
ZHEROS Activation Fix



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About This Game

ZHEROS is a next gen beat'em up based on the genre hallmarks, above all: smashing hordes of enemies and punching stuff. In a journey through distant and unknown galaxies, you will play as the members of the ZHEROS squad: Mike and Captain Dorian. Brave, strong as awkward and dim-witted the first one; agile, smart and ready for anything the second one. They are both intergalactic agents called to defend the universe from crime.

Your mission: defend the universe from the evil Dr. Vendetta and his twisted plan to mutate every living creature in his trusted minions.

In single player or in co-op mode, you can rely on your punches, using a rich selection of combos, and on powerful hi-tech weapons, but if that was not enough, a strong and destructive mech will come to the rescue in the most dangerous situations.

From bizarre characters and encounters to strange locations, find out what mystery awaits you at the end of your journey.

Features:

- Engaging combat which aim to bring back the old style beat'em up feeling
 - Lots of spectacular combos and chain moves
 - A bright and neat graphic style across two dangerous worlds
 - Jump aboard your awesome mech! Rockets and lasers await you!
 - Double the action in the local co-op mode
- Plenty of twisted robots and bio-mechanical creatures will try their best to stop you
- Develop your character to fit your play style, upgrading your muscle or your weapons

Title: ZHEROS
Genre: Action, Indie
Developer:
Rimlight Studios
Publisher:
Rimlight Studios
Release Date: 15 Feb, 2016

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Minimum:

OS: Windows 7

Processor: Intel Core 2 Duo E4500 @ 2.2GHz or AMD Athlon 64 X2 5600+ @ 2.8 GHz

Memory: 4 GB RAM

Graphics: NVIDIA GeForce 260 / Radeon HD 4000 Series / Intel HD Graphics 4000

DirectX: Version 9.0c

Storage: 6 GB available space

Sound Card: DirectSound compatible, DirectX 9.0c (or higher) compatible

English,French,Italian,German,Japanese,Polish







From zero to hero, this game stumbles around repetitive brawling throughout poorly designed levels, However, the combat (and especially in coop) can be fun worth a while and visuals are compelling. Not bad at all for an indie product.. zheros looks promising and the the game seems pretty fun
there are a few problems the game crashes now and again i have a pretty good computer to run this game
but i cant seem to get anywhere in this game because the the bugs and crashes
this game needs to be patched up so we wont have any problems
i will recommend this game only just this game needs to be fixed. If you love beat-em-ups, there is nothing much to say except that Zheros is a must-have. The gameplay is very satisfying and I'm sure you'll fall in love once you start playing.

As I mentioned, the gameplay is very satisfying. Overall the combat is solid and very well done. It is your typical light attack, heavy attack, but with some other goodies mixed in such as being able to actively dodge, blocking\parrying enemy attacks, and you can shoot enemies with your sidearm. There are a variety of combos that you can pull off by stringing light attacks, heavy attacks, AND your ranged weapon, each combo has it's own unique style to them so you won't get bored watching the same thing over and over again.

Also you have an energy bar, using your ranged weapon will slowly deplete this gauge. The bar will regenerate slowly over time, but can be refilled quicker by finding energy pick-ups.

Lastly there are two characters you can play, their fighting styles are different from eachother, one is more punching-oriented while the other kicking-oriented. Nonetheless, both are very refreshing to play.

The level design is somewhat linear that are broken up into fight segments, where you have to defeat all enemies in an area before you can proceed. Throughout the levels there are collectible items such as health pick-ups, energy pick-ups, and coins which contribute to your overall score. you can find these in crates in which you can break open.

A nit-pick I have with the game is how some fight segments are too short mainly due to enemies being too squishy. Honestly it's not that big of a deal, but if I had to say something this would be it.

As for the price-to-hours ratio, I'd say it is decent and you will definitely get more hours than it is worth, or definitely break-even. The gameplay is good enough though so you'll for sure get your money's worth, especially if you're playing with friends\partner\wife\husband\kids. From a singleplayer standpoint, the value is still there and you will for sure get your money's worth, it may not be as much as playing coop though.

Overall very great game, you don't see very much **good beat-em-ups nowadays, but then you have Zheros which came in guns blazing showing that this genre is still alive.**

I hope this review helps you in deciding whether to purchase this game or not.

