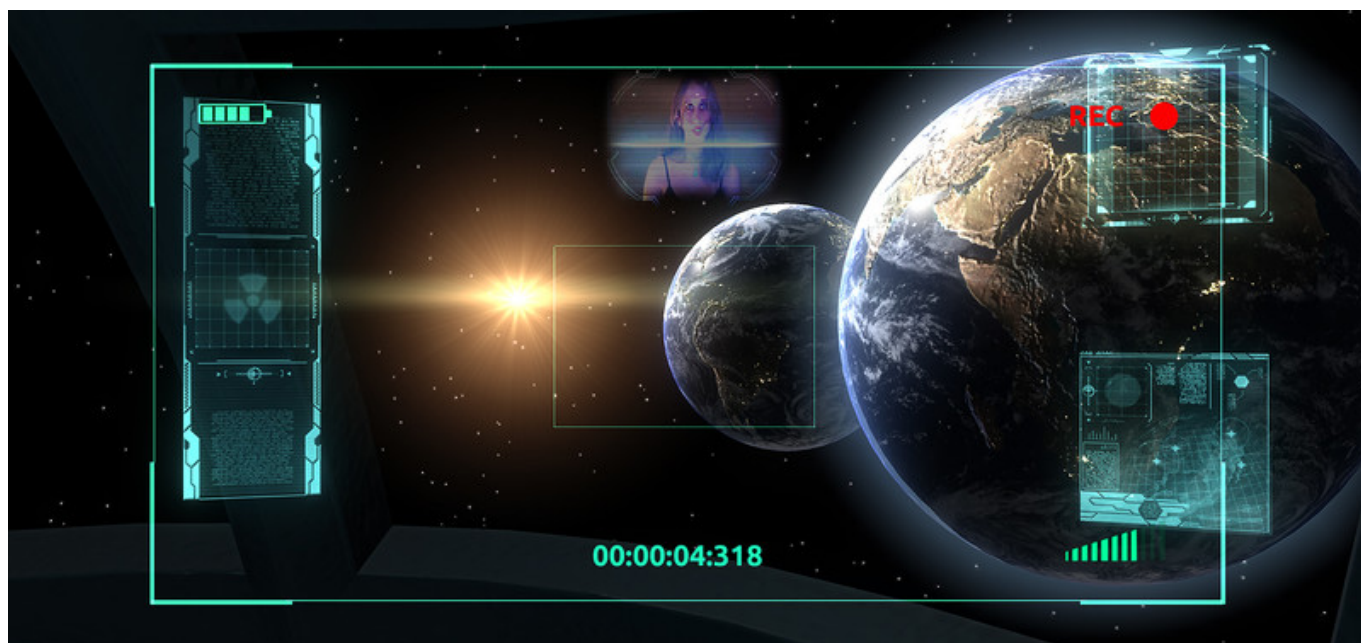

Chasing Dead Crack Activation



Download ->->->-> <http://bit.ly/2SLDQCQ>

About This Game

Chasing Dead is a story-based, Sci-fi/Horror First-Person Action Shooter.

The game begins with a strange phenomenon in which another Earth appears in our skies. The curiosity and fear of a doppelganger planet initiates multiple missions in order to make contact with the duplicate Earth. A team of agents, astronauts, and scientists were sent 955,600 miles across space by NASA and the US Military, however all contact is lost a few hours after their arrival. You play as a marine named "Jake" who is sent on a mission to retrieve any research and data left behind by the original survey team while fighting off hostile forces.

Jake is a 29 year-old mercenary who is a former DEA agent and soldier who is hired by US government.

During his training he was identified as a lone wolf. He was recruited not just for his combat skills but for his self-driven tenacity and ability to make sound decisions on his own without the need for guidance. After his recruitment, he underwent a cybernetic operation that protects him from infection by the creatures of the parallel Earth. Jake suddenly wakes up in a crashing plane with no memory of his mission or any of events that happened after his arrival.

Chasing Dead features a wide variety of locations as players explore the horrifying, zombie-ridden lands of the parallel Earth.

Players will roam the snowy Russian tundra, traverse the hot deserts of Afghanistan and venture through the ruined cities of Ukraine as they fight off creatures that were created through mankind's self-destruction. This brave new world is fraught with horrors as players try to survive lethal perils such as a crashing airline flight, an abandoned mine, a dilapidated hospital and a haunted house. Appropriately, at every location, they will face the voracious hordes of the undead, abominable mutants and insane soldiers that inhabit this world.

