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## About This Game

The story...

The adventure of little beneficial cell continues.

As in the first chapter of his journey, the small cell will have to come back to life a part of the organic tissue in which it floats, but this time the method used is very different: must create and close the beneficial bubbles to attain a level of coverage required to overcome the various levels. These bubbles, once created, will crystallize and explode on contact with the main cell. With increasing levels appear new bonuses and new enemies. There are three worlds, in which appear random barriers and large breathing cells that will hinder the journey of the protagonist.

Objectives of the game...

The aim of the game is to revitalize the organic tissue (at any level) with the "beneficial bubbles" that are drawn from the main character ("back to life ..."). To close the drawing of the bubble must return to the starting point of the "design" (indicated by the yellow arrows). In the design phase of the bubble, if the red contours are touched by an enemy or by the protagonist himself, then the construction of the bubble explodes and is canceled. To pass each level you have to fill (revitalizing) with the "beneficial bubbles" a certain percentage of organic material present in the playfield (the percentage covered / required is displayed in the lower-right corner of the screen). There are 300 levels divided into three worlds. With increasing levels appear new enemies and new bonuses. Each level has a time limit to be exceeded, visible in the upper-left corner of the screen. The final goal of the game is to overcome all 300 levels of the three worlds, to complete the mission of the small beneficial cell. Once created, the beneficial bubble 'crystallises' after a few seconds (and turns blue). If the main character touches a bubble

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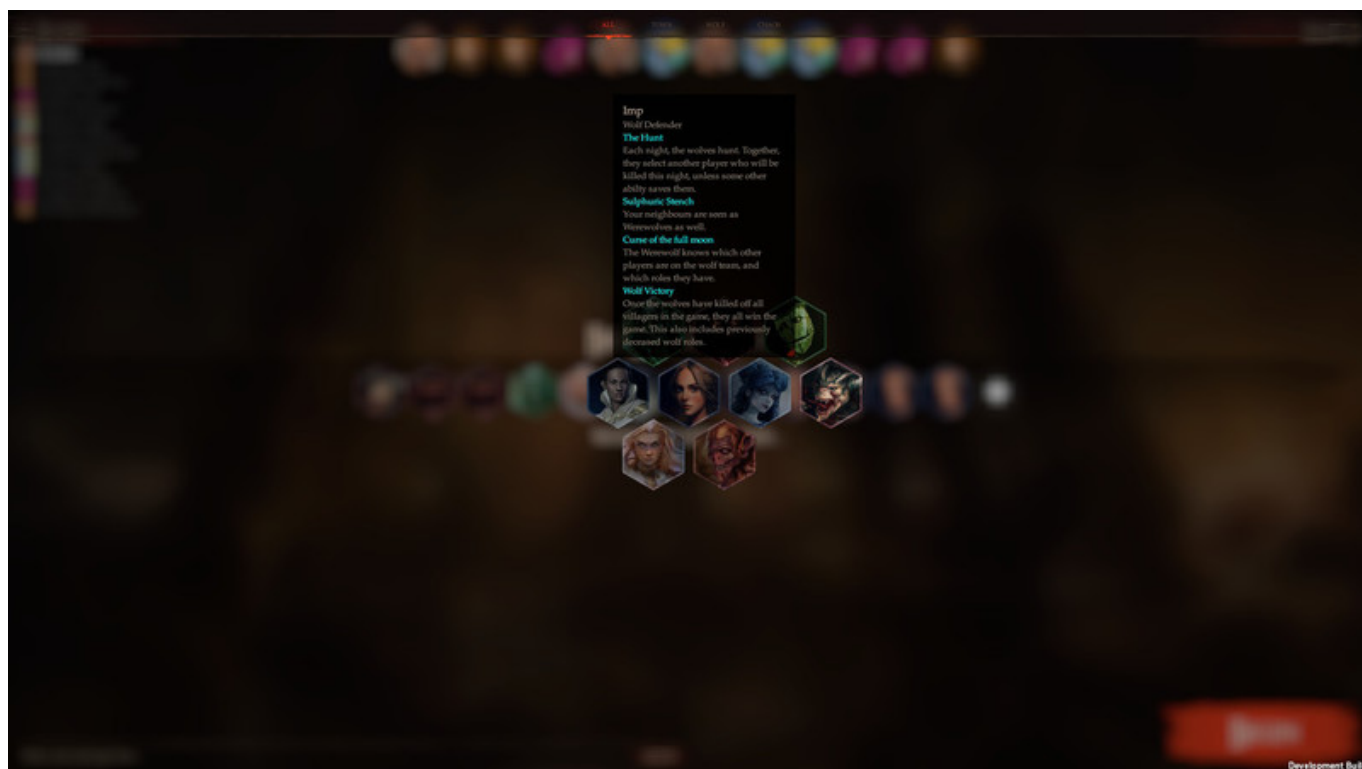
crystallized, it explodes decreasing the percentage covered. This was done also to improve the 'strategic' side of the game. At the top right of the screen is also a MAP that helps you to orientate in the exploration of the level.

