
Zombie Training Simulator Download For Windows



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About This Game

Are you really ready for the zombie apocalypse?

Zombie Training Simulator is the dominant authority and world's most advanced zombie preparation tool. We train you with real world weapons, tactics and scenarios to ensure that you are well equipped when the day comes.

Are zombies coming on space ships? Do zombies possess super powers? Will animals become zombies? Nope! We've done the research on the most likely zombie characteristics and are here to make sure you're prepared.

Train and unlock powerful weapons including pistols, shotguns and machine guns. Learn the incredible zombie stopping power of each weapon. See how much zombies love fresh meat, sound and explosives. Combining these tactics will make you a truly distinguished zombie apocalypse survivor.

Play our speed tests to prepare your wicked accuracy, and try survival mode to practice surviving the ever increasing zombie hoards before it's time to run. Our integrated global leaderboard system displays your progress and capabilities around the world. Will you be the first person your friends will call when the day comes?

When the news reports the zombies are here and your friend gives you a call, "They're here. I need you," how will you respond?

That's right, you'll say "I'll be right over. We've got this thanks to ZTS!"

We hope you're as excited as we are to prepare the world for the impending zombie invasion. Are you truly prepared?

Title: Zombie Training Simulator

Genre: Action

Developer:

Acceleroto, Inc.

Publisher:

Acceleroto, Inc.

Release Date: 15 Apr, 2016

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Minimum:

OS: Windows 7+

Processor: Intel Core i5 4590 equivalent or greater

Memory: 8 GB RAM

Graphics: Nvidia GeForce GTX 970/AMD Radeon R9 290 equivalent or greater

DirectX: Version 10

Storage: 800 MB available space

English







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Buggy game that apparently hasn't gotten much support since it was released years ago. It wouldn't be a bad time killer if it wasn't technically deficient. I have had equipment textures not load leaving my character striped white and purple. I have had trouble changing video settings (they seem to revert when I exit the menu). If I'm not mistaken this was ported from console and not very well.. Playing for the Bomberman Nostalgia. I played 1 hour and didnt like it. It was too hard for me. Didnt make sense for me.. I believe I picked this up in a bundle of some description. I gave it a shot, but this game's interesting ideas are let down by poor controls, dodgy graphics and boring, clunky mechanics.

The best part was to be the co-op aspect... but no. Get Alien Swarm or Left 4 Dead to experience a good co-operative game.

Not recommended. Another game I wish could be removed from my Steam Library.. Shapes of Gray is an experience akin to Nintendo's WarioWare series of games, particularly to that series' microgames. Every stage involves you trying to complete a task (in this case, killing every enemy on the screen) within a short amount of time without any sort of direction. Considering that your character and most enemies die in a single hit, learning enemies' weaknesses and how to exploit them without hurting yourself provides an interesting challenge. What sets this challenge apart from the microgames of WarioWare is what happens if you do die. Once you lose your allotted three hearts, you have to continue either from the beginning of the game or from the stage immediately following a boss fight. In either case, the orientation of the stages sometimes changes, which keeps the game feeling fresh even though you are redoing stages you have already completed.

Even though I have not completed it at the time of this review, the inclusion of a "second quest" is my favorite part of the game. Rather than simply being a more difficult version of the first quest, it includes entirely new enemies, which means new behaviors and weaknesses to learn and exploit. It's almost like having two games in one, which is great without even taking into consideration the game's affordability. Shapes of Gray isn't the most intense game on the market, but it is one of the most enjoyable I have come across in recent memory, and while I can't guarantee you'll feel the same, I can guarantee that the time spent playing won't feel like a waste.. Chill solitaire game. Very casual. Lots of special abilities to unlock that gives you different ways to play the game, and you are limited to four abilities at once. This means you can cater to your style of gaming. Nothing to brag about for graphics or sound, but the game is solid. Definitely recommended if you like casual card games.. Let's be honest, with the current price tag this game is a bad dissapointment. Basically it's nothing more than a puzzle game and not a creative killing game. The background of the victims doesn't mean a thing either, which would have been a nice addition if you could use their own crimes against them.

