



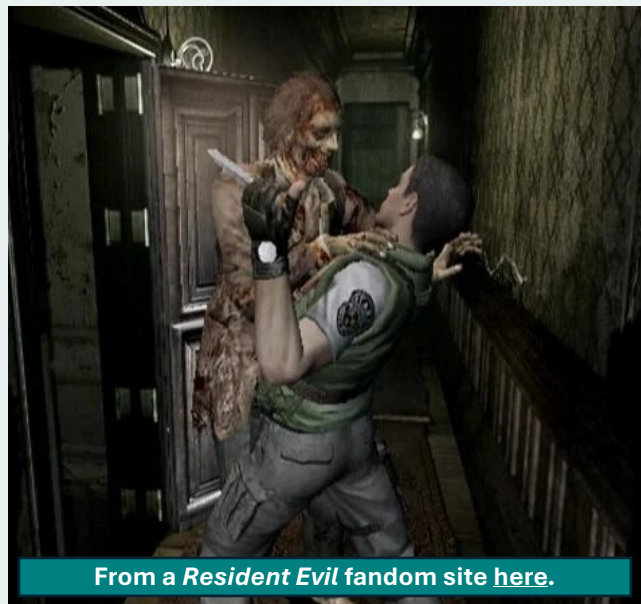
THE VIDEO GAME GENERATIONS NEWSLETTER

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From a *Resident Evil* fandom site [here](#).

Loading Screen

Here we are in October, the “spooky” month. I don’t get as worked up about it as some people do, at least not since I was a kid going trick-or-treating (or when my kids were young enough to trick-or-treat).

It’s a time when gamers like to focus on horror games, and while I generally treat October like any other month where that’s concerned, I thought why not make an event out of it?

Unless this runs out of steam, I’ll be writing about spooky games over the next four issues (ending with issue #25 on October 25th). First up: zombie games.



Ironically, “[Zombie](#)” from The Cranberries just came up on my Spotify playlist as I write this. That has to be a good omen for this week’s feature, right? And yes, I realize it’s not a song about actual zombies.

Recent Events

Electronic Arts Buyout

EA is being acquired by investors that include Saudi Arabia and a company associated with Jared “Trump’s son-in-law” Kushner.

None of this seems like good news, even though the EA games I play are few and far between. In recent memory, that’s Bioware’s *Dragon Age: The Veilguard* and Respawn’s *Star Wars: Jedi Survivor*. The company has been around since 1982 and is responsible for many well-known classics, as well as larger ongoing franchises like *Battlefield* and the *Madden NFL* games.

Apparently, it’s a big payday for shareholders, but there’s somehow \$20 billion in debt in addition to the \$55 billion buy-out, with some of the articles I’ve read suggesting that maybe it’ll come with major restructuring, layoffs, or other cost-cutting measures.

Even beyond that, I wonder what this means for their games going forward. I know this same Saudi Arabia financing group has a hand in several other video game companies, but I’m unclear on how big their portion of the EA pie is supposed to be under this deal, and by extension, how much of a say they’ll have in the kinds of games EA makes and the content they’re allowed to include.

Will the next *Mass Effect* be a watered-down soulless husk of its former self, with no personality or diversity? Will there even be another *Mass Effect* now?

Sources:

<https://news.ea.com/press-releases/press-releases-details/2025/EA-Announces-Agreement-to-be-Acquired-by-PIF-Silver-Lake-and-Affinity-Partners-for-55-Billion/default.aspx>

<https://apnews.com/article/ea-electronic-arts-video-game-silver-lake-pif-d17dc7dd3412a990d2c0a6758aaa6900>

<https://www.polygon.com/ea-electronic-arts-buyout-saudi-arabia-jared-kushner/>

Game Pass Ultimate Gets a 50% Price Hike

Something I genuinely appreciate about IGN’s Xbox guru Ryan McCaffrey is that he’s a fan without being a fanboy, and without idolizing Microsoft and the Xbox console. If they do something anti-consumer, he doesn’t tiptoe around it or pretend everything’s fine.



The spin doctors at Xbox knew this was going to be met with backlash, and I don’t envy the spokespeople having to pitch this as a good thing to Xbox gamers.

They’re also doing that thing companies typically do when raising prices. They add just a little bit more – mostly stuff that’s cheap and doesn’t inflate their own costs in a big way – so they can tout all the new/extra stuff that’s now included in an attempt to justify things.

There are still cheaper tiers, like “Essential” at \$10 per month, which still includes online multiplayer. That prices it the same as Xbox Live Gold used to be (back when that was a thing), so those using it *just* so they can play online will probably be OK with this.

For many, though, the value is in brand new first party releases, and they know that.

Source:

<https://news.xbox.com/en-us/2025/10/01/xbox-game-pass-ultimate-premium-essential-plans/>

The Best Zombie Games (That I've Played)

To avoid having this spiral out of control, I'm being selective about what qualifies as a "zombie", but not so selective that it excludes zombies not explicitly called that (clickers, walkers, infected, freakers and so forth).

For the purpose of this feature, a zombie must (A) have been a human previously, (B) either be undead or infected/compromised on a level that makes them behave as if undead, and (C) not be so dramatically mutated that they're more alien/monster than zombie (so no Necromorphs from *Dead Space*, sadly).

I'm also excluding human enemies that are being controlled by another living organism (not just a virus, such as the Los Ganados in *Resident Evil 4*) or are tougher to categorize in general (the basic enemies in *Alan Wake* and *The Evil Within*, for example).

