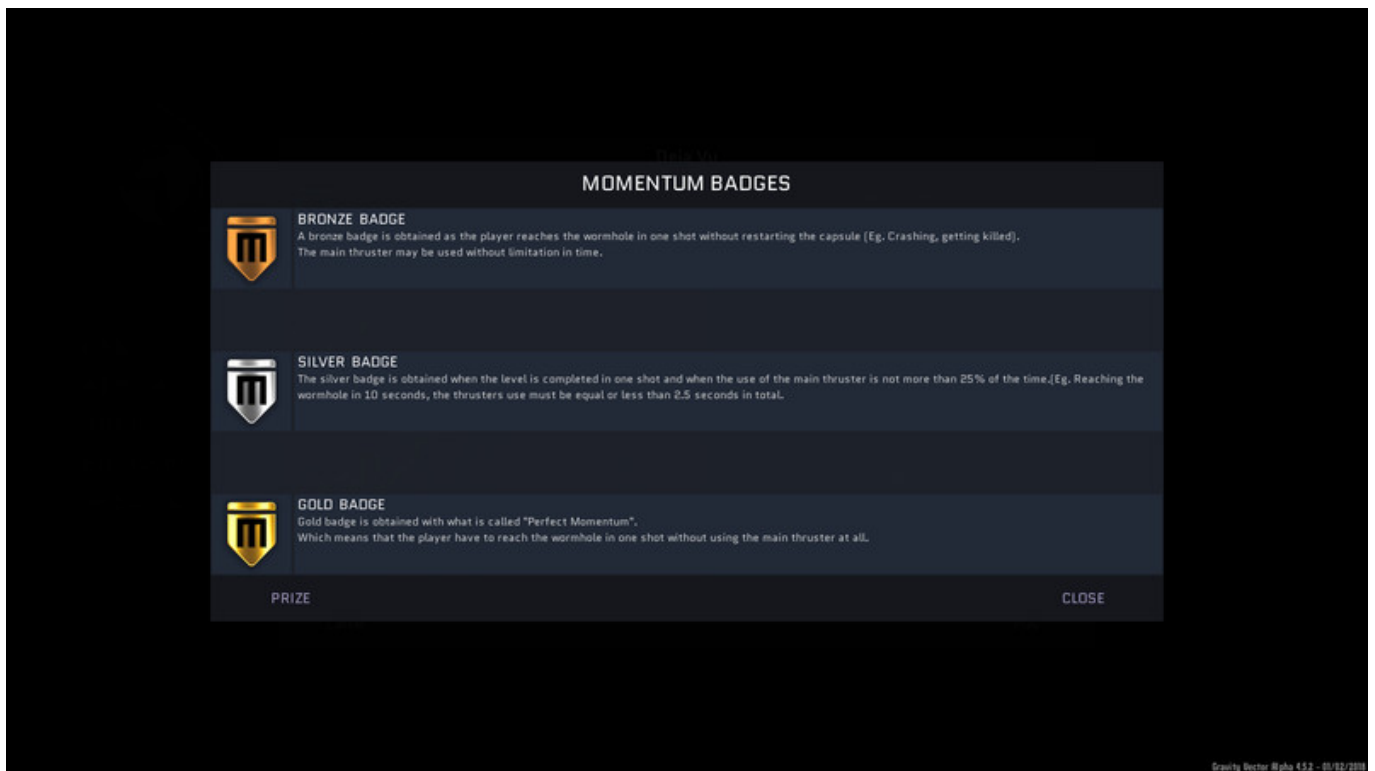

Magicka: Wizard's Survival Kit Free Download [addons]



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About This Content

The "Wizard's Survival Kit" allows you to equip the following items for your character:

- **Wizard's Hat (item)** - No wizard of note would ever be seen outdoors without one of these pointy hats.
- **Sharp Sword (item)** - The instruction reads "stick them with the pointy end". Good to have in a pinch.
- **Staff +1(item)** - Whack your foes over the head, use it to prod mucky waters or lean on it to look cool - the staff +1 let's you do all of it in style.
- **Meteor Shower (new Magick)** - Rain burning rocks down on your enemies. 'Nuff said.

