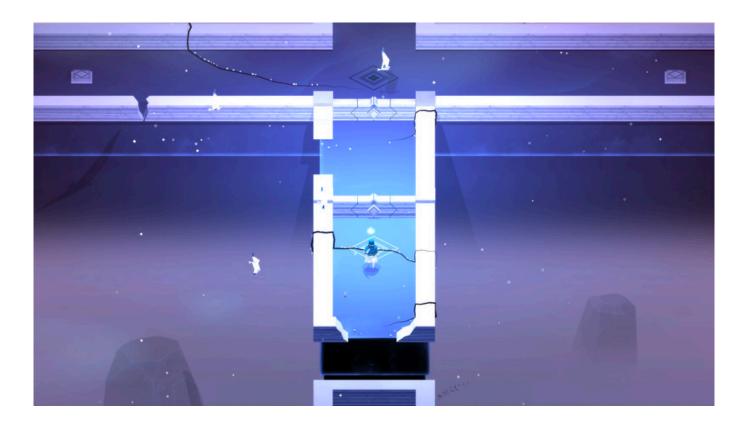
Magicka: Wizard's Survival Kit Pack



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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

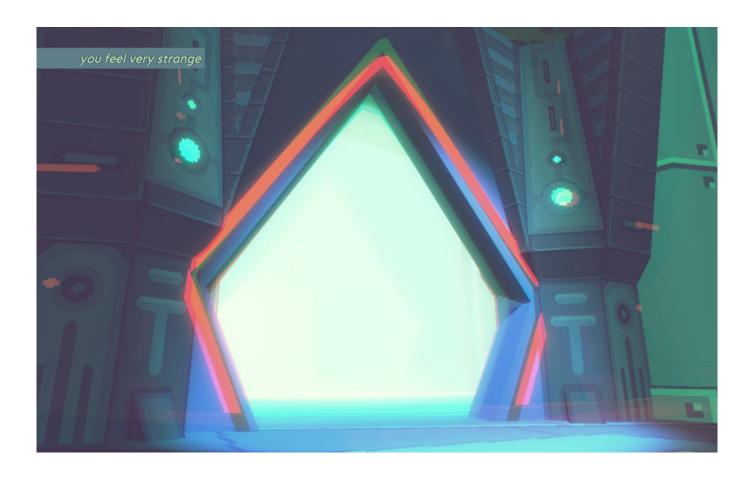
Release Date: 8 Mar, 2011

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English,French,German







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Low quality, reload is glitched.. A fun game, but the lightmap needs to be turned down to see the upper table. Otherwise it is just a blur of bright colors.. Reptilian Rebellion is a pretty straight forward shoot 'em up. You pick a character based on your playstyle and attempt to thwart a New World Order - or a bunch of reptiles attempting to take over. You're limited to moving up and down in the center of the screen, shooting attackers from either side. As you progress, the enemies become more difficult and develop different characteristics - such as shields, shooting back, or becoming faster. Kill enough and you may just end up on the leaderboard! Your kills are also carried over in a total reptiles killed counter that goes towards unlocking other characters to use.

Overall the game is pretty fun for what it is and the low price. I definitely recommend checking it out and having a bit of fun with it. The only complaint I really have is using the Z key to shoot while using WASD or arrow keys to move. It feels a bit awkard but isn't a terribly major issue.

https://youtu.be/2HbM0kg6hAA. I have played Shadowgate on my NES (and I don't remember if I played The Uninvited on NES). I have played Deja-Vu on my old Amiga computer (I didn't get this for my IBM PC Jr., though), and for me the NES versions where surprisingly as entertaining as the PC versions, mostly for the music in my opinion. I'm glad to see achievements for them here on Steam, but am curious as to why they are for when one loses in teh game?... xD. Switching from one screen to the other to kill more enemies, to reach closed areas, to collect more powerups makes you feel like pro when you are in the zone. Then you switch again and crash against the environment resulting in an instant death. But you try again, because of course you must try again, you are not a quitter. Now, you have a new plan of attack, a new path, new places to switch, this time you will succeed. You are nailing it, enemies on both sides are obliterated as you switch frantically and show up in their face to point blank them. This time you are going to beat the level, you reach the end boss of the level but this time you know his attack patterns. You switch, reverse, you shoot the cores and it's almost dead. You got this. Then you switch in a bad moment, you know you are going to die before it happens, it's your fault, you knew that bastard was going to shoot that giant laser and you are just there to take it in your face... again resulting in an instant death. But you try again, because this game is not going to make you quit, it's you against the game and you are not a quitter.