I'm further limiting my selections to just games I've played. This means it won't be a true "best of" list, because I haven't played *Minecraft*, *Call of Duty Zombies*, *Plants vs. Zombies*, *Zombies Ate My Neighbors*, *Back 4 Blood*, *Dead Rising* (a huge omission, I know), *World War Z*, *The Typing of the Dead*, the zombie Dr. Ned DLC for *Borderlands*, *Yakuza: Dead Souls*, *State of Decay*, or *OneChanbara*.

I'm grouping games in a series together as one entry, and it's an unranked, unordered list. I just wanted to write about zombies this week.

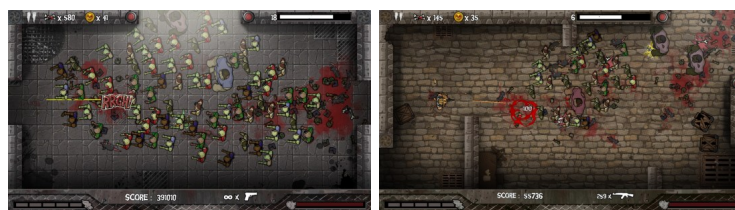
With those restrictions, this is pretty much every zombie game I've played, so I shouldn't call this a "best of" list at all. It's just a list of the 18 zombie games I've played, and a few thoughts and comments about each one.

A better publication, or even just one with a budget, would probably approach this with a more complete list and rank them all. Many already have, such as this [top 25 list](#) from IGN.

Zombies Overloaded

As I write this, I *just* played this one yesterday. My mini-review is included in this issue. It's an arcade game where your goal is just to get a high score. It doesn't do anything to innovate.

Each play area (there are five to unlock and choose from, although two are gimmick "pacifist" modes where you just have to last as long as possible without a weapon) is a single screen with a *Pac-Man* style exit that wraps from one side to the other. If I was to rank these, it would probably go near the bottom. It's fun for a few hours, though.

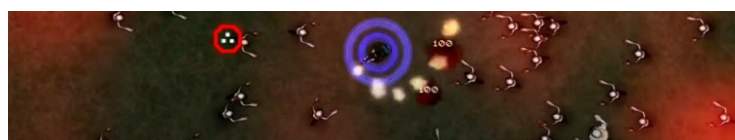


I MADE A GAME WITH ZOMBIES IN IT!!!

I never made it very far into this game when I played it on Xbox 360. It was made with XNA and launched into the "Xbox Live Indie Games" marketplace (XBLIG), so I'm pretty sure you can't buy it there now. It's still on Steam though, [here](#), and appears to be free. It's rated "overwhelmingly positive" too.

As with *Zombies Overloaded* (above), there isn't anything particularly exciting about it, but I remember it being pretty fun. Also, it starts with a song *about* the game, and if this is the only thing you do after reading about all my selections, I encourage you to at least check out the first couple of minutes of a gameplay video, such as this one:

<https://www.youtube.com/watch?v=v5T6qenbdUc>



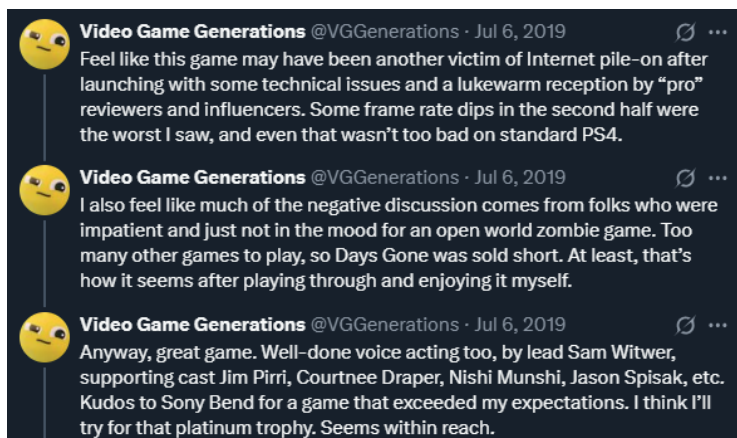
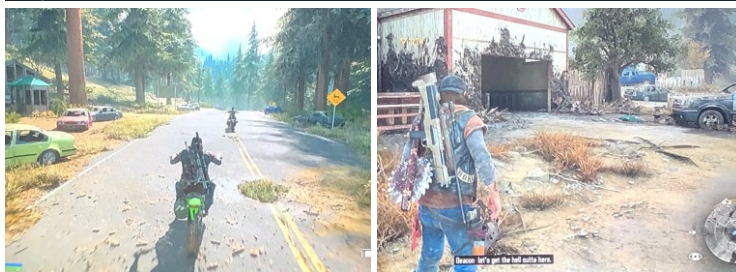
Dead Nation

I miss this era of Housemarque. I remember loving this isometric twin-stick shooter when I played it on PlayStation Vita almost a decade ago. I also remember being excited for but ultimately disappointed by *Alienation*, their sci-fi follow-up. In fact, *Dead Nation* might be my favorite Housemarque game ever.

Days Gone

I count this among the many games that the critics got wrong. With a Metacritic average of 71 for the original release (but 85 from users) and 78 for *Days Gone Remastered* (but 88 from users), it has at least fared better with the general public. I'm a little surprised, though. This always seemed to be one of those "punching bag of the week" games, with most of the discussion being a hyperbolic mix of how "bad" it is and general clowning.

On July 6th, 2019, I had this to say on Twitter:



I remember loving the big open world, the story, the quests, and even the motorcycle with its constant need for gas (it gets better after some upgrades). I especially enjoyed the huge freaker-filled encounters and the stealth.