Title: Chasing Dead
Genre: Action, Adventure, Indie
Developer:
2020 Venture
Publisher:
2020 Venture
Release Date: 3 Mar, 2016

a09c17d780

Minimum:

OS: Windows XP, Windows Vista (SP2), Windows 7

Processor: Intel 2.4 GHz Core 2 Duo, AMD 2.6 GHz Athlon X2

Memory: 4000 MB RAM

Graphics: AMD Radeon HD 3870 512Mb or better, NVIDIA GeForce 8800 GT 512 Mb or better, Intel HD 4000 integrated 512Mb or better

DirectX: Version 11

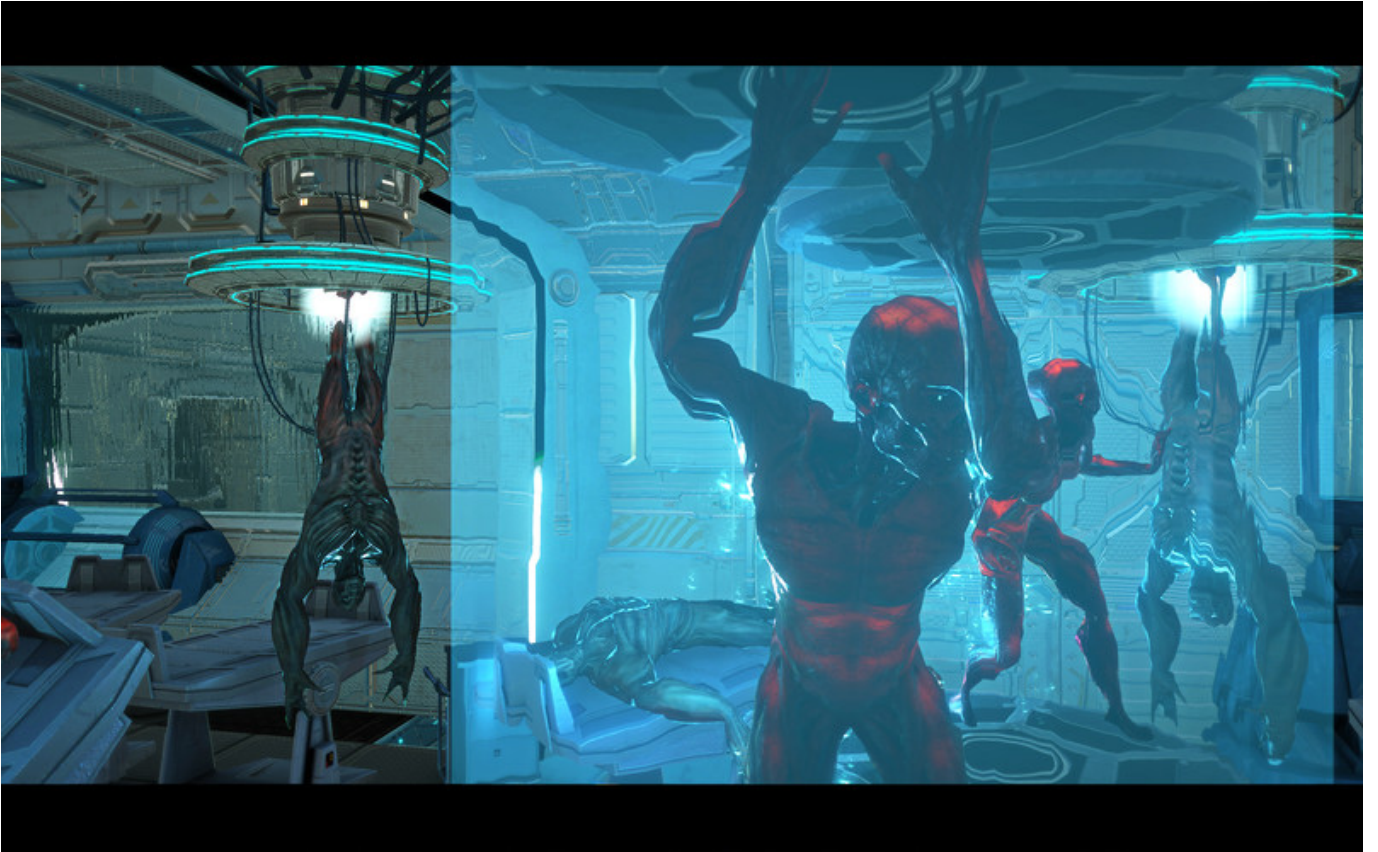
Storage: 6000 MB available space

Sound Card: Yes

English,French,Italian,German,Danish,Russian,Japanese,Korean







I just bought this for \$10 because I had some extra money saved in my steam wallet. I will most likely ask for a refund. How long has this been out?

