
Alien Zombie Megadeath Crack English



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About This Game

Alien Zombie Megadeath is a gloriously intense platform shoot-em-up! You are the lone Spaceman, doing boring space work on a random space platform in deep space when suddenly a huge, relentless, alien force attacks! However these are not your normal everyday aliens...these are alien ZOMBIES! Even through his protective helmet, Spaceman is sickend by their smelliness.

For the sake of humanity... and Spacemans nostrils... you must take control of the ill-fated Spaceman and fend off the alien zombie hoards. Alien Zombie Megadeath is an oldschool 2D platform shoot-em-up with enemies coming at you from all sides, in all shapes and sizes. You MUST blast them all to smithereens!

Key features:

- Intense arcade action!
- 80 levels, each with their own high score table.
- Lots of game types, including: Survival, Adventure, Baby Rescue, Bomb Disposal, Jet Pack and Decoy pods
- Local Multiplayer
- 280 challenge medals to earn
- Space suit unlockables
- Steam Achievements
- joypad support

Title: Alien Zombie Megadeath
Genre: Action, Indie
Developer:
PomPom
Publisher:
Pom Pom Games
Release Date: 18 Oct, 2011

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Minimum:

OS:XP, Vista, 7

Processor:1.6GHZ or better

Memory:512 MB RAM

Graphics:DirectX 9.0c compatible Shader 2

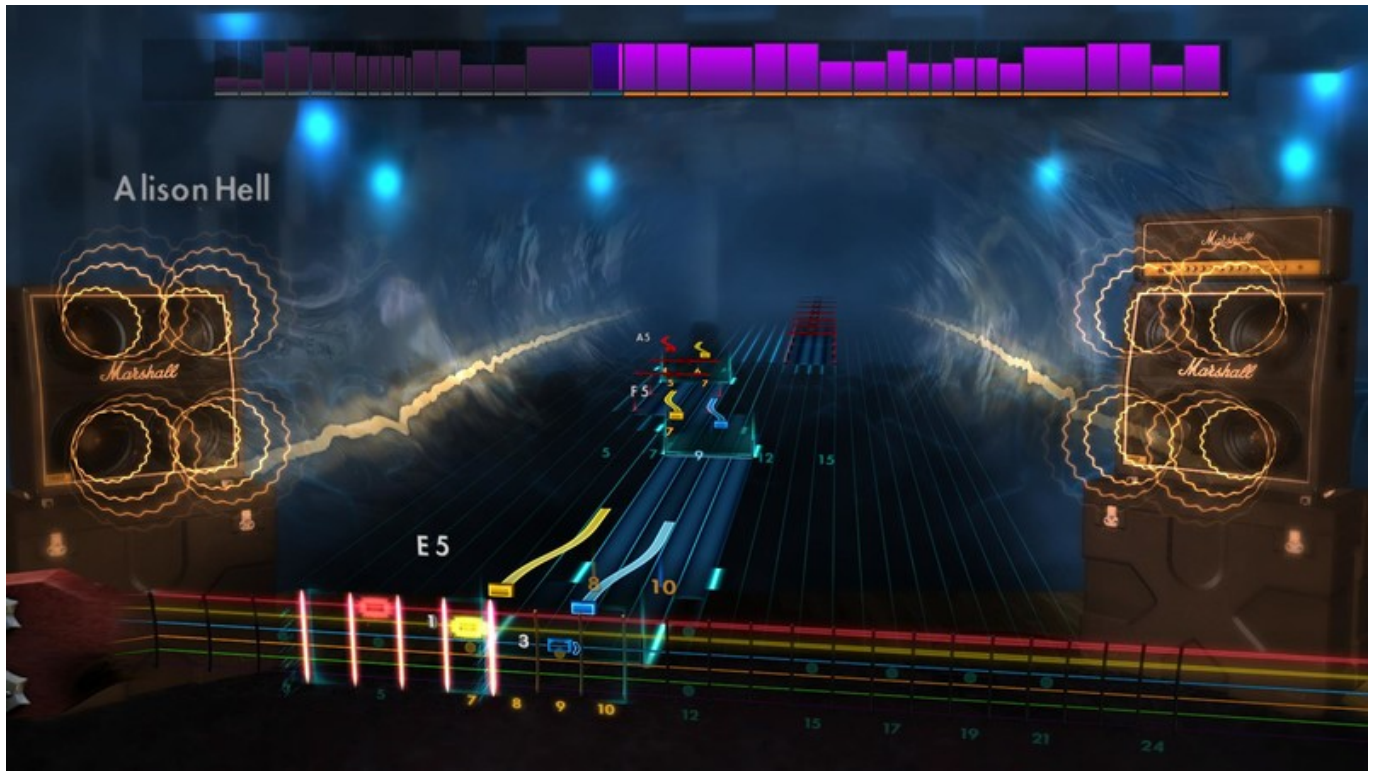
DirectX®:dx90c

Hard Drive:500 MB HD space

Sound:DirectX 9.0c compatible

English, German, French, Italian







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Such a awesome puzzle game. Worth every penny. My only complaint is it is too short,. Somehow purchased this pack twice, did not receive content for the second purchase and am currently waiting to hear back on a refund request. The fact that you can purchase this twice but will not receive the content seems scummy to me.. A deceptively simple puzzle game, which is actually incredibly chill/relaxing. Well worth a couple dollars! :). High contrast blue and red? Still edgy as all heck? Count me in!

in all seriousness- it's the nice edgy pack if you also want your characters to match~

(but if that isn't enough of a reason for you, you're better off waiting for a sale). The gameplay is interesting as you need to survive then command a small group of fellows to follow procedures to sustain the village. However, the UI is complex as it requires you to hold buttons then mouse over and other stuff.. I managed to set up some of the settler but have no idea how i did it.