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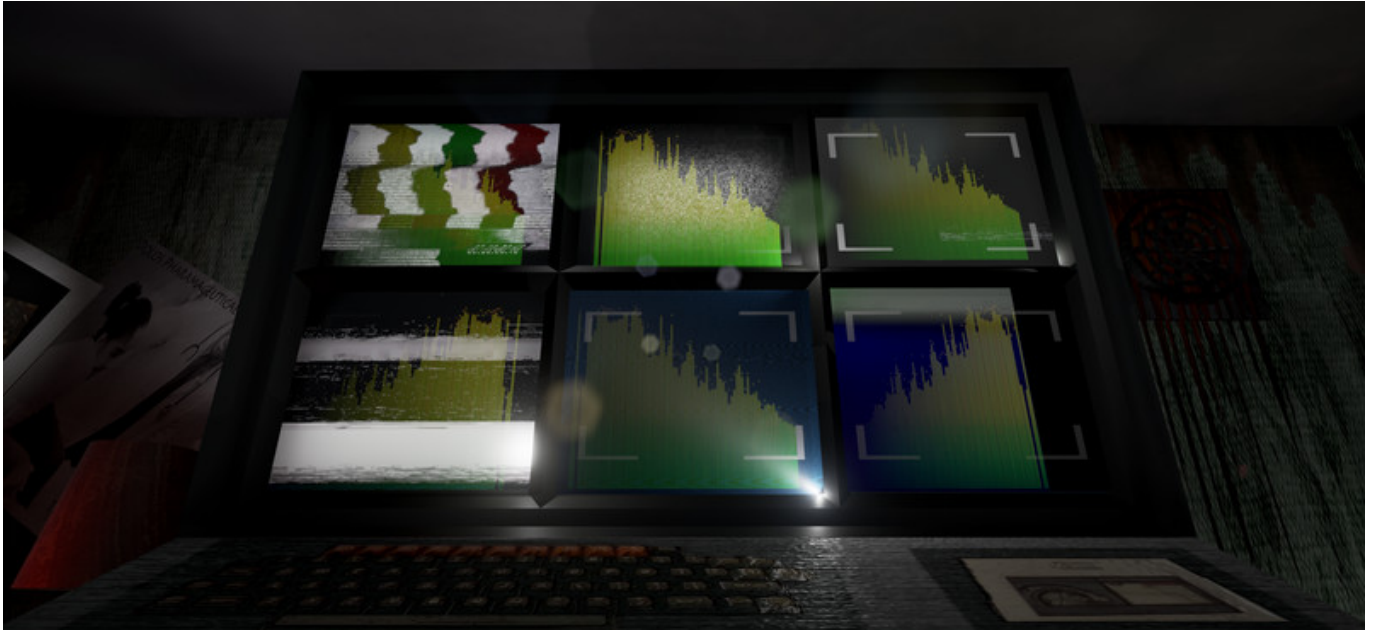
Title: Back To Life 2  
Genre: Indie  
Developer:  
Carlo D'Apostoli Projects  
Publisher:  
Strategy First  
Release Date: 6 May, 2014

