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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 oldscool 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

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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

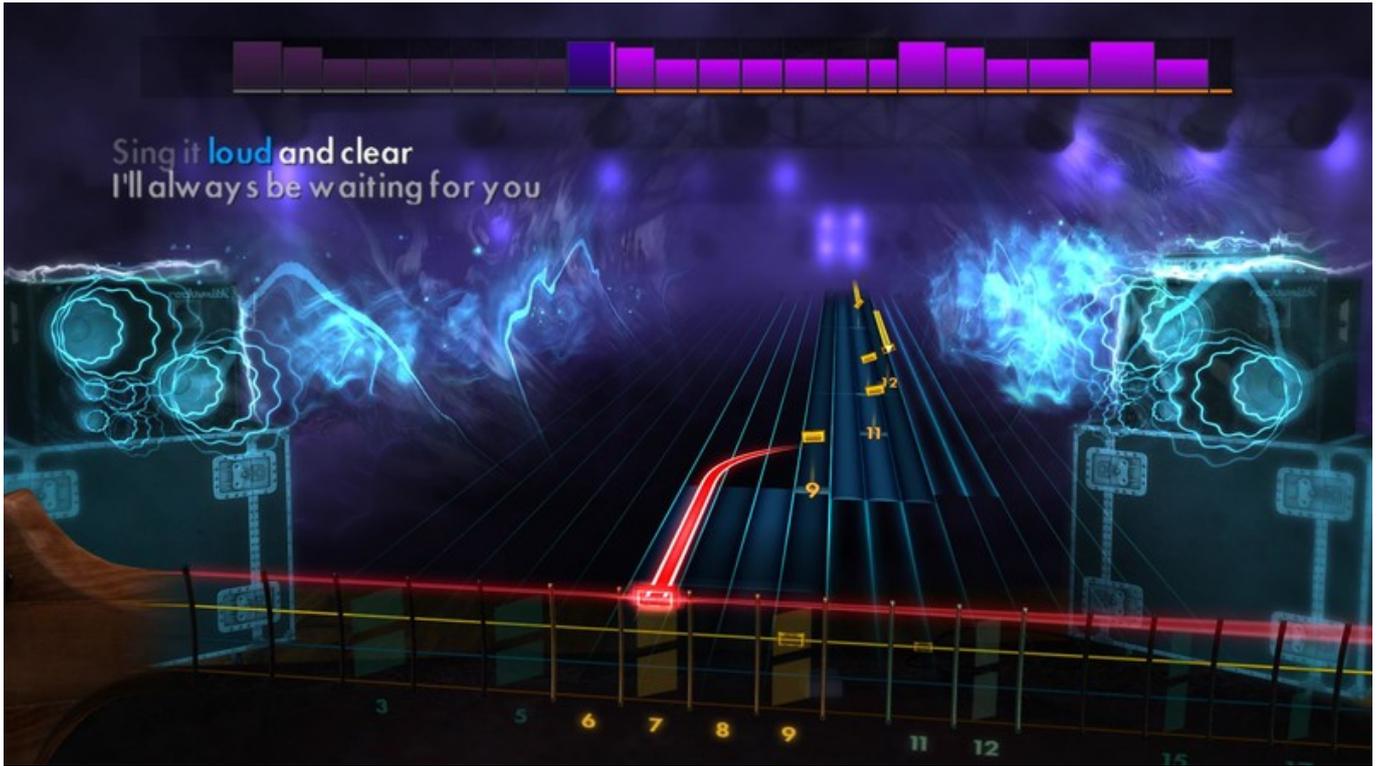
**Graphics:**DirectX 9.0c compatible Shader 2

