Zombie Gotchi Verification Download

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About This Game

Adopt your own Zombie as your virtual Pet! Enjoy its countless Animations with Amazing Graphics with unique Charm. Create your own look with more than 80 clothing parts in fantastic 2.5D scenes. Play with your zombie different mini games to get him or her happy.

Features

- select the Name and Gender of your Zombie

- five different needs each with many different interactions

- 5 entertaining Mini Games

- Panorama backgrounds in which your Zombie can run around without borders

- different 'Styles' for the Main scene (2.5 D), Bathroom and Bedroom

- more than 80 clothing parts to personalize

- many animations and emotions

- direct interactions with your Zombie through gestures

- get experience and unlock new Content

- with Zombie and Humor

- select the Name and Gender of your Zombie

Title: Zombie Gotchi
Genre: Casual, Indie, Simulation, Early Access
Developer:
SilentFuture
Publisher:
SilentFuture
Release Date: 23 Mar, 2016

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Minimum:

OS: Windows XP SP2+

Processor: Intel® Core™ 2 Duo / AMD® Athlon™
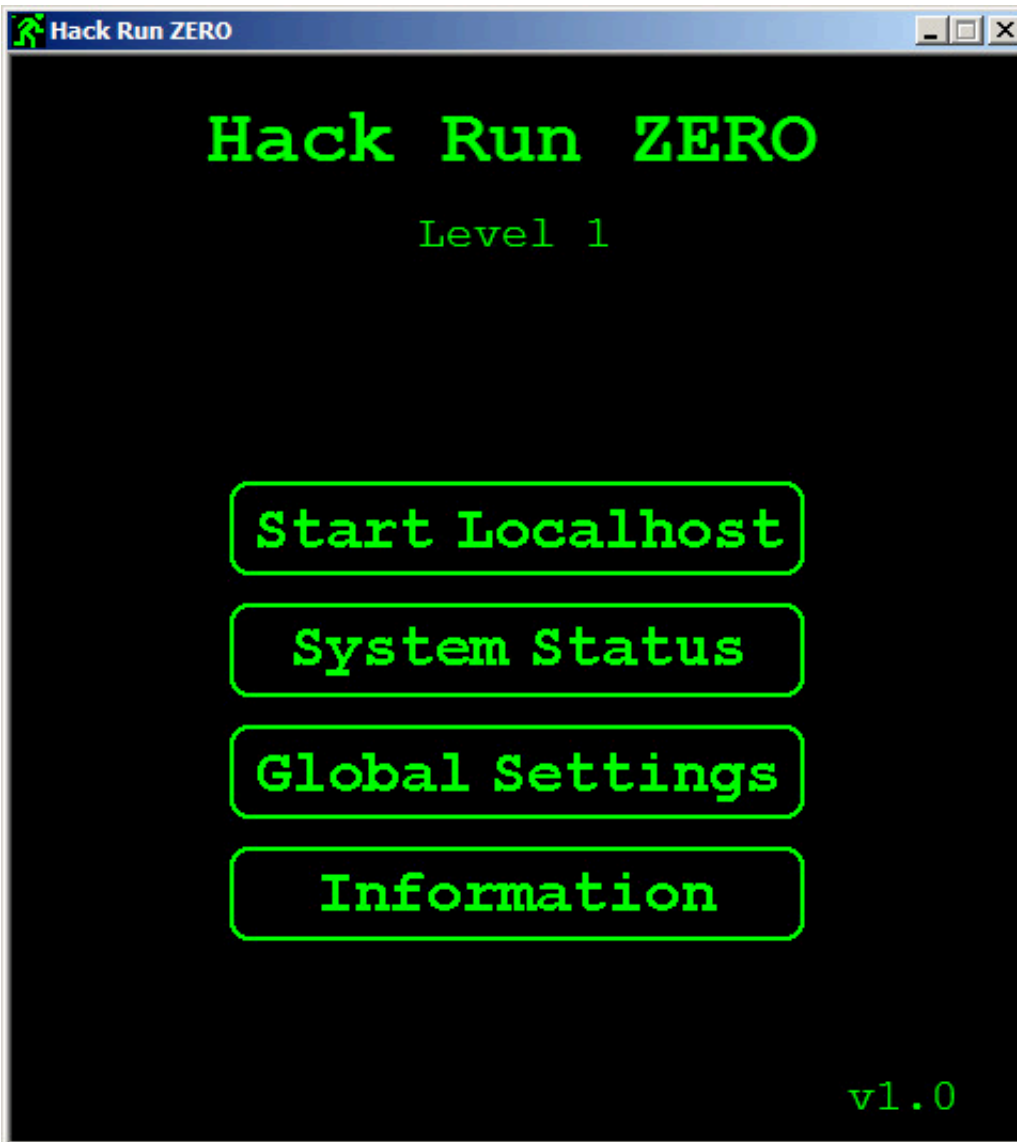
Memory: 2 GB RAM

