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DEADLIGHT, the upcoming Xbox LIVE Arcade title from developer Tequila Works, sees protagonist Randall Wayne desperate to both survive the zombie apocalypse and find his missing family. The game combines entertaining gameplay and dreary art design that seems inspired by fantastic releases such as LIMBO, with true survival horror elements that challenge you to narrowly escape every encounter with the undead (with limited health, weapons and ammunition to assist you in combat). Supported by a great storyline full of diverse characters, strong voice acting and an excellent score, DEADLIGHT is the best Summer of Arcade title this year.

Randall Wayne is a lone survivor, crossing the dangerous terrain of a post-apocalyptic 1980s Seattle in search of his family. Much of the game's storyline is told through flashbacks, and the longer you play the game, the more you'll realize you want to help this unfortunate soul reach his ultimate destination. DEADLIGHT presents a tremendously isolated feeling as you progress, with only zombies to keep you company. The few survivors you do meet may make you wish you hadn't crossed paths, since many don't get along with strangers. DEADLIGHT will not only test your gaming prowess, but you'll really begin questioning moral decisions as you make your way and eventually find out how this whole mess got started, and just what happened to Randall's family.

The gameplay in DEADLIGHT is pretty straightforward. The game is a 2D platformer set in a 3D world, meaning you must always be aware of your surroundings in both the foreground and background as enemies, gunfire, traps and other hazards can come from anywhere. There will be plenty of visible traps and pits to avoid in the crumbling remains of Seattle however, and the game makes sure to challenge you in some way at every turn. As you play through the game, you'll find plenty of collectibles and even some unlockables to give the relatively short title some nice replay value. Combat in the game is simple enough, with a few scattered weapons like a pistol or fire axe to fend off foes, but more than likely you'll want to whistle and attract your enemies into a deadly trap, or simply jump over their heads and run away, rather than face them head-on. It's a fun concept that never gets too repetitive and makes DEADLIGHT one of the more unique titles available on Xbox LIVE Arcade.

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