Nukalypse: The Final War Ativador Download [hacked]

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About This Game

"Nukalypse: The Final War" is set in the USSR somewhere in the 80s after the nuclear disaster of Chernobyl. The game is inspired by the SCP Foundation. The player finds themselves alone in a facility full of enemies that have occupied the area, aswell as horribly mutated animals that they will have to overcome in order to survive.

The game features full 3D models, in a creepy style. The gameplay is quick and action-packed, combined with weaponry and no shortage of enemies to kill. The game also features more of a strategy to it rather than the cliché "Running away" that most horror games have done. Here, you won't be able to just run away from every enemy, or just shoot them as some of them might get attracted to sounds or be immune to ceratain weapons or traps for example.

List of enemies also known as "Intel"

- Intel-594
- Intel-022
- ° Intel-436
- O Intel-125-A
- Intel-125-B

The player will have to remember what to do in a situation where they will see the Intel. There will be hints leading players on the right track with a multitue of endings depending on the players actions.

1/8

Title: Nukalypse: The Final War Genre: Action, Indie, Early Access

Developer:

Zion Games Studio

Publisher:

Zion Games Studio

Franchise: Nukalypse

Release Date: 20 Sep, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: 1.5 GHz Processor or better

Memory: 4 GB RAM

Graphics: 512MB dedicated VRAM

Storage: 2 GB available space

Sound Card: DirectX® 9 compatible

English

2/8

Update 2:

Hello!

Here's some news on the first update.

The game is now based on the SCP foundation to be clear.

Secondly, there's a new teaser trailer released on our youtube channel and on the store page!

We've worked on the DLC as the community has decided that the game should be free but have cosmetic camo DLC instead, which we have done.

The release date has been moved by a month before, now its around September 2019.

We'll be releasing a QnA on our youtube channel in a few days aswell so go and check us out there for more info and join our discord!

Youtube - http://bit.do/eRYY3

Discord - https://discord.gg/BOxEWv6

Thank you!

-Nikk

Head of development. Huge Changes:

Hello!

I've been very unpleased with the game and have ultimately decided to change the graphics and story. I also have a small team rather than working on my own which will make the release faster.

And yes, there WILL be a release.

As for the game's core gameplay there wont be much of a difference. There will still be the sheer zombie killing fun that i tried to make.

I'll be posting updates mostly on my discord which you can find here:

https://discord.gg/dV2pFEG

Check that out for new updates, announcements, concept art, suggestion and ideas and much more!

Thank you for your patience with this.

Edit: For anyone wondering, the game is probably going to be free to play with an option of donating to the creators. This is in no way a AAA game and is just a passion project by a few students.

-Nikk. First Devlog is out!:

Hello,

I have just released the fiest devlog on our channel.

Heres the link. https://m.youtube.com/watch?v=rT7UyEx3p U

It shows off some of the core features so far.

You can follow the full features, announcements, news and updates on

Our discord here: https://discord.gg/knsr7Xg

Thank you for reading!

-Nikk

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8/8