
Magicka: Wizard's Survival Kit Download] [cheat]



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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

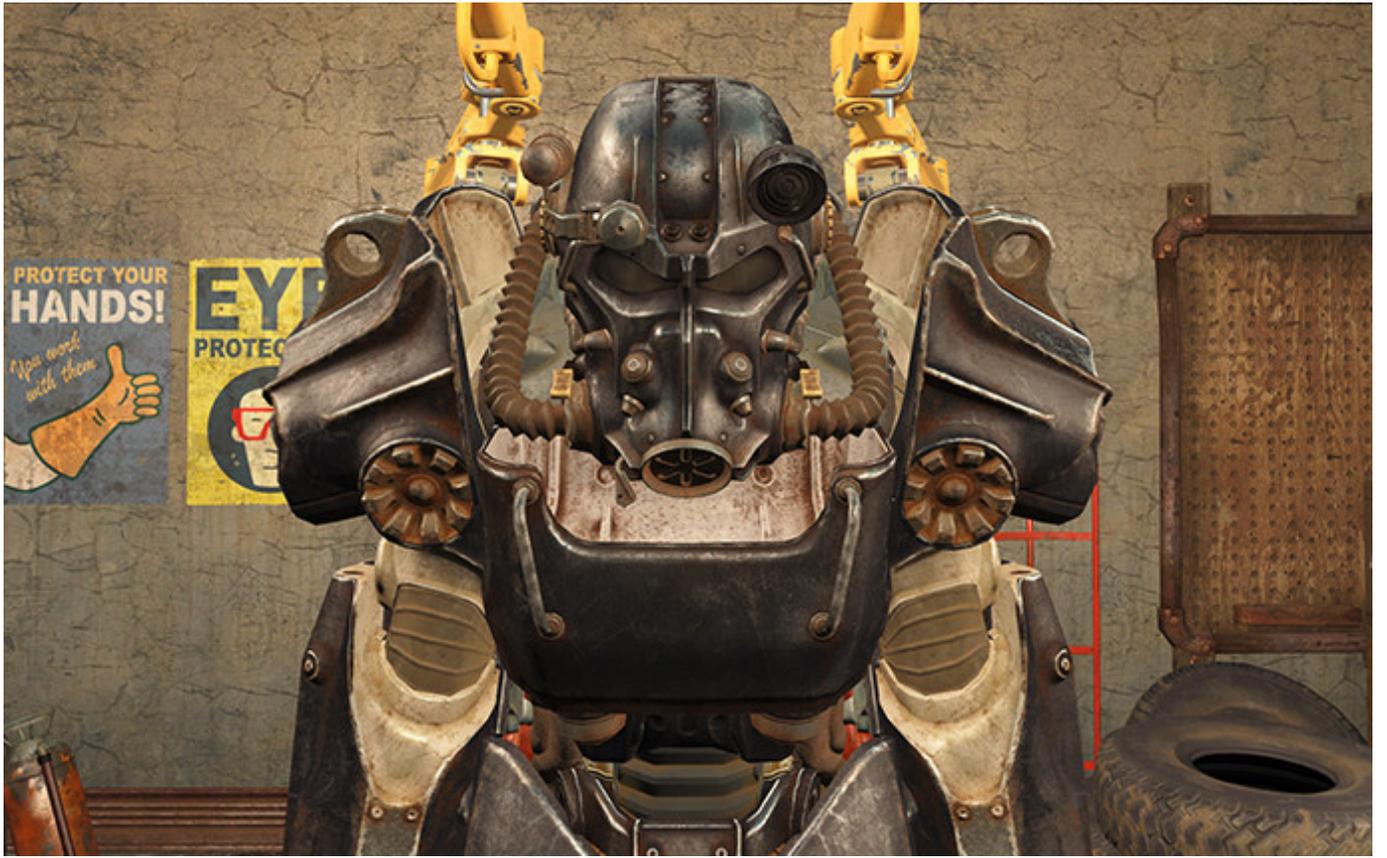
Release Date: 8 Mar, 2011

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English,French,German







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Love this game! So neat how you can have anyone with a smartphone join in and play! My family has fun playing this and we laugh alot. Games are easy to pickup and challenging enough to keep the Xbox son interested. Well worth the purchase. Hope to see more smart phone local LAN games like this! Big Kudos to the developer of this game! Thank you!. "Red Forest" is a first-person horror-hunting game.