The Walking Dead - A TellTale Game Series

After the first fantastic season, I only ever got around to playing the first episode of the second season. It isn't that I didn't want to. You probably know how it is. Sometimes stuff gets pushed to the side, you mean to get back to it, but you just never do.



That first season, though, leaves a lasting impression in the decisions you're forced to make and in that emotional ending. This set the standard for what TellTale games would be going forward, and it set a high bar that only a few of their later games came close to.

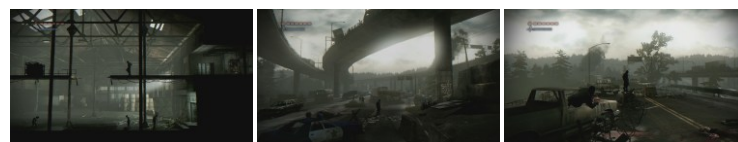
The Walking Dead - Survival Instinct

I count this separately from the TellTale games, even though it's set in the same world. I know a lot of gamers have forgotten about this game (or have tried really hard to forget), but I enjoyed it. Actually, I *really* enjoyed it. It was immersive and tense. It's a game like this that makes me appreciate not having the discerning taste in games that most others seem to possess. It has a 32 on Metacritic.



Deadlight

I've forgotten most of the reasons why I loved this game when I played it on Xbox 360 back in 2013, but it remains one of my most favorite 2.5D games ever. It was very well done.



Dead Island (Series)

Did the middling reception of the first two games factor into the general opinion leading into *Dead Island 2* when it released in 2023? While *Dead Island* and *Dead Island Riptide* (from Techland) had a fair amount of jank, the long-awaited *Dead Island 2* (from Dambuster Studios) was fantastic.

I loved those earlier games, jank and all, with their zombie-infested open world islands and the unique angle-based melee combat, but I really loved *Dead Island 2*.

Users on Google seem to agree with me:

92% liked this video game
Google users

Dead Island 2 is a 2023 action role-playing game developed by Dambuster Studios and published by Deep Silver. It is a sequel to the 2011 video game *Dead Island* and the third major installment in the *Dead Island* series. [Wikipedia](#)

Platforms: PlayStation 5, PlayStation 4, Xbox One · [See more](#)

Developer: Dambuster Studios

Initial release date: April 21, 2023

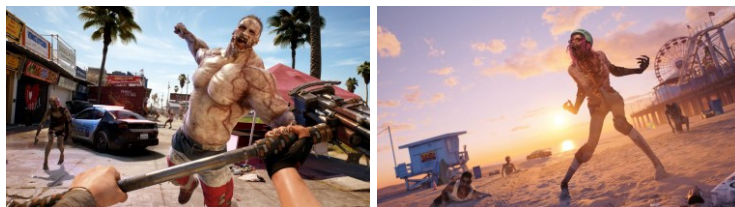
Publishers: Deep Silver, Plaion

Genres: First-person shooter, Action role-playing game, Survival horror, Fighting game, Action-adventure game, Adventure

Nominations: The Game Award for Best Action Game, BAFTA Games Award for British Game

License: proprietary license

Sure, it takes place on the “island” of Los Angeles, so the title is a bit off, but that’s about the only complaint I can come up with.



I think some people felt misled by the first game’s incredible trailer, when the game itself was decidedly not that same tone. If you haven’t seen it, you should:

<https://www.youtube.com/watch?v=lZqrG1bdGtg>

Dying Light (Series)

Techland went from making *Dead Island* to making *Dying Light*, which is in many ways a spiritual successor in the same vein as those earlier games.

The first game featured a real sense of dread and danger in its nighttime sections, which was lacking in the sequel. I’ve heard that the recent *Dying Light: The Beast* (which I’d love to play if it had a physical release) brings back some of what made the first *Dying Light* a fan favorite.



The Last of Us (Series)

For all intents and purposes, clickers are zombies. Yeah, it’s some kind of plant or fungal infection, but most of them remain human-shaped and if they’re technically still alive, they function enough like zombies to count for the purpose of this list.

Since the first game was released in 2013, I’ve put it as my second favorite game of all time (with *Fallout 3* being #1, if you’re curious). Maybe if I took the time to think about everything I’ve played since then, I might bump it down, but until then, it remains.



I cancelled HBO MAX before Season 2 of the TV show started airing, but I’ve heard a few mixed things about whether it lives up to the game. Speaking of the game, my mini-review is included later in this issue. In it, I ponder whether it should replace the first game on my all-time favorites list. Maybe I’ll just count them both together.

Resident Evil (Series)

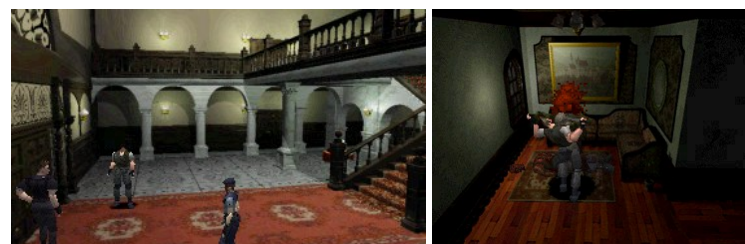
In particular, it's the first three games I associate with zombies. With *Resident Evil 4* (probably my favorite of the series, even before the excellent 2023 remake), a different kind of menace was introduced in the form of the Las Plagas parasite. In many ways, those enemies may count as zombies just as much as the clickers in *The Last of Us*, but it's a moot point given that I can include the earlier games regardless.

