
The Quest Giver Activation Free



Game Z is an intense wave-based multiplayer shooter that seamlessly combines the best elements of zombie and action games, giving gamers maximum freedom of movement and striking power. About the game: This is the first ever zombie shooter that features a wave system instead of a free-for-all PvP mode, this unique concept allows for a methodical, tactical approach to the game, giving fans a new level of strategy and

tension. The “Wave System” is a mode, which utilizes a group of 3 players sitting at 3 separate PC’s, each player has a given amount of time to complete the wave and then begin the next. The 4th, or last, player in the wave is eliminated, and gets a 100 point bonus for completing the wave. Key Features • An intense wave based PvP multiplayer battle mode • 4 Player co-op mode and online multiplayer • Simple controls and intuitive controls • Variety of weaponry with upgradable options • Rideable zombie cars • Multiple difficulty modes and modes to unlock • In-game achievements, leader boards and much more! Storyline In a not-too-distant future, mankind has been enslaved by zombies, food and hunger is the only weapon that stands against the undead hordes. Players must use all their strategic thinking skills to complete each wave in a 3 player wave-based multiplayer battle arena. Main Objective You take control of the Armored Gun and survive the best 3 waves by accomplishing the main objective in each level. You’ll be able to choose to use your Rifles, Shotguns, Crossbows, Lasers or Ammo Packages in co-op mode. Your choices on what to pick affect how your wave goes. Each wave can have a different ending. Acquiring Weapons You have the choice of: • Rifles • Shotguns • Crossbows • Lasers • Ammo Packages You can change your weapon load-out at any time in real-time. Multiplayer Mode • 4 Players can sit at each PC • Supports up to 2 Player local Multiplayer • Supports up to 8 players online Multiplayer • Supports up to 6 players in co-op multiplayer • Supports 4 Player co-op in Online Multiplayer • Supports asynchronous voice chat Upgrade your guns and improve your weapons damage, reload speed and weapon stability. Modify the look of your guns, adjust your auto-aim, increase or decrease gravity, make your character

Features Key:

Play as Wander, a newcomer in a village of others.
A straightforward, easy to learn yet challenging game, different from most indie games of the genre.

Controls:

- Arrow Keys - Move Wander.
- Shift+Arrow Keys - Walk Wander from person to person and swim.
- Spacebar - Interact with objects.

Storyline

Wander is an inexperienced alchemist who moved to a remote, enigmatic forest long ago. There he achieved fulfillment and a sense of belonging he could never find in the human world.

The huntress, the magician, the one with the near perfect shot, but not the one with an outer shell, non-red eyes, and an ice-cold gaze, lost her way to the ever-weeping forest. She keeps seeking it out as she finds other residents who live in the forest. There, she met an incredible number of people with their own stories. Wander has heard them all.

Wander forgot his deepest wish: "I want to be a person." He wanted to breathe the atmosphere he will forever remember by those names, recount their stories again. But the life that he planned came to be. Wander entered this quest with a mixture of expectation and expectations.

He has been given the chance to meet people only once.
He has a chance to be with a world only once.

Community

The Quest Giver has a strong community which do their best to help out with making the game better. Going from beta to fully closed beta will be a lot of work. So keep in mind that the community will be instrumental to fixing bugs and making the game



better. Visit the forums to join!

Fully closed beta will begin on November 25th, and we will not take any new registrations before this date. We are aiming to have the game officially out of beta by December 1st.