- Most of the time, the first time I load it, the mouse is disabled. Then when I reload, the mouse works but..
- The game crashes every time a new level or load screen happens (reload). Even when I tell the game to close through the correct options, it crashes and the PC tries to figure out what went wrong.
- The voice acting is so bad it's laughable.
- The very first load screen, on the plane, the mouse didn't work (reload), Then I couldn't pick up the gun (reload). Later, I picked up a rocket launcher and my character slowed to a crawl. Not just slowed down a little but to where I was barely moving (reload). Then I couldn't pick up dropped health canisters. I gave up at that point.. Chasing Dead is like a B movie with alot of A rate ideas if they were executed well. . Start with the very cool plot of starting off being escape pod dropped toward a planet and mistakenly the pod crashes into a 747 type passenger jet where you start your fighting. you have to gain control of the jet by first taking out all the zombies. Problem. The alien guarding the pilot cabin is difficult to discern. its like a mirage that lightly distorts the visual field when in your presence.

The big blems are that when you kill the zombies , they fragment like old school virtual reality tank v tank renderings. Theres a few less quality angles like that that put a limit to enthusiasm. On the otherhand . for 10\$, not too shabby and a decent play. Oh yeh, theres a hospital. this is a scene where i've gotten alot more scared than any other game ever offered for 4x the cost. The floating security drones are cool, Its like Roger Wilco Pentium 2 bad cough medicine trip with formidable play for what you spent. The video footage of being updated of the missions is not great quality but in the theme of the game itself seems to be very realistic. AND the alien headquarters underground is similar to dead space with better lighting and humanish guards to attack as well. The variety of species for this thing is pretty good. can drive tanks, can outwit unusually large aliens that would otherwise cheaply stomp you with 4 story legs. The thing towers over the deserted town. merely ok automated threat, and assortment of weapons and take some time to get familiar with reloading and swapping\ unloading weapons buttons.. Truly a game needing a learning curve for budget entertainment. Still tho .. for ten bucks you get \$19 of game.. Not a AAA title but a solid B production. There are still bugs and issues with vehicles and visual popping. I'm hoping that they are fixing those. I support Indie efforts and hope that they continue to fix the game. Please fix the vehicle damage & geometry popping in larger levels. Some soldiers shoot through the walls in Bunker so that needs to be fixed as well.. Looked like a fun game & is not disappointing at all. Nice looking levels and good solid game mechanics. I did not need to spend time on managing my inventory or upgrades.

However is missing some essential features like coop & setting graphic resolution.

. Every now and again I like punishing myself. Sometimes you know that a game is going to be mediocre or even downright suck, but you get in your thicker than a concrete block noggin that you're going to play it and the lord protect the man, woman or beast that tries to stop you. The horror bug bit me in the early 80s at three years old; first with movies and then with video games in the earlier half of the 90s. Eventually, I'll get around to seeing every movie, playing every game, etc. that relates to the genre.

At \$20+ Chasing Dead was not even tempting for me to buy. I more or less knew what I was going to get, so I waited till the price dropped considerably. \$9.99, hey cool, at least I won't kill myself with Burger King or some other garbage with those couple of dollars...harm reduction my friends. So, I picked this up to plow through another zombie shooter. From the fantastically terrible Land of the Dead to the entertaining Zombi on Wii to the top down slaughterhouse magic of Splatter...I give 'em all a try. So, I laid down my digital cash and spent a night n' a half with Chasing Dead.

First up, this game isn't going to take you long to beat. On the hardest setting (glitches and horse manure included) it took me roughly 4 1/2 hours to finish spread across a day and a half. I could see people rounding up the torches, rope and a tree for a good Wild West hanging if they spent \$24.99 on this mess. Yeah, Chasing Dead is a mess. It's a kinda trashy, MILDLY fun B movie\exploitation mess at that, but gamers looking for a gory, well-made time waster won't be having this for dinner.