I love puzzle games, especially ones that get your brain working. Magnetic: Cage Closed certainly did just that. As the game progressed there were some puzzles that got me off and had me angry, This is a good game, but it's biggest downfall is the voice acting. It's horrendous. They could've done so much better.. all this is, is BULLSHIT waves after waves and then timed sections and it isn't even over an hour of play would you play 5 canadian for this bs because it was a grave mistake on my part and i feel like a absolute idiot for it. This game would be a "DO NOT RECOMMEND" even if the price was \$0.50

I don't know where they get off charging ~\$9 for this other than to create the illusion that it deserves shelf space among similarly-priced games.

This game is as rudimentary as you can get. What you see in the screenshots is it.

And the flood-fill algorithm the game uses (the crucial programming thing behind the scenes that determines whether you surrounded your towers in an unbroken chain of walls) itself is broken.

In a kind way I'd say this game is a crude proof-of-concept. If I was being more realistic I'd say it's a bad game that doesn't deserve to be on Steam.. Verry fun sports outfits.. I love this, gfx are done well, reminds me of an old arcade shooter, except you in space, no floor, and remote controlling a fighter ship.. Good story :)

no gameplay:(

but i like it :D. When I first heard of VR coming to mainsteam, one of the first games I thought of was "Child of Eden". That was a lot of fun, esp if you had a 3d TV and a playstation. This games borrows a ton from it. I still hope that Eden gets ported, but this is the next best thing. Visually, one of the best VR offerings. Various locations are either there to be bought by you or to be demolished as a contractor. The locations to be bought are all the same. Either camping, Wooden House, Brick house, Garden huts or tall concrete building. The contracts are seriously crying out for more and I kind of had the expectation to be contracted to build something on these properties after I cleaned them up but after finishing the campagn - thus being in free play - the contracts just repeat themselves. Maybe they just reset after arriving at free play. But I just don't have the will or energy to find out ;)

It was fun, while it lasted but if it had lasted longer with construction contracts I would have been happier. So I'd say, also because it's fluent and bug free after such a while not updating: 6 out of 10

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