Chernobyl. The Ukrainian territory of the red forest lies in the most contaminated zone after the devastating SuperGAU of 26.04.1986. Even today large areas are restricted area and belong to the most irradiated areas of the world. In the forests biodiversity increased measurably after the nuclear disaster. No wonder that rumors about frightening mutations arose.

In "Red Forest", we have the task of cutting the rake in a limited forest area, a humanoid mutation that can attack and kill humans. For this, we should equip ourselves with the right tools at the beginning of the game in the starting building, which unfortunately does not explain the game. Of particular importance, of course, is a firearm and ammunition. However, we should also buy a tablet to have a card and a thermal imaging tracker. Otherwise, the search could be very tiring. We can hike through the forest areas without getting anything in front of the shotgun. The rake is also quite shy. Before the car with which we can travel, he fled, for example.

The atmosphere is very good. The dark, foggy area often lets one imagine things in the distance, which are then only the shadow of a bush. If the tracker fails, it can only be a wandering fox. The soundscapes bear the feeling of loneliness.

However, the gameplay itself is problematic. Apart from technical weaknesses apart from that the grass grows through the floor of the car or the same does not have a hand brake, so gladly times, when you get off. This could be overlooked. However, when things do not work, sensors are not placed. Or even if there is no shortcut to the items. We have our tracker in function, the rake is in front of us and we have to go first with the mouse wheel through flashlight, map, sensors ... until we finally hold a gun in hands. Meanwhile, the monster has long since killed us and the three-hour search was just wasted time.

Too many weaknesses, too many technical problems prevent the good concept to be really recommended.

rating:

7/10 atmosphere

6/10 Story

6/10 graphic

7/10 sound

4/10 Playing mechanics

3/10 Balancing

4/10 game play

Conclusion:

Atmosphere alone is not enough.

5/10 Overall rating. This game takes inspiration for its setting and themes from the books of Philip K. ♥♥♥♥♥ sci-fi writer I'm a huge fan of. In the game you impersonate Elvis Green, a broke author near to mental collapse but somehow in contact with a super-entity (whose nature it's not clear: he may be a god, or an alien life form, or maybe a supertechnological device, who knows) named Theta. With his help you'll have to peel off, quite literally, the strata of reality to find the real world which lies beneath. The game is a sort of a puzzle game: every time you'll have to look for the hidden symbols which, once found, will permit you to scratch off the illusory reality. Now, coming to my opinion of the game, I find it terribly boring. The mechanism is repeated for all the game long, and becomes more boring and also annoying as you progress because the symbols are harder to find, being visible only from an extremely precise spot/angulation. The characters you meet are quite useless, as you just have to listen to what they have to say without any possibility to interact with them. And for the world to explore it's more of the same: you just have to stick to the path designed, following a very rigid order of actions. All this prevented me to getting involved in the game. The only thing which I appreciated is the art design, but even this it's not really original.

All in all, a bad game.. It's a pretty cool concept.. This game seems like some kids' game, but it sure doesn't seem like it when you start playing. The puzzles get harder and harder and a little kid wouldn't figure these out. The humour here is also a bit... Odd. The fish talk and those conspiracy theories of Max's are annoying and fun. Although voice acting in general is a bit lifeless...

But yes, the puzzles in the game can keep you and your brain entertained for quite a while, unless you get easily frustrated, which is not a good thing to happen when playing this game.

Lil' Sucky Gameplay to go with the review.

https://www.youtube.com/watch?v=R0GY_7dfmIQ. Had this been a free flash game on Newgrounds, it'd still be rather disappointing.

Pros: I frankly can't think of anything that this game does well.

