Long Z-Night Download Xbox One

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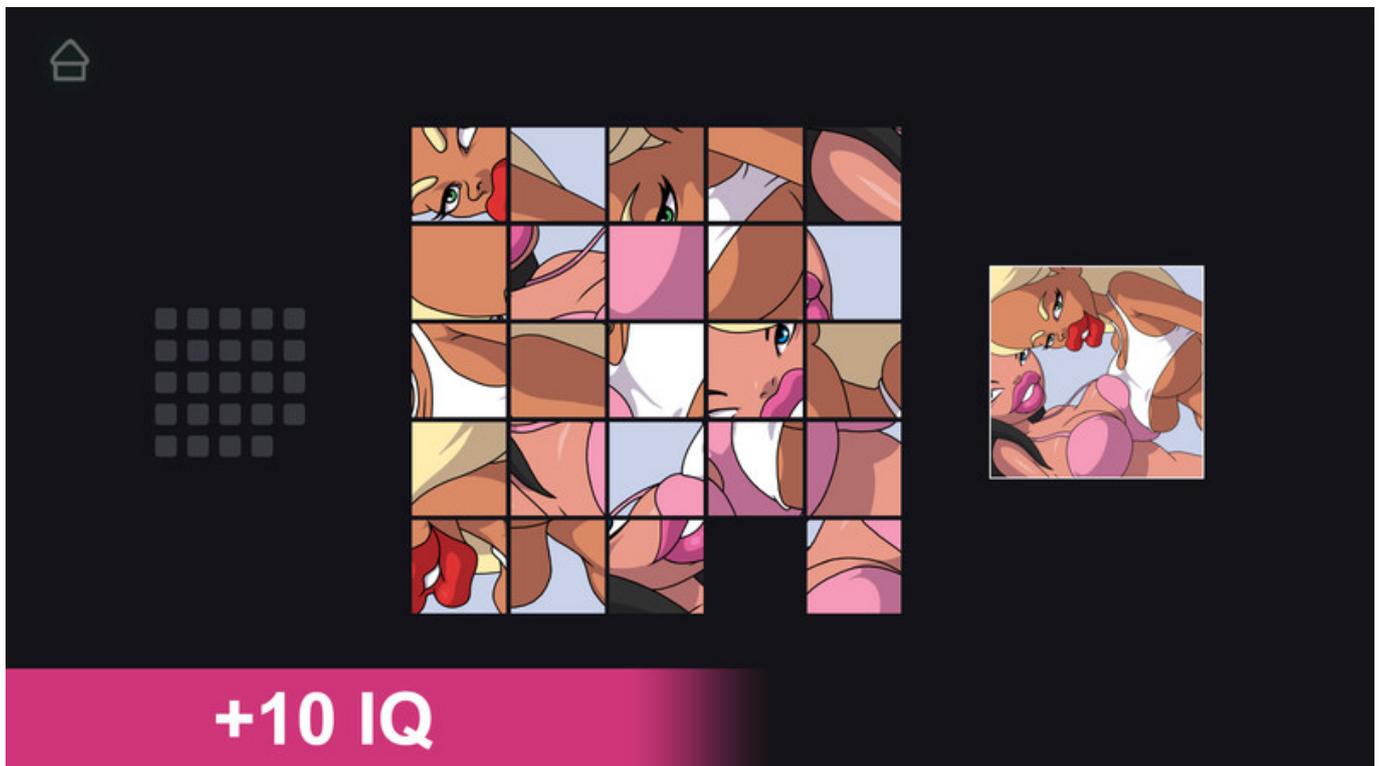
About This Game

In the game you need to help survive the four characters who linger on this terrible night at work. Use individual weapons for killing and order additional weapons and protection from the "arms dealer". You have to reflect the advancing hordes of zombies, wave after wave. Between repelling attacks, you can replenish weapons, restore health, set up barriers, traps, and think up tactics to repel the next attack.

Game features:
- different locations and characters
- a lot of zombies
- high rhythm game
- skeletal physics zombies
- great soundtrack

Good luck to survive! And enjoy the game!

Title: Long Z-Night
Genre: Action, Simulation, Strategy
Developer:
Steel Rat, MishGun
Publisher:
The Black Sea Pirates
Release Date: 23 May, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 8.1

Processor: i3

Memory: 6 GB RAM

Graphics: 1GB VRAM

DirectX: Version 10

Storage: 3 GB available space

English

Hobgoblin emerged!
Ogre emerged!

