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PIXEL ZUMBI Download Utorrent Kickass



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## About This Game



An asteroid falls on Earth and scientists discover life in it, that life was put into the capsule for tests with radiation, in 6 hours the strange thing grew and can be identified as a huge eye, in 12 hours it had already grown 6 times and one terrible radiation accident happens by releasing a virus and contaminating the laboratory, somehow the radiation has escaped and now it is up to a mercenary to solve the situation by killing the evil thing.

\* Choose the best character out of four with unique abilities to complete the areas.



\* Use dozens of weapons with unique attributes between historical and current with original sounds.



\* Pass through over 20 puzzle-infested areas and zombies to get to the lab.

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\* Try to survive as long as possible in "survive" mode.

Have fun in retro nostalgic gameplay!

SAVE THE WORLD!!!!

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Title: PIXEL ZUMBI  
Genre: Action, Adventure, Indie  
Developer:  
Amilton Neves  
Publisher:  
Mamilos Club Studios  
Release Date: 2 Feb, 2018

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**Minimum:**

**OS:** Microsoft Windows 2000 or higher

**Processor:** 1.60GHz or higher

**Memory:** 1 GB RAM

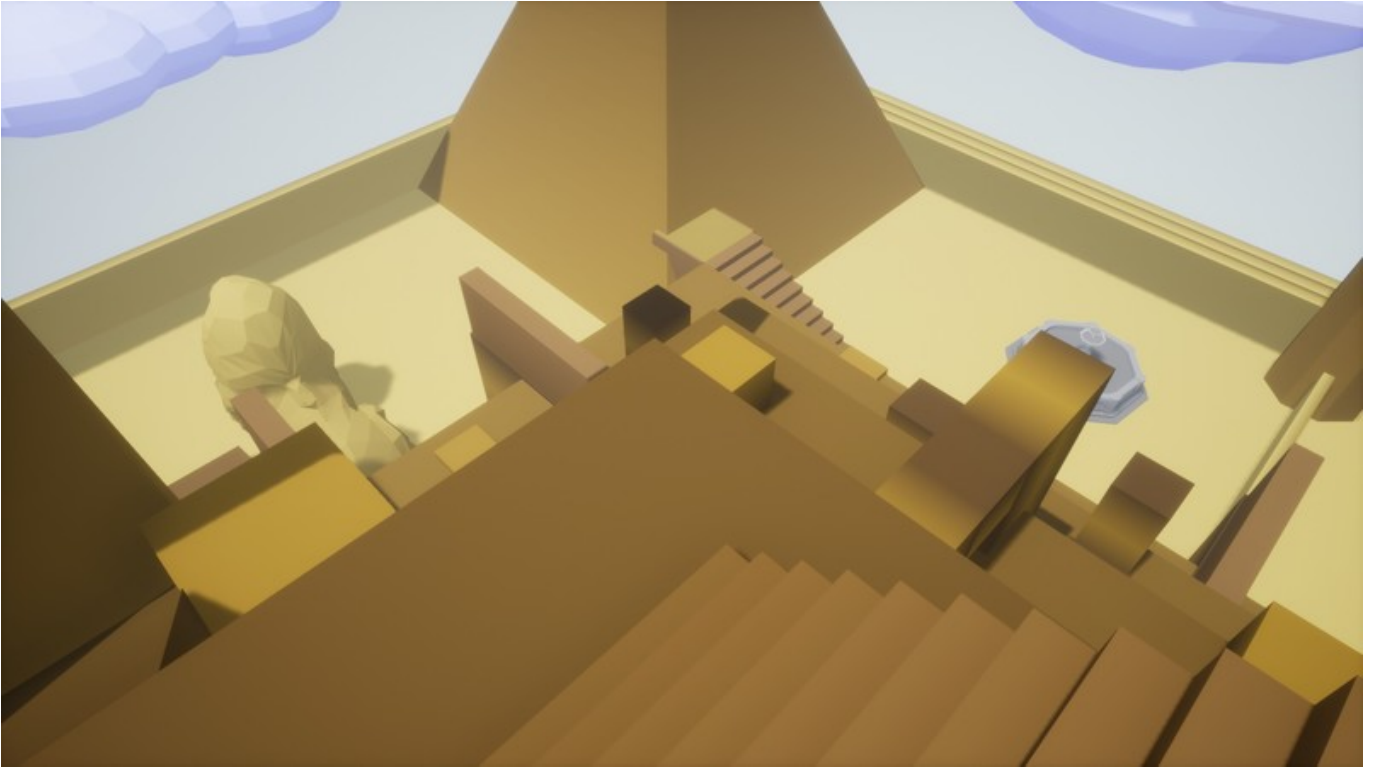
**Graphics:** 256MB or higher

**Storage:** 210 MB available space

English,Russian,Ukrainian,French







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There are a lot of happy trees.. Nope, this is just a very bad HOG.

Pixel hunting for scenery that you can interact with.

Bad UI, both with regards to the zoom gimmick in HO scenes and the storytelling\dialog.. I'm a huge fan of these Peppercorns, and Victory Works did them some great justice in my opinion. Nice cabins, good sounds, lots of liveries, and good scripting will keep you chugging along and give you lots to play with. With looks to kill, and the more advanced scripting that gives you a bit more of a realistic experience, I can't recommend this enough.. Great game!!!!

It was on my wishlist for awhile and then it went on sale this week!!!!

Excellent matching game. The more you play the better you get!!

Nice graphics and runs smoothly.

A great thinking game on the puzzles!

The game includes different game play, modes and timed and untimed play.

For \$1.79 it was a great deal!

I highly recommend this game! I wish I bought it sooner!

:-). The game is ok but there needs to be a way to rotate the map. Additionally there needs to be a "retreat" mode or "end mission" option. Having to fight to the last man every time is unnecessarily time consuming. I would also like the option of killing the cut scenes where i have to watch members of my squad make thier first move. Boring and useless.

