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## Zombasite Download For Pc [cheat]



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### About This Game

Zombasite is a zombie apocalypse action RPG set in a dynamic, evolving, fantasy world for Windows, Mac, and Linux.

The dark elves have always played god by creating and enhancing underworld slave creatures. As they watched a horde of zombies destroy the huge demon city Kraval, the dark elves were tantalized by the devastating power of uncontrolled zombies, and desired to control and increase it. When they wove their dominating magic into a few captive zombies something went horribly wrong!

They hadn't known the powerful necromancer, Ciglio, had created these zombies. To control his huge armies of undead, Ciglio permanently bound his zombies and their infected victims to him. This binding was so powerful, their loyalty surpassed his untimely death. In the dark elves' pride and lust, their magic twisted into Ciglio's binding, fusing into a new, uncontrollable creation, the Zombasite.

Zombasite is a nasty, voracious, all-consuming Zombie Parasite. It doesn't just reanimate the dead into mindless zombies. It is intelligent, insatiable, and unstoppable---infecting and killing the living, spreading faster and in more ways, helping the dead utilize many of their original skills, and mutating the dead with new powers. Dark elf zombies are terrifying!

So what does this have to do with you? You are the leader of a clan trying to survive the apocalypse. This is easier said than

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done. When a follower dies, they can't be saved by any means. The Zombasite is highly contagious and zombies are quickly ravaging the world's surface. Food is a critical resource that must be obtained. Vendors are rare and have limited supplies. Some of the stronger monsters have survived and are as dangerous as ever. Clans of humans and monsters are fighting over what few supplies are left. Even within your own clan it isn't safe. Humans living on the edge are even more unstable than usual. So yeah, survival isn't easy.

Features:

- Survive the zombie apocalypse in a fantasy world
- Experience uniquely created worlds for every game, with different areas, monsters, items, and quests
- Explore a dynamic, evolving, living world
- Lead a clan of followers who have their own personalities and skills
- Navigate relationships with rival clans using diplomacy, trade, war, and raids
- Adventure with your friends with co-op multiplayer
- Your choices truly impact the game!
- Customize your experience with many character and world options including turning off zombies and clans.

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Title: Zombasite  
Genre: Action, Indie, RPG  
Developer:  
Soldak Entertainment  
Publisher:  
Soldak Entertainment  
Release Date: 23 Aug, 2016

English





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In my first 15 hours of playing the game, the game crashed three times and I encountered at least two other serious bugs.

I don't have any problems with crashes in other games.

Since the game has a lot of potential, I would recommend it if it were early access. However, as a finished product, I cannot recommend it in its current state.. At first glance, Zombasite looks like an atrocious game but it's quite misleading. Behind this ugly shell of a game lies quite a rough gem that gives the arpg genre a new spin.

In Zombasite, you assume the role of a clanleader. After picking one of the starting classes (or creating your own hybrid class) you are being thrown into a randomly generated world. In each world, you have a hub of sorts that acts as your home base. All the npcs that you recruit in the world will live their life at your base, some traders might visit as well and it's the point to get new

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quests. Your base can also be raided by other clans, you're not only the one trying to survive in the zombie apocalypse. Now, the zombie infection does add a new spin on the established Soldak rpg formula.

Instead of only focusing on completing quests and killing loot, you also have to recruit new followers and gain food. You can manage your townsmen and assign them jobs. This is not overly complex though, each character has a unique personality and might not get along with everyone. You basically have to manage their needs and provide enough food and security to make them feel safe.

Once you leave town, you hack and slash your way through the map. Complete random quests and gain better loot. You can allot new skill points towards various abilities, these abilities can be unlocked at any time provided that you have enough skill points. There is no skill tree like many other rpgs have, so the character systems is quite flexible.

Defeating enemies feels satisfying and the controls are responsive, Soldak improved upon the gameplay tremendously and it feels far smoother than Depths of Peril or Din's Curse. You use abilities by pressing hotkeys and quaff down all sorts of potion. Pretty much the basic arpg procedure.

The new zombie apocalypse feature adds an element of unpredictable into the mix. Other clans can be infected or defeated by the hordes, this can also apply to your followers and your character. Infection has to be cured by some means and finding new ways to deal with the plague is rewarding. The game keeps track of the different discoveries that you have made about the zombie infection, adding an element of mystery.

The game can be completed by multiple victory options, leaving you enough variety and options depending on your circumstances. You fail once you lose all your followers and base. A new map is generated each time when you want to start a new game. The game has also plenty of customizable options to tune

Now, the game looks pretty awful but I think it's acceptable. The sound assets are also subpar and it has pretty low production quality. If you played a Soldak game, you know what to expect. Another gripe is the fact that the UI is not very intuitive and that many gameplay mechanics are hidden in menus. You get used to it though.

That said, I definitely recommend playing this game if you want to play a fast paced arpg without having to deal with epic large campaigns.. I loved Din's Curse, and tried to force myself to like this game, but I just cannot. The game has some serious problems that just make it impossible to enjoy. The game is somewhat like Dins Curse, but they have added some additional gameplay elements that just ruin it.

I'm talking about:

No vendors: There are no vendors assigned to your town, you will rarely find them in the wild, but never enough

Run out of potions: Due to there being no vendors, you'll run out of just about everything, including cure potions that when you run out, anyone who is infected will die. Imagine trying to play something like Diablo without being able to get health potions for melee classes.

Town Management is a hassle: Even if you put it to low stress, there's still too many ways you can randomly get screwed and lose the game.

Spawning is awful: While Dins Curse nailed monster spawns and was perfect, Zombasite is the opposite. I've seen 20+ boss monsters on the screen at once in some areas. That's ridiculous for a low level starting character.

Crashes: While Dins Curse never crashed, Zombasite has crashed a few times now on my wife.

Monster scaling: While in Dins Curse it was no big deal fighting monsters 1 or 2 levels above you, in Zombasite you miss as well as pound sand. When you start you will get destroyed by something 2 levels higher than you.

Other clans are bullet sponges: When you raid other computer controlled clans, make sure you grab a cup of coffee first because you're going to be there a while. The NPC clans aren't hard, they just take 1,000,000 hits to kill.

The only good thing to this game was the procedural level generation. This game has both dungeons and outside open areas which was a pleasant addition to the dungeons of Dins Curse, it's just a shame it's polluted by poor game design decisions that make the game more of a chore and less fun.

. I like the games this developer makes and have bought them all so far, between Steam and GOG. But when people say this game crashes a lot they're not lying. I bought it today and without even leaving the main town it crashed...

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