Title: Magicka: Wizard's Survival Kit

Genre: Action, RPG

Developer:

Arrowhead Game Studios

Publisher:

Paradox Interactive

Release Date: 8 Mar, 2011

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English,French,German





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This is a fun game. I beat it multiple times, but I still can't figure out who the murderer is.. deep dark fantasies ♂. This is a very challenging game. Hidden object mixed with puzzles. Story line or arcade mode, with time limits that really challenge the mind.. Wow, instant refund. I'm sorry this is just awful

Horrible controls

terrible voice acting (lol bad)

moving around is tedious, you never no where your going or allowed to go using the map doesnt help

zombies or infected move together and look the same, if a group of 4 come at you they're all moving the same

start with a double barrel shot gun hardly any ammo long reloads, so you keep having to walk around trying to reload on a map that has invisible walls. So if your backing up to shoot you might be able to go to the left or right or up and down but you never know till you get to the side of the screen..this is nothing like I expected from watching videos.... Nice little art-game.. Copied from my refund request thread:

Online play does not seem to work.

Windowed mode doesn't work and the game crashes when alt+tabbing from fullscreen mode

Things that I didn't list but that I found irritating:

One of the level objectives is "Collect all the gems" but then shown in the objective text on the corner once the level begins is "Key not found" and then collecting all the gems doesn't complete the level. It ends after lap 3 with the message "Failed - Key not found". What is the key? There is no key on the level. What am I supposed to do to get this key? Who knows, I sure don't.

Online multiplayer (If it were working) is not done like other games where you type in an IP and Port into the game window, instead you have to make a text file in the game files that it reads data from. This is really inconvenient and I noticed the dev said something [[Edit: almost a year ago from this review]] about making a lobby system but there has been no word in the [[Edit: Year]] since.

Honestly the controls were fine and the concept is super fun and the art is cute but the AI is braindead so I really just wanted to play with other people. When that is fixed I might consider a re-purchase.

Notes and Links:

Link to Dev Statement on online lobbies:

<http://steamcommunity.com/app/470480/discussions/0/353915309341708636/>

[Link to original refund thread:](#)

<http://steamcommunity.com/app/470480/discussions/0/217691032441018668/>

Note the update log for this product is completely empty. In the year since the dev's last comment in the discussion forum there have been exactly 0 patches.. An interesting game, but it is way too clunky. I could get past the graphics, but I managed to die and spend all my money reviving my party, only to not have any resources left to heal so I died again, and no have no money and no party. In addition, having to change formation to revive and the inventory system just kills this game for me, it's too much work to be able to play.. Blood of Magic is an early access turn based RPG. The game is still being heavily developed so bugs found will most likely be fixed if you post them. Aside from that its a pretty standard adventure RPG, lots of killing, looting, and party management.

Pros:

Town developement (Buy buildings/ Upgrades)

Fun combat system

Decent music

Cons:

UI is somewhat confusing / Dull

After playing this game for around 2 hours I had a lot of fun. When I began I was a little confused by the ui as how to equip items, use contracts, spend skill points, but after tinkering with it for a few minutes the rest of the game was easy to learn. As of now its a fun game with a lot of future potential.

There's really not that much to do in this game.

Otherwise I guess it's an okayish game.. -I LIKE YOU, YOU CAN COME OVER TO MY HOUSE AND MY SISTER!!!!

-WHAT IS YOUR MAJOR MALFUNCTION, NUMBNUTS DIDINT YOU MOMMY AND DADDY SHOW YOU ENOUGH ATTENTION!!!!

-I WILL GOUGE OUT YOUR EYES AND SKULL YOU!!

-WHATS YOUR NAME, SCUMBAG!!!!

-I WILL PTO YOU TILL YOU DIE!!!

-YOU SO UGLY YOU COULD BE A MODERN ART MASTERPIECE!!

-I BET YOU COULD SUCK A GOLF BALL THROUGH A GARDEN HOSE!!

-IS THAT A JELLY ING DONUT!!

