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## War Of The Zombie Key Serial

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### About This Game

Welcome to War of the Zombie, the zombie outbreak strategy simulation that has the whole world pleading for help!

#### GAME PLAY

As Global Operations Direc 5d3b920ae0

Title: War Of The Zombie  
Genre: Simulation, Strategy  
Developer:  
Van der Veer Games  
Publisher:  
Van der Veer Games  
Release Date: 4 Apr, 2018

English,French,German,Russian

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FOR SOME REASON THE GAME IS NOT LETTING ME SELECT THE VECHICLES i BRING MY MARINES WONT GET IN NO MATTER WHAT i DO WHAT AM i IMSSING?. Fun little game for people who want to kill time, by killing zombies and doing small management of course.. cool concept just not executed well enough.. Very obvious mobile game ported directly to PC. No drag select of units, extreme lack of options, not even a volume slider. Would never have purchased had i known/guessed it was a mobile game. Steam really needs to have a seperate category for touchpad/cellphone game ports.. Fun little game for people who want to kill time, by killing zombies and doing small management of course.. Very much like the original XCOM, but with good improvements: You can do airstrikes. Eventually you can nuke sites. Although as far as I can tell I need a 1/2 billion dollars to get that option. You can choose from several options when looking at a mission. The landing zone for your troops is selectable; I always hated the transport in Xcom's positioning for starting a mission. The strategic map is great. Things I would like to see improved: Movement in the real time tactical battles; The guys get stuck sometimes, especially the people being rescued. More troops on the ground. Four really isn't enough. A little more variety in the missions. Knowing how much the mission is worth, before you do it. Reduced price on some of the equipment. You find new scientists, doctors and such useful people in rescue missions. The missions don't tell you the likelihood of finding a particular troop. These are just suggestions. The game is pretty fun. Overall, well worth the 12.99. I can see myself wasting a lot of my time on this game.. Had it on mobile, always wanted it on a desktop due to cumbersome controls on a phone. It's like real time x-com with zombies.. Great game could use more content though. Xcom like game. alot of fun.

V1.0.77 Update : Fixes for current known bugs and additional enhancements. Imminent zombie threat! : War Of The Zombie will be released through Steam on desktop PCs and Macs on 5th April 2018! Prepare yourselves!. V1.0.6 Update : Improvements to marine and vehicle aiming Fix for rare occurrence when marines cannot enter vehicles or chinook Fix when trying to enter career stats from next day screen Minor interface fixes and enhancements. V1.0.2 Update : We have just uploaded a minor update that fixes the should fix the following issues: Both Windows/Mac - Manually targetting in BMP2 - Keyboard shortcut when safeteam deploys with less than 4 marines - Added SAVE CAREER button within the options screen. Note: The game actually auto-saves your career (after any action is performed, ie; buy/selling) when switching between any of the 4 main game sections and also when tapping the next game day button from tactical map, but based on your useful user feedback adding an obvious save button made perfect sense. Mac - Technical downloading issue is now resolved. Steam as well as our own personal Mac account have tested and Mac version of the game will now download correctly.. V1.0.75 Update : Fix for rare issue with gold weapons Adjustments to Apache/Cobra movement Reduced initial zombies coming from top left in Suburbs map during rebel mission Other minor fixes and enhancements. V1.0.72 Update : Releasing soon, minor update with fixes for: Pathfinding problems on some maps Entering pre-bombarded mission zones Marine's not being able to exit water Mission endings with marines ranked Elite5 We are also running a small contest for suggestions on 1 more country-supplied shotgun variant (for next update). The fan whose shotgun is chosen will get a code for 1 Billion in-game funds as well as a special code for a gold-plated version of their shotgun. You can post your suggestions here in the community hub or on our facebook fanpage at [www.facebook.com/warofthezombie](http://www.facebook.com/warofthezombie) Simple rules: #1: Can't be from a country that already supplies weapons in the game #2: Can't be a variant of a shotgun already in the game #3: Has to exist/have existed in real life as a production or prototype shotgun #4: Country supplying it has to actually have developed, use/d, acquired, engaged with, or manufactured it in real life. Current fan suggestions on the shortlist are: SPAS-15 (to be supplied by India) Colt Defender (to be supplied by Vietnam) Winchester Liberator (to be supplied by T.B.C) KS-23 (to be supplied by N.Korea). V1.0.7 Update : Key Improvements: Up to 300% faster pathfinding New Suburbs map (with swimming pools to catch zombies) New Farmland map (with hedges to slow everyone down, especially zombies) A refresh of all maps & objects within them Marine's turret targeting of zombies improved RPGs & C4 do more damage to Red Mist machines Fences can now also be destroyed by shotguns, but overall withstand more zombie damage (useful due to rebel improvements below) Rebel zones are now more secure with additional fences & gates preventing easy access Simpler exit out of boxes using exit icon, once a marine hides in a box/crate they will now have an exit icon on their tab so they can now be selected/unselected as per normal (without getting out of the box/crate) Infected countries and/or countries with an FOB no longer attack player's Ark Humans can survive underwater twice as long Crew in rescue crew missions now finally have ranged weapons Key fixes: Detection of marines inside rebel zone fixed Rare issue with box/crate/nuke pop ups fixed Detection of marines inside rebel zone fixed Box/crate/nuke popups fixed