**DirectX®:**dx90c

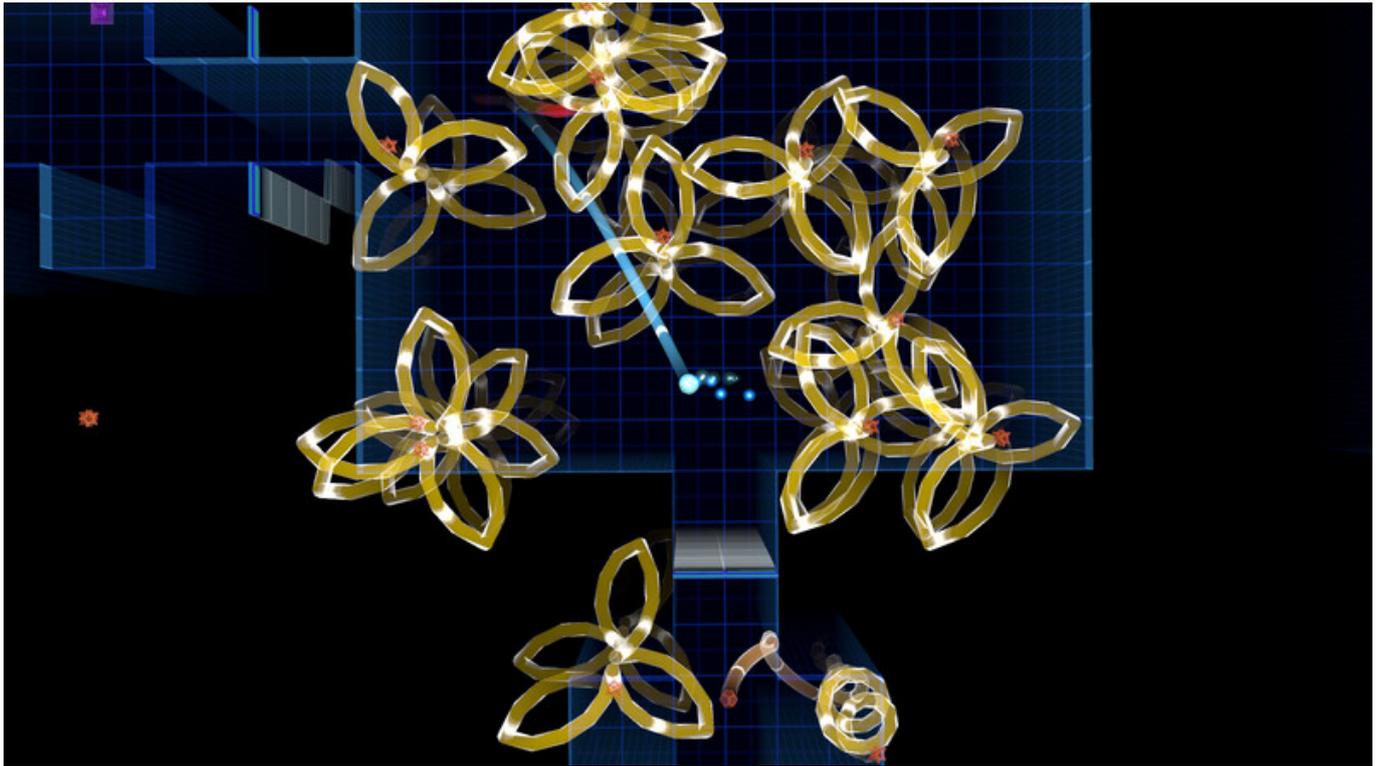
**Hard Drive:**500 MB HD space

**Sound:**DirectX 9.0c compatible

English, German, French, Italian







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Still bugged. You will not be able to get out of the colonial era.

I'm an experienced player of the series. I've finished the campaigns. I know what i'm doing and how to get out of the colonial era. I had 75% happiness and 80% revolutionary support. The mission to progress never appears.

I thought it was just me until i came here and read everyone elses review. Six months after another person raised the issue and it is still bugged.

I love the content and the idea but it makes this DLC unplayable.

Cons:

- You get a new scenario and new building. The bug in this scenario makes it unplayable and instantly you lose most of the value from buying a new DLC (the scenario).
- Cost. \$4 USD is simply too much, i got it on sale for \$1.99. You should not buy it for less.

Pros:

- + New building
- + A use for milk
- + An interesting scenario with good text and dialogue (until you cannot progress further). adorable and entertaining game in which you basically try to help "mankind" thrive on an island. you play different cards, and they interact with one another and the humans to result in different outcomes. all about experimentation, all about exploring outcomes.

I will say that it's a pretty short game if you play it that way, but you can (and I did) get hours of relaxed fun out of it just trying new things and seeing how far you can get. definitely worth it for the price !. This is a great little game right here. Amazing art work and style plus great controls. Unfortunately the difficult is old school and so are your save options, which are NONE. You loose, you start right over. And even more unforunate the dev has stated that he will not be adding save support, as he has moved on to other things. That said, I still have to recommend this to any 80's 90's platformer junkie. Just too bad the developer didnt seal the deal and make this a classic with a little more work.. Rofl lmfao epic omg. 10 out of 10! BUY THIS GAME NOW!

