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About This Game

Zombie Parking - computer indie-game in the genre of third-person shooter and survival horror. The game is developed on Unreal Engine 4 for Windows, Mac, Linux platforms.

The goal of the game is to hold out as long as possible beating attacks of the living dead, who become stronger, faster and more dangerous with each killed enemy.

The player has a shotgun and machine gun in the arsenal. There are also canisters with gasoline on the level that can be used in combat.

Besides, you can get the following items by killing enemies:

- ammunition for shotguns and machine gun
- first aid kit
- bulletproof vest (blocks part of damage)
- double damage for 30 seconds

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- unlimited ammo for 30 seconds
 - impenetrable shield for 30 seconds
 - zombie destroyer (kills all zombies on the map)

At the opening of the achievements in the Steam, will be added some improvements.

- **Exploder:** Jerry cans will cause double damage.
- **Exploder Advanced:** Jerry cans will not damage the player.
- **Exploder Master:** The radius of the explosion from a Jerrycan will be twice bigger.
- **Double Unlim:** Unlimited ammo will last 50% longer.
- **Double Shield:** Shield will last 50% longer.
- **Double Damage:** Double damage will work 50% longer.
- **Brains Destroyer:** Headshots will make double damage.
- **Shotgun Begginer:** The speed of shooting from shotgun will be 75% faster.
- **Shotgun Advanced:** The speed of reload a shotgun will be 75% faster.
- **Shotgun Master:** The damage caused by a shotgun will be twice larger.
- **Rifle Begginer:** Rifle will reload twice faster.
- **Rifle Advanced:** Double magazine for a rifle.
- **Rifle Master:** Rifle will make twice larger damage.

A partial support of a gamepad is added to the game (adjustment for Xbox). The interface navigation only by mouse or touchpad.

Title: Zombie Parking

Genre: Action, Indie

Developer:

XPAGAME

Publisher:

XPAGAME

Release Date: 14 Apr, 2016

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English







I drove to work on Friday and I realized I had a half day...as I was heading in the parking garage I found myself running around with a shotgun and M-16 killing zombies.. Awesome game.. game needs alot of work done to it

Pro: You get to use a shotgun and an ak to kill zombies plus the graphics are pretty cool as well as the music

Cons: icons to get health shield and ammo are ready to use right away, perhaps leaving it for 5-6 minutes before spawning into the world.

Zombies move slow, a few run but it doesn't really feel like a run and gun shooter if i can move around my enemy in a circle For now i give it a 5/10. bought the game for 49 cents. Well worth the price. Nice little run and gun time killer. What you see is exactly what you get here. For just under a buck....you run around a parking garage....and you gun down zombies until you get bored. You have two weapons to choose from....a shotgun and an AK....and you never have to worry about running out of ammunition since it's so plentiful. There are only two character models for the zombies....male and female....and that....coupled with the near empty parking garage itself....makes for a dull experience. There are a handful of powerups to help you out and numerous achievements to get....but there's nothing that will make you want to invest any real time into the game. The only positive remark that I can give the game....is that aside from the occasional slow down....I didn't experience any kind of bugs or crashes.. Zombie Parking is small zombie killing game. Worth playing for a bit of shooting fun.

You are in a car park with a whole lot of zombies, who are constantly coming out of the vents and from under the walls.

At your spawn area is a row of four items - armour, health, shotgun shells, and rifle bullets - which keep on respawning (although, after you have collected them, you have to wait a while for them to respawn).

The entire game is played in a one-level car park, so there's not a lot of scenery to explore.

The defence weaponry consists of a shotgun and a rifle. You start with some limited ammunition, but you can get more from the spawn area and zombie drops.

Killing zombies will cause a number of them to drop ammunition, armour, and health - as well as some rarer drops, such as double damage and infinity ammunition (the latter is poorly named, as it doesn't last forever).

When you do a few headshots, a red bar appears, and - while it is up - this is your chance to score a lot of points with zombie kills.

I thought that the hardest achievement for Zombie Parking would be to get 1,000,000 kills in one game - but it turned out that getting the armour and health achievements took longer, as - if you are playing the game properly - you hardly ever get hit by the zombies at all; not if you are careful, anyway; so, to get those two particular achievements, you basically have to allow yourself to be hit so that you can fill up again on armour and health.

At one point, when going for the 1,000,000 kill achievement, I was fighting zombies near a wall and somehow the game glitched, and I found myself outside of the car park building and was unable to get back in again - I was not happy. But it only happened once (mind you, I tried to keep away from the walls after that).

It took 3 hours and 10 minutes to get 100% of the achievements for this game - but you should be able to do it a lot quicker if 1) you don't walk through a wall by accident, and 2) you allow yourself to be hit a lot, so that you can keep filling up on armour and health.

