
Zombie Hunter, Inc. Activation Code Download



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About This Game

In *Zombie Hunter, Inc.*, you play as a zombie hunter-for-hire who rescues stranded survivors -- for a reasonable fee, of course. Every survivor you save has a direct impact on the game's evolving storyline. It's actually impossible to save everyone. As you'd expect, some survivors will have useful skills and others might know the location of special weapons. Protecting the survivors from zombies is important, but there's more than just the undead lurking the streets of Washington, DC. A mysterious distress call from the President of the United States who's trapped in the besieged White House may compel you to take on the ultimate challenge for the zombie hunting corporation!

KEY FEATURES:

- * Top-down shooter with unique firing mechanics that allow players to aim for the head
- * Challenging survival mode, where players must protect survivors from hordes of zombies while gradually upgrading their gear
- * Engaging campaign mode--with a large city full of zombies to kill, guns to fire, secrets to discover, loot to trade, and survivors to save
 - * 10 challenging zombie types, each with their own strengths and weaknesses, that will test your gaming skills at the highest level
- * Numerous guns and gadgets, each with its unique mechanics, that will help you dominate the zombies . . . if you are willing to learn how to use them!

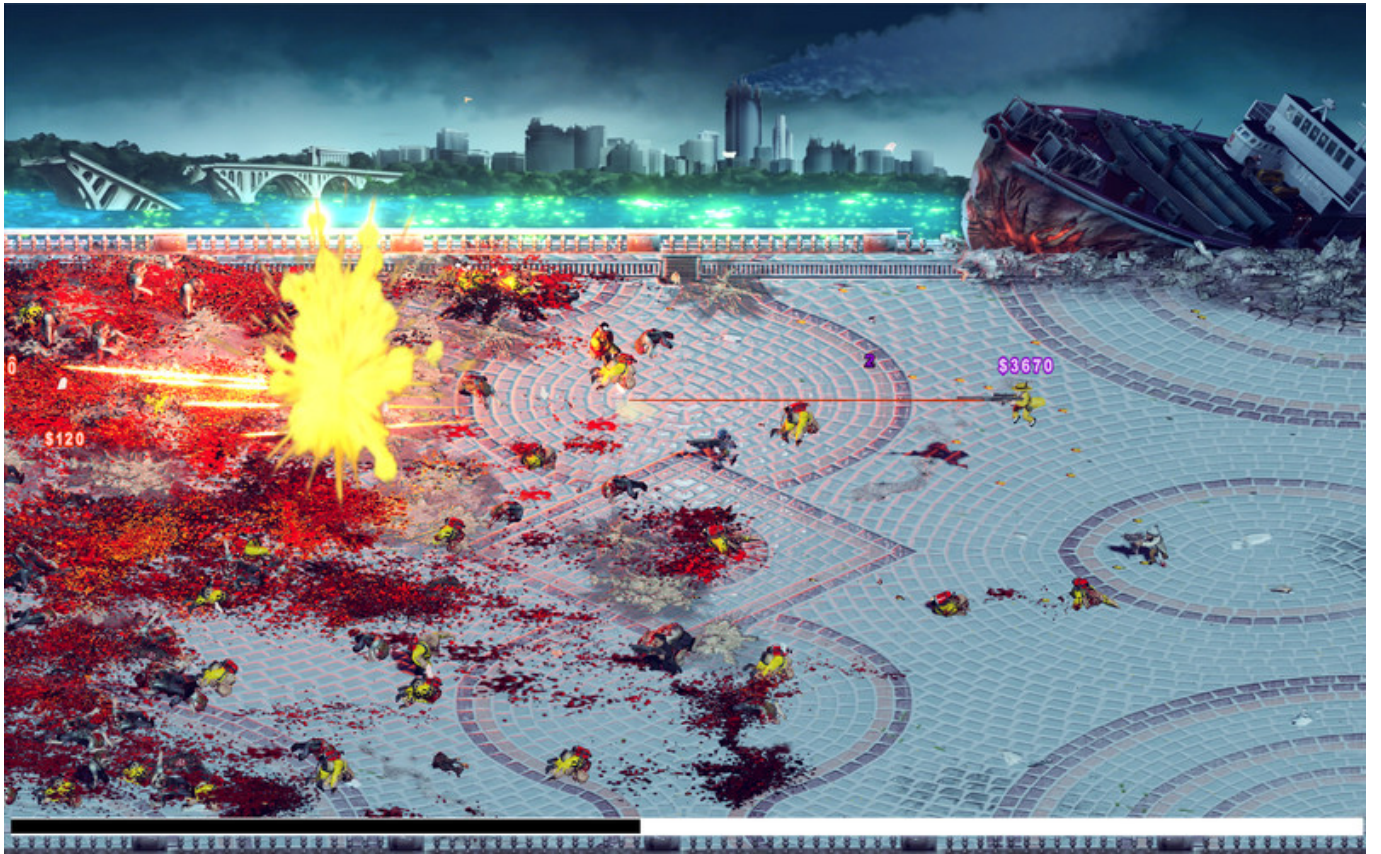
GET A FREE GIFT COPY WITH EACH GAME! *Zombie Hunter, Inc.* is best played with friends, that is why we are giving away an extra copy to everyone who purchases the game!

