

Player Complaints Drive Zombie Game Off Steam

Player complaints drive zombie game off Steam

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A zombie-themed video game has been removed from the Steam online store after several complaints from players.

Steam chat forum users complained that The War Z did not deliver the promised features, as promised.

They also complained about changes that allowed players to pay for returning to the game sooner after being killed by zombies.

Steam-operator Valve declared that it was an "mistaketo market War Z and offered full refunds.

Incomplete features

Valve said that The War Z was issued "prematurely" but it would not be sold again until they had "time to collaborate with the developer and have faith in the development of a new version."

Players who downloaded the game and are content to play on can continue to do so, it added.

War Z was described as an open-world, massively multiplayer game that required players to survive in various zombie-infested virtual settings. Additionally, according to developer Hammerpoint that up to 100 players would be able join each server, and players will be able to draw up friend lists, rent their own private servers and improve game characters via a complex skill tree.

When the game went on sale it quickly became the top seller on the widely-used Steam service. However there were numerous claims made about the game were not substantiated by those who purchased it and then installed it.

On Reddit and Steam chat forums On Steam and Reddit, complaints began to surface. Players voiced their dismay at an update that increased the respawn time by one hour to four hours after their character was killed. Players can instantly resurrect if they paid with an in-game currency that can only be purchased using real money.

The controversy led Valve to stop selling the game and offer refunds. Additionally, Hammerpoint changed the way the game was described on Steam to be more precise and issued an announcement to respond to "questions and concerns".

Tsa club

Hammerpoint stated that the Steam version of War Z was a "foundation" release that was equivalent to a basic edition , and would be updated once the development process was completed. Private servers and additional virtual environments, skills and other promised features will be added over the next few months, it added.

Sergey Titov, executive producer of The War Z, told PC Gamer that he agreed with Valve's decision not to remove the game from Steam. He said that Hammerpoint "made the mistake of not communicating effectively with the Steam community".

The War Z is no longer available via Steam but can still be downloaded on the Hammerpoint website.

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