. Unintuitive gamepad controls which make pulling off moves more difficult than it has to be.

Also, the developers have been MIA, don't really seem to be listening to player feedback and yet they found the time and resources to release DLC.. This game is super fun beat'em up game and very very enjoyable

I finished it playing mike and I will play it again in dorian

HIGHLY RECOMMENDED. It looks good but there's no online play and the combat is a bit clunky. Don't buy unless you have local co-op players.. This game is alot of fun and gets to be very fun to play. Has some pretty funny cutscenes and graphics are gorgeous.

<https://www.youtube.com/watch?v=gmUtvYgmzxY> My footage of the game.

Please remember at the time the gameplay in the video is only running 30 but the game itself runs at 60. My software for recording was having problems so using OBS to record this was much more challenging for my system. Hope you enjoy my footage and please do think about picking up this game. It is really a blast to play!. A cool beat 'em up with nifty graphics and, as has been said already, captures that saturday morning cartoon feel. Two things bother me, though. The least annoying is the lack of voice acting. The most annoying is the music which is the kind of music ecstasy users stutter to at raves. Despite that Zheros is a lot of fun.

Unintuitive gamepad controls which make pulling off moves more difficult than it has to be.

Also, the developers have been MIA, don't really seem to be listening to player feedback and yet they found the time and resources to release DLC.. Graphically, it's a nice looking game, fairly over the top designs for the heroes and robots. Unlike most games of this genre it isn't just going from left to right, there is a 3D element in play too as you can be heading up or down along a path as well, so it isn't quite linear, which opens the door for the a bit of exploring if it appears there are two paths you can take. The HUD is perfect in its simplicity, top bar is your health, bottom bar is your energy (which is tied to the player's ability to block or fire a weapon)

The controls are easy to learn, which is a huge plus, as some games tend to over-think the controlscheme a bit, though Zheros does have some control elements I don't like (the hold a button to charge an attack gimmick is something I truly hate, no matter the game). Playing normal difficulty, there is a nice even flow, where you have to learn and master all the basics, as knowing when to dodge and block can often be a determining factor being victory and defeat, by the end of the 3rd stage, a player should have all the basics down solid (at least in theory)

The music is where this game shines, I was just bopping along to the sound track, it's that infectious! The sound effects are of a decent quality, the robots have little sounds they make when getting smack around which is a nice touch.

VERDICT

Though Zheros has very mixed reviews on Steam, I find it enjoyable for what it is, and since decent beat 'em games are not as easy to come by these days, I give this game my approval, and recommend you give it a shot!

Review can also be found on my blog at www.fredcasdensbasement.com. [I didn't want to but I have to give it a negative review it was a lot of fun at the beginning but later it becomes irritating. I like beat'em up genre and here controls just feel wrong, dodging attacks is very difficult, additionally the second boss has terrible hitboxes and I ended up not being able to dodge most of it's attacks. when an enemy gets hit the rest of the combo seems to be locked to target the first hit enemy and I often hit not the enemy I wanted to hit. the worst part though is the glitched checkpoint in the last level, it sent me to the beginning of the level twice and I couldn't progress because of wall that appeared before the checkpoint and I had to restart the level and has been forced to get to the second checkpoint without dying and it was hard because at this point the game just throws waves of strong enemies at you.](#)

[most of the achievements are locked behind a DLC, you can't upgrade your character abilities to max level without buying it. graphics, animation and soundtrack are great, it had a potential for a great game. I shouldn't expect an amazing game for such low price but no price tag can ever justify a bugged game.. Graphically, it's a nice looking game, fairly over the top designs for the heroes and robots. Unlike most games of this genre it isn't just going from left to right, there is a 3D element in play too as you can be heading up or down along a path as well, so it isn't quite linear, which opens the door for the a bit of exploring if it appears there are two paths you can take. The HUD is perfect in its simplicity, top bar is your health, bottom bar is your energy \(which is tied to the player's ability to block or fire a weapon\)](#)

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[A really fun game with incredibly satisfying combat and great graphics! The game does get sort of repetitive pretty quickly but since the environment changes and new combat skills are unlocked it does not stay repetitive for long.. I didn't want to but I have to give it a negative review](#)

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