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About This Game

Welcome to the zombie apocalypse, everybody's favourite end of the world!

Drive your car around and run over as many zombies as you can before time runs out.
The way to a highscore is making combo kills so you can drive around longer.

The pixelated blood that you spill on the road stays there until you quit and restart the game.
It's like you're painting with blood.

The zombie pixel blood even sticks to the vehicles!

Features:

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- Many unlockable vehicles
 - Exciting power-ups
 - Fun tracks

Sticky Blood Technology:

- When you hit a zombies the splatter is created real-time and forms a unique pattern.
- The pixel blood sticks to the road and dries over time.
- The blood stays even between levels. It only goes away if you quit and restart the game.
- The blood that sticks to your vehicles does go away over time. So don't worry about your fancy sports car, it will clean up eventually.

Let's paint the town red!

Music by:
TeknoAXE

Title: Blood Drift
Genre: Action, Casual, Indie, Racing, Early Access
Developer:
Zero Flag
Publisher:
Zero Flag
Release Date: 25 Feb, 2018

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Minimum:

OS: Windows 10

Processor: 1.5 GHz dual core processor

Memory: 1 GB RAM

Graphics: 256 MB DirectX 9.0c compatible or better video card with pixelshader 3.0

DirectX: Version 9.0c

Storage: 200 MB available space

Sound Card: DirectX 9.0c compatible sound card

English







WHEN YOU PLAY A GAME ABOUT BEING A COCKROACH YOU DONT THINK IT WILL BE SUPER FUN, BUT HAVE YOU EVER WANTED TO BE A COCKROACH THAT SHOT LAZERS? HERES MY PLAY

<https://www.youtube.com/watch?v=A76zyDgzhi0>. Pack does not download.. I too saw this game being demo'd at a couple of Play Expo shows and eagerly awaited the public release. Does what it says on its tin! Excellent 1980s arcade shooter style. Yes, I was a teenager back then and frequented videogame arcades - never enough money - good times! Now, 30 years later I get to go old school for free! Well apart from the price of the game itself! :D If you like this genre, then BUY SPACE TOADS: MAYHEM now! Recommended.. I'm not sure how, but when I played it for the first time since 2018, the quality apparently went from 'game developed by a small company' to 'project made by one guy in his basement'. The grammar is terrible, the music is awful, the UI is ugly and cluttered, and overall I simply cannot recommend this game.. Despite the hours I've invested in the game, I can't recommend it in any way.

WHAT TO DO

Shooting zombies. And shooting zombies. And shooting zombies. End of the game. Seriously, I could have not expected more, but after the first hour of gameplay I have seen everything this game has to offer, from weapons to different types of zombies. And boredom comes shortly after;

WHAT TO SEE

Very, very little. Cartoonish graphic seems more a choice to avoid more work than something implemented with certain criteria: basic textures, minimal and utterly ugly map design, zero special effect (I have seen better fire in a 10 y/o drawing);

WHAT TO HEAR

Decent soundtracks, I concede it. That said, the other sound effects go from the tragic (main menu, zombies' moans, etc.), to the mediocre (weapons' shooting effects).

HOW TO PLAY

YOU SPIN ME ROUND, ROUND, BABY ROUND ROUND....This could had been the song of this game. The gameplay can be sum up in one sequence: start the mission - grab a weapon - run in circle lighting up zombies - shoot'em up to increase multiplier - repeat until you die. That's all. Sometimes some food or other power ups will drop from zombies, but nothing incredible.

WHERE TO DO

In a few, selected small maps. That's why your only choice is to run in circle: there's no damn space to move!!!!

So, a few guidelines if you saw this game in the store. Avoid it at full price, 100% guaranteed you won't lose anything. Even during sale, I dare to advice. When it had been released, this game probably was already outdated, and now there's simply no space for him in a videogames library.. I've bought virtually all the British routes from DTG, all have been good, but some are a bit dated and some have their faults. However all of them have redeeming features which outway the negatives. Unfortunately this DLC route has no redeeming features. The rolling stock is rebashed from other routes, the route itself is sloppily executed, with dreadful graphics and little imagination. The scenarios are dull. If you want to drive classic 1938 underground stock, buy the IoW route. It may be five or six years older, but the graphics, presentation and scenarios are much better. DTG should be very ashamed of this.. I was so happy when I got to see that this game will come to steam. I still own the old original cd-rom version, even though it is unplayable due to scratches and once in a while I tend to pick this game up on Scumm to play it again, even though I know every little dialouge and all the riddles.

This is a great game with great humor, great puzzles, loveable characters and enjoyable soundtrack. This was the first game in my life I ever got to play and finish. It brings back great memories of self drawn maps and being forced to remain stuck on riddles for ages because you could not ask the internet for the solutions.

I really do recommend the game itself, because it is just awesome, but... I don't recommend this version.