Graphics: Nvidia® / AMD® with 512 MB memory

DirectX: Version 9.0

Storage: 512 MB available space

Sound Card: DirectX® 9 compatible

English,German,French,Italian,Russian

I have a bit mixed feelings about this game. Overall I would say my opinion is positive with slight mix of mild dissapointpent in later game. I did get about 30h out of this game which is pretty good number before I felt that I'm kind of losing interest. Thing is I was expecting more - the first impression of the game was very positive. There seemed to be enough wheels and buttons and complexity to keep one going for at least few hundred hours - first impression was that its even more complex than hearts of iron III with a better supply model.

And it is good and challening game at the start. I started as Germany in '36 aiming to grab as much as I can without triggering the world war and then were looking forward to keep what I gain until about '66 while securing my borders and working on getting as self sufficient resources wise as I can. And it was all nice until about '39 when the first cracks of the AI started showing in the event and diplo system. Some of the events felt a bit forced, I opted to not fire the events for throwing an ultimatum to Poland. That in turn seemed to freeze the diplomatic AI of the allies who just got seemingly frozen up in some indecisive state ignoring me taking out balkan, greece, egypt and saudi arabia in short sucession until in the end Japan triggered some kind of scripted event at the end of '41 making US to get inolved in coflict. Gremany refusing to get involved with US and accepting a bunch of southern american puppets as valid war targets when defence packt with Japan triggered them made AI to go totally haywire with wars. At this point the game lost good bulk of its charm as things were no longer plausible anymore. There is no challenge to be able to declare war on Sweden and Norway without allies batting an eye and Poland sitting right nect to you doing its best to look the other way.

Resrouce system and economic side is also interesting at first but the model breaks down relatively fast if you are increasing your GDP in a rapid manner by funneling majority of your resrouces into industrial expansion. There is no option to conserve manpower by using higher levels of automation or something so the demand for goods will increase faster than what the natural growth of your manpower pool (even with all the medical research you can do) is capable of coping with.

I would say it is a bit simpler game than hearts of iron 3 its just that at first glance it manages to look more formidabble with higher learning curve than it actually is. I have not tried mods for this - perhaps I will return to it at a bit later date and give this thing another round if I stuble upon a promising mod. At this point it seems I'll be heading back to hearts of iron iii with historical plausibility mod to give another round of trying to get away what I described above.

The combat AI - its a bit mixed bag. It's pretty competent with land units and can sort of work ok with air but it totally melts down as far as naval units go. Ships hang around solo, there is no merchant shipping to intercept so subs are sort of pointless in their traditional role. The commbat AI is capable of doing naval landings at least but unfortunately seems to be rather dumb in the way it handles it when there is opposition and it's losing transports at sea - it just ignores these losses and is happy to send your entire army against single enemy destroyer picking its nose somewhere enroute until you get involved and direct some combat ships to deal with it manually. Also - there is no naval bombers in the air section. So you cant just ignore the naval fleet side by opting instead to focus on keeping the enemy few hundred km away from your shores by building up large force of airplanes intended to attack ships. Naval balance wise - AI tends to focus on just building as many battleships as it can pretty much ignoring most other ships - cant really blame it as it stands as that seems to be the most effective tackic in this game for naval.. At a really barebones level the game is fun but there's alot of improvements that could be made.

Lock on or targetting system - especially for melee but for the guns too
Weaker enemies for the beginning
Actual progression system - like reaching a certain round unlocks this costume or clothing. Or weapon skin
Expanding the map - start the first 5 rounds at the beggining area then moving to an upper or lower level and so on

As of right now its fun for a few minutes and has potential. I just hope the creators take feedback and improve upon it. They should really look into a progression reward system, make it feel like there's a reason to play or get to higher round ya know? . This is a good product - I have used it to create hires scans of clay models. Managed to get geo representations of fingerprints in the cla and even smaller.. Would be quite nice for an early access game - if that's what it was.

