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## Pixel Puzzles: UndeadZ



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### About This Game

Pixel Puzzles: UndeadZ is a traditional style jigsaw puzzle game with top down shooter gameplay thrown in to ruin your day and peaceful puzzling experience. Dead things want to eat you whilst you puzzle. You'll have to keep the dead dudez at bay with a mixture of mines, barricades, bullets and nades.

You'll need to spend Zombucks on defences to help you keep back them shamblers. Barricade the roads, line the floor with mines, do anything you can to fortify the path before the hoards of reanimated reach you (an mess up all your pieces).

### Features:

- Traditional puzzle gameplay mixed in with some top down shooter action.
- Intense gritty atmosphere.
- 19 puzzles in a range of sizes from 60 to 350 pieces.
- Multiple FREE DLC bonus puzzles.
- 34 Steam Achievements.
- Awesome fully hand-draw images.

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- Interactive play environment.
  - Horrible dead things to shoot at whilst you puzzle.
  - Perks & equipment.

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Title: Pixel Puzzles: UndeadZ  
Genre: Action, Casual, Indie, Simulation, Strategy  
Developer:  
DL Softworks  
Publisher:  
DL Softworks  
Franchise:  
Pixel Puzzles  
Release Date: 6 Jun, 2014

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**Minimum:**

**OS:** Windows 10, 8.1, 8, 7, Vista, XP

**Processor:** Core 2 Duo

**Memory:** 1 GB RAM

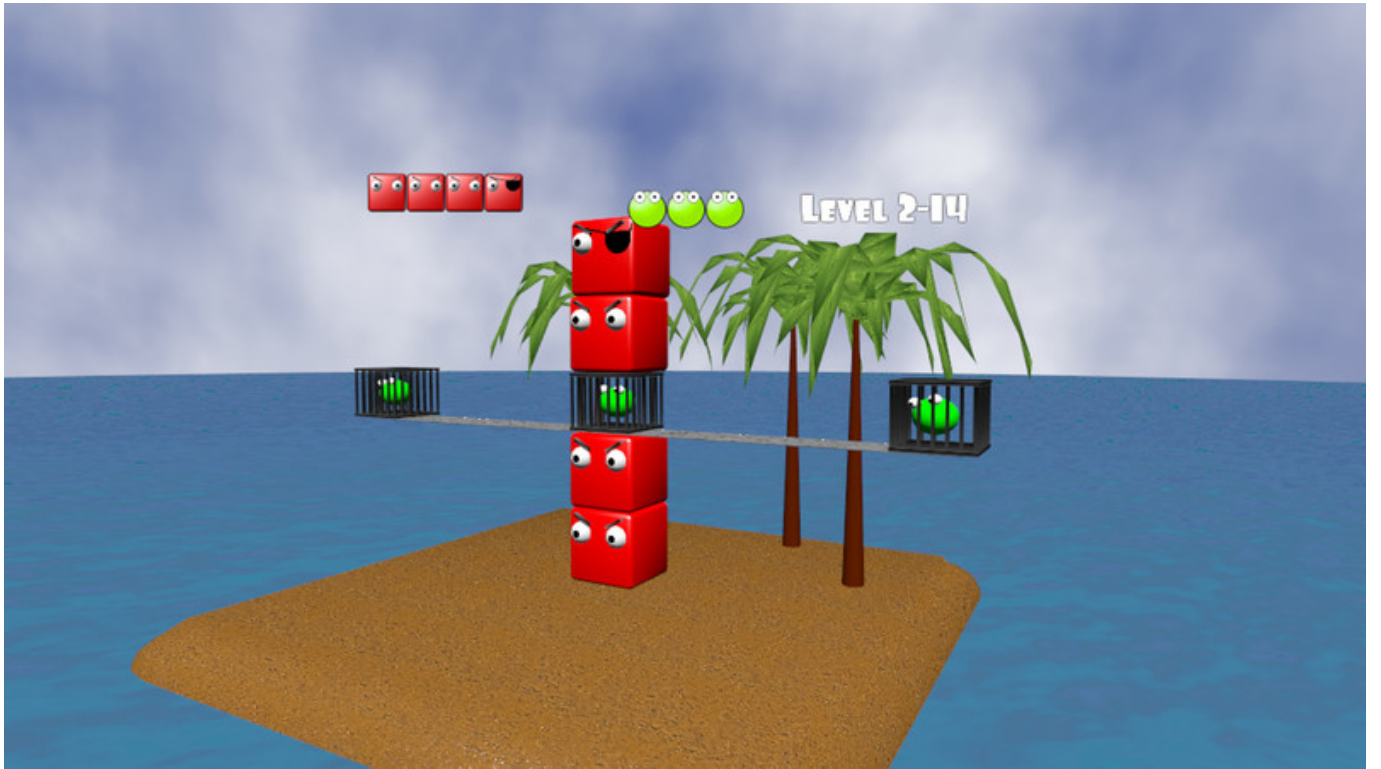
**Graphics:** DirectX 9.0 Compatible

**Storage:** 150 MB available space

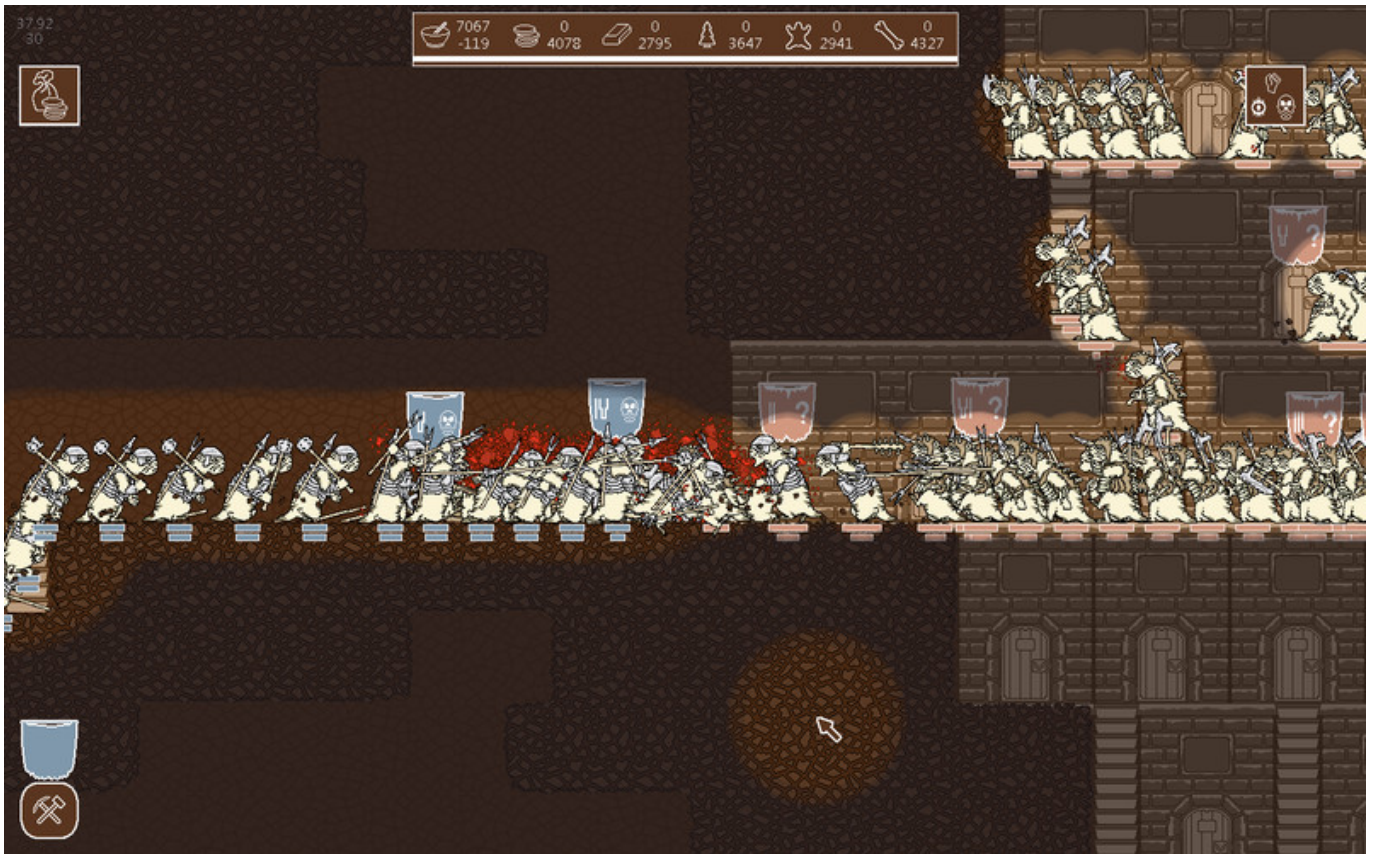
**Sound Card:** Generic Sound Device

English









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Here is a somewhat challenging airport - with only three runways You soon find Yourself wanting one more runway because of the traffic. Can become quite handful if You don't manage it well from the start. The default taxi route suggested by the game is not what I recommend to use - always make a habit to specifically map out the route for each arriving plane. This airport has quickly become a favourite.. Pretty decent HO game for the price, solid animations with decent scenes and puzzles.. Game completed.

