Zniw Adventure FAQ

Q: What is this project? What is the game about?
A: Zniw Adventure is a point and click adventure game, developed by Karolina 'Twarda' Twardosz and Łukasz 'Kurasiu' Mikołajczyk, with Denis Comtesse as a lead composer. ZA is a story of a young female dinosaur, who's on a quest to find the perfect gift for her mother's hatchday. During Zniw's misadventures, the player will visit several places and encounter various Cretaceous creatures along the way. You can read more about the game on its **Steam page**.

Q: How do you pronounce 'Zniw'?
A: 'Zniff'.

Q: How do you pronounce 'Wajapulka'?
A: 'Vah-yah-pull-kah'.

Q: What kind of dinosaur Zniw is?
A: Zniw's genus is unknown. We have always thought her as not-yet-discovered dinosaurs. Although she is an ornithopod, if that helps.

Q: But is Zid in the game?
A: The game takes place *before* Zniw meets Zid. Therefore, there's no Zid in this game.

Q: Will you include more language options in the game?
A: Currently our budget and time allows us to include 2 languages: English and Polish, which are managed entirely by us. Further translations will depend on the game reception and how well the game will perform after its release.

Q: I want to translate your game!
A: Thank you for your offer! However, we can't afford any additional translations at the moment (the game features 12000 lines of descriptions alone, conversation files, speech bubbles, special graphics like book labels and posters...). We will keep your offer in mind however, if the game earns enough to allow us to include more translations in the future.

Q: Will the game feature voice actors?/I'm a voice actor and I want to contribute to your game.
A: At the moment, there are no plans to feature voice actors in the game. Plus we have no moolah to pay for your services ¯_(ツ)_/¯. We're just two Slavic devs working in their bedroom; we simply can't afford it…

Q: What software is used to make this game (is this Unity)?
A: We're using AGS (Adventure Game Studio) as the game engine. Most graphic assets are made with FireAlpaca, with some help of GIMP and Clip Studio Paint. Animations are being finished in FireAlpaca.

Q: How do you achieve the "wobbly line" effect in your animations?
A: The effect is achieved by manually redrawing each idle frame.

Q: Can I support the project?
A: Spreading the word about the game is always appreciated! You can also try out our demo and let us know what do you think or note us about any bugs! See the questions below.

Q: Where can I download the demo?
A: The most recent demo version is located here. The Linux version can be downloaded from here.

Q: I encountered an error/bug/glitch/typo in your game...
A: If you notice any gameplay bug/glitch or a grammar typo please DM or email us about the issue. Remember that comments may be unwillingly missed, so it is always safer to contact us directly!

Q: Where can I follow up the updates?
A: You can follow our Facebook page, check out our Twitter accounts (@Twarda8 and @KurasiuPL), or simply join our Discord server!