



## Review Dying Light

### Techland Publishing

Techland is a specialist in zombie games and brings us a new installment with Dying Light. The title that is available for consoles and computer is developed in an open world environment in which we must survive in a city full of undead

Zombies, zombies and more zombies. They are the most recurring guests in games, books, movies and series. Techland has proven to be a specialist in the genre with releases like Dead Island and the **Dying Light** franchise. The Polish-based video game development company born in 1991 surprises with a delivery that presents a very real and scary experience of a world full of undead.

**Downloading Dying Light** will transport us to a city full of dark beings where we must find the cause of the disaster that occurred in that place. While the story is nothing new or something that is unreleased, the gameplay is one of the strengths of this title. The map is really large and has a sandbox or open world operation, that is, we can interact as much as we want with the objects and characters that appear to us.

The Techland game story mode takes about 15-20 hours if no side quests are performed. If we add to it the large amount of things to do in the vast territory, the amount of time to play the campaign rises to 50 hours. A whole world full of opportunities to demonstrate our survival skills.

And what are those skills? Dying Light will challenge us to develop our parkour jumping and stunt skills. We must move with agility and intelligence between the different sectors of the place to avoid the hungry undead. The movements are very important and must be executed in a calculated way, it is not enough to just jump from one side to the other. In addition, we will have the obligation to be astute and effective when creating, combining and rationing objects that allow us to survive. So it is very important to carefully review each site we visit.

As we said, zombies are one of the favorite villains in the world of **games and applications**. In the delivery of Techland they have been developed with great quality and work. The walking dead act in different ways depending on the time of day we play. During the day it is more difficult for them to move while when night falls they are able to carry out a better chase. They are also very attentive to the noises we make in each of our movements. Both graphics and sound development are among the high points of the installment.

Combat will be of great importance when facing our enemies. The variety of weapons is better executed in terms of elements to attack melee compared to the repertoire of firearms. Battles with zombies are very bloody and allow us to unload all our anger against them, destroying them completely.

Another of the **Dying Light game modes** and that has been very well received by fans and specialized criticism is the Cooperative Multiplayer alternative. You can enjoy all the adventure of this world full of zombies with up to 3 other users. The possibility of going through history in company provides a good seasoning when interacting with the environment and facing the horde of the undead, but it decreases the difficulty of the game a little. Zombies find it a little difficult to overcome the possible strategies that can be coordinated when playing as a team.

Among the novelties that the delivery that is available for consoles and computers brings, we find ourselves with the chance of being a zombie in the "Be The Zombie" mode. Many users were waiting with great expectation for this possibility, since in general these beings instead of putting themselves in the shoes of one of them. Once the function is activated we can infiltrate other players' games and try to hunt them down. This modality provides an interesting

variant that makes the multiplayer mode difficult. that players of this type infiltrate we can configure the game so that it does not happen.

For those who love survival games, open worlds and, of course, zombies Dying Light is one of the games available that they cannot stop adding to their libraries.

Pros	Cons
<ul style="list-style-type: none"><li>- Good close combat.</li><li>- The jumping mechanics is the newest.</li><li>- Many possibilities of interaction with the environment.</li><li>- There is a way to be a zombie.</li></ul>	<ul style="list-style-type: none"><li>- The plot of the story is not original.</li><li>- Multiplayer mode lowers the difficulty level a lot.</li><li>- The weapons are not well worked.</li><li>- The soundtrack can be better.</li></ul>

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