Summary: You will try again, and again, and again... and you will love it.. The controls feel stiff and choppy, kind of like a real biplane.. I bought this game with a 90% off coupon so i cant personally say that i got ripped off, but if you buy this game for full or even half price you are most definately getting your money's worth. This overpriced appdiguising itself as a full fledged game is not only boring it is a liar, the gameplay, although there are a fair few modes is simplistic and was done better in 10,000,000, the game tries to sell itself on a 3D gimmick based of using your webcam to track your face and eyes and move the puzzle around accordingly to create the ilusion of three dimensional space and depth, although on their own the graphics are, while not interesting or overly baried, are clean and sharp, but the camera is so bad at the face tracking that the whole game is allways shaking around in a manner that made my head hurt, when turned off on the other hand the game loses any pop it had and the fact that the name itself implies that the game is 3D, selling itself as different because of the 3D loses its purpose.

3V10 just avoid, not offensive necissaraly, there isnt enough to it to be offensive, just a plain bad game.

Neat trip under the sea. Get it for free.. pessimo gameplay.... Good game but doesn't work on windows 10 Buy it if you have window 7. Having only played the game a small amount of time i can say everything seems to have been improved in terms of physics and feel to game since Moto gp 2015. AI is more a little more responsive and its more of a challenge to be competative in races on harder settings. The whole seems to be more in depth even with the new added race modes.. Despite looking like a low grade game, Dungeons & Darkness isn't all that bad for a dungeon crawler.

The gameplay is somewhat remniscent of King's Field and Shadow Tower (games From Software made before they gained acclaimed for the Souls series) in that you're simply one person in a dungeon with nothing but monsters for company. Combat also harkens back to King's Field in that one fights in a first person perspective, each attack requiring stamina if one wanted to fight back against the various orcs, skeletons, and other assorted creatures of the dungeon.

The graphics do look somewhat mediocre since the game makes use of Unity assets but that can be excused due to being an indie game that wants to focus on being dungeon crawler.

Animations for enemies are rather simplistic, the skeletons being rather funny due to how they move compared to other fenemies.

I recommend this game for those that want to play something that is remniscent of King's Field, I also recommend it to those that want a simple dungeon romp at a decent price.

I do not recommend this for those that are expecting anything more than a simple first person dungeon crawler.. Coming from someone who loves Nuclear Throne, this is another satisfying gunplay game. the swarming of enemies is immensely satisfying to cut down in half with a single weapon, and the smaller maximum ammo count gives you the feeling of peril that is called for. However, the accelerated movement really holds back on this being a fantastic game. Still good, however, and the 2 dollar price tag more than makes up for it.. Clear, smooth graphics

- + Nice art style, (CCP Eve Online)
- + Simple, intuitive controls
- + Quite addicting
- +/- Not going to tax a top-spec PC with top end graphics/Will likely run on pretty much anything
- Gets a bit samey
- Couple of very minor bugs
- 2-3 hours gameplay before you're totally bored of it. Aye a papa pizza game! My oh my what a long tutorial, almost missed card night a Vinnys house. I came back to the game and opened my pizza joint like my father Papa Johnnys and now buisness is booming! I had to shut down the shop for a few months after I puked all over the kitchen from the font type. My biggest complaint is I cant change the type of dough, I mean what is this Dominos? I want to make deep dish, cheese crust, buttered up and stuffed crust, but I get no options?! Papa Johnnys started his shop with a Deep Dish in 1983 and at least he could use pepperoni! Lets make pizza simulators great again.

Great concept, better music, Papa Johnnys.

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