SUDOKU

CATCHER

ASTEROIDS

BACK

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Update "Snowflake" 3 is live!:

Hello Christmas Lovers,

In this update there are only a few small bug fixes and improvments. The only change you will effectively experience is that you now get all your lost lifes back at the special checkpoint.

Fixed bugs & improvements. **The discount will end in 8 hours**:
Last day discount for TOK HARDCORE in the Steam Store!
Challenge yourself through the hardcore puzzle!
https://store.steampowered.com/app/1053250/TOK_HARDCORE/. **Patch 1.05**:
Hi Everyone!

I just uploaded a new patch, here is the list of improvements and fixes:

- **New Leaderboard!** We can finally fight for our glory and fame!! :D The Leaderboard tracks the maximum money earned in "The Games", and works as follows:

    - Every time that you start a "The Games", the day score is set to 0 (i.e. every time you open Day 1 or Day 2)

    - When you Finish the day <u>alive</u>, the day score is sent to the leaderboard, and you have two options: continue to next Day, and add even more points if you survive the second day, or return to Lobby. If you return to the lobby the current day score is reset.

    - If you die, the day score is reset.
- **Money system**: Added new money system to reward players at the end of each day with money based on their performance on the arena. In addition to the leaderboard, I will use this money in the future to buy or upgrade weapons.

- **Steam Integration**: I only use the Login Name for the leaderboard for now, but I will add Achievements in the near future. BTW What achievements would you like to see in the game? :)

- **Collision improvements**:

    - Enemies no longer block the full body when they are trying to protect themselves. This feature made a lot of players feel hit boxes were not accurate.

    - Location of blood spurts and sparks on impact greatly improved

    - Better control of shield hits to enemies

    - Sword master: added missing hit box (left upper arm was not registering hits)

    - Minotaur: improved hit boxes
- **Swing mechanics improvements**: Damage is now proportional to the speed of the controller as follows:

- No damage (speed < 200) = 0%

- Slapping (200-450) = 10% weapon base damage

- Normal hit (450 - 800) = 100% weapon base damage

- Strong hit (800 - 1200) = +115% weapon base damage + Visible white trail

- Very strong (>1200) +150% weapon base damage + Visible red trail + Extra blood when hit

- Please let me know what you think about it!
- Swing mechanics improvements: Additional controls to ensure only one hit is registered every time the sword enters the body of an enemy.

- **Oculus Rift Improvements**:

  - Menu is now mapped to left menu button. You no longer need the combination of grip and trigger! :)

  - Weapon orientation to hands fixed, now they are aligned with touch controllers

  - Added touch controllers meshes instead of vive controllers

  - Virtual hands are disabled by default, you can enable them in the menu but they still have the orientation and pose of the vive.

  - Very basic snap turn with right trackpad
- Bow:

  - Arrow damage increased from 20 to 30 and head hit multiplier to from x5 to x6 (now an arrow instantly kills anything but the minotaur if hit on the head)

  - Activated continuous collision detection in arrows to improve accuracy of hits
- Belt:

  - Added a vibration when able to release to the back

  - Fixed not being able to place a weapon in the belt even if the slot was empty
- Fixes:

  - Being able to hit enemies while teleporting through them is no longer possible

  - When killing an enemy blood would not come out of hit location

  - Spartan sword tip not registering a hit

  - Weapons on the floor no longer cause damage

As always, if you have any feedback, requests, or bugs you'd like me to look at, please let me know here or in the forums.

Thanks!. **Devlog #2: A new Dev and Mushrooms**:
Hi everyone!

Just a quick update on the development: First of all, we welcome a new designer on our team who creates textures, 3D models and animations. Also, I'm currently working on a new planet type, with mushroom biomes and things that glow in the dark, that I

already mentioned in Devlog #1. I hope it will look as cool as I imagine it. The planet itself is almost finished, but it needs unique fauna (a lot of 3D models) and some quests.

I added procedurally generated mushrooms to that planet, so every mushroom is different. For that, I used Bézier surfaces to generate caps that are uniquely shaped, in combination with some linear algebra to tilt the caps and stems. A lot of math actually, so if you've ever wondered what you need all that stuff you learned in school (and university) for, it's mushrooms. Yay!

I think the new planet will be added as soon as there are enough NPCs and quests for it, I guess that will take about two weeks..

openCanvas 7.0.04 Released - October 16th, 2017:

Specification Changes

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