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Zombies correctly attack a vehicle with a single occupant .and a host of other fixes and improvements!. Update v1.0.5 Released : So this is not yet a major update that will include new maps and missions, however, we have fixed the bugs that players brought up as well made several improvements & enhancements (some minor, some major) based on player feedback. Tired of fiddling with Autofire ON/OFF in a marine's inventory? The manual AIM icon will now always be visible for marines on foot. Marines will autofire within their autofire range until you manually select a target or target location by clicking their AIM icon. This is identical to the existing way marines fire when sitting in a vehicle turret. One for all and all for one.not anymore, Safeteam autofire range has been removed from the options menu. You can now set each marine's autofire range in the mission briefing screen prior to deployment as well as from their inventory during the mission. Setting their range to 0 (which is set by default for RPGs) means a marine will only fire by manually selecting a target or target location. You can also apply any range adjustment to the whole safeteam with the 'apply to everyone' button. Some like it hot, some don't. As everyone has their own way of playing, either guns blazin' or sneakily climbing into a rebel vehicle we have add the option to either fire-at-will OR use stealth at the beginning of rebel zone missions. Fire-at-will lets your marines open up on rebels the moment they spot them regardless of whether you have entered the rebel area, using stealth will halt your marine's from firing first. You can still always trigger the rebel alarm by blowing stuff up or running wild in the rebel held area. Hitting a moving target is never easy. Predictive firing has been added so marines will now fire slightly ahead of moving targets. Firing weapons always requires a small amount of stamina. We've reduced the stamina requirement so marines with very little remaining stamina will still be able to shoot. As per usual, a marine at rest replenishes stamina. Entering rebel held areas with helicopters or vehicles naturally encourages rebels to run like the wind and equip their RPGs. The chance of them doing so has now been reduced. Vehicle turret rotation speeds have now been increased by 10% ,and now they'll also use the new predictive firing. Apache/Cobra helicopter movement and target acquiring have been improved, so they spend more time hitting their targets and less time flying around to line up that perfect shot. Is your computer a powerful beast? We've re-introduced the max. zombies onscreen slider in the options menu and boosted the maximum zombie count, so you can now face off with up to 1000 zombies onscreen at any one time. Not fond of the camera view auto-moving when selecting different marines? Now we let you choose your preference with the Camera Auto-movement toggle in the options menu. Been getting carried away creating new careers and now stuck with a basket full? Fret not, now you can delete any career from within the load career screen. The Katana is definitely a lethal weapon for close-quarters, but be prepared for that inevitable zombie bite. We've fixed the Katana bug that occurs when a marine tries to use it. So many locations to deploy from into a mission but do they meet deployment requirements? We've fixed the bug that doesn't allow you to deploy a Safeteam when an FOB and Ark, or 2 FOBs are within Safeteam range and only one of them does not meet the deployment requirements. Choo choo boom! All trains in the train station map are now fully destructible, so get those itchy trigger fingers ready. But wait. sometimes you can find a little something inside those carriages. Reduced the rebel field of view range making it that much easier to sneak around rebel-held area. And those are just the obvious ones. While we have not yet had the time to go over everyone's suggestions, rest assured we will be looking at them all now while we continue working on the new maps and mission types.. V1.0.73 Update : New KS-23MS dual-purpose shotgun New AB-SKS bonus weapon (check fanpage for details) ACC importance increased when hitting moving targets Mutant Zs may now start appearing above ground once syndicate keycard obtained Global listing now indicates if country has diplomat assigned Police cruisers & Anarchy hummers now always contain weapons Bullet damage for all sniper rifles increased Additional minor fixes and enhancements The 'last shotgun' contest on our FB fan page is over and as you can read, the KS-23MS was victorious! But.you can still checkout how to get your hands on the new bonus AB-SKS (and even the gold-plated version) on the FB fan page.

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