
Three Dead Zed Activation Code [cheat]



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About This Game

Three Dead Zed is an action/puzzle-platformer in which you take control of an experimental zombie that can transform into three unique and distinct forms. With quick reflexes, a little problem solving, and some rescued kittens, players make a violent exit that won't be forgotten by their captors. This is a zombie game that brings out your inner child, then chews on its brain.



Features

- Lighthearted visuals and storyline infectiously brings a smile to your face
- Gamepad and keyboard support with custom keyboard rebinding

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- Challenge Stages will test your skills after completing the main game
 - Charming hand drawn characters, animations, and effects
 - Achievements and trading cards
 - Digital art book showing a sample of our creative process
 - Cats In tinfoil hats

Note: Linux version does not contain Steam achievements at this time.



Title: Three Dead Zed
Genre: Action, Indie
Developer:
Gentleman Squid Studio
Publisher:
Gentleman Squid Studio
Release Date: 7 Jul, 2014

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English







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10/10 "Its like going to a 50 cent store and getting the perfect game for you to play on a friday night.". A cool game where you are the zombie and eat people :P. Great game for killing time, got a little boring for me -i like FPS shooters- however from the games of this kind i have played, it's one of the best!

The game is a puzzle-platformer, you have three separate forms you can change at will (The Heavy, The Classic and The Sprinter). The Heavy is a slow and ultimately un-maneuverable class which deals increased damage and has great health; its jump ability should be removed, i have a large monitor, and it barely moved half an inch on it. The Classic's abilities are being able to climb ladders and to activate switches -with normal health and attack capabilities; The Classic can jump -though not very far compared to The Sprinter. The Sprinter is extremely fast and can jump far -sometimes too far, for a compromise: it cannot attack and has little health.

Overall i think that it has potential to be a really good game if the devs put a little more work into the physics and controls -the controls feel different and strange, you move way to far for a tap and jumping needs a serious patch. The keyboard mapping is ridiculous -thank God the controls are near each other.

I would recommend buying this game in a sale, it is good value for sale money and if you have a lot of time to kill.. so bad couldn't even get through the tutorial. controls feels awful, gameplay sucks, big girls smash sound cant be lowered, overall experience 1/10...2/10(because i paid for it). Let's talk about platformers. My favorite of all time is Super Mario 2. It gave you the option to pick one of four characters, each of whom had different abilities. If you chose the correct one, you got through the level a lot easier than if you chose poorly. In Three Dead Zed, you not only get to swap characters, you get to do it mid-level! It becomes not only necessary to choose the right Zombie, but it also becomes a skill one must master in order to proceed further into the game. Not only is this ingenious, it's a hell of a lot of fun!

The puzzles increase in complexity and difficulty as you progress (Which is what you would expect), and it keeps you entertained. I especially love how a nice splatter of your former self remains after you die and are reborn to try the level again.

The Controls are great if you have a controller. Xbox360 recommended, but if you are familiar with playing FPS games on a keyboard, you won't find any difficulty here. The controls are mapped out in a good way and you can change them if you like. I switched it to Minecraft controls and found it was easier to go with the defaults so I switched back.

The Artwork is amazing! I love the zombies and the detail that went into the animations of the game. The background animations and static images are well placed and look great. I don't know much about the difficulty in lighting games, but the shadows and lighting seemed to be really well done. This helped to provide a really enjoyable and differing environment throughout my gameplay.

The sound effects are well suited for the game and can be quite funny at times. The music is similar to 8-bit gaming, which rings my nostalgia bell so I enjoyed that as well.

3DZ is a lot of fun and adds something new to both the platformer and zombie genre which in this day and age, is something to admire. Three types of zombies means three times the fun! If you are a fan of zombie stuff, get the game! If you are a fan of platformers, get the game! And if you are a fan of both, why haven't you already gotten the game? . fun addictive, chilling game. \$5 well spent. The game is very frustrating due to the use of z and x keys to move your character around. I kept hitting the windows key which minimizes the game in midstream. Very uncool.

However, the gameplay itself is both fun and challenging in a donkey kong kind of way.

With that said, I purchased this game for 25 cents using a green man gaming mystery box. At 5.99 the price is fair if you are making millions of dollars a year. Otherwise, wait till it goes on sale.. It is a decent platformer game but I can't recommend it because of the completing game in an amount of time/deaths achievements.

I hate this kind of achievements.. The Good
nice art direction and character design

a great, slightly dark sense of humor
adequately challenging levels and puzzles that never feel too difficult or too easy
precise and perfectly responsive controls

The Meh

switching characters mid-jump was occasionally a bit awkward, as the character would instantaneously lose all momentum upon the switch

Overall

A thoroughly enjoyable puzzle platformer with a refreshingly humorous take on the zombie theme. No complaints, I've had fun.
9/10

This game is so cute and so much fun, I thought it was just a dumb busywork kind of game, something I got to fill the time when I was bored and restless, but it's actually adorable and a ton of fun. It's super forgiving (which is good, because it's really easy to die) and feels natural when using a controller with your pc.. Let's talk about platformers. My favorite of all time is Super Mario 2. It gave you the option to pick one of four characters, each of whom had different abilities. If you chose the correct one, you got through the level a lot easier than if you chose poorly. In Three Dead Zed, you not only get to swap characters, you get to do it mid-level! It becomes not only necessary to choose the right Zombie, but it also becomes a skill one must master in order to proceed further into the game. Not only is this ingenious, it's a hell of a lot of fun!

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. Short. Loose controls as in crap -> had to battle controlling my character(still not as bad as oozi: earth adventure) which instantly makes it annoying & frustrating -> that leads to it not being fun even when core game might be ok. 2/10 (played with a x360 pad). Nicely styled simple platformer.

BUT the flakey and inconsistent controls were the nail in the coffin for me.

Couldn't recommend, no long term replayability and control problems break it. So far I haven't even made it out of the tutorial, and had to rage quit because of the god damn controls, it's near impossible to get the accuracy correct. I'm stranded near the end of the tutorial part where there's two sawblades you should jump in-between, I just can't do it! So to summon up, it's just too hard, and not in the entertaining "I wanna learn" kinda way, but more in a "Kill me now please" kinda way. Do I recommend it? Not right now I don't.

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