Title: Zombie Hunter, Inc.
Genre: Action, Indie, Early Access
Developer:
Maya Gameworks
Publisher:
Maya Gameworks
Release Date: 18 Jan, 2016

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English,Russian







zombie hunter inc

edit It is sad to say that the developer has expressed to us that development of the game has been significantly slowed due to issues that have cropped up. The game may not be completed, although the developer has said the game will still be worked on (supposedly), but will take much longer, as in 2+ years.

Although it is sad to hear about this, I cannot recommend the game to future players, not until more big updates get released. I would say follow the game and put it on the backburner to see if anything gets done. Otherwise save your money.

I will be changing this review to a "do not recommended" for now. I will leave my original positive review below for those that are curious about the game.

Previous review:

I wholeheartedly recommend this game, especially to those that like top-down shooters.

Reasoning:

I may be a bit biased as I love top-down shooters, but I feel this game has a good foundation already in which everyone can enjoy regardless if you're a fan of the genre or not.

The gameplay is very solid and satisfying. Currently there are two modes, 1 campaign and a survival mode. At the moment the campaign consists of getting from point A to B while fighting zombies. Survival is based on fighting waves of enemies, while preventing the zombies getting past you, if they do you lose.

With that said the combat is very enjoyable combined with the mechanics in the game, make for a great experience. It is your standard zombie killing, but this game makes it fun. You have a handful of guns to use which you have to purchase by earning money killing zombies.

So what separates this from other top-down shooters is you can headshot the enemies for more damage.

Also another which goes along with the headshot mechanic is the ability to only shoot in two directions, left and right. There is no full 360 aiming or even 8 directional aiming for that matter. And enemies too move in one direction left/right but can also move up and down. Yea this may sound lame, it did to me at first, but when I played the game it felt very intuitive and any ill feelings toward this issue was dismissed quickly.

there is online co-op multiplayer (yay!) and runs quite smoothly (for me).

the graphics, it has a charm to it. Nothing like triple-A stuff, but very warming to look at.

There are customizable options such as changing your characters clothing and head. Not a whole lot at the moment, but I can definitely see more being added.

My gripes so far is the weapons interface is a little bit clunky. Not much content at the moment either in terms of modes and campaigns.

One other issue which might turn off some is if you read the early access statement on this page. The development time is estimated at 2 years, this is a long time. So if you are patient and don't have a good interest to play this game I would wait.

Overall I can see a lot of potential in Zombie hunter inc. It is very early access, but the foundation is there, so I can only see this game going up as time goes on. Definitely pick this game up! It is my new go-to top down zombie shooter that I will definitely enjoy playing as development goes on.

Lastly I would like to add a note about the developer. They are super nice people and take feedback very well. I had an issue with this game and the dev spent an hour with me trying to solve my problem, after the issue was fixed we ended playing a

couple rounds of survival online. Seriously, I dont know any other game where you get this kind of awesome attention and service!. Just had a quick go. it's fun and challenging, weapons like the deagle and shotgun have some nice feedback when blasting the zombies. what i have played so far i've enjoyed. but the game needs some work, which is to be expected in early access. Take a look at the video to see some early gameplay. and me dying.

https://youtu.be/V05zQ3w_ZxD0. Fun game, but several issues with changing settings (ends up in endless "loading"). Ive had 6 crashes in mid games so far, and yet not played 1 hr.

[I get it, its early release, but if this continue its unplayable \(for me at least\)](#)
[Friend of mine didnt have the same problems, he can play so its probably just for some.](#)

[I cant recommend it, if others do have the same problem as me.](#)

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