This is actually a really cute little game, and might be a decent learning tool for coding structure, at least.

I'm not sure that locking the multiplayer co-op behind some single-player work entirely serves this game. The best argument I can see for that gatekeeping is that you want at least one player to have a solid grasp on the central mechanics before introducing the other, but either way it would seem like you'd want both players to be at the screen in the first section anyway, to pick up the basics.

Ultimately I beat the game in just two hours, but I have years of on-again, off-again experience with this stuff. And even I had to sit and tease out some of the solutions for a bit.

Very interested to see further work from this group, as well as hear feedback from someone using this as a teaching tool for a child and/or beginner. Gamification in education is a potentially powerful tool, after all. And this one is fairly easy to wrap one's head around, as far as the subject matter goes.. This is great! The physics are (mostly) brilliant, and it can get quite addictive! One of those games where you lie to yourself, saying "just one more game".

There are a couple of issues I've experienced which I hope will be addressed:

1. Occasionally when you hit the ball it decides you've hit it 2-3 times harder than you were expecting. Not a big issue, as didn't happen often. If it happens a lot for anyone it may be more a tracking issue with the Vive setup than the game.
2. Sometimes when the ball misses the edge of the table, it is registered as having hit the table, giving the AI a point. NOTE this is different to when the ball hits the edge and goes off at an angle. That's just true to real life ping pong, but still annoying :P.

Only a couple of things I can think to add to this game:

1. Some less voxel-based graphics, because it's a repetitive and tiring style now.
2. A control to increase intensity of haptic feedback when hitting the ball.

For £4, this is a really fun little game.. Very nice, I was pleasantly surprised when I opened up to find the terrain already there ready to go.

It's a lot better than the ones I've used before over the years you can get up and running very quickly with a high quality terrain.

Once the updates which import into Unity 5 and Axis come out this will be the best ever.

I recommend it for now and await the promised updates.

"Just as I thought, the devs have listened and already released the Unity 5 import of the terrain"

Way to go guys ... nice

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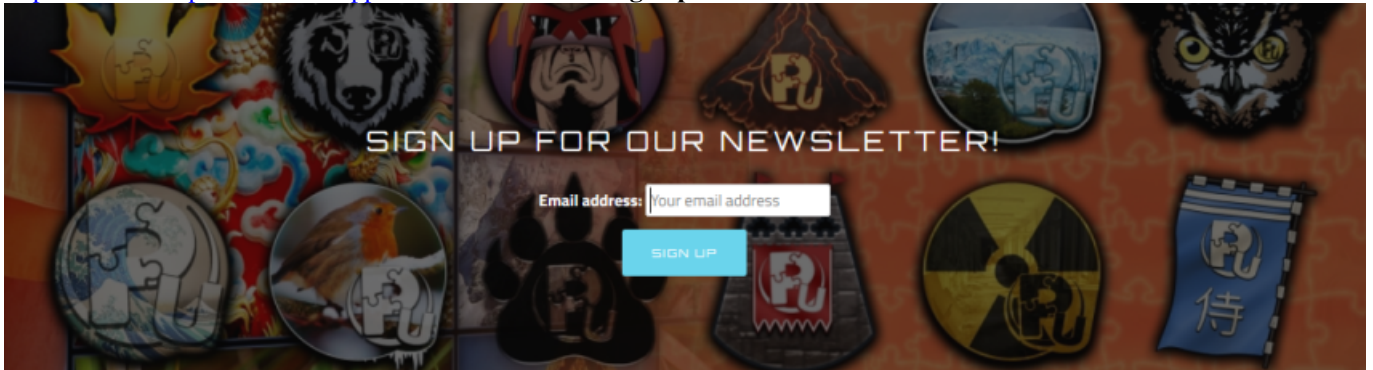
Well, it was ok. Take this as a tepid 'yes'. It's about 15 hours to go through it but the last third of the game involves a lot of reuse of assets and it felt like they really dragged the whole thing out a good five hours too long.. 10/10 would not play again.

gameplay is not maximum. Over the years I have played many strategy games, and this is one that is not just good, it's fun. As I'm interested in the eastern front and this game surprised me, it does a good job in characterising some of those conflicts.. idk how to feel about this game. I played the original version released 7 or 8 years ago and found it very fun and novel. I've been looking forward to this remake since it was announced and have been pleasantly surprised and spent more time than expected playing it. I rarely write reviews but I would recommend this to anyone on the fence because it is very clear the amount of energy and passion that went into this game and the new graphics look great.. Enjoyable loco to drive. I really hope they don't start balancing the game around these DLC units. The price feels fair, but locking such a big strategic advantage behind a paywall is pretty scummy.

**ORIGINAL SOUNDTRACK:**



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