I'll hold my mini-reviews of the *RE4* remake and *Re:Village* to include in a future issue, but my thoughts on the *Resident Evil 3* remake appear as a mini-review later in this issue.

Here's what I said about the *Resident Evil 2* remake in an even shorter review on Twitter, back in early 2019:



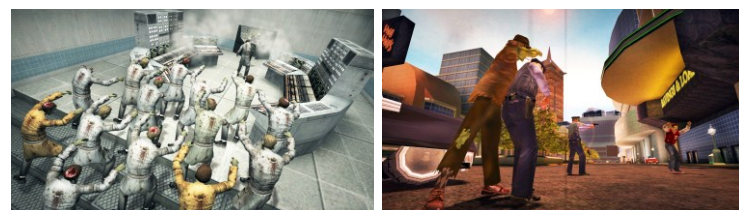
Look at how far we've come since the first game debuted on PS1 almost 30 years ago:



Stubbs the Zombie in Rebel Without a Pulse

Did you know that *Stubbs the Zombie* was an original Xbox exclusive built on the *Halo* engine, or that it got a [remaster](#) back in 2021?

Did you know that you play as a zombie trying to infect humans, and that there's a really memorable bit at the end where, at the risk of spoiling the fun, you must "contaminate" a water supply to spread your zombie disease?



The game ditches any pretense of horror and takes the comedy route. I played it way late (in July 2013) and loved it. I highly recommend it.

ZombiU

Apologies if I sound like a broken record, but here's another underrated gem that should have been better regarded than it is. With an aggregate 77 on Metacritic, I guess it's not *too* underrated, but I would probably have given this WiiU exclusive a much higher score when I played it in 2012.

It didn't stay an exclusive forever. Ubisoft dropped the "U" and released it as just *Zombi* on other platforms. Without the second screen experience, though, I can't imagine it feeling like the same game. That might be why it scored several points lower than on WiiU.

I remember finding it really immersive. Some people struggled with melee combat that never felt right to them, but it had a certain deliberate build-up and follow-through that I really vibed with.



Left 4 Dead (Series)

While *The Last of Us* might be considered a series because it's very likely we'll see a third game someday, I don't think it's likely at all that Valve will ever revisit this first-person zombie horde survival 4-player co-op game. We did get a spiritual successor in the 2021 release of *Back 4 Blood*, but I haven't played it and I've heard mixed things.

I did the co-op in both games with my friend Bill and two additional CPU-controlled teammates on Xbox 360. We had a blast. These are classics.



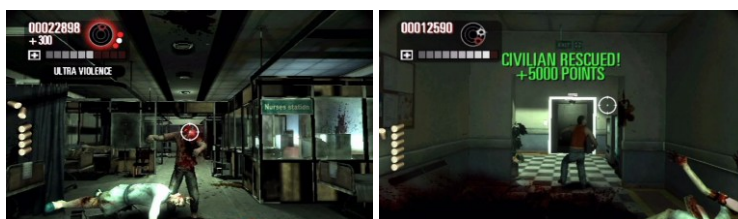
Monkey Island 2: LeChuck's Revenge

Sure, it's not the first game that comes to mind when you think of zombie games; maybe not even the second or third. What's cooler than ghost pirates, though? Zombie pirates!



House of the Dead (Series)

The only one of these on-rails light-gun shooters I ever played was *Overkill* for the Wii, with a co-op partner. It was a fun time.



Actually, I might have played one of them in an arcade at some point too. I don't remember.

Red Dead Redemption - Undead Nightmare

What I remember most about the stand-alone expansion for the first *Red Dead Redemption* is that it was wildly buggy somehow. It might not have been that way as DLC, but having its own version of the engine for the stand-alone release might have introduced problems.

I don't remember the specifics so many years later, but it seems like there were zombies (or maybe living townsfolk, since it might not have been so strange for zombies) walking around without heads.

Still, I enjoyed it a lot, and it remains one of my favorite expansions for a game. Then again, I'm a weirdo who liked the first *Red Dead Redemption* more than the sequel.

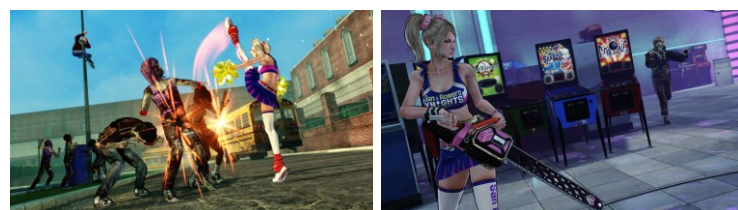


Lollipop Chainsaw

It isn't often that I play a remaster for a game I've already played, but I've done it before (ex: the *Shadow Man* remaster a few years ago). I also played the remakes of *Resident Evil 4* and *Silent Hill 2* (both are excellent), and I've played remakes/remasters of games I *hadn't* yet played (as I did with *System Shock*).

Lollipop Chainsaw RePOP came out last year, and I really want to play it to see if it's as great as I remember the original being on Xbox 360.

The original is a cult classic from Suda 51 and his Grasshopper Manufacture studio. It's an over-the-top zombie-slashing action game with an unlikely hero in the form of cheerleader Juliet Starling.



Collection Inspection – Zombies Edition

In VGGN [issue #3](#), I wrote about my game collection and some about what went into hoarding all these games over so many years. Aside from the photos I included then, I have rarely shown it off or even talked about it.