- the new cursors are cancer to the eyes

- the "new" graphics look like\u2665\u2665\u2665\u2665\u2665 compared to the original pixel-graphics

If you can look over the \u2665\u2665\u2665\u2665\u2665 new cursors and be happy with changing all the "new" features back to "classic playmode", then go and get this gem. If this would hurt your eyes too much, look out for the Scumm version.

I would have gladly paid for this game in its original version, but being told it is a great 25th anniversary version that is just \u2665\u2665\u2665\u2665\u2665 and take money for it.. it is kind of a rip off. :<. (Edited on 12/04/16 for grammar/punctuation and adding a few more thoughts.)

I'm a big fan of the Heroes Rise series and of Choice of Games in general. It's wonderful to be able to go back in time to the days of reading through a CYOA book as a kid.

The Heroes Rise trilogy of games followed your own individual character who you could customise with a few options such as gender, sexual orientation, codename, powers, etc. Throughout each game, you'd be faced with choices, some critical and some not so much, which would further tailor your character in terms of their sense of justice, their morals and their opinions on how powered individuals fit in society at large. It was a great story told over three games and there was a real sense of being a small cog in a big machine as other characters in this world evolved alongside you throughout the three games. In short, you should definitely go and play those three games before playing this one.

If you have played the Heroes Rise trilogy, you can choose to carry your save data over to this game (though I did encounter a very annoying bug which meant I had to play through the whole of the last game again to make a fresh save which could be uploaded) which means that even though you're playing as an entirely new character, you'll get to encounter some fun little callbacks and some additional worldbuilding, courtesy of the choices you made in the HR trilogy.

But what about this game? The Hero Project (THP from now on) has you once again take on the role of a customisable super hero who, in short, is tasked with saving their sister's life. It's a classic story made much more interesting by placing your character in a reality show environment. I got some real Hunger Games vibes from mingling with my fellow contestants and delivering interviews with my answers playing a role in whether or not I'd be going home or advancing to the next stage and it's this which is my main issue with this game. Although THP is a CYOA game and the choices, big and small, do indeed carry weight throughout the game it is pretty clear that the writer wants you to follow a set path. There is a theme running throughout the game of the oppression of the downtrodden and how as a member of the downtrodden, you could take it upon yourself to use your new reality show platform to reveal the true plight of your kind or, in theory, you can ignore this agenda and focus on helping your sister. Only you can't. Maybe I've not made the right choices but I was greeted by three game over screens (you can imagine my frustration after spending around an hour combing through the text and deliberating over my choices that I was told I'd failed and could either restart the whole game or sacrifice my legend score (a stat which tracks your hero's fame/notoriety) to go back a few choices and try again. No checkpoints, no save state.) after trying to pick three different sets of choices which followed the beliefs I wanted my character to have (a straight-talking, private person with a soft spot for her sister. Her only motivation for going along with the contest being to help her however she could. She had no particular interest in any political message and was just there for family). On my fourth go at it, I decided to have my hero take a much more vocal approach to her thoughts on the political landscape just for the sake of trying to get past this one part and was rewarded by being allowed to progress through the game. I can only wonder why the option to not have a particularly strong opinion on the plight of 'ani-powered' heroes was included if you can't actually progress through the game by going down this route.

Although this decision by the writer has soured my opinion on this game, I still recommend it. At least to those familiar with the series. THP is a nice spin-off to the main HR series and it's pretty neat seeing decisions you made there coming back in some form here. The writing is great, characters are varied and memorable (JK is truly endearing) and this game will keep you hooked if you're a fan of the source material. If you're looking at this game and think it might be for you but haven't had the chance to play any of the other three then I highly recommend you look at those first.

Pros -

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- Customisation. Name, codename, gender, sexual orientation, costume, sense of justice and more. Though do bear in mind that most of your potential enjoyment from this feature will come from your imagination. You can't choose your character's appearance or even something as basic as the colour of their hair but to me at least, that wasn't an issue.
 - The ability to upload your save data from the main HR series (though this game will only take a completed save from the final part of the trilogy).
 - An engaging story with twists and turns and memorable characters. JK, Weaver and a certain blast from the past definitely helped convince me to recommend this game.
 - Some truly creative super powers.
 - All of your stats are kept in one easy to find place where they can be readily referenced at any time.

Neutral -

- This is a text-only, CYOA game. There are no images and your enjoyment of this game will derive entirely from how much you enjoy reading and using your imagination.

Cons -

- Some illusion of choice.
- Hidden stats that affect whether you'll be able to progress through the game, get to try again at the cost of a huge chunk of your character's fame score or have to restart entirely from scratch resulting in you having to click through a bunch of text you've already read and typing in names that you've already written.
- Personally, I wasn't a fan of the main character's superpower.

