
Zombies In The Dark Download] [pack]



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About This Game

THE STORY

Zombie apocalypse has come to an end! Anti zombie virus serum has been created long ago and little needs to be done - to clear the world of zombies! But it's easier said than done, the dead walkers will not perish themselves, and the virus inside their bodies is capable of breeding new mutants. Thus, the confederation formed of what's left of the human race has issued a new order to let anyone take possession of any estate property flooded with walking creatures in case if they're all eliminated by the claimant.

Needless to say, that there are people who want to - more than enough?

Thus protagonist aimed my feet for one of the three-storey mansions with an ocean view to seize it! I guess it's crowded not only with bloodthirsty zombie hordes, but other "cleaners" like main character, who do not wish to share their future possession with anyone else.

ABOUT THE GAME

"Zombies in the dark" is a horror top-down shooter in which you play for the 27-year-old protagonist named Alan Rogers. In the game you have to clear a three-story mansion and the surrounding areas from zombies and mutants simultaneously destroying the same as you, other "cleaners", aggressively opposed to you and caught up in the mansion before you.

FEATURES

- At the beginning of the game, the player has only one weapon and an endless ammunition to him;
- Another weapon will be issued automatically between the levels and appear in the hands of the player immediately, the

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- ammunition of the issued weapon is limited and replenishes automatically between the levels;
- Amount of ammunition is displayed around the sight and disappears gradually, the weapon is recharged automatically if there is ammunition, or at the request of the player;
 - The player's health is replenished automatically, the health status can be tracked by changing the color of the sight from green to red, also when receiving damage the screen starts to be filled with blood and the direction from where the received damage comes is shown;
 - The energy of the lantern is inexhaustible, find with the help of all enemies in the location;
 - Red fire points are used to mark places where a player has already been. there is no room map. The number of fireworks is limited and replenished between levels. Hint: Fire can help the player to preemptively fire at the enemy, if you throw him to the edge of the obstacle, behind which is an enemy who has already found the player and is moving towards him (fire can only be used in the dark);
 - Enemies at the sight of a player begin to immediately attack him, some monsters can hiss angrily at the approach of the player, and the armed ones start shooting right away. You can run away from enemies, they will lose a player and will wait for him in the place where they lost him;
 - To move to the next location, you must first completely clear the entire current location from the enemies and find the green arrow indicating the exit from it. If the location is not cleared, and the output has already been found, the inscription under the arrow will notify the player about this and the transition will not be made, which means you need to find all the unkillable enemies and destroy them that in the current version of the game it is impossible to go any further);
 - The game is controlled using the mouse and keyboard, you can also use the joystick

Actions:

WASD - player movement,

Mouse - the direction for movement,

LKM - shot,

Spacebar - time dilation (not yet implemented),

R-recharge.

1, 2, 3, 4, 5 or mouse wheel - switch weapons (not yet implemented).

If the Steam system has recognized your joystick, then the joystick control will be transferred automatically, in the same way, most convenient for the game.

Title: Zombies In The Dark
Genre: Action, Indie, Early Access
Developer:
SYNERGY
Publisher:
SYNERGY
Release Date: 7 Jan, 2019

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Minimum:

OS: Windows 7

Processor: Intel Core 2 Duo 2.2Ghz or equivalent

Memory: 2 GB RAM

Graphics: GeForce 8800GT / ATI Radeon HD 4850

Storage: 500 MB available space

English







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Challenging and worth a playthrough. Good fun but isn't so easy as it first looks. Annoying that you cannot change keyboard binds, another game that ignores left handers. But a good diversion and fun when you are in just the mood to blow things up instead of kicking the cat.. Box Maze is a casual indie platformer that is pretty easy from the start to the end. The purpose of the game is pretty much to get from point A to B while collecting cupcakes, potions and finding hidden rooms while avoiding to get hit by the different enemy types scattered around the various levels. Final version of the game has 100 levels and the level design is simple and pretty oldschool and enjoyable to play.

The game has 170 achievements that is fairly easy to obtain

I bought Box Maze at an discount of 51% at 0,49€ and im really happy that i did as it was a fun platformer experience that deffently was worthwhile the cash spend and after playing it i would deffently say that the full price of 0,99€ would still be a bargain.. This game could use alot more work on it... Very cool and intense gameplay, with very simple game mechanics. I like the alien feeling of the environment. Nice job!

Great game! Just bought my vive and this is a sweet game to show to my friends! Lovely tunes and a lot of things to shoot!. Game crashes every time I play it for some reason but the developer has been extremely helpful in trying to resolve the issue. Maybe when I can update my system it will work. Logical puzzles that makes sense, combined with an enthralling story and some dry humour. I like it a lot, even if there might be some minor technical issues here and there. Nothing serious anyway. Highly recommended!. This bug infested den of an early access game is already a much less bug infested den than the beta, which is of course a good thing.

The absurd thin populated devteam deserves nothing more but praise. You can feel the passion for inline skating from the team. They know what they are making and are even skating themselves (at least most of them from what i know). But let's hear my opinion about the game.

This game is far from finished. Small bugs infest the game and show up in every corner. But what the devs managed to build in such a short time and with the whole engine around it is nothing more but praiseworthy.

Pro's:

- The game looks pretty good. To me slick graphics and partical effects is a work half done.
- It works. You can pop every grind there is. You can jump those 2160's you could never jump on your blades.
- It's innovative. This is the game for aggressive inline skaters. The game we dreamed about since the first SKATE game.
- The Controls are very well thought out. It's pretty easy getting used to, and if you know how to use your feet while grinding, you can mimick them with your thumbs.

Cons:

- A hell lot of bugs. It happens pretty often that you are making your way for a good long grind, and then stop immediately because your character stalling looks waaaay cooler. Wanted to play a game of B.L.A.D.E., just to get my game frozen and had to close the game manually. Even had an arm longer than 20 meters for 2 seconds long. Bugs, bugs bugs.
- Animations can go all crazy on you, and in some times even complete lunatic. It's worth a laugh sometimes, but it also get frustrating sometimes. Even when you know how much work they did on the animations to get them just right, some transitions are really killing it.
- Lack of graphic customizations. Friend of mine couldn't play the game while he could play the beta. All because he couldn't fiddle with graphic customizations. In my opinion, every pc game needs this.

I'm glad there's finally an inline skate game with a lot of potential. At the moment it's pretty small, with not much to choose from. Let's all remember this is an early access game. This game will become bigger eventually, and most of the bugs will be fixed as well.

At least i'm glad i can now skate in Area51 every day without traveling a few hundred kilometers.

. It basically feels like a beta for an early Battlefield game. Not bad if you can snag it on sale. A good sale though.. Really terrible platformer game. Bet most of the positive reviews are just bot accounts. you dont feel the force of the vr so it makes you feel dizzy

Hedon Version 1.3.2 is Up:

WARNING: This update is meant for new players or players who want to start a fresh run. It mostly changes Map01 to make it more accessible based on the feedback I've received after this first release week. Remember that updating the game ruins your previous saved games, so think twice before you do it (also, the next big update will contain new stuff to warrant a replay, so wait until then if you've already completed Map01).

General changelog & how to update [here](#).

Thanks to everyone who has given feedback, reviews and bug reports so far! Here's what this update does more specifically:

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