
Z. Year One Download] [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

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English







"PC-9X" - \$1500

"It's vintage gaming!
Experience all the cumbersome
load times as they were meant
to be!"

Funds: \$0

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PC-9X

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Holo-Plant
Paper Lantern
Your Love is a...
Beer on Discount
Meet the Staff
Kira Miki Banner
Shoulder Massager
Mulan Tea



2/2



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I would only recommend this for achievement hunters looking for cheap & fast games to 100% or people who just want something completely different to play for an hour or so.

It took me under 1.5 hours to 100%. However, you will have to play the game all the way through at least twice. By the looks of the global achievement stats, many people didn't get all of the achievements in 2 runs, but it is possible to do so.

This is somewhat of a walking simulator. There's nobody to fight. The only possible scary thing that happens is in one part you are climbing several flights of stairs and the lights below start mysteriously going out.

The story is a little convoluted and even people who have beaten it can't all come to an agreement on what it was about. However, the main point of the game is telling a story as to why your main character appears to have died. This isn't really a "must play" game, so only get it if you're someone who I mentioned in the first paragraph.. If you like big scale RTS this one is MASSIVE. The first early access game i have ever purchased and for only £7 i thought why not? And i was rather surprised, its very bare bones at the moment but i think if the developers keep at it this will be quite a little gem of a game when its finished. And with things like more races and missions and such as DLC this could become a great franchise with a bright future. Fingers crossed. Must play for VR. One of the best experiences out there.. Its really attractive to me...Even after 23+ hours of playing

I think I'm the type who enjoys ongoing upgrade visually and numerically like this one. Seeing the jet from being small to huge gunship as well as the change of firepower, feels really satisfying to me.

And the game handles the flying really well. It's simple but unlike many twin stick plane shooter, it somehow beautifully replicated real world jet flying (thrusting, decelerating, etc.) instead of absolute movement control.

As for the visual, low-poly is always my kind of thing.

But, lacking of content is obvious to everyone. It would be really great if we can get a game mode just for survival instead of protecting that pity mothership. Thankfully the dev guy announced a sequel in a way.

Afterburn looks great, too. Dev should better release it before PC version of Ace Combat 7 does, for his own sake LOL.. Quasi-hacking game that leans on the 4th wall, requires online searching to solve puzzles

Graphics are minimal. most of the interaction is with a Linux-like terminal. There are no sound puzzles. any spoken text is shown on the screen. Some instances have items that are very low contrast, so you may need to adjust your monitor's brightness. That being said, the screen seems locked on 1920x1080 resolution, so if you have a QHD monitor the text will look *tiny*. I used the Windows magnifier to deal with this, although it seemed to make some of the videos crash as they were being played.

Calling this a "hacking" game is a stretch. There are maybe 5 Linux commands that you use in the entire game. Without giving away anything, you'll be using 'cat' and 'ls' alot. There is one place that you absolutely need to understand the Linux commands that you are given to you in order to solve a timed puzzle. But most of the time you are either solving puzzles by snooping for clues to passwords in the computer system or opening up a search engine outside the game and Google-ing for clues.

Overall, I enjoyed playing it. Much of the time playing was looking up things online. Maybe there's 4-5 hours of gameplay here. I got it on discount so I had a good value for my money, but I wished the game were longer.. I only played this game for about an hour at the moment but so far it feels very polished. The graphics are good and look crisp inside my Vive. The voice acting is pretty good and there is a story attached to the gameplay, I know having a real story isn't something everyone cares about especially in a fun VR game but I am someone who needs a story to stay invested in a game. The controls feels comfortable and although I played standing up it seems like it will be enjoyed more if you sat down while playing, preferably in a nice computer chair or recliner so you can match up with your in mech position for extra immersion. The only thing that I have disliked so far is that it basically plays like an on the rail shooter. You do not actually move your mech around, you are automatically pulled along a set path while you look around and shoot the enemies around you. I will update this review after I have sank a few hours into it.

. I don't usually get addicted to computer games but this one has me hooked.I have won over 700 games on Pool, and lost 40. Tactics can be very important as can planning ahead. Each game is different and many of them are very challenging. One tip I would give is don't give up if things get difficult. There have been many times when I have said to myself "you can't possible win this one" but I usually do. (Practice makes perfect). Highly recommended.