On the other hand, it's well made. The graphics are good, the sound is acceptable and there's a bit of replay value. Not much, but there's.

Would I buy this game again, with the information I've got after buying and playing? That's a bit of a paradox, but no, I wouldn't buy it.

The reason for it is the price and the plane puzzling aspect of the game. I was hoping for a little Garry's MOD massacre style game, but, that's not going to happen.. Bought this last year on sale, finally using it now playing as Pergamon. Fun faction, nice mix of traditional greek units with Galatian swords\spears. Probably one of the better faction packs, but get the Greek City States first.. may look nice, but there is a bug in the game (they know about it) it will play one day then the next day or two it won't, even with the fix the bug thing they say to do, don't buy waste of time.

An adventure CYOA game from COG. A bit different than usual fantasy or hero subjects. An interesting premise and story of an scholar to prove or not existence of mermaids. I liked it. Unfortunately, the story is very short. As I was slowly progressing through story, came to an abrupt conclusion and ending. Author definitely could have worked more on supporting character development as there was a lot of potential to do so. A good buy but not a must buy.

7V10 Forced to chose side in a marital issue. Tried to not take side so they both sided against me. Mission accomplished?. Alien Spidy is a cute little guy. His butt's shiny and he's got his cute little poses through the game. Don't let that fool you though. He's still a freaking spider and as such, he can be a bit of an \u2665\u2665\u2665\u2665\u2665\u2665.

The idea is simple enough; get through the levels using your jumps and webs, slinging yourself from tree's and such, all while collecting little glowing orbs. There's obstacles to avoid, such as rolling rocks, thorns, mushrooms and such. Like I said, puzzle platformer 101. All in all, this game play's not too shabby! It can be fun and it is most definitely challenging! It's got some big problems though.

Granted, these problems may just be my skill, maybe it's my third party xbox controller. The controls are kinda of tough from time to time. The main mechanic of this game is shooting your webs in mid air to attach to tiny platforms, using your momentum to throw you across gaps and obstacles. Your webs do not always shootin the angle you want them to though. There's times where having to restart check points feels pretty cheap since you would have sworn you used your right stick to spit webs in just the right angle, just to have it shoot straight up.

The controls aren't game breaking, but they're certainly frustrating. A bit of a blemish on an otherwise cute and fun puzzler!. **If you aren't a parent with a young child or someone that played this as a child this game/review is not for you.**

If you are like me and you played this game as a young child, I highly recommend this game It is like stepping *back in time*. (Get it? Because it's a time-traveling game.) In all seriousness, it is quite fun to play again after 15 years.

If you are a parent, I also recomend this game for your child. I can remember this being one of the first games I ever played, and it is by far the most memorable. There are a bunch of minigames, some with 50 levels. Even though the story is the same each time you replay the game, the gameplay is different and you have to do different things to progress. There is also always a ton of things to interact with in each setting.

This is a great game, but I would suggest to buy when it's on sale. This game was made in '97, so if you haven't played it yet, you can wait a couple months to the winter/summer sale.. Childhood memories of playing this game are coming back!!!! T_T. i really loved this game and i still played it sometimes.it is still one of the best game i buy so far but the price tag never reduce despite the game have been more than 2 years will definitely resulted new player to back off from the game itself. don't even bother to see if there is any co op available. Most of the objects that you pick up need to used right away and "adventure tasks" and usually contained to 1-2 areas, so there isn't much to explore. Story related tasks ("find the clues at crime scenes") seem artificial and tedious, I found myself mostly skipping them or got past them by clicking randomly while the Skip button was charging (those tasks require no skill whatsoever and are simply frustrating). Apart from that the game is rather, you can easily finish it in under 2h. There are a lot of much better games from the same developer, I would not bother unless you've picked it up in a bundle.. Achievements are hard to get, especially the last one....took a lot of time since it's more about luck than skill

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