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## About This Game

### STORY

Something has happened to humanity. You are the last man on Earth. As a microbiologist, you possess the knowledge and skills needed to unravel the mystery and save the human race. Unfortunately, the materials needed to perform your experiments are far from your rural home and scattered across the nearest city. Even worse, creatures roam the streets and buildings you need to search in order to locate ammo, food, fuel, and DNA for research. As you gather supplies during the relative safety of the day, you must return home every night to stockpile supplies, re-fuel your generator, and stay safe from the dangers lurking outside.

### Gameplay: Why procedurally generation?

The core gameplay loop of this game is risk vs reward. As you explore buildings for supplies, you never know what will be around the corner. Will there be a fire escape on this floor if I get cornered by enemies? Will there be a ton of ammo behind that door, or several enemies to encounter? You will never know as the building design is randomly generated. As you gather supplies and explore what has happened in this world, you will want to return home before dying or you will lose the supplies on your person at that moment. Mankind needs your help! As you explore deeper, you will find DNA that might be a link to saving humanity.

### FEATURES

- Open-Exploration

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- Explore Procedurally Generated Buildings
    - Precision Aiming Combat
      - Atmospheric Style

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Title: SECLUSION  
Genre: Action, Adventure, Indie, RPG  
Developer:  
Alexander Benedict  
Publisher:  
B-Cubed Labs  
Release Date: 10 Feb, 2017

