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## About This Game

Infestation: Survivor Stories is a Survival Horror MMO that immerses players in a zombie-infested, post-apocalyptic world in which a viral outbreak has decimated the human population leaving in its wake, a nightmare of epic proportion.

- A Huge Persistent World: This is an nonlinear open world game
- Explore, Scavenge, Kill, Survive: You are one of the few survivors and must navigate the desolate countryside exploring cities and scavenging for items
- Group with other players to increase your chances of survival

## Key Features

- Combination of First-Person and Third Person Perspectives
- Meld of PVE (Player versus Environment) and PVP (Player versus Player)
- Safe Settlements where Players can access their global inventory

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- Create your own Clans
  - Reputation system – Choose to become a lawman or bandit
  - Leave Messages for friends in the game world with a time capsule
  - Immersive environment with unique and spine chilling sound effects
  - Huge variation of melee and firearm weapon types

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Title: Infestation: Survivor Stories Classic  
Genre: Action, Indie, Massively Multiplayer, RPG, Simulation  
Developer:  
OP Productions LLC  
Publisher:  
OP Productions LLC

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**Minimum:**

**OS:**Windows Vista/Windows 7 (enhanced for 64-bit OS)

**Processor:**2.4 GHZ Quad Core or better

**Memory:**4 GB RAM

**Graphics:**Nvidia GTX 460/ATI Radeon HD 5850

**DirectX®:**9.0

**Hard Drive:**3 GB HD space

**Sound:**Windows Compatible Sound Card

**Other Requirements:**Broadband Internet connection

English









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pretty good game. MEESA LIKE GAME. YOUSAY BUY GAME OKEEDAY?. EDIT : Changing my review to recommended, as the dev is active and already fixed a few problems. That's a "cautious recommendation" though, and for people who enjoy playing with their music.

It could be a good game, but :

- 3 crashes in not even 2 hours => FIXED after first update it seems
- unclear about how to score (or lose) points (case in point : on the same song, playing the same way, I made 400 points once, 8000 another time)
- no remapping of keyboard inputs
- relationship between music and level not quite apparent (to me)
- moving your "ship" is pretty much a pita
- minor : strange white border around the screen => FIXED after 1st update
- overall, no real idea of what you're supposed to do
- no answer from devs about all the above in 2 days (granted, that's just 2 days, but still ...)

For these reasons, I can't recommend this game at the moment. It feels more like an early access title than a finished product, honestly. It could become interesting with a few updates, though.. Fun free music experience. The 7.1, I think, is used great. You create different music crystals with the trigger finger, make them come into contact with each other, they start creating a beat already chosen by the game, then you can grab them and throw them in any direction to make that sound come from that direction. Then pull out more crystals and do the same thing. If you don't like the sound of one of them, you can pop them by stabbing them with your controller. There aren't too many different sounds created, hopefully that will expand. It does seem like the same song can be recreated. What I had fun with is just using 1 or maybe a small dose of a second crystal and placing the crystals like they are the instrument. For example, there was one sound that sounded like someone humming something briefly, and another sound that sounded like someone snapping their fingers. So I placed the crystals where a person's mouth would be for humming and a person's hands would be for snapping. Then the drum sounds I placed behind me where a drum set often is located on stage. I put water droplet sounds on the floor. I enjoyed it and since it's free, nothing but thumbs up!. My bank did the same test, with different result... I guess I'll wait then. I wish there were achievements because I got an eagle on the 2nd hole.. Fun game - graphics and voice acting were solid with an interesting story that kept my attention.

Sadly though, the controls weren't great (especially the mouse.. yikes) and the interfaces were a bit quirky. It was too easy to get stuck on a solution because you didn't face an object at a particular angle to get an interaction icon. I also missed some puzzles that required combining two items where I tried the combining the correct items but eventually realized that it must be done in a particular order for no apparent reason. There are a few more similarly annoying scenarios, but the gist is that there were enough quirks that it took away a lot of the enjoyment from the puzzles.

Even with those issues, I still enjoyed playing through despite having to cheat a few times. But I'd give it some serious thought before purchasing since these kinds of issues will drive some people nuts.. Nice little escape room.. I switched to PlayClaw from Fraps.

There are a lot more options and overall the program is much more customizable. I don't remember having any bugs interrupt my recording process. The files are small and the quality is good (and again - you can customize it!).

Overall I'm happy with PlayClaw and I'm staying with them for the years to come.

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in all honesty i found it very choppy, and poorly done.  
the game would constantly become unresponsive when male deer get close to me.  
every single tree uses the exact same skin, i find this very unpleasant.  
i dont think this game should have been released yet,  
seems this game is just thrown together so far a little shotty work has been done in each place to make this game sorta function.  
like when a mechanic sells you a broken car that runs smoothly for the first 200km.  
i got a refund, fastest one ive ever put requested.. i dont like it. It was super risky for me to download a game from a new company ( I think it's new) with this price, but I decided to purchase it anyway because I realized that it's an open world game, which I believe was a strong motivation for me. It's the first horror open world game guys!!!!  
The price is a bit high, but I don't think that the price should stop anyone from buying this game. The characters are super scary and the atmosphere is as good as the characters.. Great game!  
Please port all the Yakuza games to Steam and I will keep buying them.. I enjoyed this game, though I got the impression that the really interesting part of the story occurs directly after the game ends. The ending kinda hinted at a sequel or continuation, which I would be interested in seeing.. Fun game for people that like playing this kind of game in a more multiplayer setting instead of just soloing the single player campaign.  
I finished the solo campaign in about 30hours, and personally i liked it despite the missions being somewhat repetitive.  
The game's not too hard when you know what to go for and who/what/when to do or choose whom, what and when in order to finish all the missions without much difficulty etc (i only had to redo the final mission a second time).  
All in all i had a nice time playing the game.  
. \*\* Video Review Link Below \*\*

UPDATE: I feel bad for giving this game a bad review and such a low score. I played it again, I did the tutorial to read everything and make sure I was doing it all correctly in hopes that somehow or some way the 2nd time would be more fun and engaging. .Sadly that didn't happen and my score of the game hasn't changed and as much as I want to like this game, it just isn't "fun" to me.