Most of it sits collecting dust on bookshelves in a basement bedroom. Some of it is boxed up and in a closet (mostly the duplicates, but also a few of my factory sealed games when I've put the duplicates out on a shelf).

Lately, I've been wondering if this was the best use of my time and money. I posted to Reddit about it [here](#). While it's cool to be able to pick from a large number of older games if the mood strikes me (like when I went through the *Shadow Hearts* series on PS2 a couple years ago), it really does all just sit there on shelves.

With that in mind, I've decided to start a new recurring feature where I include photos of a few games from my collection. This first week is a bit excessive, but in future issues I'll try to limit it to just a game or two.

I'm still not ready to open anything that's factory-sealed, so some of this will be less interesting than if I was able to include photos of all the contents (especially the collector's editions, with statues and other goodies).

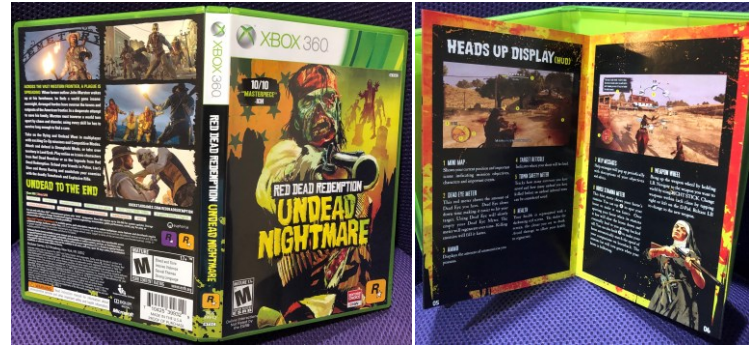
Also, you may see some with transparent tape on them, or what appears to be lines or cuts in the plastic. I *did not* tape plastic directly to the game boxes. It's more like Christmas wrapping, where I've taken sheets of plastic that are wrapped and taped to itself. My reason is to minimize shelf wear and keep dust from collecting on the boxes.

I didn't want to unwrap and redo those after getting photos, so I just left it. Also, my lighting is bad (glare from overhead lights), my iPhone 8 camera isn't ideal, and my hand can be a little unsteady at times, but here's what I got.

Read Dead Redemption - Undead Nightmare

Platform: Xbox 360 / **Edition:** Standard

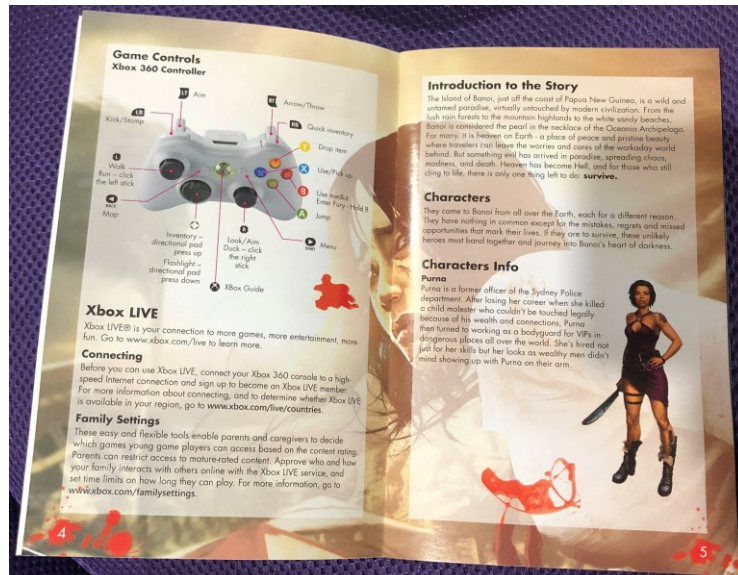
Comments: The poster is huge. I didn't want to risk damaging it by fully unfolding and laying it flat. This is one of the games I wrote about in the main feature.



Dead Island

Platform: Xbox 360 / **Edition:** Standard

Comments: From back when games had a manual.



Dead Island - Riptide

Platform: Xbox 360 / **Edition:** Standard

Comments: This is a bit of a dark horse in the series, but I enjoyed it at least as much as the first game.



Dead Island 2

Platform: PlayStation 5 / **Edition:** Standard

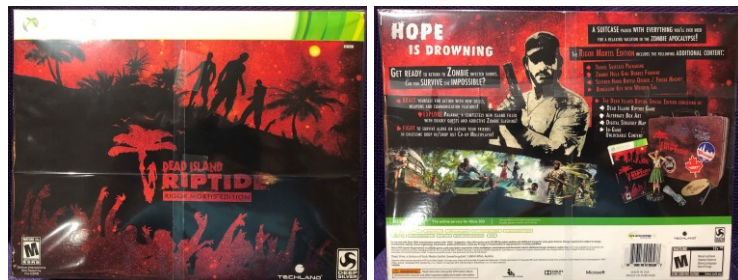
Comments: I mentioned it already in the previous feature, and my mini-review is included later in this issue, but it bears repeating a third time. This is a great game. It looks stunning and plays great.



