
Z. Year One Full Crack [FULL]



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About This Game

Z. Year One is a crowdfunded zombie card game brought to life by indie developer Downward Viral and 1,414 Kickstarter backers.

NEW UPDATES: Since release, fans have provided lots of great feedback, with one of the most requested features being a more thorough tutorial/training system for new players. This, along with many other tweaks, bug fixes, and improvements are constantly in the works. Please check the forums for more details!

IMPORTANT: Z. Year One utilizes a third party system called PlayFab to manage player accounts. Signing in enables various features in the game (such as gaining XP and unlocking new cards), allowing players to carry their progress between platforms, and to future-proof Z. in case we ever get to make a Year Two or add multiplayer, etc. We used PlayFab because as a two-man dev team, it helped us implement vital features we never would have been able to add otherwise.

TWO ASYMMETRICAL FACTIONS / TWO WAYS TO PLAY!

The zombie theme and horror atmosphere aren't just skin deep--they've been meticulously integrated into the game experience to create a DCG like no other!

SURVIVORS

Search locations for supplies and use an assortment of unique items, armor, and weapons to survive one more night!

FALLEN

Sabotage locations, lay traps, convert Survivors into more Fallen, or just eat them alive!

THREE MODES

- **Arcade:** Four consecutive matches with random locations/objectives/enemies!
- **Survival:** Face unique Survival Challenges and see how long you can last!
- **Supply Run:** Customize your leader and risk everything for increasing loot! Supply Run is the best source of XP, Booster Packs, and rare Variants in the game!

MULTIPLE OBJECTIVE TYPES

Raze, Domination, Extermination, and Domination X Raze provide different takes on the familiar “duel”-style win conditions.

THEMATIC LOCATIONS

Z. is more than just throwing your best cards at the other player. What would a horror movie be without a properly eerie setting? In the middle of every match is one of several unique and interactive location decks.

- Survivors can find themed weapons and items exclusive to each Location
- Unique Discoveries and Events await
- Events provide optional objectives the Survivors can complete for special rewards
- Rescue Location-specific Survivors or encounter unique Fallen
- The last card of every Location Deck is a powerful Climax card that can turn the battle
- Each location is also represented by a fully 3D background

UNIQUE APPROACH TO THE GENRE

Z. was designed not only as an homage to games like Magic, Yu-Gi-Oh!, and a plethora of other tabletop and video games, but it was also designed to do away with some of the obsolete or less enjoyable aspects within the genre.

- Direct control over resources -- no mana starving or flooding
- Limited low-cost Location Units ensure always being able to play a unit during the early game
- Traps and Instants are automatic, so the game doesn't stop every three seconds to ask if you want to play one
- Location Decks make games dynamic and unpredictable -- there's always a chance of a comeback!

HARDCORE DIFFICULTY

When you reach level 20 you'll unlock Hardcore Difficulty, which offers far more challenging versions of Arcade, Survival, and Supply Run for experienced players, but also doubles any XP gained from winning matches!

BOOSTER PACKS & VARIANTS

Booster Packs work a little differently in Z. than other games:

- You can't buy them, but instead earn one free Booster Pack each time you level up
- Leveling up always requires 1000 XP (roughly two Standard wins, or one Hardcore win)
- Booster Packs contain five Variants of either Rare, Prime, or Elite rarity
- Variants are more powerful versions of Core cards
- Variants are only usable on Hardcore Difficulty
- Variants are consumed upon use, forcing you to think carefully about how you build your decks and which cards you're willing to sacrifice to complete your current goal

Since Z. is a single-player game that takes a bit of inspiration from rogue-likes, the Hardcore/Variant system allows players access to extremely powerful cards: units gain better stats and new abilities; Traps and Actions cost less to play or become more devastating; and Heroes and Horrors can be played much earlier than in Standard, completely changing the flow of the game!

There's much more to discover in Z. Year One so if any of this sounds exciting take a look and we hope to hear from you in the forums!

IMPORTANT: Z. Year One is a standalone product -- the entire game is included already, with no additional purchases or microtransactions required. There are currently no plans for DLC or expansion sets, etc. It's more like Duels of the Planeswalker and less like Hearthstone in this way, as the development team consists primarily of one full-timer and one part-timer.

IMPORTANT x2: Being a tabletop card game in digital form means you'll have to read often to know what things do in Z. If you don't want to do that, you're going to have a bad time! Press TAB in-game at any time to pull up the How to Play screen! (A more involved tutorial is currently being worked on to help out new players. Stay tuned!)