On the up side, I did get it on sale..... <https://youtu.be/nqK7bondEQI>

Despite the ugly lo-fi graphics, this is actually one of the better low cost 'horror' games I have played.

It mostly succeeds in building a half decent atmosphere, and is paced fairly well. It has a few jump scare attempts but is not over the top and the puzzles are pretty light. The game also has multiple endings. However in all honesty I only played through to one ending. Decent as the game is, I did not feel invested enough to play through to see the others.

Biggest gripes are the finnikey hot boxes for interacting with items and doors, which could do with being more generous as you need to be very precise. Also the torch, when your battery is low you need to charge it up from a charging station. Whilst it is better than the usual battery hunting simulator, it adds nothing to the game except padding.

Also be warned there is no saves, you have to play through in one sitting. However the game can be played through in about 45 mins.

So all in all not a bad game for the money, but not a great game because of the length.

. I've owned this game before it was on steam and I've played countless hours. This game is a blast. It will scratch that 'I've got 15 minutes to kill' itch perfectly. When you've got more time, just keep playing for higher scores.. Read the flavor text on everything; there are tons of nods at popular sci-fi. Here's a hint for you peeps that die a lot, yellow stars have the most riches and stay out of fights if you're not the terran military frigate.





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\u2505\u00a6 \u272a Audience \u00a6\u2505  
\u2610 Kids  
\u2610 Adults  
\u2611 Everyone  
\u2610 Tryhards

\u2505\u00a6 \u30c4 Difficulty \u00a6\u2505  
\u2611 Easy  
\u2610 Medium  
\u2610 Easy to learn but Hard to master  
\u2610 Hard  
\u2610 Very Hard

\u2505\u00a6 \u06de Game length \u00a6\u2505  
\u2610 Really short ( 0 - 2 hours)  
\u2610 Short ( 2 - 8 hours)  
\u2611 Few hours ( 8 - 12 hours)  
\u2610 Long ( 12+ hours)  
\u2610 Endless

\u2505\u00a6 \u2740 Story \u00a6\u2505  
\u2611 It doesn't have  
\u2610 Bad  
\u2610 Average  
\u2610 Good  
\u2610 Fantastic

\u2505\u00a6 \u03df Bugs \u00a6\u2505  
\u2610 Game itself is one BIG bug  
\u2610 Bugs destroying the game  
\u2610 Lot of bugs  
\u2610 Few Bugs  
\u2610 No bugs that is destroying the fun  
\u2611 Nothing. It's okay, it looks nice visually and sounds okay.  
But oversensitive controls makes the bullet dodging-experience a pain in the♥♥♥♥♥♥  
Also the boss design is boring and the translation confusing.