Cons: Bugs galore - you're frequently find yourself falling through platforms, especially if you drop from on high. It seems the momentum just makes you smash right through them. The controls are nothing short of *dreadful*. They're too sensitive and floaty at all once, and trying to stick a landing makes the platforms feel like they're covered in oil. It took me quite a while to figure out how the point system even worked, as the game doesn't give you any information whatsoever, and to this day I still don't know if the pickups even do anything other than mildly annoy you. The slow-motion one is particularly annoyed, as it's not a smooth transition into real slow-motion, but just feels like you're suddenly playing at a quarter of the framerate. Once you're halfway to 25.000 points, platforms start moving - and apparently the devs didn't know how to make the character move with them, so they just slide away from under you.

Conclusion: I would've gotten tired of this game in 20 minutes if I had found it for free in Miniclip. It's simplistic and poorly put together. Far too amateurish for anyone to actually pay money for it. But I suspect most people who own this got it through bundles or something similar.

Achievements: Simple enough, but dreadful to get. Getting to 25.000 points involves reaching the point where the platforms get smaller, are further away from each other, and move. It's not a particularly fun game to get a quick 100% on. If you're considering buying this just for the chievs, don't bother.. Awesome restaurant management game. I started my culinary career in pizza, and this definitely reminds me of it - sometimes a little too much (in a good way). It's pretty hectic, and each business day can be a relentless wave of clicks as you just barely manage to satisfy all your customers' orders. It can also be a painfully slow day if your menu sucks, or your pricing is off, and too many slow days will spell doom for your pizzeria. As a light simulation, it makes me think in a lot of the same ways as I did in real life about pizzeria work. I would enjoy a little more depth, but the game as it stands now is very accessible and fun.. Great idea for a game. The art is wonderful, and the story is decent. However, the combat system is quite terrible, and very boring.. If you are playing this on your computer and it's not for

some achievement for a Steam sale, you have done it wrong.

Much better as a mobile game, just due to the short game length.. Great HOG game. Story line is good. I especially like the map feature added to this game.

Finished the story in 30 minutes. Then I unlocked practice mode. A bit backwards, don't you think?

So here's how it works:

You are the cosmonaut, basically a herodude out to kill hordes of machine enemies who share your colour scheme. You move your mouse to move around like it was the mouse pointer, left button is a standard attack, right charges your super attack when you hit/kill things with it, both buttons at the same time unleashes your super attack. You gather points and unlock in-game achievements in the 5 different stages.

There are things I like - the infinite continues, the mouse moving the character (as a concept), but I really don't care about hunting points and trophies when the story and gameplay is this anemic, the soundtrack just alright and the design sort of bland (with some additional issues keeping track of the hero and shots). The stage variations are of the early arcade model - they're a different background with a different set of enemies, there's no terrain features that do anything (to my recollection).

In short and my humble opinion: cool controller idea, needed some more work before being worth 7.99 Euro.. well, i'm sitting here, watching this glorious black screen in windowed mode, must say, I read the reviews and thought, great, it's a bad game, I would like it for the trading cards, so I got it, at least it'll give me something to do while i wait for drops, but all I have is a black screen, I knew it was bad but just a black screen, best 39 pence spent ever.. Awesome little puzzle\thinking game at one helluva nice price!

This is a no-brainer if you like brain games people!

Watch my review video to see my score:

<https://www.youtube.com/watch?v=rsLD3eeXZh0>. I like it, but I have a number of complaints:

- [The hit boxes don't register well enough](#)

- [The mouse sensitivity is too high and the angles change on their own when you've only clicked and not moved the mouse](#)

- [The light particles move too slow, it makes it feel like a laggy fps](#)

- [The levels aren't that creative, just asinine in difficulty from crap controls. Do not bother with this game. It is 5% hidden identity gameplay, 90% trolling from hosts that can kick anyone at any time or players hitting "emergency meeting" button over and over. There is no counter play, only wild accusations and a UI designed by someone that still uses Windows 95.](#)

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