Title: Z. Year One
Genre: Indie, Strategy
Developer:
Downward Viral
Publisher:
Downward Viral
Release Date: 21 Feb, 2017

a09c17d780

English



2nd Child born as Dual User

- STATUS
- ELEMENT
- EQUIPMENT
- Ability

Miola

LV 1



Kid (None)

HP 26/26

SP 12/12

Weapon Stone Pickaxe(Crap)
Shield
Head
Body Lab Coat(Crap)
Body
Shoes Tennis Shoes(Good)

Hth 26 →
 Sp 12 →
 Atk 12 →
 Def 14 →
 Sp.Atk 15 →
 Sp.Def 13 →
 Dod 19 →
 Cas 7 →



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Why not...

. I love the genre and I really wanted to give a positive review BUT:

- Broken game: some days into gameplay my screen turned to "night mode" like the dialog opaque was always on, it looked like it is always night, even at our base! A few times I had "a no member base" where after a fruitful night my party returned with new survivors but no one was present at the base, no one worked on my projects. Where are all my people? Because of that I was behind schedule and failed to leave the city.

- It's really troublesome to find a new survivor alive: I get a call, go to the place, but when I 'explore' the area a survivor dies almost instantly, unless he is nearby my spawn point. Logically, how could he survive all this time and die only when I showed up?

- BOOOORING: after 10-20 missions into game you find that game became a routine. In 'explore' mode you don't have to explore 100% but sometimes it is just necessary. To move from one edge of a map to another I have to click up to 20-30 times, why can't I scroll to that end and click once?

- Misleading labels and terms: money is bullets, I understood that like after 30 minutes into game. What is explore and what is scout? How do I low a zombie-meter by scouting or exploring? Why does zombie-meter shows zero but says 'beware'? Why can't I send people to rest BEFORE a mission? Can I see an estimated time of research/work? Why can't I take weapons and gear from a starving/Vill member?

Few pluses:

+ Good variety of loot

+ Good inventory management. Nice and fun clicker gem. Unique style, charming main character and a little fun story included. It is, however, relatively short. If you want something different from the usual grind, definitely worth a click.. So to talk about the game, first we gotta hand it to game the good parts they did. When you start to play the game it feels very immersive, have a beautiful atmosphere, very detailed mechanics etc. Everything feels nice and polished, you feel the urge to explore more, do new things and get to know the game. There is a story or the exploration gamemodes ofc. So you can do whatever you want and play however you want. That is the dream right?

BUT, here is the problem. Game designed to be on a illogical dynamics to keep you in a constant grinding so you have to play for long hours. Game offers you very feeble content and you start to face it after many hours of grinding. The things that you have found in first few hours are the %95 of the content. After 10 hours you ask yourself "What the hell am I doing?" and there is nothing to answer this. The magic of those few hours suddenly vanishes into thin air and leave you a this bland visual grinding. Every story you have is basically "I'm damaged need something to fix it moment". Ofc when this happens first time, you have the adrenaline rush, and maybe the second time and the third time. But after that you start to feel little bit tiring. But it doesn't stop there same thing happens more and more and more and more up to a point you feel this is it, this is the game. Game just a dark sinkhole with nothing to really do.

You literally play games to clear your mind from the real life's constant grinding and the game expects you to the same thing with a feeble content. Remember FarCry 3 quote about the madness? This is the game version of it.. Its terrible dont buy unless you like being cheated out of 12 bucks the voice acting is horrific , the mechanics are trash and the animation is meh

-10/10 Lmgs

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The Cult of Our Lord and Savior Tachanka

. Worth to buy ^^ . Pretty cool. It felt rushed so it wasn't really scary. Kind of like you know something scary is about to happen and then again a second later and then again a second later. There was none of that anticipation you got from a chair in a room where you think to yourself: "Oh maybe I'm fine for a minute"... but you're not...

I liked the choice of different locomotion techniques. Smart move. I used the swing one. You can walk in place and the natural swing of your body propels you forward in the game, but it's really slow. I reckon a walking on spot option where the swing is more sensitive would be cool so it propels you forward at a good rate just by your natural body movements while walking in spot. Anyway was cool. Sure the full version will have more set up between each scare.

Oh and pro tip for those sensitive to horrors: it takes a lot of the scare out of the game if you wave like an idiot at all the monsters coming for you.