The tactics of VEmpire are fantastic! You will not find a game like this any where else.

The love and dedication that went into this creation are evident from start to finish. The atmosphere is wonderfully suspenseful, the music is top notch and fits perfectly, the art is above and beyond.

As for game play, you have to experience it to really understand just how creative a card game can be!

One purchase gets you the whole game. If you have reservations just because it's not free to play, you are missing out.

As for the Dev, he's so much into his creation that you feel as if he's that "favorite player" you run into in CCG's. The one you always enjoy meeting in the lobby and playing a round or two with!

Wolf, you have a smash hit here! A great big Cheers! to you!

. Really fun game Really hope to see more added to this game. A very nice game with tricky puzzles. The graphics are not the newest but its still a game which can be very enjoyable because of the story. In addition you must save your game with small breaks because of the lack of autosave and of game over situations (fire in the woods or the stealth part) where you must load the last save you made. Because of this issue I had lots of replays because I forgot to save my game and I had to replay 3 hours of the game again.. Another great minimalist puzzle game from Matthew Brown, this one more math oriented.

The goal is to remove number panels until the ones left satisfies certain conditions or equations. Very simple rules but the levels quickly get complicated. The levels are all well-crafted and requires different approaches to solve them which doesn't make them repetitive. Unofrtunately, the lack of a random level generator or a level creator means that once you finish the 50 levels there is nothing left to do. You can still count about 3 hours to complete them which is very reasonable for that price.

I definitely recommand it for those that like math orientated puzzle games.

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I would put this game among my top favorites. I enjoy the gameplay, it can be challenging but fun. I also enjoyed the story, even if it is a bit more linear compared to something like Baldur's Gate or Planescape: Torment. Sometimes simple is better. If I had to pick something to complain about it would be the lack of a tutorial. It's not a problem for me having played the previously mentioned games, but for someone who is playing this as their first game might have a bit a difficulty getting into the game. My overall opinion of this game is very positive and I would recommend it for anyone who likes RPGs or Dungeons and Dragons.. overall i love it.. I like the challenges that the campaigns offer however i think that you should be able to build roads and when leaving the screen to say go check emails, it doesnt stall what its doing like demolishing a building.

i wish the sandbox was bigger to be able to make a city and it had like people (not cars) moving about (think sim city) ..... The wind blows softly through my hair as I gaze up at the small square of sky above me. I flash back to my home in the wheat laden hills of Rome with my beautiful wife and family. Oh what I would give to be back there running my hands across those very fields now...the rattling of chains and grit of sand wakes me from my daydream like state...I taste the salt in the air, I hear the roar of the crowd...the rattling stops, I stand now on a small wood platform surrounded by a desert deseigned for death and carnage, enclosed by walls unfit for climbing. "For those who are about to die, we salute you" echos throughout the arena...I step off my platform in full realization of where and what I am now...

I am a gladiator  
a man  
a warrior...

a god, and this arena is my kingdom.

I then proceed to get hit in the back with a spear thrown by my buddy and instantaneously die as he laughs and tells me how he had intercourse with my mom last week.

10/10 would have an out of body immersive experience completely soiled by my buddy lying about intercourse with my mom again. Did you ever think of shedding your clothing, hiding in the bushes and pouncing on unsuspecting passerby's... causing massive mayhem and getting on the Five o Clock news... Do you remember those days as a kid, pretending to be a lion or a tiger, chasing your friends... Remember that one time the friend decided to put a sewing needle on the end of the Nerf bow and arrow kit... yes I still have the scars.... If you did these things above... this game is probably for you...

Very cheap, fun and casual... Zoo Rampage is just what it sounds like, you choose an animal and go on a rampage.. racking up a high score, killing Tourist, and generally wrecking things. Think of Rampage with less Giant Mutated monsters and more like real life animals crashing a Zoo exhibit.

The game isn't the longest game ever, you can probably do everything in the game in under 4 hours, but the price is low and you'll find yourself going back to replay it even after you've unlocked all the content...

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