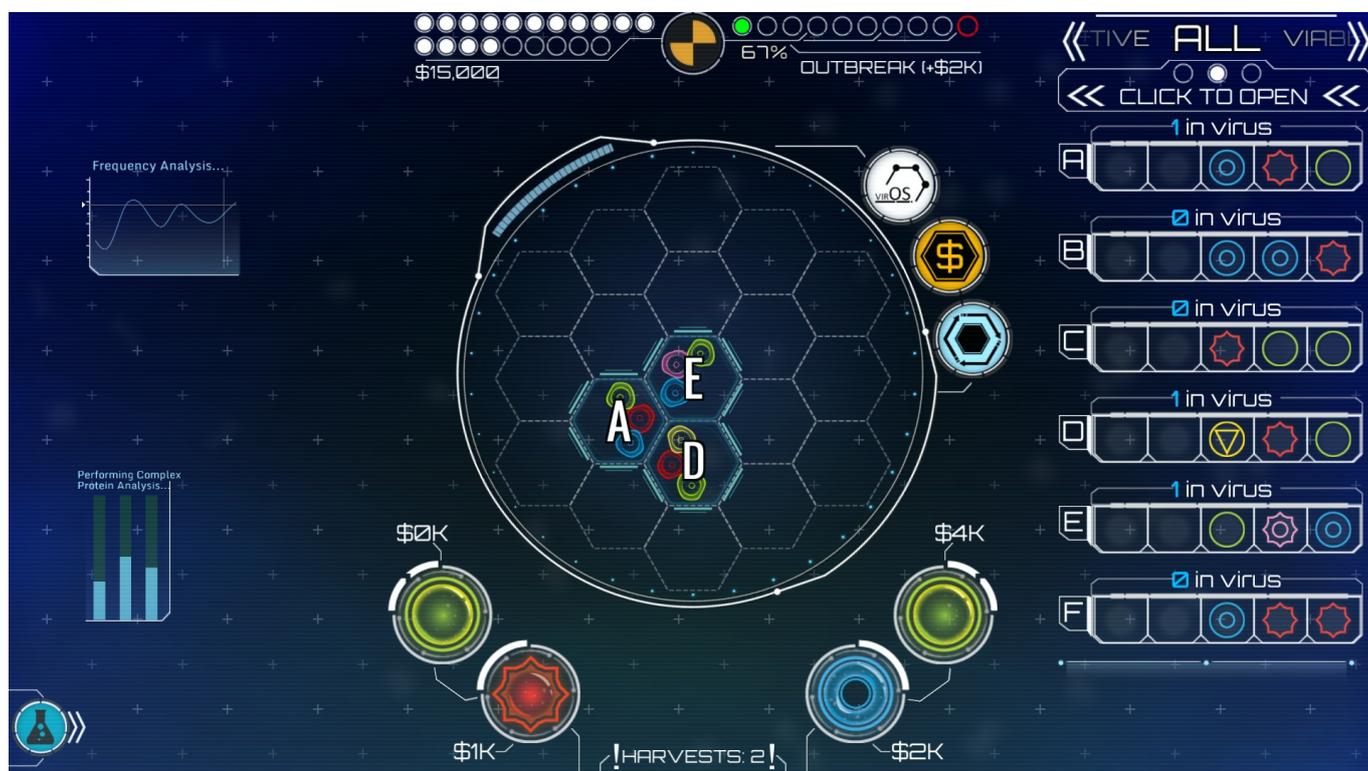

Infection: Humanity's Last Gasp Download] [Torrent]



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About This Game

Based on John Gibson's board game, *Infection: Humanity's Last Gasp* puts you in charge the Department of Plague Control (DPC) field office in New York City. You make the decisions about what parts of the virus to study, which personnel to hire, and what equipment to purchase.

You'll soon discover you are working with an eccentric group of scientists who don't always work well together — and one very resourceful lab rat named Marvin. As the casualties increase, so does the stress and mistakes made, as you try to complete your vaccine before time runs out for all of mankind!

Infection: Humanity's Last Gasp uses simple mechanics in a multitude of combinations to create engaging, deep gameplay as you try to eliminate an evolving virus that could spell the end of the human race. While random events from the Status Reports might throw a wrench in your plans (or occasionally help you out), you'll use the Lab Personnel and Equipment you've hired to piece together randomly generated proteins into the different parts of a vaccine, all while managing dwindling funding resources as the Death Toll Track climbs.

Each time that your Containment fails you come one step closer to losing this battle, so make sure that you push everyone to their limits before the infection reaches critical levels.

The game features 14 challenging viruses to cure as well as a custom game mode to play with optional game rules.