You play as action movie cliché soldier, Jake, a lousy one-liner spoutin', gun in each hand Duke Nukem wannabe if there ever was one. Ol' Jake kicks off his adventure on a crashing plane and makes a rough landing on doppelganger version of Earth where zombies, ogre lookin' boss idiots, flying robot drones, renegade soldiers and other lunkheads all want to kill you. Simply put, you'll mow down foes with a decent selection of guns, clear the planet of hostiles level by level and accomplish standard mission objectives along the way. It's a simple formula borrowed from a million other shooters before it, but Chasing Dead gets the bare minimum job done in this respect.

The environments on Earth Vol. 2 are pretty crappy looking. Graphics are not this game's strong suit and you've seen better modeled monsters and level design in just about any similar horror game you can think of. It's suitable but it's not pretty. On a souped up Alienware PC things didn't run smoothly; framerates were crapping out during heavily populated frays and boss battles which got more annoying than Chinese water torture the more I played. Ontop of that hit-detection is poor with Jake's shooting on par to a blind man without glasses trying to get a ringer in an afternoon game of horseshoes. You'll blast enemies in the head and they either won't go down (most likely registering hits somewhere else on their bodies) or completely whiff. Prepare to die a few cheap deaths, although the game itself isn't impossible in difficulty, so it won't hold you back too often. Audio doesn't fare any better with cheesy, stock beastie groans n' grumbles and bosses that sound like they are more likely to tickle your feet with a feather than beat you to a bloody pulp. A nondescript soundtrack, terrible voice-acting (sometimes hilarious) and lightweight weapon FX give the game's presentation all of the sharpness of a dull Ginsu that can't even slice a tomato. As stated the cutscenes are done FMV style like an old adventure game which makes no sense whatsoever other than adding to the B-movie stink that permeates every poor of this game. Most scenes are acted in the dark with the actors\actresses looking down **READING DIRECTLY FROM THE SCRIPT**. It's hysterical at first but this kind of cheese is best reserved for a movie. You'll be reaching for the skip button quick. My favorite parts are whenever the actors have to get up to run from something that suddenly "smoked out" their location. The whole spiel is the kinda bad they don't make a name for.

Bad animation seeps into the gameplay with the aforementioned FPS dips and rotten hit detection. This can be correct somewhat if you zoom in with the ironsights but nothing is a science in this game. Most of your enemies are dumber than dirt and you'll progress via firepower overload alone. Jake can carry two weapons at anytime and there's a nice selection. Zombies fall pretty easily and are generally wimps even on the hardest setting which will turn off anybody looking for a stiff challenge and a frequent checkpoint system makes sure you won't fall behind too far if you do happen to die. To Chasing Dead's merit the later levels are a bit more fun and less generic (than the standard worn-torn wastelands, abandoned industrial complexes, etc.) later on; a ghost town, haunted mansion, a firefight inside and atop a fast-moving train, and a few other interesting locales helping to break up the monotony a bit. Floating wraith enemies add a little spice here, at the trade of the player's wits when pitted against infuriating invisible opponents in the haunted mansion (they go down in three hits and you can find a scanner to detect their presence...still, with aiming and shooting as sh*tty as it is, you're gonna want to take a shotgun to your monitor).

A handful of sinister boss enemies stand in your way. I'm sure the developers wanted to think they are sinister but most of them are mutants that look like goofy trolls\ogres as opposed to zombies. They are wide targets, so even the wonky mechanics won't impede you from mowing them to bits. Again, the sluggish gameplay quirks and imprecise controls will probably get you murdered during the first mutant boss at least once until you find a way to work around them. That's the entire problem with Chasing Dead's 3-5 hour campaign; imprecision...a lack of polish or even the slightest bit of refinement to even the most rudimentary gameplay elements. Oh yeah, you also get to command a Hummer and a Tank in a few levels...the Hummer will probably go down in the history of gaming as the worst vehicle in a shooter on any platform during any era. It's **THAT** futtucking godawful. You'll want to commit suicide before the first mile. For honesty's sake, the tank controls better and at least you can tackle the opposition with firepower as opposed to the Hummer's solitary "run 'em over" attack.

There's a few Steam achievements for those into that sort of thing and getting eight of them was enough for me. Despite it's cheapness due to bad design, if you do play Chasing Dead go straight to Hard because it's not really that tough for the seasoned shooter vet. I consider myself above-average and I had to get my money's worth out of this monument to mediocrity. Sprinkled throughout the crap are a few fun moments and a couple of decent setpiece battles but you'd be wise to get this on a **BIG** sale if you just have to try it.