Amazing Multiplayer FPS! This game deserves more attention. Totally under rated!. The greatest game ever made containing the greatest melee weapon ever made.. I can be quite short about this game:

I like the game, and i agree with many of the things user wrote in their reviews.
The game has quite good graphicss (i mean the art used in the game) the story is also good, good dialogues.
Story has a nice progress throughout the game , sofar still playing the game but it starts well from the beginning so i expect some nice dialogues and encounters in the game.

Price of the game is okay, and value for money is also very good.
My rating would be 78 from 100 for the game, looking forward to see more of this game and possible new games like this one.

. Starts Up Game: Selects Kong Rong

Turn 1: Defeat rebels.

Turn 2: Use the money in my coffers to expand my army to deal with the Han and Yellow Turbans.

Turn 5: Okay, the siege of some of these towns are taking longer than I thought, waiting it out shouldn't hurt!

Turn 7: Liu Bei's power has grown, he has signed a trade agreement with me as well as many deals in my favour.

Turn 10: Liu Bei's vastly superior army is crushing my Han opponents to the East of my small cluster of settlements, good!

Turn 15: Okay, money is shrivelling up a bit, I haven't encountered enough factions to really benefit from Kong Rong's trading perks and whilst food is not an issue because of the fishing ports and farms I prioritised taking at the start of the campaign, commerce is failing due to having only 1 trading port. Good thing Liu Bei always gives me good deals.

Turn 30: My economy is really struggling, I still have only farms and fishing ports, Liu Bei has taken all of the territories around me meaning that I can't expand, Kong Rong is not supposed to be warlike therefore having many armies isn't good, therefore I only have my small army consisting of Kong Rong, one Sentinel and one commander, I have no hope of taking on the might of Liu Bei, and he won't give me military access unless I give him all of the money I have as well as regular payments of the tiny amount I will make in the future.

Turn 42: Cao Cao has started up trading deals with me! Amazing! Finally I can stop relying on Liu Bei and finally get my economy back on track!

Turn 50: Trading is thriving, my monopoly has grown massively and Liu Bei can now no longer offer me the crazy unfair deals he peddled to me before But now I have two powerful allies! One in Cao Cao and one in Liu Bei, who is also allied with Yuan Shao, this is great! My lands are surrounded by allies, my economy is booming, this is the situation Kong Rong was made for!

Turn 60: Cao Cao has broken treaties with me, he is becoming increasingly hostile towards my lands due to the lack of military capability, at least I have Liu Bei as a buffer against him.

Turn 74: Cao Cao has declared war upon me and Liu Bei, finally a chance to gain some land and increase my coffers!

Turn 80: Liu Bei has torn through Cao Cao's initial forces, giving way for my smaller force to pick at the scraps and gain easy land!

Turn 81: Cao Cao has convinced Liu Bei to turn against me..... Oh f***...

Turn 83: The 2 giants come crashing down on me, Yuan Shao joining the melee as the hounds fall upon the limping gazelle.

Turn 84: I am fighting desperately to hold my final settlement, my capital, I will not let it fall!

Turn 85: *Staring at the Main Menu you screen* Well f*** you Cao Cao...

. This review is taking into account this is an early access game on release day 1, and that I've only spent an hour with it, just getting acquainted with the controls and mechanics of the game. Here are my first impressions:

Pros:

The game is visually stunning right of of the gate. It has a real sense of "atmosphere" to it.

The music is peaceful and I can't imagine it will become offensive to listen to for long periods of time.

The controls are fairly intuitive if a bit "clunky". I imagine these will only get better.

There is a good but small set of initial stuff you can craft which really shows off the potential of where this game will go as more content gets added.

The monsters you can transform into all appear to have unique powers.

Cons:

Camera control seems too "fluid". It makes camera movement really smooth, but feels like your cameraman is slipping on ice at times. There doesn't appear to be ways to customize this yet.

Monster spawns appear random and not tied to particular biomes or anything. I could be mistaken on this one.

Building placement is somewhat difficult because of the viewing angle, and figuring out how to move things once you've placed them is not obvious (if possible)

Customization/decoration is pretty limited at this point.

As you can see, considering this is day 1 of early access with limited playtime, my gripes are pretty minor. I can see having a lot of fun with this game. I haven't tried multiplayer, but I'll probably pick up copies and play this with my family once it gets a little more filled out with content and stuff to do.

Edit: Forgot to give a final TLDR - If you like picking up cool indie early access titles that appear to be "going somewhere", give this game a shot!

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