Title: Infection: Humanity's Last Gasp
Genre: Casual, Strategy
Developer:
Criss Cross Games
Publisher:
HexWar Games
Release Date: 26 May, 2016

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English



OUTBREAK DETECTED



OUTBREAK REPORT

- CONTAGION:**
ASTROVIRIDAE
- LOCATION:**
SWITZERLAND
- SYMPTOMS:**
 - ▷ STAGE 1: BLEEDING
 - ▷ STAGE 2: MUSCLE SPASMS
 - ▷ STAGE 3: BREATHLESSNESS
 - ▷ STAGE 4: DEATH

Patient zero is believed to have been an animal. Since the first reported case, there have been 13,623 confirmed infected with Astroviridae.

The bank in which patient zero died has been quarantined. Inhabitants of Geneve have begun looting stores and pharmacies.

CLICK SCREEN
ANYWHERE TO CONTINUE

CUSTOM GAME



MODIFIERS

- Game Type ◀ Custom ▶
- Virus ◀ Astroviridae ▶
- Lab Cards ◀ Mix ▶
- Molecules ◀ Viral ▶
- Turn Funding
- Severe Mutation

Level Selection: (Hard)

Initial virus shape. Fewer empty hexes the greater the challenge!



PLAY

Had high hope but just sits in Planetary view and then nothing.. The game is shallow and primitive. It tries to be an eye-candy but fails. Unskippable visuals are really boring and make you to wait destroying any drive to move on. Protein Harvest minigame is unnecessary and boring - outcomes are random (maybe even hardcoded) and your choice means nothing. Side panels are hidden at the start of every turn though there is absolutely no point to hide them. It's just pure unnecessary visual. *fixed* Every couple of turns the game locks at Planetary Overview screen at the end of turn. I'm tired of restarting a game to progress.

Cheap game for tablets. Don't waste your money.. Played the tutorial and the first campaign. It crashed in the middle of the second campaign.

The UI is a bit muddled and there's very little strategy involved since most of what you can do is decided by RNG. Probably not worth a buy over \$5.. Seems like a fun game, keeps crashing.. While its a fun little game, the reliance on RNGesus might turn off some people.

It wont hold the attention for long though, so I would recomend it only if you lots of spare cash.. Needs a polish. Have had some bugs where I should have won the game but didn't. The boardgame is difficult to get hold of and quite expensive (in the UK anyway) so if you're interested in the boardgame it's definitely worth getting this. Overall : good fun

I have many hours played in the board-game and this is a pretty faithful adaption. It's a great solitaire board-game that translates well to the PC. There's a few things I wish it would do (e.g., keep the virus and store tabs open by default), but overall it plays really well. No crashes either.. This review is based on only the tutorial and first scenario, just so all of you who are waiting can see some comments :-)

First - no issues to complain about at all, so far. There are some 'hints\tips' shown during load\save screens which can flash past a little quickly but as they're only there to give you something to look at I don't THINK I've missed anything important.

Gameplay :- Turn based. a) select a protein for each of your incubators. This is a random-draw which dictate what you'll be able to do later in the turn. b) open the AV (doh, can't remember what it stands for!) to see which proteins you need to destroy the remaining viral hexes, c) check the store to see if there's any machine\person you wish to buy. d) decide which of your staff and machines you wish to use this turn, e) harvest proteins and allocate them the AV f) kill those parts of the virus that your completed AV options allow, g) end turn for random events; virus spread and mutation included. Gameplay for the first scenario is short (5 minutes) but affected by (random) mutation. In my first playthrough I needed an additional two turns thanks to a mutation that I didn't in the second. This second playthrough was to check replayability. I'll leave it to you to find out what does and doesn't change, but think there's enough that you can play each scenario several times.

Graphics are as good as they need to be, but this isn't a graphics-based game. Music wasn't annoying enough to turn off - although that's generally the first thing I do in any game - and effects-sounds are also acceptable if unremarkable (again, it just isn't that sort of game, so they don't affect gameplay).

Summary - plays as a puzzle game rather than 'hard science' because of the protein random-draw and various references to die-rolls (which are automatic). Bear in mind that I have not yet played the later scenarios, where world-events become significant. Knowing the makeup of the virus but having a random selection of proteins seems the wrong way around to me. I'd have thought the choice of which proteins to incubate would be up to me, while trying to find a combination that was effective against a particular virus would be the hard part.

[Compared to Plague Inc, since that's what a lot of people seem to be asking - You are CURING the virus here and it's entirely based in your lab. As far as I have played (which isn't very far) there isn't the same sense of progress or control here.]. I definitely cannot recommend this game. The flashy visuals try to cover up the extremely limited game play here. Additioanlly, there is no reward for skillful choices. There is too much randomness in this game that can invalidate everything you have done at any time. Even using purchased items is plagued with RNG. Just not a fun game. I ended up refunding.. Looks pretty decent and has some interesting concepts but after a while it starts to feel like you're playing against a random number generator rather than using skill

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