Pros:

- At it's best provides some comedic B-movie trash thrills.
- Decent weapon selection.
- A couple of fun setpiece battles.
- The boss fights are amusing when they're not half broken by bad mechanics.

Cons:

- At it's worst a filled diaper of anti-fun.
- Subpar graphics, terrible animation, framerate hiccups, wretched cutscenes and weak sound.

-
- Poor controls.
 - Horrible hit detection.
 - Broken mechanics.
 - Driving sequences are beyond human comprehension.
 - No multiplayer (maybe a blessing?).
 - A few hours of gameplay, once and done replay value and pricetag still too high.

Overall: 4/10

Chasing Dead is only a must buy for the most hardcore horror gamers. I'm glad I gave this and Back in 1995 chances for science's sake but if I didn't get to them so late I'd refund them both. There's SMALL doses of fun here but that's it.

I love FPS games with badass gameplay and no real story with voice acting. This game isn't really that. It's just not very good. The gunplay is bad which is a huge killer and AI is blatantly bad and monotonous and the blood and gore just seems terrible like light red dust coming out of zombies. Will be returning.

If you want a cheap 90s style game like these guys are going for try out Serious Sam, Painkiller, Shadow Warrior, Dead Effect 1 & 2, Necrovision and Rise of the Triad. Typical asset flippers, plus the game is buggy as hell and the story is crap I hate this kind of developers. Do not buy!

It's horrible

The story is terrible - the enemies are absolutely scripted - what you do doesn't matter - but the worst is, that the shooting is total crap - you have your gun directly at the head of the enemy and miss several shots - you're not really able to use a melee weapon - just everything is crap - and to the story - spoiler - what brain damage must someone have to start a mission in a flying airplane with only zombies in it - how the heck ... how does it even start flying ... but trust me - I completed the game and it was a pain - do not buy it - if it's free - do not load it. Hmmm.... Unity based Zombie Shooter (Because there are none of them already :D) Cut-scenes bounce up and down and the actor's are so bad it actually makes you look away and cringe. Interesting story (No Spoilers) but the concept is lost in the horrid deployment. From the videos and screen-shots the game looks half decent however the reality is far from this. The game looks dated and feels like a very bouncy uncontrollable mess.

Feels like a hobby piece.

Can't really recommend this unless it's on sale. Looks and feels like an early access game and never got any further than that, it had good content as an early access game but guess the developers just wanted some fast cash. Do yourself a favour and don't buy this rubbish unless any further development gets put in, which to be honest can't see that happening now after all this time. I honestly can't remember playing an FPS in the last 10 years that sucked as much as this. How on earth people are giving it higher reviews I don't know. Oh wait.... I do know. The hot female narrators (and boy do they like to talk); are eye candy for the boys. That's why this is getting good reviews.

The graphics are terrible. The controls are potato like and I even heard one reviewer say it had: "beautiful graphics". WTF? It just goes to show that people are getting dumber by the second.

I can't believe I was lulled into this "experience" by dumb and dumber.

There are MANY FPS games out there. It's a shame so few are good at pulling off an excellent game. (WITH NO ANNOYING MULTIPLAYER !!). It's why I keep going back to Killing Floor - single player. It's fun. It's worth a few bucks. This game is so bad, it's actually amusing to play. I feel bad for the voice actors that put their real faces to this thing. That part is a bit painful to watch. Steam needs to do a much better job reviewing what they sell. This should never have made it to retail in any capacity.

No just no the acting is horrid, the game is just not any fun don't bother wasting time or money I'm getting a refund. Not good... At all. When I first started playing, I thought I'd found a good game with some really bad voice acting. But after the initial level, the enemies and level design is horrible. With so many other games out there, I just can't see finishing this one.

[Offensive Dimensions activation crack](#)
[DeathMetal download mega](#)
[Drunk-Fu: Wasted Masters activation crack](#)
[Ka Mate Download\] \[portable\]](#)
[Hunting Unlimited Trophy Bundle download no verification](#)
[Quadrablaze activation code offline](#)
[Oddworld: Abe's Oddysee Patch](#)
[Fantasy Grounds - Devin Night Tome of Beasts 6: Mahoru - Rusalka \(Token Pack\) Free Download crack cocaine](#)
[Dragon Blood \[full version\]](#)
[You Died but a Necromancer revived you download xbox 360 iso](#)