Fun game, and on sale!

Kinda like the old Space Wars in the 80's but with updated graphics, story, missions, and crafting! Can just play a mission or two if you want.

Easy to learn, probably hard to master. Playing it on my Gaming PC in 4K. Will try on an old laptop - hopefully it will scale down so that you can play on any machine.

The aesthetics are beautifully done! Kudos to these Devs! Hope to see more and DLC for such a reasonably priced game.. for \$2 pretty good. I liked the winter setting and the overall presentation. The story i liked because it was somewhat realistic, not involving fantasy creatures or magic.

Gameplay wise it was not bad, but the game is short and mostly too easy. It lacks complexity on everything that makes a good game in this genre, except the story, which i found somewhat difficult to follow.. This was a fun game. Got it during a huge Steam sale, but there's a lot of content for \$10. It took me about 4-5 hours to beat on medium difficulty. The game involves reaching the bottom of the cave or whatever it is while collecting treasure and avoiding different traps. You traverse square blocks that move around. Basically, it was fun to play while I had no internet. Not a great game, but if you want something different than shooting everything that moves, I recommend it.. I had always hoped someone would create a computer version of Napoleon in Europe, a classic boardgame portmanteau of axis & allies and diplomacy that can still be found on ebay at somewhat exorbitant prices. Well, it is here! Sort of.

So far, I have played through one campaign and I love it. It has some differences from the boardgame (e.g., I dont think calvary can abandon a charge once an infantry forms a square) but it is a great experience. The battle system, a kind of basic miniatures minigame, may seem odd to those unfamiliar with the boardgame. The whole thing may be off-putting if you aren't expecting a virtual boardgame. But if you are the type that fondly thinks of counters and chits and miniatures-this is a solid purchase. My only issue is they have so far chosen to go with a single player version where the player must be France. This is the proper first choice but I long for multi-player and a British campaign. Still, all in all, it was money well spent.. If you're an artist: get this title.

If you're creative: get this title.

If you want a cool place to hang out and be creative: get this title.

If you are reading reviews because you're not sure if you should buy this title: get this title!

If you got "Vive Spray" and you where sort of dissapointed and you think that spraying graffiti in VR isn't cool: Get this title!

This graffiti sim is simply awesome, you'll love it, I do and I never did graffiti in my life before and now I can't stand a day without it in VR!!!

Simply imagine how cool it is, to have an unlimited amount of colors, spraypaint, a boombox and cool people to hang out with. This is what the reinvention of a medium should be. VR is the Gesamtkunstwerk already, this is simply amazig!

I have to be honest and say that Kingspray Graffiti VR excited me more than TiltBrush, because here the materiality of spraypaint itself has been accuratedly simulated in different spaces that let your creativity flow in unexpected manners. No wonder after the release of Kingspray Graffiti VR even TiltBrush was updated to paint in 2D!!!

The price is like one and a half cans of spraypaint and you get unlimited!

And now, GET THIS TITLE!!!

It still requires some performance tuning in my opinion, but it's so well done and with love to the detail that you can forgive it and be sure that it will be taken care of. This title has made my Vive priceless.

My very special thanks to all the people involved in making Kingspray Graffiti VR, you're awesome. Make more!

My Suggestion:

It would be great to be able to hold a Stencil with your hand and spray with the other, I know it's a challenge, but it would make it even more awesome! Great street artists combine stencils in their creations and that ables them to bring them to another level... You could have some cardboard and spraypaint on it and then cut that out to make a stencil of your own, or load one by placing it on the directory just like the projections... I know it means a lot of work but please consider it.

See you on the rooftops.... This DLC is *beeping* *beep*.

Made by *beeeeping* *beeps* for *beeeeping* *bleeeeeeep*ers.

But if you ask me the price is *bleeeeeeep*. The very first VR game I bought so while I don't have a lot to compare against this

one is certainly fun! The puzzles start easy but they eventually ramp up and get mindbending. But most importantly: trains! I love trains and always wanted a train set like that.

Controls are clunky at times but I have nothing to compare this with yet, might come back later to add more info.. Have I got it for free from some bundle? If yes - then it's ok. But in it's current state I can't recommend it even with 80% discount I see now. Simply nothing to do in this game after first 10 minutes...

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