Deadly Tropics Download For Pc [hacked]

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About This Game

Deadly Tropics takes you to the beautiful tropical island. Unfortunately, the island will be a trap with hoards of deadly zombies. Survive and find the way to get out from the island.

Deadly Tropics is a third person shooter with stealth elements. Shoot zombies using 10 weapons, sneak and kill unnoticed, use covers to hide.

The game is made to make fun and engaging gameplay.
This is an Indie production mainly made by one single person with passion.

Title: Deadly Tropics
Genre: Action, Indie
Developer:
Corpix
Publisher:
Corpix
Release Date: 23 Apr, 2018

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Minimum:

OS: 64-bit Windows 7, 64-bit Windows 8 (8.1) or 64-bit Windows 10

Processor: Intel CPU Core i5-2500K 3.3GHz / AMD CPU Phenom II X4 940

Memory: 4 GB RAM

Graphics: Nvidia GPU GeForce GTX 660 / AMD GPU Radeon HD 7870

Storage: 3 GB available space

English

So to start this off the price is worth the game no doubt but the game is pretty buggy and some things reccomend looking into would be the the animations and the zombies reach because when you are running even if they are super far behind they can still hit so the hit box for the player should be changed a lot. But overall great work!. This is a poorly optimised and buggy game. The gunplay is terrible and kills the framerate so it\u2019s best to avoid combat. Unfortunately this gives you nothing to do but run aimlessly through the \u2665\u2665\u2665\u2665\u2665 environment. Check it out in my first impressions video. https:\/\/youtu.be\/plPw5docLNY
I said aimlessly because the game doesn\u2019t give you any direction or even a basic mini map. In a game with fast zombies and ropey gunplay you might want to add some decent melee mechanics too. Just some kind of objective would be nice, because like the zombies in the game, this is brainless, pointless and empty.. The game is udder bullcrap, it costs around 77c in summer sale but works like a steam greenlight failure smh.
. I got this game on Steam Summer Sale amd I thoguht it was a good deal for the price, but it wasn't. The game is extremely laggy to where I could barely complete it. Also the achievment system is bad because I completed the right requirements for an achievemnt and it wouldn't give it to me. This game needs to have more stuff to do in it because all you do is walk around and kill zombies. Even for the low price I don't recommend the game.. Horrible and laggy, avoid like the plague.. Sorry all, but this game is not worth playing, even if it were free. Non-intuitive control scheme and objectives, poor combat, terrible zombie AI - so frustrating. Oddly enough the stealth and stealth kills seem to work fine!. 7\/10!

Good, fun and rather satisfying. This game does have a few bugs but for the price you cant really complain. I would recommend this to someone who likes zombie games. It doesnt take long to complete, just follow the road to freedom.. tl;dr version 2\/10 it's bad. and not a good bad.

Yeah it's a no from me. I finished the game in under an 80 minutes, and about 20 minutes of that was getting my youtube stream set up. I could of finished it quicker if I had any clue where the "escape zone" was, like in 5-110 minutes I reckon. 2 zombie types. regardless of weapon they all take 2 shots to the head to kill and only difference between them is models. Just feels like a typical Unity asset flip kind of game.

Sure the game is cheap and nothing wrong with that. But still. It would not of been hard to add in some more content and gameplay. Game feels empty.
It's glitchy as heck with entire \u2665\u2665\u2665\u2665\u2665s of scenery vanishing.
If the dev had just added some more zombie types, NPC's a few basic side quests it would of made a huge difference.

There's no map so you're basically wandering around aimlessly.
ALl the guns are basically the same in terms of handling and power.

I don't expect a game this cheap to be mind blowing, I don't expect perfect visuals and gameplay. But it does have to be FUN, and sadly this game is just NOT fun. I own plenty of dollar games that are the good kind of bad. The Orion Dino games for example show what a single person can do if they put a little effort in. And it's not like this is Corpix Games first game.

Dev, if you're gonna make game like these, you need to put more effort into it. If you're not a coder, then at least grab some paid assts from the Unity Store and add more life to your game. Even some animals and dumb NPC's running around being zombie bait would of been something. Please also add volume options in the game menu. By default the audio is LOUD and even when I lowered it using windows volume controls the music came out blaring in my stream.
And rebrand everything. It's pretty obvious this game was at some point going to be called Zombie Island.

Anyways check out the video of me playing it and see for yourself. Me? Imma getting a refund. https:\/\/www.youtube.com\/watch?v=e6FdReqGfc0

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