I gotta be honest in my reviews, I'm just not the type to give it a thumbs up and say something witty like "The sexiest actress told me NO to any amount of money 10V10". That's the kind of lame review that I know lots of people love here, but that's not honest, informative, or helpful to people genuinely trying to decide if this game is a wise purchase for them.

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<https://www.youtube.com/watch?v=br82NF1rIew&feature=youtu.be>

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[Don't let my negative review turn you off of this game if you like games that are 100% strategy and numbers games. As far as numbers and strategy goes, this game very well could be great. My review and score below is MY opinion of the game and my liklihood to play it again after my first 45 minute long first look.](#)

[The problem for me with this game is it really offered nothing to reward me or fault me based on my decisions and my choices. I think I would have liked to hear actors talking in the background or see a newspaper spin onto the screen saying what movie made the most money on its release, or how bad my movie did at the movies, or something.](#)

[Instead, it's just adjusting numbers and hiring actors with point and clicks but no sound effects, no screen dazzle, just leaves it feeling kinda "blah" to me.](#)

[The background graphics are plenty well done, and honestly don't need to even be nearly as good as they are. I think that I was just looking for something more in the sounds, updates, or voices, or SOMETHING to make me feel and see easier how I was progressing rather then just requiring to me look at data on a chart on the screen.](#)

[I'm not asking for a lot. Just basic musical sounds or gongs or something would help a lot. And it just doesn't give you any kind of musical or graphical rewards in any way, shape, or form. I guess just seeing the numbers about if your movies are making money is supposed to be all that you need to keep playing. I dunno.](#)



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A big thumbs down for me, because I knew what kind of game I was buying, I knew it wasn't going to be a big graphics action game. I love strategy games. But this game just didn't inspire me in any way, shape or form to keep playing.

My score is a 15 out of 100.

PS - For those of you looking for a game similar to "The Movies" from back around 2006 or so, this game is nothing like that and will likely leave you very disappointed.. Game was great back on the NES, I'm glad someone finally remade it. They did a good job remakeing it at that, the modern graphics do the original credit, and there's an awesome campain mode to boot. Supports controllers and multiplayer.. Don't trust So Many Me's cute exterior, because behind the mask of dozens of cute costumes and a silly story hides a feindish puzzle game. This games puzzles take time to unravel and all the while gives you cheery music and cute graphics to look at. I'd wholely recommend this game to anyone who loves puzzle platformers..

DISCLAIMER-

I'm going to talk about this game assuming you've played the original version and I won't be going over the gameplay that much.

At it's heart, this game is the original "Logical Journey of the Zoombinis" with new and/or smoothed out graphics. Given how fantastic an edu-tainment game the original was, you'd think that all that and more would make this game the superior version. In my opinion...

...it's not...

...or at least it isn't yet.

Probably the most noticable change to people who played the original game is the redesign of the Zoombinis themselves, as well as that of the backgrounds. All of the backgrounds have been redrawn, and overall, they look really cool! As for the Zoombinis have more of a horizontal oval shape as opposed to the original egg shape, and their features have been redrawn to look either better, or completely different. I think they look pretty cute this way, and it would be a great change if they blended in with everyone else! Although the Zoombinis have been redesigned, every other character in the game has been ripped from the original and they had their pixels smoothed out. Even though the nostalgia factor from this is nice, they feel very out of place when viewed next to the Zoombinis, especially considering that they didn't even bother to give the characters any new frames of animation to make them look smoother. In fact, in some cases, it appears the animation has gotten worse! In the original game's puzzle with the frogs, the frogs had very neat authentic looking hopping animations. In this version, their animations have been dumbed down so that they just kinda move to each lilypad.

I'll spare you the other aesthetic errors I've found as they are relatively minor, honestly, my biggest complaint is that this version is actually very glitchy. I've run into puzzles where I'd let go of the mouse and my Zoombini would just hang in the air, forcing me to leave it behind and ruining my perfect runs. As far as I can tell, the game is just a port of the original with new graphics. How did they manage to screw that up? To be fair, it's been a long time since I've played the original, so it could have been just as glitchy as this game is, butit doesn't make it any less frustrating, if the original did have the glitches, then this would have been a great opprotunity to fix them.

However, at the end of the day, I really didn't regret getting this version of the game that much. Again, at it's heart, it's the original game with really good new/revamped graphics. All of the puzzles are the same as before and all of the great voice acting from the narrator to the pizza trolls is still there. If you haven't played the original and wanna give it a shot, this is probably a good way to do it! I give the game an 8/10.

In conclusion...

Hip hip! ZOOMBIIIIIIINIIIIII!!!!

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