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About This Game

In this FPS game, you control a survivor in an apocalyptic world infested with zombies.

Watch your bullets, reload your weapon before any zombie reaches you.

Zombies are very strong, 3 to 4 hits usually will kill you, watch out.

This is a classic First Person Shooter (FPS) game with pixelated (low poly) graphics.

Don't attack zombies desperately, if they didn't detect you reload your gun and shoot when you see the undead in your sights. The apocalypse is coming now, don't hesitate to shoot anything that moves around you.

Each level you need to kill a specific number of zombies. Hold your weapon firmly and them. Kill zombies separately, it's easier this way. If two or more zombies see you, run for your life. Don't let any invader attack you.

This is an offline FPS game, you fight against the AI (artificial intelligence), you can't play with your friends, I mean, no multiplayer option.

If an undead strike and not hit you, this is an excellent opportunity to leave and reload your ammunition. If you with full ammunition, counter-attack them immediately. Pull the trigger as fast as you can. You need to survive at any cost.

Game features

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- Nostalgic and classic gameplay
 - Don't forget to reload your weapon

Title: Square Head Zombies - FPS Game
Genre: Action, Adventure, Casual, Indie
Developer:
Fabio Cunha
Publisher:
Fabio Cunha
Release Date: 22 Mar, 2018

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English

Enemies 11 / 16



+ 55%

39

enemies 33 / 33



+ 100 %

48



square head zombies - fps game

My summary in 4 sentences:

Square Head Zombies is a short, with decent design, zombie shooting fps. It has 20 levels, 7 variations and you play with different weapons. The last 5 levels you play with a stupid rocket launcher with 1 rocket per mag that reloads super slow, and the explosions are as big as the rooms you go around and it's really easy to commit suicide. Also the zombies are really slow and unless you bump into them they ignore you most of the time, however when you bump into them they instantly kill you.. TLDR: Don't buy it. It doesn't have steam trading cards and it sucks way too bad. It isn't like it's not completed, they didn't even start to make the game.

The game it starts with an earrape with 200% volume which you can't lower since it doesn't have any options in the game. It doesn't even have a menu when you press ESC. It looks like it ripped off Unturned's world and props and made the props useless since you can't interact with anything. You can sprint and shoot and zoom at the same time but aiming in this game makes your weapon go behind your head and stay in that location wherever you go so you won't be able to shoot enemies. You know the VR games like? When the weapon goes behind your head because of the rigs or something it is just like that but the weapon stays in that location after it goes behind your head. The game is unfinished, you can get through walls and fall down the map. Weapons are stupid too but also zombies are. Way too boring and buggy unfinished game with stupid "play this game for 1 hour" achievement where you just open the game and wait in the menu because the game sucks. And don't get me wrong I love steam but for the last few years they managed to get games like these a lot. There are even games without any games in it. When you buy it it's empty. And at the moment I'm going to call Steam a CUCK. The games like these might be cheap but it doesn't give them a reason to sell it unfinished and doesn't give steam a reason to get it. Look at games like Terraria (\$10) and Unturned (Free). Terraria is way too cheap for the content it has that made me play for 1k hours. It deserves to be at least 25 dollars but it gets 90% discount every time and it has x1000 more content than this game. Look at Unturned, it is also free and it also has x1000 more content than this game. What gives these people to make games like these and leave it also what gives any reason to steam to get this game in I don't get it in out. good fun game. There's no other way to put it. This game is a buggy mess. You can walk through walls and fall off the map, you can get punched through walls and the camera doesn't even begin to follow you around. Also, good luck with getting the one hour achievement because you'd probably refund it in less than 1 minute.. Amazing, worth all 79 cents!! It's bad. Don't buy it.

Update 0.87:

Hot sales! Discount for a limited time!

Bug fix.

. Update 0.87:

Реализовано автоматическое сохранение в начале каждого уровня, теперь чтобы продолжить играть необходимо при запуске игры выбрать необходимый уровень.

Добавлена система достижений, можно получить уникальную на данный момент ачивку "Early access" если просто войти в здание - "Floor 1" (данная ачивка будет удалена из игры после выхода из раннего доступа и более не доступна, но она останется у вас).

Убран глушитель у пистолета.. **Zombies In The Dark Update:**

All zombies in the first location are now animated!

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