Dead Island - Riptide

Platform: Xbox 360 / **Edition:** Rigor Mortis Edition

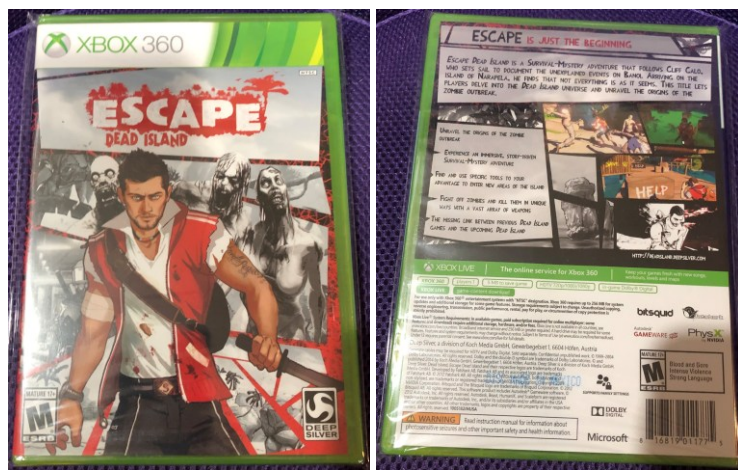
Comments: This is still factory sealed, so I'm not able to show all the contents. Yeah, I know, it's way less interesting this way. Also, this isn't the edition that included a controversial zombie woman's corpse torso statue. I'm not sure whether that ill-advised edition ever made it to the market, to be honest.



Escape Dead Island

Platform: Xbox 360 / **Edition:** Standard

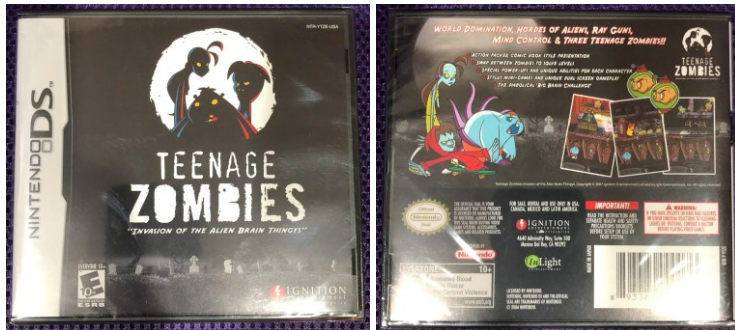
Comments: Here's another that's still factory sealed, although it really isn't worth much, sealed or not.



Teenage Zombies

Platform: Nintendo DS / **Edition:** Standard

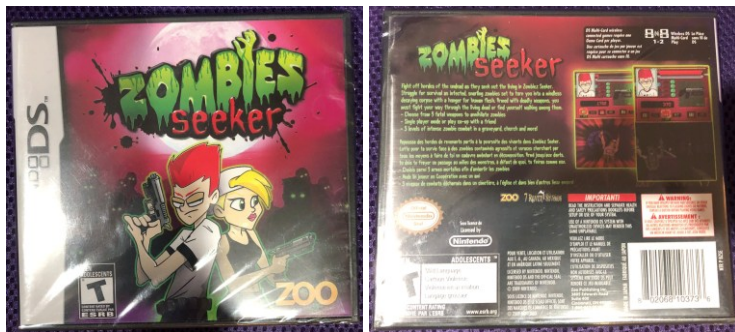
Comments: Here's another that's still factory sealed.



Zombies Seeker

Platform: Nintendo DS / **Edition:** Standard

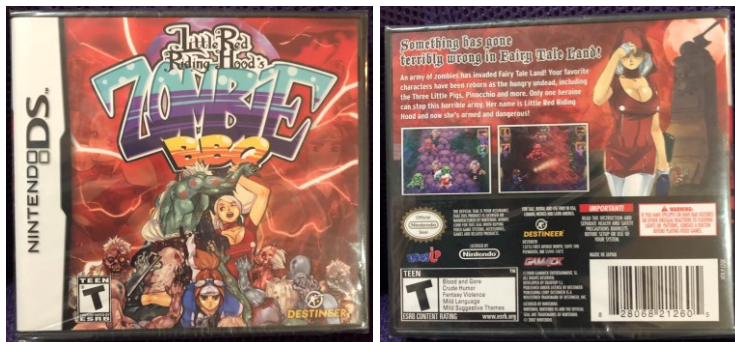
Comments: And another. Somehow, people on eBay are asking from \$125 to \$250 for new/sealed copies.



Little Red Riding Hood's Zombie BBQ

Platform: Nintendo DS / **Edition:** Standard

Comments: My last DS zombie game for this list and another where eBayers seem to think it's valuable.



Back 4 Blood

Platform: PlayStation 5 / **Edition:** Standard

Comments: I never got around to playing this spiritual successor to *Left 4 Dead*. Maybe someday.



Lollipop Chainsaw

Platform: Xbox 360 / **Edition:** Standard



Lollipop Chainsaw – RePOP

Platform: PlayStation 5 / **Edition:** Standard

Comments: When they were new, I bought every game Limited Run released, including every variation and edition. That contributed a lot to my credit card debt, so one day I stopped entirely, except for the occasional one-off game (and even that's rare for me) if it's one I really want to own. I'm not sure why this remaster or remake of *Lollipop Chainsaw* fell into that category. I mentioned earlier that I'd like to play it and see if it's as good as I remember, someday.



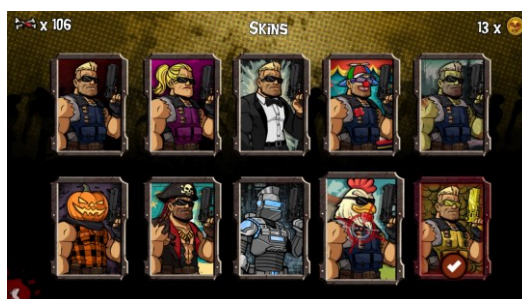
OneChanbara – Bikini Zombie Slayers

Platform: Wii / **Edition:** Standard

Comments: All these images are weighing down the document. I'll include more in next week's issue.



