
Axis Game Factory's AGFPRO - Zombie Survival Pack DLC Full Crack [cheat]



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About This Content

Zombe Survival Pack - The Latest DLC extension for AGFPRO

Zombie Survival Pack DLC is an extension to Axis Game Factory's AGFPRO line of products, geared to allow users the ability to rapidly create game levels and maps in real-time without having to program, model or animate.

This asset pack contains over 70 custom items to be used in Zombie, Horror and Survivor FPS or other modern themed games. The assets are interactive to support game play in AGFPRO and Zombie FPS, each item has been created with a low poly count with quality textures.

Exciting and interactive items include the following:

- A3 Assault Rifle
- Shotguns x10
- Awl
- Katana

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- Fire Extinguisher
 - Pitchfork
 - Tactical knife x3
 - Tactical katana w/ scabbard
 - Baseball Bats x3
 - Nail Bat
 - Golf Club
 - Machete x2
 - Crowbars x3
 - Hammer
 - Bolt Cutters
 - Pickaxe
 - Scythe
 - Mallet
 - Hatchets x2
 - Shovels x3
 - Flash Light
 - Meal Pack
 - First Aid Kit
 - Metal Canteen
 - Folding Shovel
 - Hand Held Radio
 - Small Machete w/ sheathe
 - Paring Knife
 - Steak Knife
 - Small Bread Knife
 - Meat Cleaver
 - Fork Knife

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- Carving Knife
 - Chef's Knife
 - Boning Knife
 - Bread Knife
 - Cast Iron Skillet
 - Cast Iron Pot
 - Cast Iron Frying Pan
 - Handgun
 - Police baton
 - toolbox open and closed
 - wrenches x6

Zombie Survival Pack DLC works with AGFPRO and Zombie FPS – is compatible with Unity 5

*AGFPRO 3.0 is required to use Zombie Survival Pack DLC

Title: Axis Game Factory's AGFPRO - Zombie Survival Pack DLC
Genre: Animation & Modeling, Design & Illustration, Education, Software Training, Utilities
Developer:
Axis Game Factory LLC
Release Date: 1 Jul, 2015

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Minimum:

OS: Windows 7 or better

Processor: Intel Core 2 Due / AMD Athlon x2 or better

Memory: 2 GB RAM

Graphics: Nvidia Geforce 6600 / ATI Radeon X800 (shader model 2.0+) or better

DirectX: Version 9.0

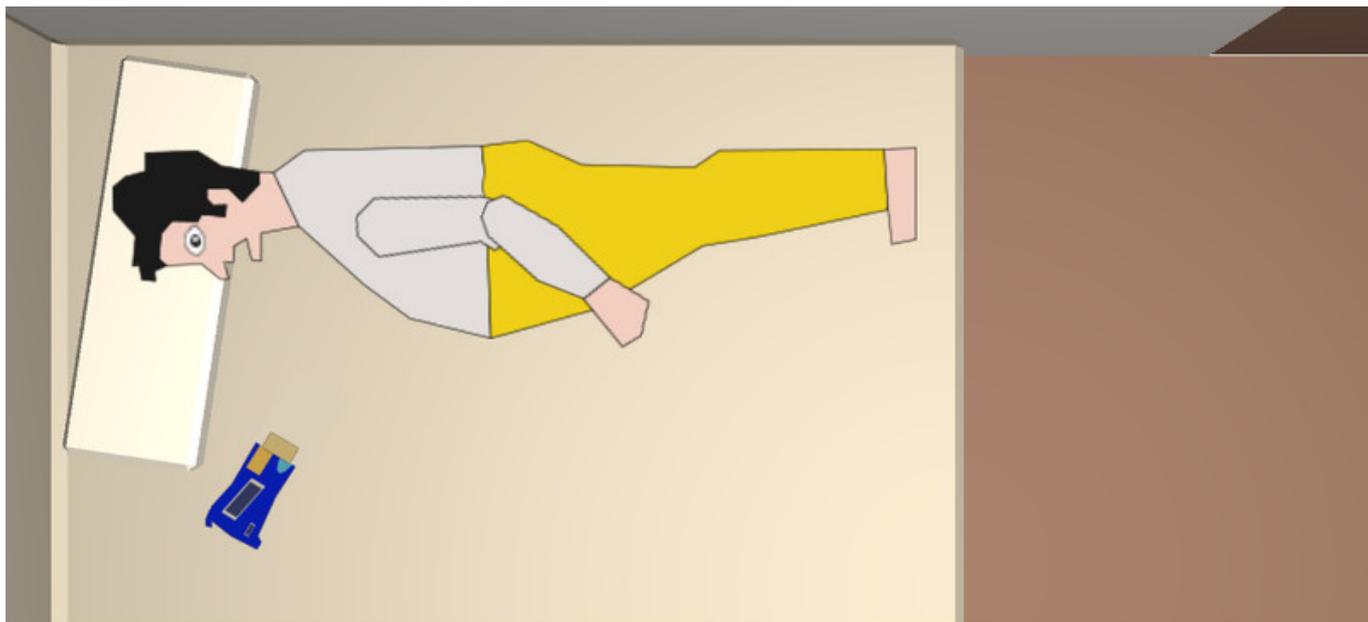
Storage: 700 MB available space

Sound Card: N/A

Additional Notes: On 64 bit machines the following must be installed - Microsoft Visual C++ Redist (64)

English





“睡觉很幸福，比睡觉更幸福的是吃饼干”



i assumed from the video that it was a nice little platformer, but its absolutely dreadful - i wouldnt even wish this game on my worst enemy - the 16 bit version you cant use a controller and the newer version you can but the controls are terrible espically when flying as an enemy - up with left stick and left and right with the right stick.....and the jumping as standard - you jump a mile into the area out of the screen at times and you cant see where you are going to land....

honestly dont buy it!!!!. Controls so bad (using a gamepad) that it is nearly unplayable.. fun+rage=good game. I really enjoy playing this game! However, the only thing I don't like about the game is when you have to catch the horse or cow that bolted or escaped. But overall, I love the game!. Saw this game as it was being built, and it's absolutely fantastic. It's got an amazing concept, and most of it was built in 24 hours as part of a hackathon!. Nice route, cool scenarios and enough options for creating other interesting scenario's.

However, the trains are quite touchy on the controls, you've really got to pick the keys to prevent your train from going into emergency brakes setting. The same goes for applying power.

Another major disappointment is the linkline: It is modelled, you can drive it, but there isn't any scenery. Which is quite too bad because it gives some nice options for creating interesting scenarios. Adding the scenery on the linkline would have added just that much to make it way cooler, now it is a dissapointment driving it.

Would I recommend it at full price? No. I have bought it with some discount, and I like driving it, but it has too much a feeling of a quickie to make fast money.

. The only good thing about having the Deluxe Edition and getting 5 low quality mission addons called "DLC" while the real Scottish DLC is not included because it is technically not a DLC but rather downloadable content called an "Extension" - ??? - (DLC = Downloadable Content)- ??? - is that I can at least leave 5 instead of 1 negative review...

g a r b a g e. This is a nice puzzle game which fits VR very well. Many problems require that you walk\teleport around and find the correct angle to apply your cutting tools. However at least for me it presents a steep learning curve: the first 32 levels were doable easily with a four star rating. Level 33 was hard and with a lot of trial and error I solved it just to be stuck at level 35 without a glue. The game offers 100 Levels and for me it seems that people loving hard puzzles will have a very good time while others might get frusted and leave the game.

Update: With the first update they took care of my notes (see blow) and for me the game is now perfectly enjoyable!
Furthermore I figured out how to solve the next few puzzles and this gives a nice satisfaction (and for me there are still 60 more levels to be solved...)

Notes from my original review:

Two additional notes: 1) While the music is ok, it is not my taste and I would prefer to have an option to turn it off. 2) I play with the Vive in roomscale and I understand that the game tries to offer many styles of movement, but for me it is anoying that teleport also allows for turning and thus requires me to rotate the press on the touchpad so that I don't change my orientation after teleport.. I love this style of game, and this is the best in the genre. Works perfectly, no bugs, very fun and challenging. The music was great too. I just beat the game by getting all 3 stars on all levels and bonus levels, so now I need to find a new strategy time game.. Great set to compliment Town and Country and Interiors sets. Lots of buildings and trees to play with. I was suprised to find so many large church "pantheon" type temple buildings. Wow, I bought his game on sale for less than 5 bucks, And i absolutely regret that.

Where to start, How about it being primarily a third person cover shooter, that doesn't even have a button to go behind cover. You have to manually hold down crouch for the extremely long, boring clunky combat encounters, and when you are not in combat you are climbing around using a system that cannot even be described. That is how bad the "parkour" in this game is. Save your money, buy literally any other game.

The only posotive is that, despite the atrocious story, the setting is actually a pretty cool and unique concept, now if only they could have built a legit game around it.. Some fresh stuff after idiotic dlcs. Overkill have to do more heists like these ones. In other way they will lose players that really loved this game..

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