I almost counted the days to Bank Limit's release, having played F-Zero and Extreme G as a kid. So obviously I jumped at the idea to play a magnet racer in VR! The price is a bit high, but I guess as an early adopter you pay a little extra.

Positive:

It runs silky smooth (max settings on a GTX 1080) and it looks like in the videos and screenshots. The player model feels natural enough. Handling is typical for a magnet racer, so if you played games like that before you know what to expect. Obviously this isn't a game for people who easily get motion sick - it's basically a roller coaster (fortunately I have no problem with that) and that part is definitely fun. The forced camera movements actually manage to simulate G-forces to some degree, which is pretty neat! I bet there are many other great features, but unfortunately I wasn't able to get to them...

Negative:

- Sudden texture errors, with surfaces flickering depending on my head movements.

- No tutorial, nothing that would explain the inputs. Especially on the Vive controllers. There's a bunch of unsorted tips in the menu called "manual".

- Gaze-based menu interaction even with Vive controllers. You can move your in-game hands, but they don't really do anything. Confusing.

- ...but looking at a menu button and pressing a physical one doesn't always do something, for no apparent reason.

- Suddenly started some sort of "table racing" game and couldn't get out.

- The base stations that you usually only see in the SteamVR home are always visible. If it's in your field of view, it stays there. Very annoying.

- Steering on the Vive controllers is done via touchpad, which feels very inferior to a gamepad. I switched to an xbox one controller almost immediately.

- While playing my computer suddenly rebooted. Maybe there was a bluescreen, I don't know. I'm ready to blame the Windows 10 anniversary update disaster for this, but I can't be sure.

- All the light effects (such as shooting lasers, hitting an opponent) look really cheap and look out of place around the fancy track designs.

- The aiming reticle actually disappears behind other geometry. Some of the time there is no marker for the center of the screen at all, even when some sort of menu is visible which you are supposed to control by aiming with your head.

- When the screen fades out, you only get some black rectangle pasted in front of you - which isn't quite large enough. So when the screen is "black", parts of the background still shine through from the bottom and top.

- Sometimes there are really ugly texture filtering artifacts when looking at a surface from a flat angle.

- The game finally hanged without crashing. The picture stopped in the Vive, the sounds indicated it was still going on, the view on the desktop lagged along weirdly. This is when I finally gave up on it.
  Needless to say I'm very disappointed and getting a refund. If it was just a bug or two, I would have waited for the next update. But this looks like the game hasn't been tested at all! There's a ton of bugs, the parts that work feel un-polished, and Vive integration is clearly just an afterthought: the Vive controller settings page at the time of this writing basically tells you to go to the developer's website and submit your own ideas on how to implement this. Normally I'd applaud engaging the community - in an early access title, not in a supposedly finished product.

  I'm going to wait a few months (clearly there is a lot of work to be done) and look at some reviews. Maybe I'll buy it again after it has been fixed (and it's on sale), because it looks very promising. Promising, not *done.*.

Trespass Episode 1 is one of those types of games that really tries to immerse you into the world that they created. It's not like a typical "room escape" game as it puts you in situtation that you wouldn't have in a simple "room". I spent a long time solving the puzzles but I really enjoyed my time with the game.

. Surprisingly good game! Tried it after Nevrosa: Escape and can't figure out how it could fly beneath my horror-radar! Do not add anything to the original story, but gives some good emotions. Must try if you like horror agames!. This game when it first came out really did a wonder on my nerves! In a good way though! I was constantly scared to possibly here the banshee wailing or see that banshee in my face! I was also playing this in the dark at the time which I think added to the scare factor but in general the game is a lot of fun with tons of puzzles and things to do along with a really rich story that begs to be heard. A great game and one of my personal favorites.. The concept of the game looks amazing, and the graphics are reasonably well done. However, I'm surprised at the performance. I have an i7-6700k on liquid, 32gb of DDR4, and a gtx 1060; all WELL beyond the recommended specs. And I still experience some pretty severe drops (the game auto-detects me to ultra, but even cut all the way down it doesn't perform very well). For a game that is entirely about speed built on an FPS, having such poor optimization is a very difficult thing to overlook.