#### **Linux version in tests!:**

We are working to run on Linux, and taking to announce that we have 4 more achievements added. There were other simple bugfixes in the code.

See you later.... **1.1.0 Update:**  
V1.1.0

- [~] Title has been modified.
- [~] Minimap has been modified.
- [~] Charging screen had code changed to improve loading and appear faster.
- [~] Epilepsy warning screen goes out in 10 seconds or when you press a key.
- [~] Changed power bar of bosses, the colors are according to the amount of HP.
- [~] Changed the behavior of glass shards.
- [~] We improved performance, so the recommended requirements were updated.

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- [+] Added final boss, Dr Taylor is now the final boss of the game.
  - [+] Added cheats.
  - [+] Added "Demon Bat". A kind of puppy of the evil thing that flies.

[-] We remove the hardware information from the loading screen.

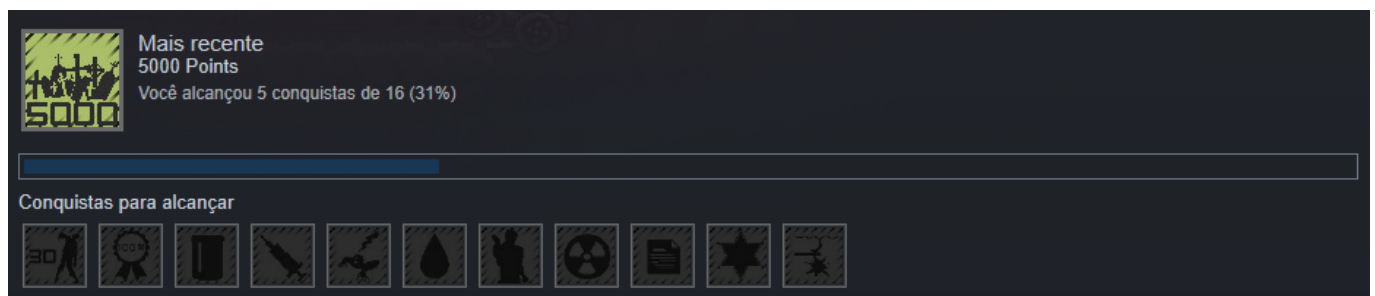
[!] To use cheats, at some stage press ", in the box that appears on the screen enter for example "drtaylorbattle" without quotes, after that die somehow, upon arriving at the level selection screen, all until Dr Taylor should be released.

[!] Dr Taylor's stage will only appear after you exit and enter the level selection screen. This is due to an engine mechanic to prevent your save game being deleted.



. **Achievements are available!**

Now you can go in search of the achievements steam in the pixel zumbi. Gradually we will add more.

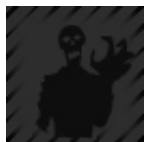


v1.0.0

[edit] We made some simple bugfixes in the code.

[add] Game integrated into steamworks to provide achievements.. **Update 1.0.1:**  
New Achievement!

Furious Killer  
kill 500 zombies.



Determined to the mission  
Kill 1000 zombies.



Best mercenary  
Kill 2000 zombies.



Changes:

[add] Archievement +3.

[add] Zombies kill count in levels screen.

[fix] Infected blood archievement has been repaired.

[fix] 300 zombies archievement has been repaired.

[fix] The system did not progress by defeating the final boss.

[fix] Percentage now counts several made in the game.

Save the world!!! 🧟. **Steam archievements are in the planning!**

We are in the test phase of the steam conquests and as soon as possible we will make them functional.

🧟. **Save 85% on "Pixel Zumbi" on Steam:**

Enjoy ... Tell your friends ... 🧟

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