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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

- 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).

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- 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.

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

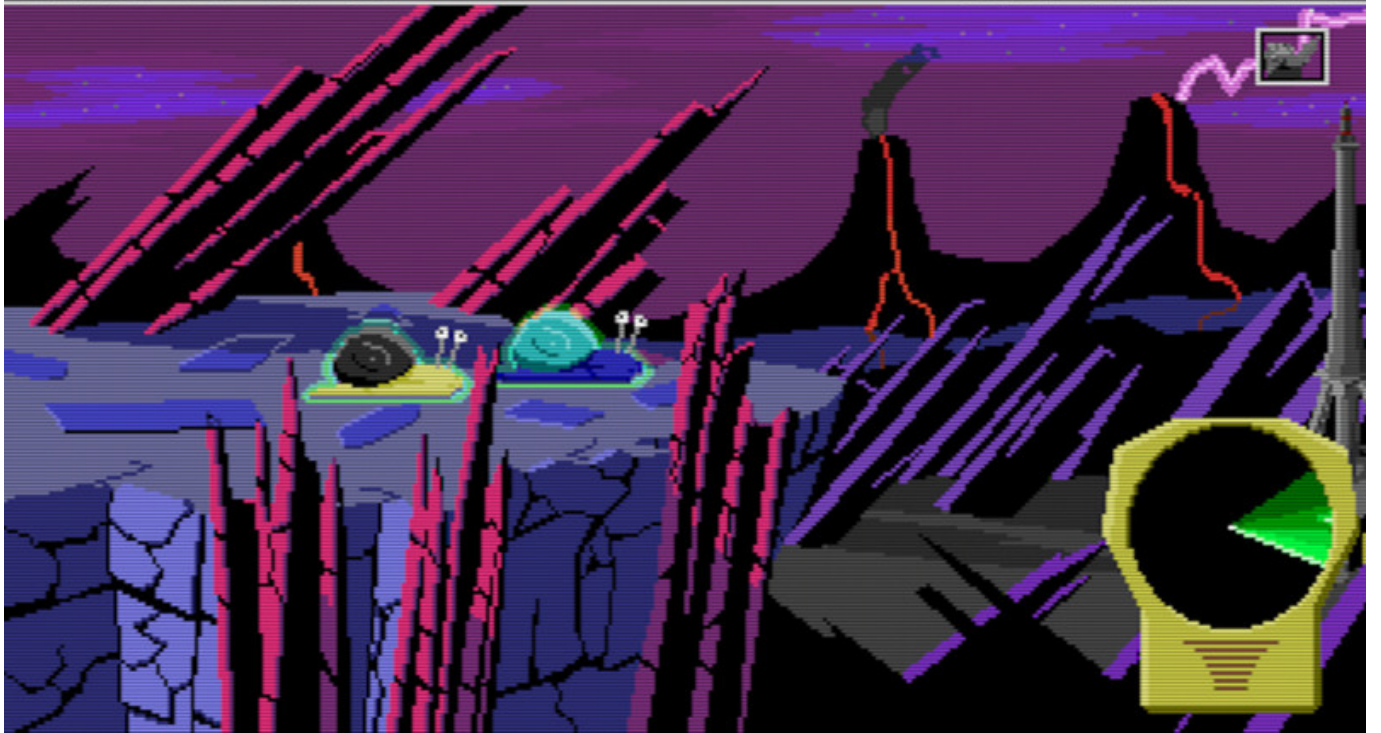
DirectX: Version 9.0

Storage: 200 MB available space

English

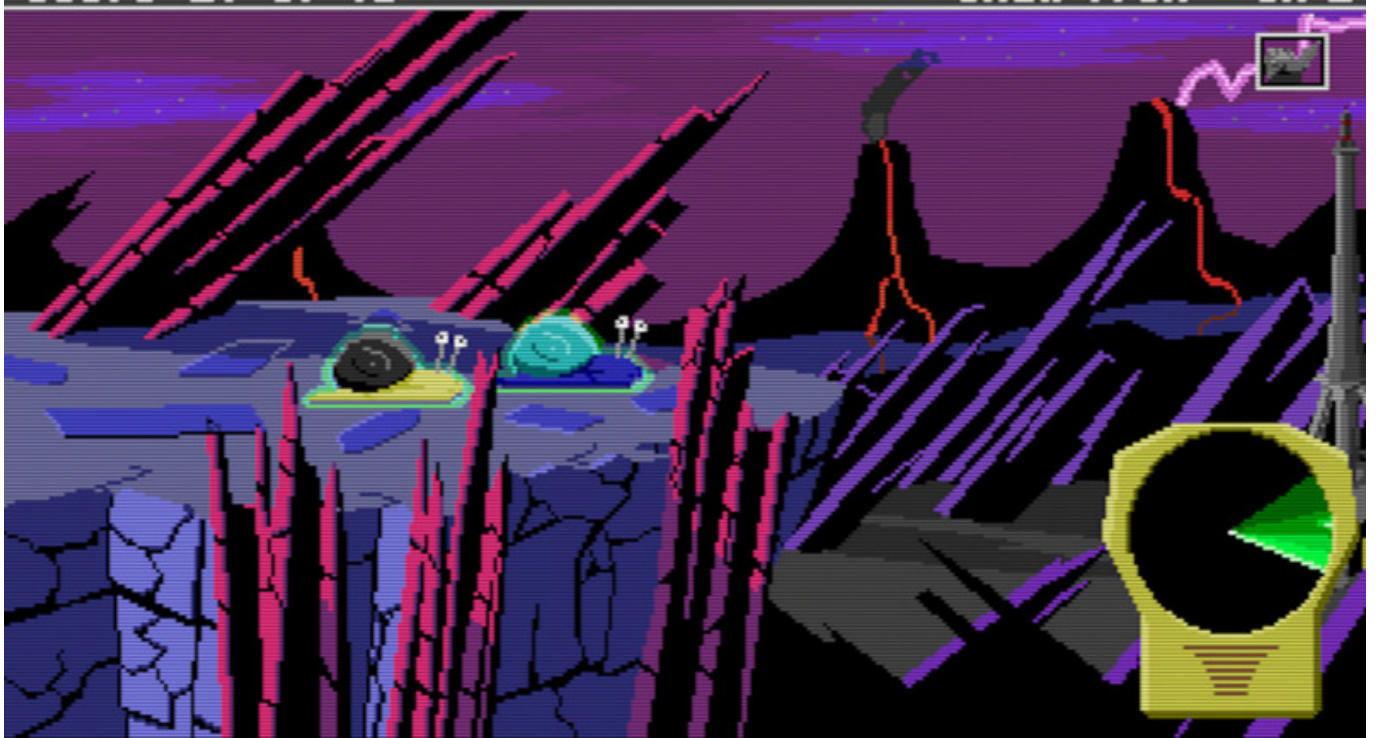
Score: 27 of 40

Snail Trek - Ch 2



Score: 27 of 40

Snail Trek - Ch 2



Score: 0 of 40



Snail Trek - Ch 2



Just as good as the first episode.. Again, Good Old Sierra games for the newbies, in a shell ? (^^ And... Can't wait to try out the sequels, #2.). Part 2 kicks off where Part 1 ends.... The crew manage to make it down to the planet, but things aren't as smooth as they'd like... Also, the planet seems to have a few nasty surprises waiting for them...

Like the first game, this one is about 20 minutes long. The puzzles are a shade more difficult in this game, but there's a wider variety of locations and some nice sierra-like effects. This one lasts a bit longer than the first if you're going for all the achievements.... There's one which requires you to keep a very sharp eye out for what's going on... So I'd say that an average player who wants to get 100% will take between 45 minutes and an hour.

Really fun game, and really enjoyed playing it... Looking forward to part 3.
. My pro/meh/con list for this chapter is basically the same as it was for chapter 1:

Pros

-
- Super classic early Sierra Online-esque style text parser interface.
 - Incorporates modern quality of life updates (text autocorrect, in game hints).
 - Good music.
 - Can die like in classic Sierra games but has built in autosave and retry functions.
 - CRT emulation is nice touch for the nostalgia factor.

-New for this chapter is the ability to play as different characters. It adds a new dimension to the puzzles and is always a welcome addition to P&C games.

Meh.

-
- Extremely short (approx. 20-30 min).

Cons

-
- No major complaints!