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**Minimum:**

**OS:** Windows 7

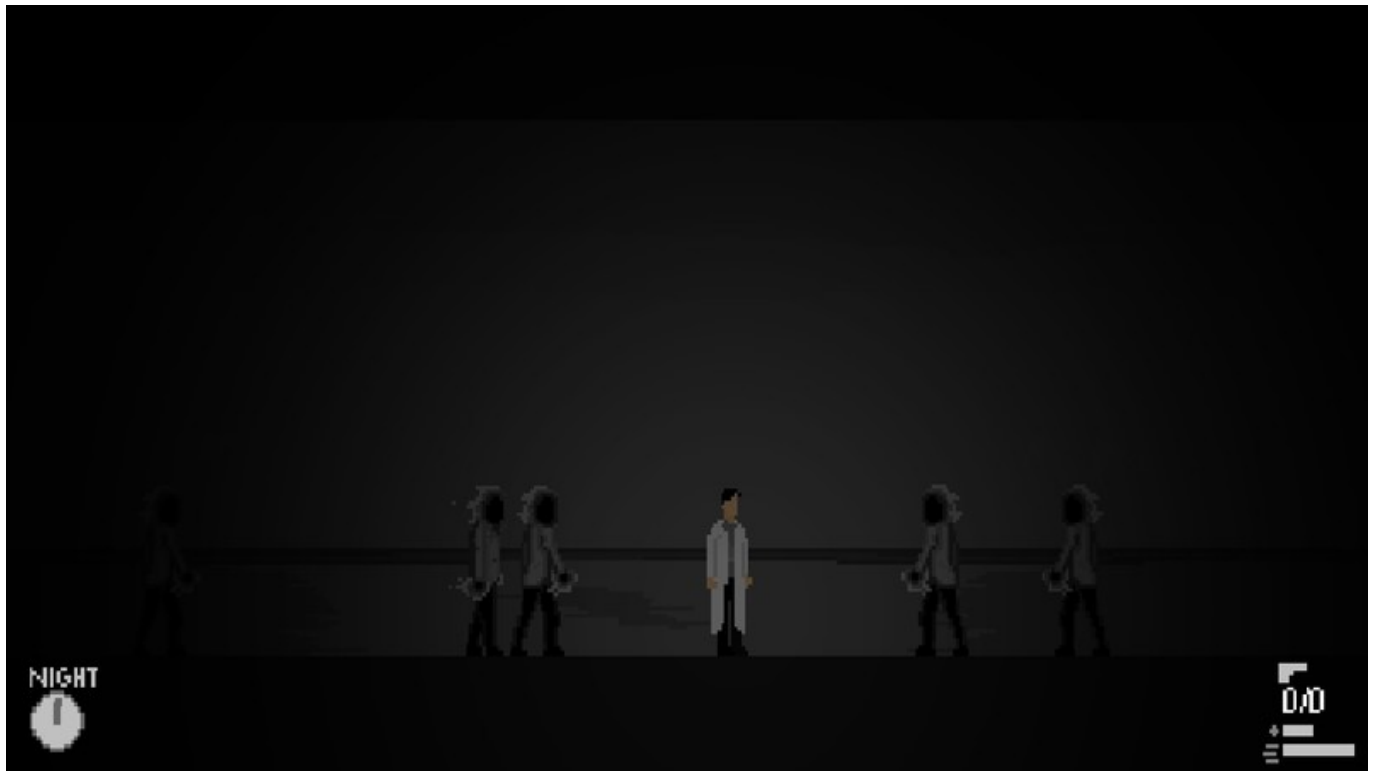
**Processor:** Dual Core

**Memory:** 4 GB RAM

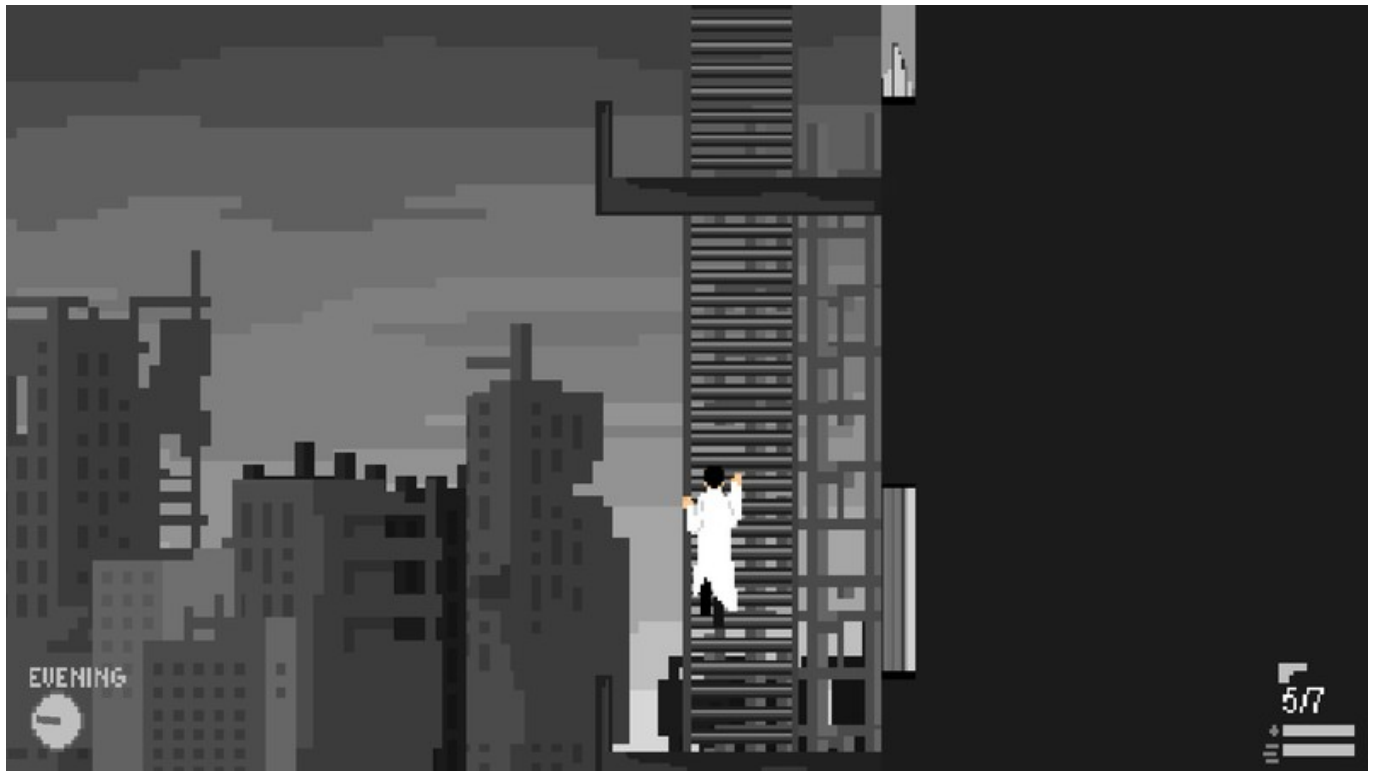
**Graphics:** 512 mb

**Storage:** 1 GB available space

English







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20 minutes of this game and don't like it at all. The concept I love, along with the artwork but the aiming system along with the way the respawning works. The way you have to navigate the menu is annoying. Having to press the W to enter a room and S to exit a room doesn't really make sense it should be one button. I know the game is new and I doubt you are putting a lot of your time to updating or changing anything but if you do please change things, make it more smooth.. Like the resource management and style of surviving and making it far in this game.. Says only 0.3 hours on record but easily messed around in here for an hour or so.

Must say I'm really enjoying the game, from the soundtrack to the atmosphere.

Good job on the developer for creating a game that reminds me so much of my favorite film "The Last Man On Earth".

Few bugs with menu systems and movement but all in all I can highly recommend this.

Check out my video for more information and impressions:

<https://youtu.be/UMiQIS3LvEY>. So this game look decent enough so I bought it to play on my Youtube Channel. I recorded two episodes and I'm probably not touching it again. Whenever I walk into an area with enemies I can only shoot to the right hand side of the screen. If I try to aim in the opposite direction the character spazzes out. I have footage of this recorded. Aside from that, the navigation in the menus is a bit annoying. You should be able to have WASD and the arrow keys have the same functions. Also there's no save mechanic or way to get back to the main menu from in game. Once you're in the game the only option is to close the program all together. I want this game to succeed, but in order for this to happen it needs to be updated heavily.





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