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About This Content

Warlock 2: The Great Mage Game!

You have played the game – now read the book! This first-ever novel set in the rich Warlock universe, written by acclaimed fantasy and sci-fi author John Helfers, tells the story of the Great Mage Miralbus "the Hat" Card and his unlikely companion Nicolas Frost, a former Great Mage himself.

Miralbus is raising an army to as he travels across the planes on his journey back to defeat the enemy that took everything from him. Entering a new world containing the Svarts, a powerful race of beings with advanced technology, Miralbus wishes to bring them to his side in his battle against the United One. But he's not the only one who wants them.

Two other Great Mages—the fearsome undead King Lich IV and the beautiful elven Dragon Queen—are also vying for their favor. Miralbus and Nicolas will have to navigate the most treacherous battlefield of all—diplomacy—to come out on top and ally with the Svarts while making sure neither of the other Great Mages wins the day. And, of course, they're also watching each other's back to make sure another warlock doesn't put a spell into it…

Upon purchase, this book will be downloaded to the Steam folder on your computer in three formats: epub, mobi and PDF. To read the book on your mobile device, transfer the epub or mobi file to the device and open the file in your ebook reader app. Enjoy!

Title: Warlock 2 E-book: The Great Mage Game
Genre: Strategy
Developer:
InoCo
Release Date: 10 Apr, 2014

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English

Makes the original game much better. So it is worth the couple of bucks when on sale.. A decent rpgmaker game that is worth playing to the end , has tons of branching options , simple rpg concept and average grinding.

Pros:
+ great unique humour
+ characters actually make you care for them
+ nice soundtrack
+ old-fashioned FF turn-based combat
+ somewhat enticing plot

Cons:
- game tends to crash whenever you start another battle
- length is a bit short. A very solid turn-based WWII strategy game. The campaign missions are varied and challenging, and there are no noobs in multiplayer. Every scenario will test your knowledge of WWII era units (infantry, armor, special forces and support vehicles), and how to effectively use those units on the battle field. If you dig the Civ and/or X-Com series', this is worth a look!. Not realy ready in so many ways...Sound popped in and out and the shooting was dodgy...It may take awhile to get some improvement but my $5.99 should show that I am in and waitng for someething better...I too was excited about a western themed shooter but it did not fufill its promise... It's a fun game. Probably isn't for the casual hockey fan as it's pretty difficult to learn because its so in depth and granted the menu system isn't the easiest to navigate. However i'd strongly recommend if you're a little more seriously into hockey and to start playing the game with a decent amount of previous knowledge about players, lines, tactics, contract negotiations etc. Overall a very fun game so far though. Myth2 was my first ever online game and was a massive part of what got me in to playing multiplayer across a wide range of games. I was incredibly happy when I came across Deadhold last year as it reminded me a lot of those classic days. I signed up for the Alpha and played when it was being developed on the previous engine. Very impressed how far this game has come since then! Excited to see how the game develops and to see the player base grow :). I am still not sure how to get this thing to work. Unfortunately, this software lacked a few instructions...

good game ....die file save no
 Steam Cloud +((((((((((((. Plenty of characters with fascinating stories; meaningful leveling system; lengthy, enjoyable storyline; Tony the Tiger says, "Grrrrrreat!". I've been on the hunt for a modern version of oldschool RPGs that would remind me of my dear FF 3/6, but most of them on Steam are short, 10-12 hour games littered with broken English and poor plots. Every time I played the Great Gaias, I felt some measure of surprise that it was a welldone, and fully fleshed out game with an interesting storyline that unfolds purposefully.. Lots of potential but too frustrating to be fun. You'll die a lot, and every time you die you have to go through the same dialogue lines and the same early missions. I liked the idea of trying to keep a clunker of a spaceship operating with lots of complicated tasks, but the practical outcome always seemed either too easy or too hard. Either you'd cruise through a mission without real danger, or you'd end up surrounded by aliens you can't see because your screens are covered in goo, with everything broken and no chance to fix it all.

Needs re-balancing.. The fact that this game is level based already disqualifies it from being a "metroidvania" game as the developers like to claim. the controls are smooth, the momentum makes sense, but if an enemy hits you, you can get sent back into a crevice with no way of getting out.

As a whole, I do feel this game is fun, but they suckered me in by saying it was a metroidvania style game which is such a blatant lie that I will no longer trust the devs of this game.. This game is just great. I've been playing it like 6 years ago and started my game-dev carreer making maps for this game. Don't get me wrong, it's absolutely crazy fun physics-based random 2D fighting. But the thing is that devs switched its priority:

I loved SFD for it's incredibly fun multiplayer and map editor. As far players make new maps and communicate with each other and game devs, the game lives. Now they switched to campaign and bots. No, it's good to have them in SFD, but for 2 years multiplayer side didn't receive any big update. Look at all these guys in negative reviews section, they say clever things:

- This game NEEDS official servers or matchmaking, manual portforwarding in 2018? Really?
- Fully server-authoritative controls. That means that when you have ping above average, you suffer from contols delay, and it's not just lagging or some teleporting (as it was before) but completely delaying your any command you give to your fighter. That's redicilous, if you as a dev can't get prediction and client-sync working, at least roll it back as it was before. Yes, it will allow cheaters in, but there's no player progression, experience and stuff. Servers are player-controlled, those will be banned from server instantly.
- Make content for multiplayer mode: pickups, new weapons, gadgets and so on, it's what multiplayer community needs now. Seriously, almost no new game mechanics since I stopped playing around 3 years ago

Again, don't get me wrong, it IS a great game, but it feels like it's lost its way now. You should get back to multiplayer and user-created content.. The feels when a game brings back SuperBomber Man moments growing up.
Great Game, Free.... can't argue there. And simple to get friends to throw down for a few games.

Get it and have a laugh!

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