-T YOUR NAME IS PRIVATE SNOWBALLS DO YOU LIKE THAT NAME?. I wasn't sure what to expect from this when I first played it after hearing friends talk about it for a while, but it was quite enjoyable. I played this after RA: Reborn, so it was nice to see how all the characters from that and how they were back at the Academy. Everyone's got their own story, and I found myself feeling sympathy for even the less likable characters like Sol and Yoi. And then there's Kika, who just steals the show whenever she's on the screen.

One thing I'd like to mention is that the game's still getting support from the developer - recently he's started adding some bonus episodes a year after the original release, with all-new characters and scenes. Only two of them are out so far, but I'm really looking forward to the rest of them. There's admittedly a few typos here and there, but I sent some of them to the dev and he fixed them pretty fast, so if you spot any yourself you can be assured that if you make a report they'll be dealt with.. I've played this idle game for a year now. This is not really a game. You just do quests, grind, and wait. Tactics and strategies are very limited. It could be a hell of a battlefield with a few changes, but it is only relaxing. Whether you win or loose, it is the same. This game sets up "routine checks" throughout your IRL days.. Arriving at the bottom of a tower, you discover that a little girl is imprisoned in it, being gifted and pursued by the evil king. Franklin, the one that hide her, can't do anything as magic has taken the tower but he reveals that you can go into worlds created in paintings...

Drawn: The Painted Tower is the first game of a trilogy, where drawings can act as portals to other worlds. The main idea is to use this opportunity to find items that will lead you to Iris. While the main plot is revealed little by little, I'll be honest: it's not really the focus here. You don't have anybody on your tails or pursuing someone, you're just trying to reach a little girl by solving puzzles.

The gameplay is the standard one in this game except for a missing feature: there are no hidden objects scenes. You can say that it's just to find items, use them, combine them and solves riddles and puzzles. However, trust me, it's not boring at all. Objects aren't necessarily easy to find but they're making sense. Everything is making sense, even the actions. Besides, you can find clues thanks to letters or notes scattered around.

The graphics are more close to drawings, however, they're very somber apart for the paintings themselves: a farm in the sunset, a witch doctor in the jungle, a dragon cave, a griffon castle (though it's an ice landscape), a forest during the night (perhaps the only real dark painting) and a giant tree. It's really changing from the rest of the genre out there.

The soundtrack is also marvellous: very fitting in each scene.

Achievements are also included and ingame, once unlocked, they're for all the profiles.

However, what's the problem here?

I had several crashes. I returned to Windows, with the game closed but the .exe still running. I had to terminate. Once, it was even switching between the game and Windows. I had to do a CTRL-ALT-DELETE to open the task manager to stop this infernal switch.

But despite this, Drawn: The Painted Tower is a fabulous tale. However, you do know what I'll recommend you: to buy it during a sale. Seriously, Big Fish is planning to release the last game of the trilogy and I've to try Dark Flight before. Given the fact that I bought the CE and the SE edition, because I've misread the title, I'll make a comparison of the two versions soon.. It's like Chess with LAZERS.. The game is ok in the beginning and then it becomes annoying and grindy towards the end.

The story is very boring, like a bowl of lukewarm thin vegetable soup. It barely passes as a story. I hate all the characters in it including the lame Earthquake boss.

Almost every single monster requires some kinda potion to kill, some even requiring multiples.

That being said, you either spend all your money buying the potion or craft them. However when you craft the potions, you can only craft them one by one. Even though they take only a few seconds to craft, being stuck on the crafting screen for hours can get pretty boring.

Same thing with weapons.

All your stuff (weapons and tools) keeps breaking and you keep needing to buy the same crap over and over again.

When you unlock smithing later, it is the same annoyance as crafting potions. Plus, mining for the required ores is an annoying pain in the♥♥♥♥♥because you can never remember where the veins are and only very few of those veins spawn at a time.

It took me 10.2 hrs of non-stop playing to 100% this game. I got bored at around the halfway mark.

If the first 2 games were like a 7/10, this one would be a 6/10. It feels more like a clicker game than an adventure game due to all the mindless crafting. I only continued playing to the end because I had nothing else better to do.

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