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About This Game

Ok, what the heck?

Did you know 9 among 10 nutritionists recommend brains for the undead so they can have a diet rich in vitamins and proteins? In John, The Zombie you have the craziest zombie simulator ever to try delicious brains of all forms and tastes so you can test out this diet and prove its efficiency!

If you expect a serious game, I'm admired you've read this far.

But if deep in your soul, you're badly crazy to run after the most weird citizens you're gonna see in the video-game world and eat their brains mercilessly, then stop wasting you time: Come to Johnwood and have a taste of delicious brains from the dumbest citizens you're ever gonna find!

What waits for you:

- Funny bugs
- The possibility to start the zombie apocalypse
 - Brains rich in proteins, iron, and calcium
- Horses from another dimension that defies our laws of physics
 - The less realistic zombie simulator ever
- Option to go on a nonsense journey for the zombie cure
- Constant bug fixes (Which in my opinion make the game less funny)

Title: John, The Zombie
Genre: Action, Indie, Simulation
Developer:
Minimal Lab
Publisher:
Minimal Lab
Release Date: 22 Nov, 2017

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Minimum:

OS: Windows 10 64 Bit, Windows 8.1 64 Bit, Windows 8 64 Bit, Windows 7 64 Bit Service Pack 1

Processor: Intel I3

Memory: 4 GB RAM

Graphics: NVIDIA 9800 GT 1GB / AMD HD 4870 1GB (DX 10, 10.1, 11)

Storage: 6 GB available space

English,Simplified Chinese







Fun game but needs to fix the following

• Camera going through walls and you can't see John

• The cars NPC's turn around back to the same street

• More NPC's

• Lower Settings

• Some NPC's look bigger

• A glitch when you pause the game while decoding the HUD comes back

• Smooth some of the terrain more

• Lower the Contrast

Overall fun game to mess around with and I recommend it but it's just some bugs that needs to be fixed

. Definitely a great game to shut off your brain and eat others' brains instead.

I have only one gripe wherein the options menu is rather minimal, offering only graphics adjustments and no keybind or volume adjustments available.

I have a gameplay video available here if you would like to look into it further.

<https://www.youtube.com/watch?v=NtB5wipgGf0>. Game is fun! Though there are times where I'm having a hard time controlling John, The Zombie.

-I crashed my bike into a fence which was near a cemented flower bed, and now I couldn't get that bike out of that space.

-I ran into a guy who smacked me with a bat. I was stun-locked for quite a bit and couldn't move away from the guy until I was almost dead (DEAD undead \ dead as a zombie, you catch my drift..).

Nonetheless, it's senseless fun for everyone! Well, everyone except the people whose brains I'm eating.

Score: 8/10

Here's my gameplay video:

<https://www.youtube.com/watch?v=b7m881TCdKc>. John, The Zombie is a lot of fun until the controls quit working and your controller gets stuck in vibration. Riding a bike has never been so terrible! It goes from side to side like John is falling over and can't ride up certain hills. The camera gets all jacked up when riding a horse. While riding the horse or the bike the wonky camera gave me a headache. Driving cars is a little better, but not by much. It's real easy to learn all the skills by eating peoples brains, it's probably the only fun part of the game. The "missions" are fetch quests, the story is lame and the controls totally suck! Buttons quit working on both the controller and m&k. At first it reminded me a little of Goat Simulator, but it's nothing like it. Goat Simulator is fun, has responsive controls and doesn't give me a headache. Not recommended. No, it's not a regular zombie game, in this game, you are the zombie and you learn how to do things, yeah exactly, you gain new abilities from brains that you just ate, and it was a pretty good catch actually. You have to eat them even if you are not willing to do it, but don't worry about that, it's for the best, it's for John and John's cat. I know you, like me, will have a lot of fun playing this game and will help John on it.

Is uma feather que o desenvolvedor sumil.. Fun game, theres nothing like sitting back and relaxing as you munch on some brains.. open game, CTD, repeat process ad infinitum.

the idea is pretty interesting, this game got potential

but the game is still pretty buggy, animations are also pretty misplaced

so do buy it if u have faith in the devs and wanted to support them :)

. This game first reminded me of Stubbs the Zombie. I loved Stubbs the Zombie and seeing this, I wanted to grab this game. I picked it up, and I had more fun than I expected. It's got quite the comedic value to it as well. If you've played Stubbs the Zombie, you won't be disappointed. Even if you didn't play, grab this game still.. too many bugs not worth \$10. This is a interesting concept. Playing patient zero and starting the end of the world. The core concept is great but it needs more to really make it great. Some of the zombie kill animations were very funny. More interaction like being able to fight would be nice and watching other zombies and townfolk fight would be another added touch. The skill system is fine (eating brains to learn new abilities) just need more of them. The only thing negative is the fetch missions are always across the map as far away as possible. Not a fun/great design choice unless the design was to pad the game. Still was very fun and recommend.

Watch my First Impressions of John the Zombie here

https://www.youtube.com/watch?v=PRu_x2ZlWpI&feature=youtu.be. The game is a bit raw, but still manages to be a darkly funny enjoyment, like a dark comedy version of Goat Simulator. Just with Zombies this time around.. The game idea is good however its very glitchy. Will be nice to improve the game else not worth buying.. Not my kind of game. I wished for a Stubbs the Zombie kind of game but nah.. Has Potential but still has a lot of things that needs to be fixed like the people running through walls, cars spin at random, and a lot of other bugs so sadly I can't recommend this game yet until the bugs are fixed but nice idea reminds me of Stubbs the zombie, a really good game. zombie survival games are so overused it good to see a sandbox style game where you play from the perspective of the undead i have no criticism for the game only something i hope will one day be in the game such as citizens you kill you can watch them resurrect as a undead zombie and attack other citizens and as the city starts to fall into chaos seeing some sort of malltry response such as soldiers in biohazard suits or something like that congrats to the developers grate work worth the money

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