don't happen to like it, you won't have spent more than you would have for a soda anyways.. Awful game. Way too short. Not even worth 1.59 in my opinion.. Extremely amateurish. Starts with the "plot" of a thief whom you caught red handed stealing from you; you have a gun, he's cornered in a dead end, but the script pauses so he can run away unscathed because of logic. Then all people you could offer shelter to line up neatly and present themselves, and they each have something like 3 lines. The obnoxious thief is among them. Oh yeah, each person sheltered requires extra food and water, but guess who's expected to go risk life and limb fetching it while they chill in the hall?

If it hasn't become obvious by this point, the writing is terrible. There isn't a natural sounding conversation in the game, nothing makes sense. The characters have zero personality; to say they are unidimensional would be giving too much credit to the barely existent characterization they get.

The gameplay isn't even worth talking about. This is an RPG Maker game that would sail or sink on the strength of its story, which is terrible.. this game so dizzy!. Probably one of the best games i have ever played on Steam, honestly. The story is really good, the graphics are simple and the controls are pretty easy. It's a must buy.. My soul is now blackened.

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