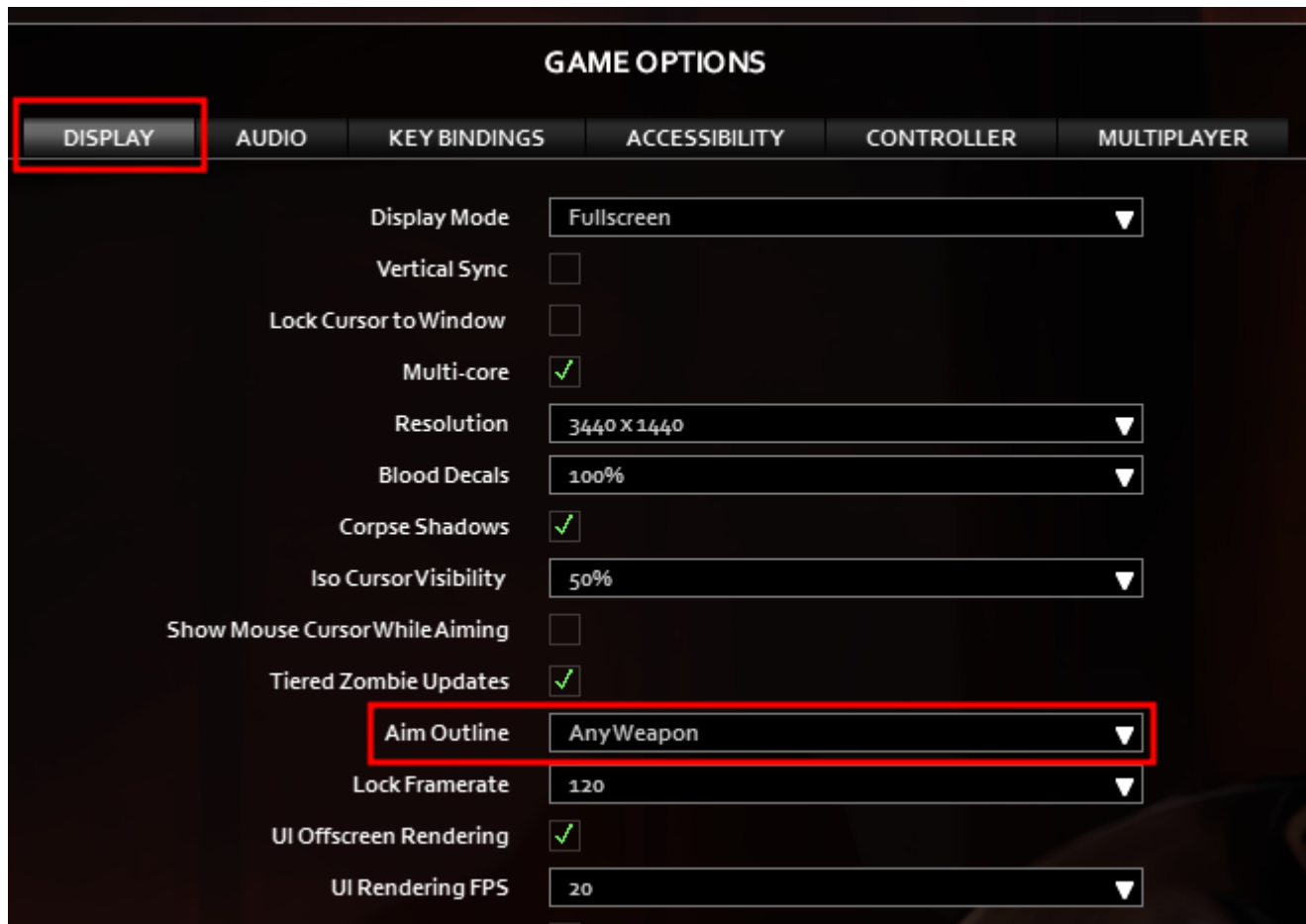
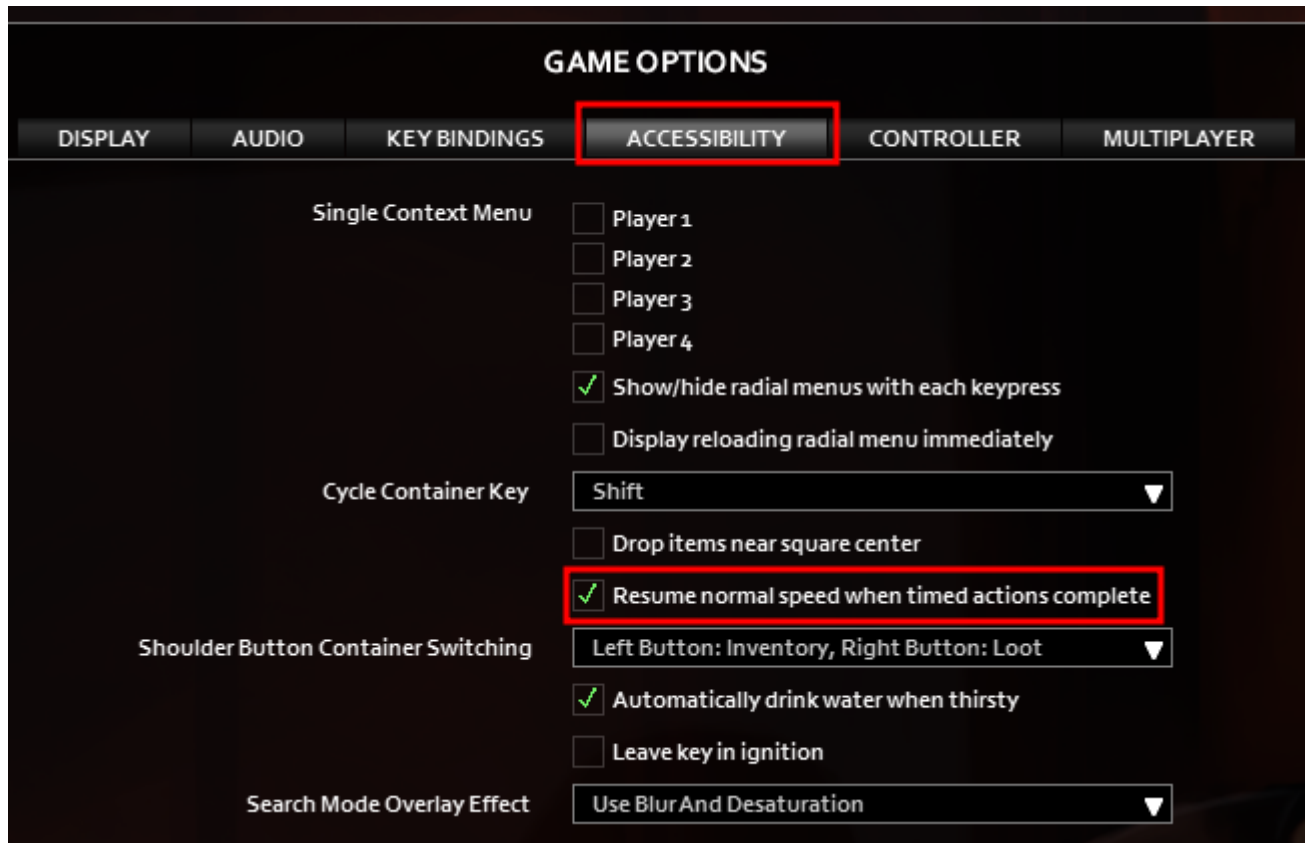


Project Zomboid

Anvisierten Gegner markieren



Spielgeschwindigkeit normalisieren nach einer Aktion



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