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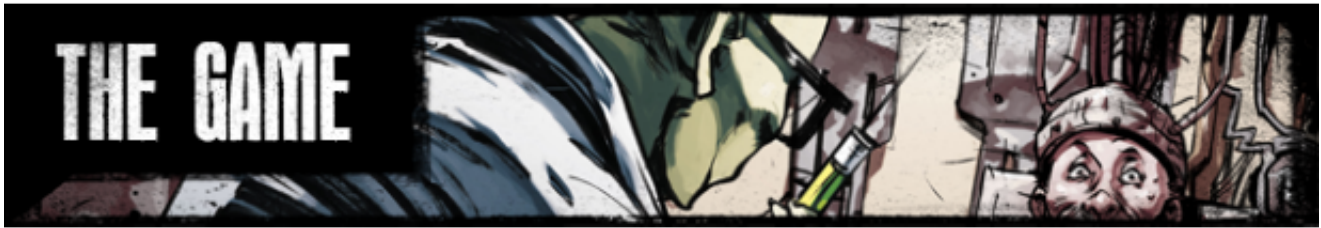
About This Game



"A bitter-tasting rain washes over the raw wreckage of human civilization. With only a heavy pipe to defend you, you forge out of your threadbare shelter, desperate for food. At first, you think you must be imagining the strains of an old favorite song rising above the sound of wind and leaves, but you follow the pounding heartbeat of familiar music until you're sure you're not dreaming. It leads you to a dilapidated house lying among the trees. The curtains are drawn, but there's light inside. The front door is ajar. Inside, a figure in a brittle, wrinkled suit sits on a sofa, listening to a record deck. You haven't seen another living thing in so very long.

Only when she turns slowly to face you do you notice that her head is much too large, grotesquely misshapen. Your hand tightens on the pipe.

You need to decide what to do ... *and the others are watching.*"



Posthuman: Sanctuary is a digital game set in the world of the successful Posthuman and Posthuman Saga board games. In Posthuman: Sanctuary you are a survivor in a near-future Europe that has collapsed under the weight of its own political errors, in the chilling wake of a bloody class war fueled by genetic modifications and radical technology. If you can only reach the sanctuary of the Fortress, you may learn more - and ensure your own survival. But to forge across a crumbled land where resources are spare and mutants roam the ruined mansions and markets alike, you'll need a team behind you.

Carefully balancing risk and reward, you and your team quest into the unknown, gradually unveiling a map of terrain and encounters that you shape to your liking every time you play. In classic turn-based encounters, aggressors who have lost their humanity to mutations - or lost their good sense to the terror - will challenge you to make the most of your group's skills and to use your best judgment about their safety.

And you're in danger, too - some wounds might cause you to take on mutations of your own. If you mutate, your followers may begin to fear and distrust you, but the world of Posthuman: Sanctuary just might offer you paths and powers that just aren't available to mere humans.



The game draws on elements from tabletop games and blends them into a unique single-player RPG with a strong narrative focus. It's about surviving the end of the world - and keeping your humanity. Posthuman: Sanctuary is part rogue-lite, with combat, team management and exploration elements, and part interactive fiction, where the choices you make will weigh on your chances and shape your experience.

With branching narrative encounters and a rich network of weather, health, location and other conditions affecting them, Posthuman: Sanctuary exists to be discovered and rediscovered. And just when you think you know it all, more mysteries rustle in the shadows at the world's edges.