I also question some of the level design choices. Granted, if the game performed more smoothly, and the aiming was cleaner, it might not be as frustrating, but I had difficulty forcing myself to play through as I just wasn't having fun through the performance issues. Eventually I just couldn't bring myself to do it any more. I'll keep an eye on the updates, and keep it installed, as I really want this game to work well. It looks like a great concept. But it's not a good game yet.

Havent played much of it yet, but from the time I was playing it was kind of confusing and thought I bought a game that seemed very broken and went nowhere from playing 5 minutes of it. I managed to get prettyh far and liked what I saw. I will be adding a better review later just wanted to say its a cool game and is pretty scary maybe not worth the 6.49 but would be a great game to get onsale.. very decent despite the fact that is is an old game. A very rich storyline too. It's a shame that the manual is not included. Also there does not seem to be the sequal, Kingdom Shadoan. Hopefully, it could be released here. Great puzzle game. Addictive puzzles and a beautiful game to be invested in! Looking forward to seeing it progress from here!. The only reason I finished this game was to write the review. It is one of the most boring HOPA game I have played recently. There is no minimap, but that would be ok if the plot wouldn't force us to pointlessly walk back and forth, I bet the 4 hours gameplay is at least 2 hours walking.

The plot - filled with more holes than the best Swiss cheese. We have a sister whom we haven't seen since childhood, we get a weeding invitation, we don't go, we show up when we think she's dead and then there's a demon waiting for us in the living room, what do we do? We carelessly make a pact with him, no question asked. Half the game later our heroin says: "Maybe I shouldn't trust him". But the worst comes at the end, we defeat the demon with a tranquilizer dart, we also trow a chair to defeat a ghost.

The bonus chapter - sister sells haunted house with demon summoning equipment to a nice family with kids....

Music is repetitive and annoying and HO scenes require precise clicking in the right pixel.

CONS:
* Bad plot
* Way to much walking back and forth
* Glitchy HO scenes
* No minimap
* Annoying music\/sound effects

PROS:
* Graphics are ok
* Some puzzles are challenging. The good old days and what a version this is! Best version out there! This is an awesome game, I
do have this for the C64 and now can play it on my PC! ;-)

Super game, extremely addictive too!. Not in it's current state.

This game wants to be so much more than it is.

The Good:
Honestly nothing yet.

The Mediocre:
Most of this game so far...
Balancing,
Dialogues,
Events,
Crafting,
Tavern Management,
World Depth and Inspiration,
Creativity.

The Bad:
The combat,
the combat,
the combat. (this is 99% of the game)
This makes some bad third party NES titles look like they have good combat programing. This is like Cheetahmen bad. If you

do play, do not pick the fighter class, you will just die. Do not pick the guns, you will run out of ammo and will not have enough ore to make more, then die. See latter but with mage. Pick the Ranger class with both guns and wands and you may have a chance to not die, but no gaurentees.
The platform\/programming.

This is a rush title with an amazing premise. It is sad that the developers chose to rush out the product instead of taking the time to produce a quality piece of software that would be solidly enjoyable. I played for a little under an hour and was completely underwhelmed. I wanted the negetive reviews to be trolls, but they aren't. This game is plagued with legitimate problems and should be labeled an early access title in its current state of completion. It is in a very rough beta at best.

All the love to the developers, as I hope they can polish a diamond out of what is a particularly soft piece of coal at the moment. I am going to get a refund for now though.. At first I was disappointed because I thought the game only went up to 30FPS and it felt really weird to me, but then I realized you can switch between 15\/30\/60 FPS by pressing F4.

Anyway, this is a very good expansion for a very good game. It adds a lot of cool new items and graphics to the game that I would have never thought I needed. Scrolls that create a bridge through difficult terrain, many different potions and effects, improving the starting castle. This expansion is worth it.. \u2665\u2665\u2665\u2665 this game man.

I did not need this.

I'm a sucker for\u2665\u2665\u2665\u2665\u2665\u2665like this and my feels are spread wide.

No amount of kitty massages can soothe the ache in my heart.. Game Mantap betul tapi DLC banyak betul kimak. It's better than the first part, at least pressing a key seems to have an effect more often. It'd still be more fun to just roll a dice and say you've won if you roll 10 sixes in a row, though, because that's how it feels ...

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