Mini-Review: Zombies Overloaded



It's one of these - a top-down twin stick shooter with hordes of zombies.

It's usually \$7 but was on sale for half off this weekend (and under \$3 with PS Plus).

It doesn't do much more than you'd expect, but there are worse ways to spend an afternoon.

In-game currency (of two types) lets you unlock permanent upgrades, two other "overloaded" stages, one more "pacifist" stage, and 10 character skins.

For what it is, my two main complaints are that I managed to get stuck under the lower wall on at least three runs, and some of the guns (there are only 5) aren't worth using (particularly the shotgun).

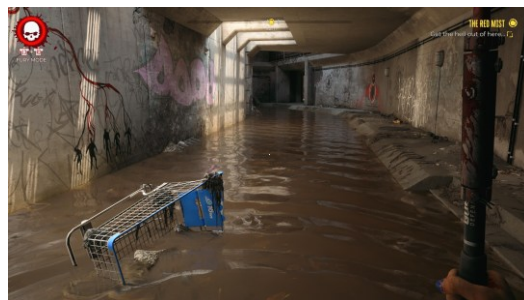
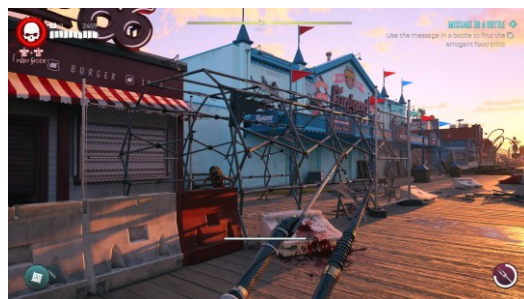
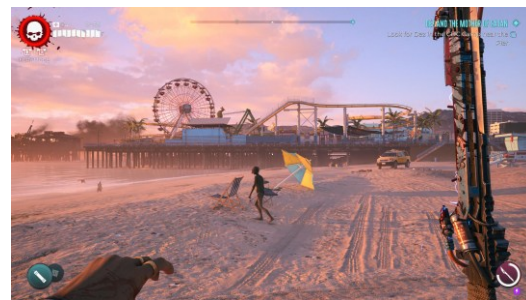
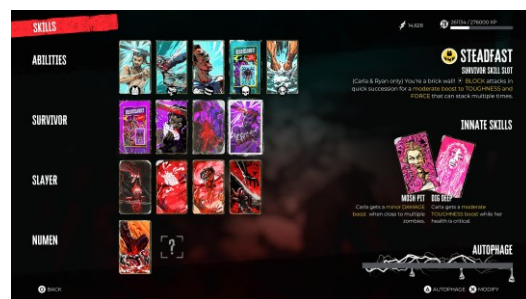
There's "extreme guy voice" narration when you pick stuff up or at key points during waves.

If nothing else, it at least makes you earn the platinum trophy, although it's not difficult.

Played on console: PS5.

Originally posted: 09/29/2025.

Mini-Review: Dead Island 2



I'm not sure anybody expected this to be good; or at least *this* good.

I loved *Dead Island* and *Dead Island: Riptide*, even though I recognized they were pretty janky. *DI 2* isn't perfect (a few minor glitches, plus missing detail like mirrors without your reflection, a big wall of DVD cases with many copies of the same few titles), but it feels big-budget, triple-A, and well-polished; surprising, given the development hell and multiple studios it apparently went through.

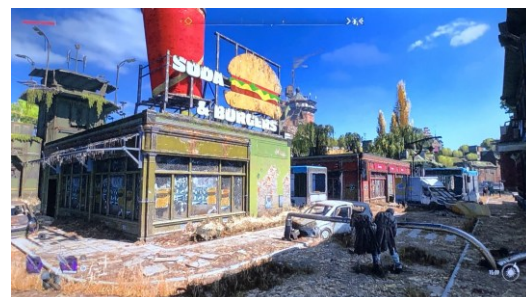
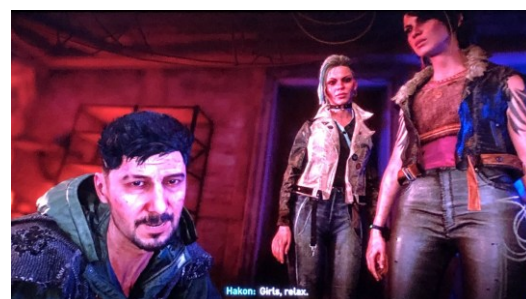
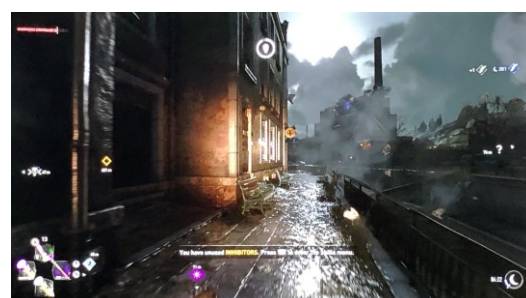
But wow, was it worth the wait. I was hooked at the start but just a few hours in when I made it to the movie studio level, I was totally in.

It's set on everybody's favorite island, Los Angeles. Seriously though, this lends way more variety to the environments and missions.

Fun story. Great characters. SUPER fun gameplay. I loved it.

Played on console: PS5.
Originally posted: 04/30/2023.

