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## OutBreak Zombie Ativador



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### About This Game

GamePlay: A chilling dark town filled with zombies. How long can you stay alive?

Features:

- Adrenaline: Kill zombies to gain adrenaline. Lose to much and game over.
- Guns: Find them around town, your need lots of guns!
  - KillCount: Keeps track of all the zombies killed.
  - Time: Keeps track of playtime.
- Spooky: A chilling dark town filled with zombies.
  - Flashlight: A must!

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Title: OutBreak Zombie  
Genre: Action  
Developer:  
MellowStudios  
Publisher:  
MellowStudios  
Release Date: 22 Jan, 2018

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**Minimum:**

**OS:** XP, Vista, 7, 8, 10

**Processor:** Intel Dual-Core 2GHz or AMD Dual-Core 2GHz

**Memory:** 4 MB RAM

**Graphics:** NVIDIA GeForce 400 series or AMD Radeon HD 6000 series, 1GB Video Card (Minimum Shader Model 2.0)

**Storage:** 4 MB available space

**Sound Card:** DirectX Compatible Sound Card with latest drivers

English







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I hate giving games negative reviews, because devs works hard on their product and put a lot of time into it. However, this is not recommended in the current state. I also made a video showing all of this that I will also give a link at the bottom.

First let's look at what the devs say about the game and divide the pros and cons:

+Pros

\u2022 "Adrenaline: Kill zombies to gain adrenaline. Lose to much and game over" - Very True, adds to the sense of urgency.

\u2022 "KillCount: Keeps track of all the zombies killed" - Awesome

- It's a zombie game survival game

- Currently \$2.99 on sale (usually \$4.99)

- Music is very mysterious and fits the genre well

+Cons

\u2022 "Guns: Find them around town, your need lots of guns!" - You do, but there are only 3 I saw: Colt 1911 Pistol/Magnum 357 Revolver/Sniper Rifle. Went all through the town and only saw those 3. So no, there are not a lot of guns. Would love more variety and more options. Guns and ammo are far from each other, and you only get 6-8 bullets, by the time you come to more, you run out of adrenaline.

- My biggest problem is that the main menu has no options section, the music is very loud and when turning it to almost mute, the music is still loud. In 2018 a game should have this feature and it should work, also no graphic/resoluion settings. Baffled at why games now released do not have these features.

\u2022 "Spooky: A chilling dark town filled with zombies." At first yes, but I saw the zombies either sitting still and not moving, or just gliding through the town and not walking. Stops being spooky, then becomes hilarious.

- It is night time, but the zombies are poorly designed and they look the same, they blend in the with the buildings and they look like cardboard cutouts. Really hard to see them. Every zombie game out there at least brings different looking zombies and good zombie animations, this isn't the case. In the video I killed a zombie and went up close to show what they look like, 5 seconds. later the zombie sparadically was up then killed me.....????? Whats the point in killing them if they get up 5 seconds later? No incentive to even play the game, just repetitive motion after another.

\u2022 "Time: Keeps track of playtime" - Great, but didn't see any changes after playing 10 minutes, whats the point in the timer if there are no incentives to lasting a long time?

\u2022 "Flashlight: A must!" - Yes it is dark, but the flashlight only shows a little of the ground and serves no purpose in seeing the poorly designed zombies, the difference with or without is very minimal.

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+Conclusion - I congratulate the devs on their first game. But I would recommend either updating or changing the engine. Plus a lot of patches are needed for fix the sliding zombies as well as making them look better, and enhance lighting features of street lights and the benefit of having the flashlight. So I will have to go 4.5/10, not enough for a thumbs up, and I will have to refund because after 10 minutes of playing, that's pretty much the game.

My video showing a lot of these features, feel free to watch and develop your own opinions:

<https://www.youtube.com/watch?v=ZuVkJYPI33I>. Refunded Game in Under 15 minutes. Only reason it took that long was I wanted to make damn sure that there wasn't a second level or at least two maps. There's NOT. You go shoot zombies that re-spawn in exactly the same spot 5 seconds after they die. You must keep your "Adrenaline" up which runs down automatically and gives you 2 to about 7 randomly chosen points for killing one of the scattered zombies placed on the map. Adrenaline runs down at what seems to be 2 point per second. Guns respawn after 30 seconds or so. It's completely mindless, completely heartless with zero soul and effort used to produce it.

<https://www.youtube.com/watch?v=vGUI11TncLY>

HERE IS MY EXACT REASON SUBMITTED TO STEAM FOR MY REFUND REQUEST:

"One small map. One zombie type. 3 guns. NO WAY TO WIN. Pointless game created with Game Guru in under an hour. Does NOT belong on Steam, period. No object. No point. No creativity. No heart in the game. Only purpose of this game by the developer is to try and rip people off, nothing more."

Actually, the intention by the developer was not even to sell this game on Steam sales. It's blatantly obvious that anyone who buys this game on Steam for even a dollar at an 80% sale price would most likely quickly refund it. Nobody wants to pay any amount of money for a game like this. Even a nickel for this game would be a high rip-off.

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TRUTH: This game was made by the developer who spent likely less than an hour making it and who paid \$100 to Steam for the rights to sell it. Why? ..I guarantee you that this shady developer has already requested tens or hundreds of thousands of Steam keys for this game to sell on the grey market for a penny or two each. THAT is how and why so many garbage games like "this" flood Steam now days. Free Steam keys in the mass are freely given to developers on request for virtually any reason.. And shady developers and people use that to make quick profits on toxic no effort trash like this.

TO THE DEVELOPER: (MellowStudios): You should be ASHAMED of yourself for this.

TO VALVE (Steam): You should be embarrassed to have this game (and all 1,000+ other games made with GameGuru) on your store front. It's way past time that EVERY game made with GameGuru is automatically DECLINED by Steam. Don't be angry at critics like myself who make their own game and actually put effort and heart into their game and see the weakness of your system. Hell, don't even be mad at the scummy people who take advantage of your flawed system. Simply CHANGE. Stop freely giving tens of thousands or even hundreds of thousands of steam keys away for brand new cheap games like this for NO REASON. Start demanding proof of a need for keys in mass (such as a proof of an IndieGala bundle contract) etc. Start doing that, and you'll start to see your store front clean up in a hurry, guaranteed.

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This game is laughably bad. Anyone who remembers "The Slaughtering Grounds" made by now banned Digital Homicide (Yes, the same 'tempter-tantrum-having' developers who tried to file a 10 million dollar lawsuit against Youtube critic Jim Sterling).. This is NO lie... "The Slaughtering Grounds" was TEN TIMES BETTER than this game. The Slaughtering Grounds was an EPIC MASTERPIECE in contrast to this "Outbreak Zombie"! ..No joke! Buy it and try it if you doubt me. Just make sure you REFUND this, as this developer doesn't deserve a single penny for this utter, toxic trash. (...If you want or need to refund this, hell... just copy and past the reason I gave you here in this review above)

There's a ton of really bad games that have been launched over the years on Steam, but this game is right at the top (of the "worst Steam games ever" list)

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[My Score: 0 Adrenaline out of 100. Game Over. GTFQ.](#)





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