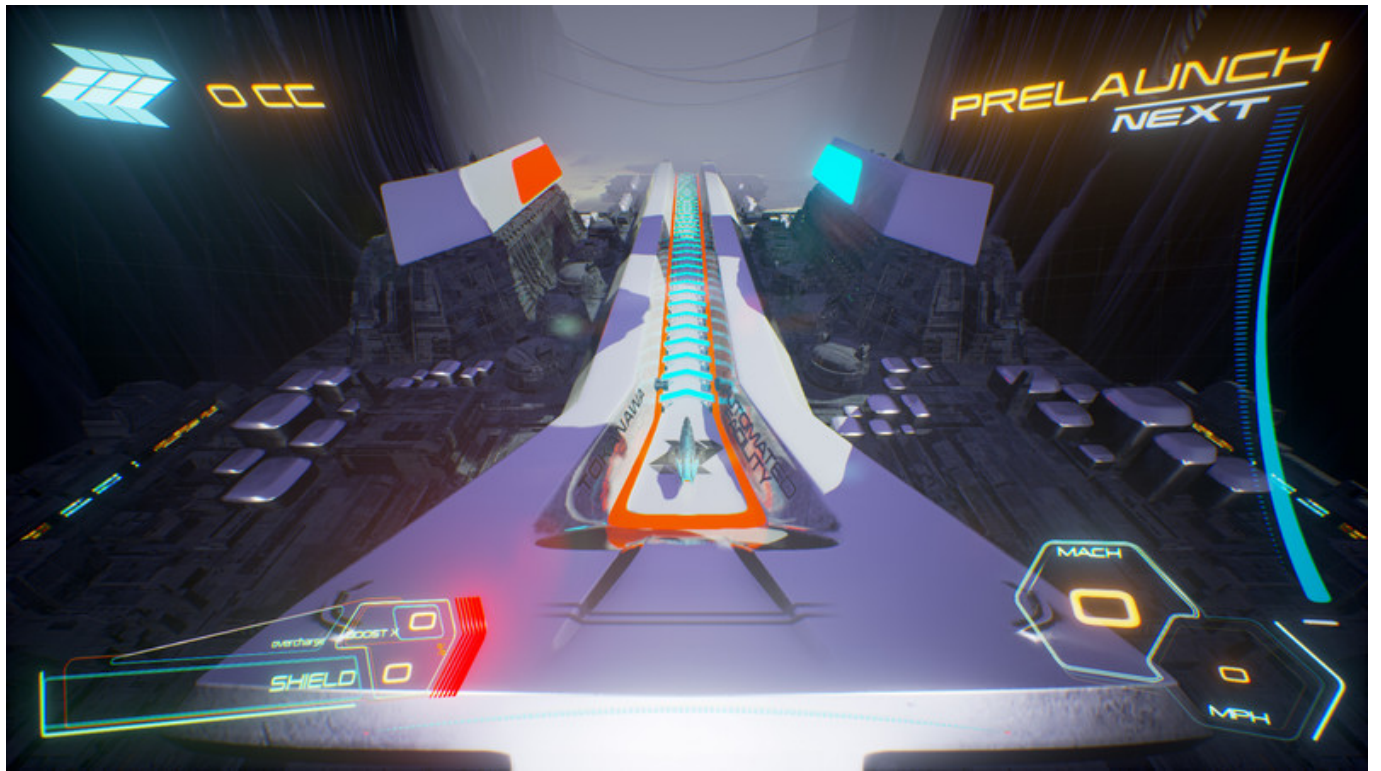
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English



**Imp**  
Wolf Defender  
**The Hunt**  
Each night, the wolves hunt. Together, they select another player who will be killed that night, unless some other ability saves them.  
**Suspicious Search**  
Your neighbours are seen as Interrogators as well.  
**Curse of the full moon**  
The Werewolf knows which other players are on the wolf team, and which roles they have.  
**Wolf Victory**  
Once the wolves have killed off all villagers in the game, they all win the game. This also includes previously deceased wolf roles.





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I enjoyed this game very much. The end left me with some unanswered questions though. But overall, I give this a 7/10.. Lots of fun. And a bargain.... it pretty doodoo. An absolute classic which no-one really seems to have heard of. Played this when I was younger and had a great time. It's simple, entertaining and a good way to pass the time. :). Potencial is there...

If the game doesnt get dropped like some different titles this game will get great.

The only thing, that might be a problem is the multiplayer, if no one plays the game it has no purpose, because the missions are too hard to complete by yourself.

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While this game could have easily coasted by on nostalgia, I'm very impressed with the work that went into the presentation. Where do I start? The music is decent - not my cup of tea, though some may enjoy it (it's certainly thematic). All of the old artwork has been not only retained, but enhanced with color, and (in the case of the main menu screen, and perhaps others I haven't seen yet) subtle animation. The parchment-style rendering of the text is a nice touch.

The interface is easy to use, and the creators understand their users. The game supports the use of unlimited bookmarks to simulate how you used your fingers back in the old days! The graphics and sound effects further enhance the atmosphere of the game, although they aren't obtrusive on what is simply a text-based game. The game comes with extras written by co-creator Ian Livingstone himself, about the history of Fighting Fantasy and the creation of Forest of Doom.

Anyway, I appreciate the TLC that Tin Man and Livingstone brought to the project. I hope this makes enough money that we see more of these. I can't wait until Deathtrap Dungeon, Freeway Fighter, and other alliterative titles are released! Also, the Sorcery! series...keep em coming, guys.. Void is a detective thriller type of visual novel game. It reminded me somewhat of Sickness only I found that game to be more interesting and fun to play. The game does feature branching pathways but there are very few choices to be had and the ending I experienced was so abrupt and lackluster I felt no desire to slog through it again. At first I thought the game had crashed or that I had encountered a bug, but nope it just suddenly ends. On the positive side the visuals were very well done even if I found the rest of the game to be disappointing.. Its a good hover racing game.. the best game I've ever played. This game is really simple and easy to pick up. It gets super competitive instantly and leads to much laughter. well done.. Was a kickstarter backer, but honestly, this has exceeded my expectations. Large bouts of nostalgia and solid gameplay, recommended for all.. An amazing piece of software. I would recommend it to any fiction writer who wishes create a world filled with tales of all sorts. :). This game has exactly 2 carnivores in it.



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