Mini-Review: Dying Light 2 – Stay Human



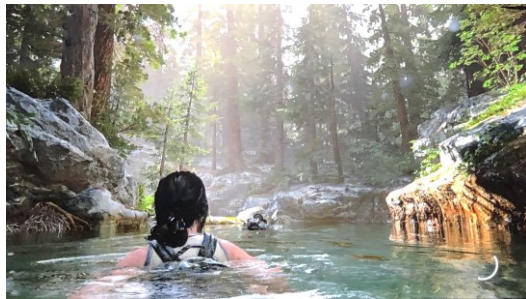
There's a scene in TechLand's latest open world third-person zombie adventure where a wooden door floated into the room like some self-driven magic carpet. At least, that's the scene I saw, thanks to such comical glitches. From the dialogue and context, I think it was being held by people and was carrying an injured man, none of which rendered.

Thankfully, bugs were actually rare and always solved by a reset after very long sessions. It's actually one of their most solid, well-crafted works.

I might still prefer *Dying Light 1* and even *Dead Island*, but after I upgraded my Aiden enough to excel in the melee combat and awesome parkour, I was hooked. R3 to scan was very finicky for me and a story trophy didn't pop, but otherwise it's a good game with lots to do and explore.

Played on console: PS5.
Originally posted: 02/17/2022.

Mini-Review: The Last of Us - Part 2



The original *TLOU* has been my #2 favorite game of all time since it released 7 years ago. I've been of the opinion that it didn't need a sequel. It worked incredibly well as a stand-alone story, and it didn't seem necessary to continue it.

That said, I think I was wrong. This is equally incredible on many levels; a masterpiece. I wish I could give specifics, but from my screenshot selection to my word choice here, I need to avoid spoilers.

Is it hyperbole to say it's one of the best games ever made? I don't know. Will it dethrone *TLOU* as a personal favorite?

I probably need to let it sink in a bit longer. I do know it's a fantastic must-play experience that I thankfully managed to go into unspoiled.

Now I get to read reviews, listen to spoiler-casts and find out why some idiots review-bombed it.

*Played on console: PS4 Pro.
Originally posted: 06/28/2020.*

Mini-Review: Resident Evil 3 – Remake



I enjoyed this WAY more than I expected based on the lukewarm reception it got from fans of the series when it first released two years ago.



It's also longer than I expected; but I never can trust [HowLongToBeat](#) when my actual times tend to be around 50% longer than what's submitted by their contributors.



The PS5 visual enhancements make for a great-looking game. It has the more action-oriented gameplay of the *RE2* remake, and with multiple areas to explore, doors to unlock, herbs to combine, ammo to find and conserve, notes to collect, gruesome enemies to fight (and stab when they're down – half the time, they just pretend to die), and a high-stakes story in typical *Resident Evil* fashion.



Maybe it's not quite the high mark that the *RE2 Remake* was, but it's still very, very good.

Played on console: PS5.
Originally posted: 06/19/2022.

The Final Stage

I Always Forget Something

No matter how much thought and research I put into each week's feature, it seems like I always overlook something.

I'm particularly disappointed that I forgot about Rosario Dawson in *Dying Light 2* when I wrote about recognizable movie and TV stars appearing in video games, back in [issue #11](#). It clicked when I was bringing in this week's mini-reviews and noticed her in a screenshot. I had completely forgotten about that.

More recently, in [issue #18](#), I wrote about games based on licensed IP (movies and TV in particular, but also books and comics). To be fair, there are plenty of games I made note of but didn't mention on purpose, like various *Wallace & Gromit* games, *Teenage Mutant Ninja Turtles*, *Scooby-Doo*, and plenty of one-off movie tie-ins. Two that I probably would have included, if I had remembered them, are *Lost: Via Domus* and *The Warriors*.

I don't remember if the former was even very good. Reviews on Metacritic suggest it wasn't, but I *think* I liked it well enough at the time. It was sort of an adventure game based on the TV series *Lost*, and I *really* liked the TV series; at least for the first few seasons.



The latter is an oversight I regret even more. *The Warriors* (from Rockstar) was a great game. I played the PSP version and only watched the cult classic movie it's based on afterwards. It should have been on my list.

I Also Made a Game with Zombies in It

Several years ago, for a 3-hour Halloween-themed interactive fiction competition, I wrote this silly, pointless little hypertext joke game using Twine.



There isn't much to it. There are maybe three different ending variations that can be mined in just a couple minutes.

<https://sidneymerk.com/twine/zdz.html>

Next Week

My four-issue spooky month series will continue with a feature about some of my favorite horror games. There may be some crossover with zombie games, but I plan to write about survival horror, psychological horror, and the games that do more than *just* throw hordes of mindless mutants at you.

Collection Inspection will include more of the zombie games I originally planned to put in this week's issue, until it started weighing down and lagging my master document (probably because I have it set up to not compress images in the original file; a setting I hadn't enabled in most earlier issues).

End Credits

The VGGN controller logo with multiple "X" buttons and some occasional other artwork was made using <https://openart.ai>.

The title font *Closet Dwellers* and the section header font *Shake Your Plums* are licensed from <https://chequered.ink/>.

This week, most of the screenshots in the first Zombies feature are from those games' pages at <https://mobygames.com>, with the exception of *Stubbs the Zombie* screenshots, which came from [Xbox.com](https://xbox.com). Images of physical games in the second Zombies feature are photos I took from games in my own collection and weren't sourced from the internet.

Screenshots for video game mini-reviews and screenshots used in other articles or features that haven't already been credited were captured by me in-game and are used here in what I believe is "fair use".

Images sourced from elsewhere on the internet are sometimes credited and/or linked in captions that appear on or below them.

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