



At undead birthday parties, the piñatas are much squishier.

A ZOMBIE'S PACE

TRAPPED DEAD is the smartest and slowest kid in zombie land *by Justin Amirkhani*

Trapped Dead is a refreshing take on the well-worn zombie genre, but refreshing ideas aren't always successful ideas.

More akin to *Commandos* than *Left 4 Dead*, *Trapped Dead* pits four survivors against a deluge of zombies in an isometric world. Players must rely more on strategy and party posturing than the brutality that typically defines gore-horror titles. Some might call the slow pace pensive, but others might just call it boring.

Given limited ammo, I had to choose whether to shoot, run, or wade in with the baseball bat. In one area, the flesh-eaters were spread

out enough that the bat was the obvious choice, but the action was so slow that I lost patience and recklessly spent all my bullets just for a little thrill. Smart survival decisions just aren't as fun.

Aesthetically, *Trapped Dead* features the subdued tones you'd expect, and clever lighting helps amplify the drama. The visuals are the game's star, but they can't carry the lifeless, poorly-voiced characters and tedious gameplay for long.

Trapped Dead earns points for originality, but with better pacing and a heftier casting budget, it could have been a much better zombie game contender. ■

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