\\SPOILER\\ You get to harness the abilities of a different animal every day. And also their appearance. You literally spend some of the game as a chicken man/woman. And as a wheelchair bound bumblebee person. \\SPOILER\\

In summary, THP makes for some nice worldbuilding in the thoroughly enjoyable universe of Heroes Rise. If you've played that trilogy or will be playing it in preparation for playing this game then you're going to enjoy THP a lot more than you would if this was your first taste of the series. \u00a32.09 (until April 15th) for a very well written book that you can influence the outcome of is a very good deal indeed. Just give the main series a look first.

This game is great!!! You learn the control quick and anyone can play (great game to throw friends on). I know it is still in early access but the developers have a wonderful foundation, and lots of content already. This game is a mixture of syfy, aliens, and FPS shooting. There are some things that could be improved but I highly recommend this to anyone. 9/10

Pros:

- Fast paced movement speed reminds me of retro games like doom.....LOVE IT!!!!
- Plenty of weapons to pick from, and quickly in the heat of battle
- Good variety of enemies
- Gore!!
- Graphics are pretty good.....easy on the eyes
- Multiple "Episodes" to play and each has multiple levels with a boss at the end

Cons:

- OMG the door closing in my face!!!! Please make the doors stay open if I am standing near/under them.
- During my play though it was a 10% chance if the health I picked up actually gave me any health. The other 90% of the time it did nothing.
- Lack of "atmosphere" sounds. I mostly just heard enemy footsteps. I don't know if im burnt out on bad steam horror games, but i found this one to be pretty decent. It's about 30 minutes long and the puzzles are fairly easy, which is good for me. The graphics are on par with most unity games, and the story is predictable. It's pretty cheap at 99 cents.

<https://www.youtube.com/watch?v=4zTtshjftV0&feature=youtu.be>. +Free (Now)
+Nice step into the FPS

[-No one is playing it](#)

[-Some people paid for it and got nothing in return](#)

[2/5](#)

[Would be good if there was more than one server with 3 bots up. But there isn't, this game is dead. It used to cost money, but to try to get people to play they made it free without offering any type of skin or anything to the people who did play. So those people quit unhappy that they got nothing for supporting the developers. I'd just get Pavlov instead.](#)

[If you liked this review Click here and follow for more reviews of VR titles. And Click here if you want to request reviews on other VR titles.. Judging by the screenshots, and the only promotional video's loath to show any combat in a combat-centric game, I already knew it was going to be bad. Then there was the only negative English review, both very telling signs.](#)

[Honestly I bought this game full well knowing I was going to be refunding it, and wouldn't you know it, I did after only 6 minutes. But I won't even be going into detail with 'everything' that's wrong with this game, because there's a lot, so I'll just give you my reason.](#)

[I might've given the game more of a chance if it weren't for A.\) there being no NA servers whatsoever, and B.\) After hosting my own server for 6 minutes and winning the game, I was forced into an endless loop of winning games immediately upon loading, even after restarting the game/server.](#)

[So after 6 minutes, the game became unplayable, literally.](#)

[I mean... did you really even need someone to confirm to you that this over-priced glorified asset dump of a 'game' wasn't worth your time or money? Because it's not, just in case there was even a slight hint of a doubt in your mind that this 'game' had even the slightest merit.. I can only recommend this game to fans of hack-and-slash and Devil May Cry games. The story is immersing, told by well-made cutscenes and intense action, and the graphics are pleasant to the eyes, with lots of eye-candy, all nice high definition and stuff. Of course, the soundtrack doesn't seem to be lacking in quality either - it's what you'd expect in a Devil May Cry game, which is only a good thing.](#)

[So yeah, recommending to any hardcore gamer and fan of this series and genre. It's really worth it.. The game runs in a tiny window with extremally low resolution and no way to adjust the window size or resolution. Menues and interface is something from a scary past. Interesting idea, but total crap design. Not recommended. Don't waste your money.. Amazing game don't know how it's not a big hit. Really good game, graphics are simple but very cool. Gameplay is fast and furious. Original concept,](#)

shame that not many people online to play against.. Garbage.. Mystic Saga is a freemium hidden object point & click game. You can access a few locations at first like a cabin or blacksmith's house and you just have to find the objects it tells you to find. When you do finish a stage, you're rewarded with items to turn in to NPCs and they'll unlock more quest and so on. You'll also earn experience points so you can level up and access even more stages.

Here's the catch though. You get a certain amount of energy points. Every time you enter a stage it depletes your energy points and the only way to replenish them is by waiting minutes in real-time, finding energy replenishing items from getting achievements or quest rewards, and by purchasing items from the in-game store with in-game currency. If you've run out of currency you can spend real money as a shortcut just like any freemium game. You run out of energy very fast too since a stage only takes a minute or less.

The artwork is nice at least, it looks like the art department put effort into that. The game itself is very repetitive and unrewarding though, there are much better hidden object games on steam that are worth buying rather than sinking \$ into microtransactions in this game. I'm sure you can complete the game by not spending a dime but that would take patience I don't have. I've only played for an hour but having to replay the same stages over and over killed any motivation I had to keep going.

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