
Download Zombie Zoeds



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About This Game

This zombie shooter. You have to kill zombies.
The game features multiple levels where you have to kill the zombies and save civilians. Move to be in the dark.
Look for a safe way and do not rush. The game has several types of weapons that will help get to the end.

Title: Zombie Zoeds
Genre: Action, Adventure, Casual, Indie
Developer:
Freshtrax
Publisher:
Freshtrax
Release Date: 20 May, 2015

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Minimum:

OS: Windows 32 bit 64 bit

Processor: Intel Pentium

Memory: 256 MB RAM

Graphics: Intel HD

DirectX: Version 10

Storage: 150 MB available space

Sound Card: DirectX Compatible Sound Card

English







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Well...

Really frustrating because there are no checkpoints, gets on your nerves really quickly.

for a video impression watch:

<https://gaming.youtube.com/watch?v=o4sjHZAIV0Q>. At first it was good, it was made by people with experience but then nothing happened we got one extra dlc map and that's it.

The game has supposedly been abandoned.

Shame it could have been something.. A very nice quick "horror-ish" game. Good for it's price IMO. But it needs A LOT of work. The game itself is quite laggy and there are some texture issues throughout the game. Also, there are some corners that are ridiculously unnecessarily dark. But good try though. Needs more polishing, more interesting puzzles and more errie-ness..

Really good, short, free storie for VR. Definaty worth a try!. Pros:

For a game which came out early 2012 it still has awesome graphics.

Fully customizable vehicles.

Big singleplayer with a lot of tracks and gamemodes.

Challenging KI drivers.

Dangerous obstacles on the tracks.

Cons:

Online-Multiplayer is no longer available.

Conclusion:

One of the best arcade racer I've ever played.. I enjoyed the game, short as it was. I wouldn't mind seeing this game be expanded upon, much like other games on Steam have been. I do wish there was more to the game though. Perhaps equipment, for example. That being said it was a nice experience. I look forward to seeing more by the developer. Also, I enjoyed how it was ported for Mac. I find that, despite it being a relatively simple process to do, not many people port their RPGMaker games to Mac. I understand for more complex games in different engines, but in my experience 8-9 times out of 10 I can get RPGMaker games to work using Wineskin, which is a popular medium for porting RPGMaker games. So good on you Yitz.. Very bad game! Bad Graphics. Control Support like a♥♥♥♥♥♥ this game 29,99\$ really?

Opened once, was very buggy and then never opened again.
Shame, because this looked like a really nice, well made game.. Misleading Advertisement

This game drops no cards

0/10 Absolute trash. Looks Great but keeps Crashing soon after the intro.Maybe its something on my End not sure but i will restart my Computer.Otherwise i may have to chunk it until its a finished product.. its ok, a bit repetitive nowadays. Not much to do tho.. So, this game has a couple different maps, many weapons, a special attack, many enemies, a campaign and a survival mode, a short and bad but pretty funny story, online multiplayer (but you already guessed that no one's online), smooth controls, many menu-options, 3 difficulties, close to zero bugs and not amazing but still pretty okay music.

The worst thing about this game is the rating, which I don't really understand. The graphics aren't amazing, but for this prize more than okay. And in a sale its only 50 cents.

For this prize I really can't find a reason why I wouldn't recommend it.

But a few downsides that might be a reason to hate this game after all:

- There is no decent shotgun

- The achievements are a joke because of menu-options like: infinite health and no waves with zero enemies

- The enemies are really unrealistic and until they die coloured in 1 very bright color

- The survival mode consists of 4 actual waves and then it doesn't get any harder

- As I said, the multiplayer is pretty dead (but if you buy this game and wanna try it, please contact em :)). The game was never in a state that gave me any kind of excitement. It never had anything that was better than other RPGs out there but I still wanted to stick to it and see how it'll develop over time. Sadly, the game has been abandoned in a horrible state. No real quests, a simple mind numbing fighting system, no real background story whatsoever and no sense of exploration since there is absolutely nothing to find in this terrible world. At least it always kinda looked good.

Instead of buying this game, throw your money out of a window, at least someone will be happy if he picks it up, YOU will not be happy by buying this dead, unfinished game that has been abandoned by the developers and feels more like a graphical demo than anything else.. Just a short review, which I have to write, so I can recommend this game (and I will post the same review at Avernum 4, 5 and 6 pages).

After finishing the second Avernum trilogy (4, 5 and 6) I can honestly say, this was one of the most rewarding roleplaying experience I had in a long time. I played a lot of rpg titles, from classics like Eye of the Beholder, Ultima 7 and Infinity Engine games to newest games like Skyrim, Mass Effect and Dragon Age series, and although Avernum does not have fancy graphics, I still think this series is one of the best rpgs ever.

Avernum has great setting and story, great playability, decent length (about 100 hours) and many sidequests and secrets. Leveling up system is balanced and nowadays almost forgotten turn-based combat is a welcomed change from flashy action oriented battle systems. An old-school rpg which proves, that doesn't need "ultra high detailed" graphics to create an immersive atmosphere. Highly recommended.. Love the game and want the rest of the trilogy--the demo for Part 2 was just as good and I am excited to see more of this game.

The artwork and audio is amazing--serious props to the developers because this is outstanding work.

The only issue I had was that I ran into two glitches during Act 3 during my first and third playthroughs.

Glitch 1 happened during my first playthrough:

The skull puzzle--clicking on the arrows, the cross still wouldn't turn. I was playing on advanced mode and it was my first playthrough--ended up having to skip it.

The puzzle worked correctly during my second playthrough though on the same level and this glitch hasn't happened again so far through my third and fourth playthroughs.

Glitch 2 happened during my third playthrough:

The lock puzzle to get the Queen chess piece--I almost got the lock opened when the puzzle glitched and the 'lock' part shot down to the bottom corner of the puzzle and became stuck. Exiting and entering the puzzle, and even going back to the main menu and returning to the game, did not fix the glitch--ended up having to skip it.

The puzzle worked correctly during my second and fourth playthroughs, just unsure if it will happen again because of the lack of a Skip button on expert mode.

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