Zombie Parking is fun little zombie killing game. It's a cheap buy, so you can expect to get what you pay for; but it's fine for what it is. Play it for a short while and then shelve it - you should get your money's worth out of it.

I only have three small criticisms of the game:

- 1) The setup implies that you can change the key bindings, but - as far as I could see - the bindings can't be changed (it would be preferable if they could be altered by players to suit themselves).
- 2) It would have been better if it had a melee weapon, in addition to the two firearms.
- 3) You can't save your game. It is quite easy to get massive scores in this game, but it's limited by how much time you want to spend playing it at any one time - so, it would be good if you could save your game and then continue it another day (as the game doesn't have levels, game saves are not highly needed, but it would be useful).

On balance, I would recommend this game.

Sure, it's based upon a small map (the car park) and it's repetitive (you just run around a lot and shoot), but for \$1 you shouldn't

be expecting a massive and amazing game.

The graphics, ambience, and gameplay look fine.

Play it for a bit of shooting fun - that's what it's all about.. I picked up the game while it was on sale so I got it for less than \$1. Honestly, I didn't expect much. But, I actually enjoyed playing it. Probably more than I should have. It's so simple to play it's ridiculous. You are in a parking garage with zombies and you shoot them with either your shotgun or automatic rifle. When they die, the zombies drop loot like health replenishers, shields and other items, some I don't even know what they are for. One actually dropped a white skull that killed all zombies when I picked it up. If it had cost more than \$1 I'd have trouble recommending it but at only \$1 I think it's worth it.

Pros:

It's a simple, easy to play game that doesn't take a lot of thought to play. It plays well using the Unreal engine. The longer you play, the more difficult it gets. You can shoot gas cans and blow a lot of zombies up at one time.

Cons:

Since you're only killing zombies and running around a parking garage it can bore quickly. There are no additional levels or difficulty settings. The zombie models and movements are limited and redundant.

Recommendation:

For only \$1, or less, I'd say grab it, fire it up and let your frustrations out by the mindless killing of a few hundred zombies.

Here's a video of my gameplay if you're interested:

<https://youtu.be/QronjlG8hag>

[It's ok NOOOOO Left for dead or Dead Space but for a buck its alright](#)

[Pro- Easy Achievements, Loads of zombies..... gas cans to blow up.](#)

[Con's-ONLY two guns, ONLY one level, Can die pretty fast if get into the middle of it. No save menu](#)

The car park is filled with zombies.

Shoot all the zombies.

There is one car park.

There are two guns.

There are infinite zombies.

Sometimes a zombie will kick you.

Congratulations; you are only 99 kicks away from merciful death.

Oh no, you accidentally walked over one of the many inescapable health and armour pick ups.

Never mind.

Stand still.

Close your eyes.

It will all be over soon.

"Did that \u2665\ufe0fing thing just crawl up out of solid concrete?"

I said close your eyes.

<https://www.youtube.com/watch?v=G3usmfckYdU>. One of the worst shooters I've seen. Very simple, no substance at all, no challenge, poorly designed game mechanics, awful hit detection, annoying achievements. The is about 10 seconds of content before you're simply running in circles repeating the same thing for several hours.. It's like the movie "Snakes on a Plane". Theres no real story or plot here, just delivers what it promises. Zombies in a paking garage. 10\\10 for truth in advertising. It's mindless fun as well.. All you do is run in a parking garage and kill zombies. After 4 mins it gets boring really quick. 2 weapons and same zombies over n over again... YEAAAAA ZOMBIES!!!

But seriously, it's fun for 5-10 minutes.. it's not so bad.

but it's boring after an hour.

this game needs multi!. Though with all the negative reviews, I've had alright fun with it. Yes it's really repetitive but it's a good time killer in my opinion. That being said, it does definitely needs a few improvements such as new guns, better AI and at least another map.. This is a simple yet fun Zombie game. Great for killing a few hours or just getting a bit of frustration out. As the name suggests its set in an underground carpark and its the only stage. You have a shotgun and an assault rifle and just kill zombies till they kill you. It's nothing new but a nice Zombie grinder the achievents arn't out of reach and you can get alot of them quickly with just a few taking some effort. Ammo and health drops appear as well as some power ups so you can play as long as your skill/patience will allow. If you like to slaughter Zombie's for no good reason then this is the game for you.. It's only \$1 so I don't really care but the game isn't very inventive.. It's literally just a 3rd person survival horde game with nothing unique. I understand it's an Indie game probably made by 1 person but if you're going to make a game and charge people money (even though it wasn't much) at least put something unique into the game. But at the same time it was pretty fun for the first 10 mins, trying to get a really high score, which was quite easy to do aswell.

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