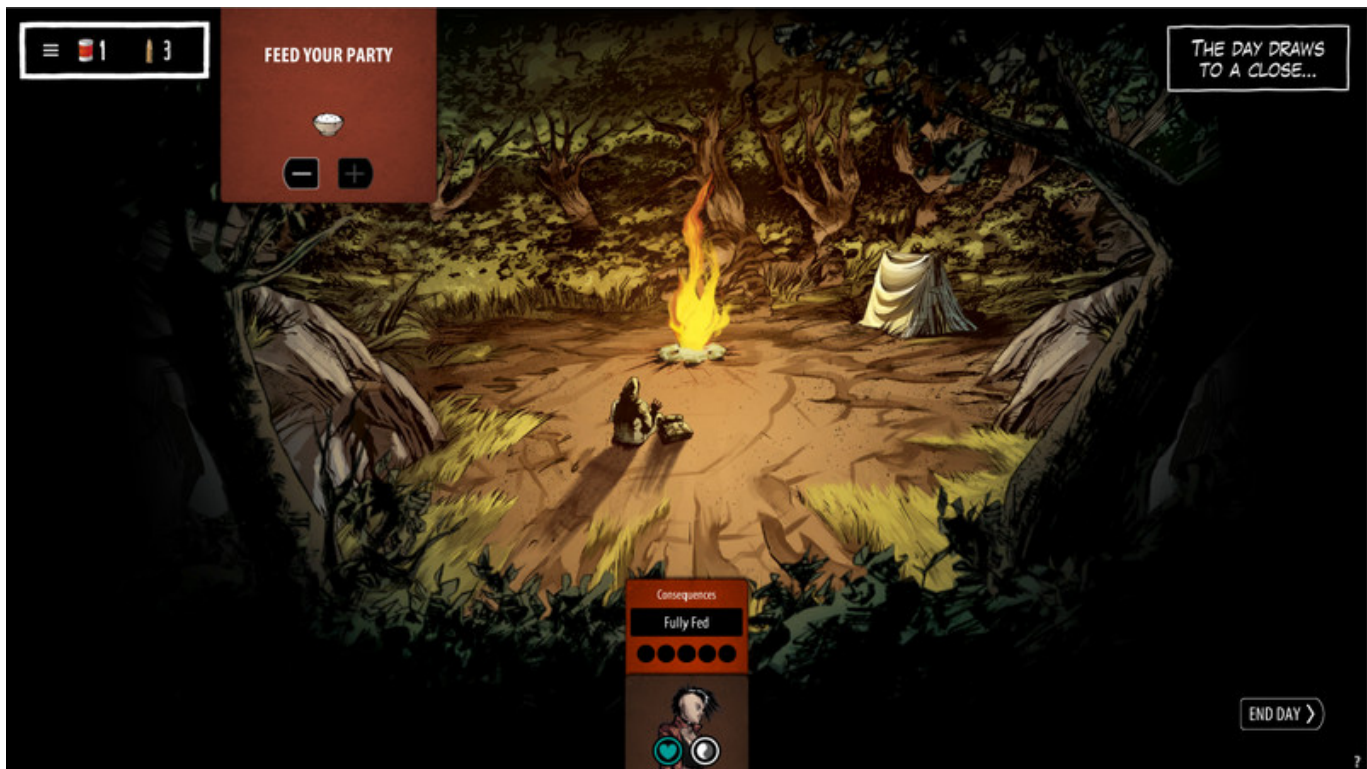
Title: Posthuman: Sanctuary
Genre: Indie, RPG, Early Access
Developer:
Mighty Box
Publisher:
Mighty Box
Release Date: 27 Jul, 2018

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English







Good start.. Only have a couple of hours in this game, but will explain why I do.

This game has great potential and if you like post apocalypse scenarios with a little bit of strategy and rogue like elements this is the [GAME FOR YOU] <= which is what I would like to say but it does have it ups and downs.

[POSITIVES]

It is quite entertaining and does have interesting scenarios that appear randomly.

Graphics is quite nice and gameplay does keep you immersed.

There is in and out of game leveling so it is quite rewarding to keep playing and death isnt the end of your journey.

[NEGATIVES]

Currently it has quite a few game breaking bugs as it freezes the game entirely not allowing you to play and you have to restart from the starting again, henceforth my lack of hours as after a couple of times, I couldnt be bothered restarting again and again from the start.

It does have a learning curve but it seems most of the time luck has to be on your side for the initial start of the run if not you will have a hard time playing the game.

With more development as this game goes I will change my review in accordance, but for now there are rumours circulating that the game has been abandoned. Hopefully this isnt the case and the developer has taken a short break, but if so I hope that he will write something on the forums soon.

. Good start.. 9/10 would mutate again. the game is pretty good i love it interestingly enough the game is based on the actual board game and is really a treat for those who like turn based combat and role playing elements this game has a lot of potential on my list of potentially perfect games of 2018 on early access that including my playtime in other EA titles but i think this one is definitely going to make a budget hit cause its awesome budget hit in my language is basically saying a great box office review too many and thats a good thing it needs a lot, however my only complaint about the game is its pretty tough considering the amount of strategy

it takes to beat the score to unlock make your own character mode and i find that a little frustrating considering the difficulty this game has set on itself its very hard but its good to have a challenge but maybe a little bit slower gameplay and a couple of touches to combat difficulty and food levels would definitely draw more people in not in a bad way though just a thought

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- o Turn based
- o Make your own character (after earning it)
- o Dice game mechanics
- o Well integrated art
- o Procedurally generated world shaped by your tile placement choices

Right now only the endless Survival mode is unlocked, but that alone is quite entertaining and worth a solid 6+ hours or more of enjoyment.

This mode comes with some rogue-lite features including increasing unlocks (new characters at the moment), permadeath, and semi-random loot drops during game play.

Combat is a bit like a non-position oriented take on Darkest Dungeon with special abilities and a dice pool for each of your different attack types and defense bonuses.

As it stands it is worth a buy and the promise of further modes and content is something to look forward to for sure.

*Update: Dev is responding in forum and has updated for a great many bugs already.

*Edit: Changed my recommendation after the initial problems with bugs were fixed by the Dev.. This is actually one of my new favorite strategy games. I have the board game too although this version i like much more as i dont have to constantly check the rules. Too bad out of 50 games, about 20 of them ran into game breaking bugs where you just cannot continue and your locked into a screen and have to close the game and reboot to continue. Gets old after a dozen times of rebooting. Great game though. Hope they patch it soon.. 9/10 would mutate again. This is actually one of my new favorite strategy games. I have the board game too although this version i like much more as i dont have to constantly check the rules. Too bad out of 50 games, about 20 of them ran into game breaking bugs where you just cannot continue and your locked into a screen and have to close the game and reboot to continue. Gets old after a dozen times of rebooting. Great game though. Hope they patch it soon.. A REALLY interesting RPG boardgame.

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