You can pick up the whole series for under 3 bucks so if your interested in playing I suggest grabbing the bundle. On to chapter 3 I go!. Need more!!!!. So episode 2 steps things up a gear and adds multiple controllable characters which obviously brings another level for the puzzles. I'm enjoying the way this story is evolving.

. This game is fun and awesome and brilliant.. Again, Good Old Sierra games for the newbies, in a shell ? (^^ And... Can't wait to try out the sequels, #2.)

An amazing Snail adventure.

Join these illustrious Snailstronauts as they search for Lettuce on a forsaken planet.

Die sometimes!

SNAILS

<https://www.youtube.com/watch?v=q06oQndgTc>. Again, Good Old Sierra games for the newbies, in a shell ? (^^ And... Can't wait to try out the sequels, #2.). Epic adventure! My 20 minute adventure turned into a 60 minute one because this particular chapter was way harder than the last! The puzzles were very fun but tricky to solve. I loved the game even though it still has some bugs to squash -_- and can't wait to play Chapter 3!. My pro\meh\con list for this chapter is basically the same as it was for chapter 1:

Pros

-
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Cons

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You can pick up the whole series for under 3 bucks so if your interested in playing I suggest grabbing the bundle. On to chapter 3 I go!. After Chapter 1, I was really looking forward to the second installment of Snail Trek. It certainly did not disappoint. The story is hilarious and flows nicely from the first chapter. There are a few more locations this time (the first chapter had only 3 accessible screens -- 4 if you count empty space -- with almost all the action taking place on the main bridge) which allows for a bit more challenging puzzles.

Despite there being a recap, you really want to have played the first chapter to get into this and not be lost. Go ahead... splurge... it's only a buck and that's pocket change very well spent. A cup of coffee would cost you more and wouldn't bring you half as much enjoyment.

Now I'm still missing 4 points... where oh where?

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