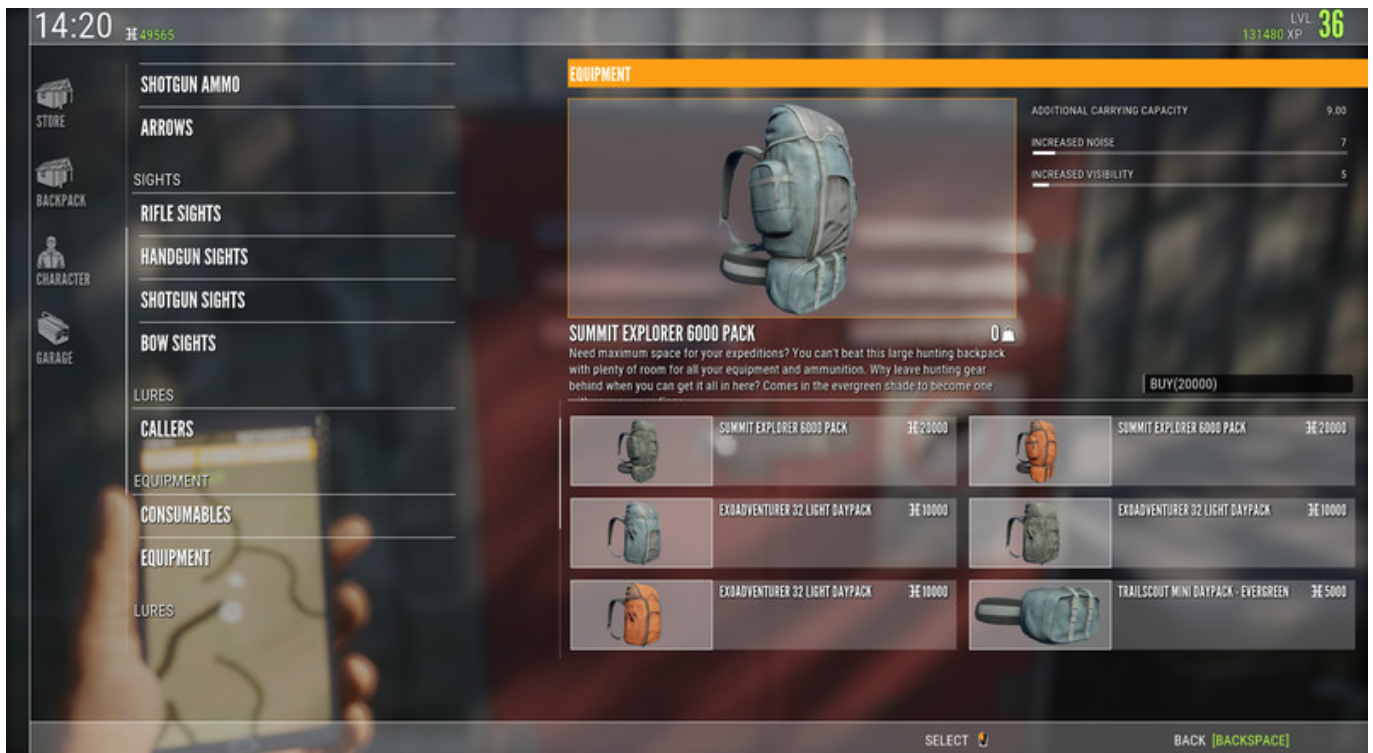


## Witches, Heroes And Magic License Keygen



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### About This Game

Your Mother, who many consider to be the most dangerous and "blackest of witches" to ever exist, has been trapped in a spell since you were a baby. Recently, the bonds that hold her have been weakening. You hear her voice. You feel her power! She wants to be free! You know in your heart she isn't the monster everyone thinks she is. You decide to free her, but nobody wants her back...

Features of the game:

- \* Gather your armies! Deploy different combinations of units to tank, heal or kite your way to victory! Only the greatest of witches can beat the game without a single casualty.
- \* Do fun things like casting a wall in front of you to stop a projectile heading your way!
- \* Use your men as meat shields to keep yourself alive. If for some reason you value their existence, use your armies spells and abilities to heal, shield, manoeuvre and kite them to safety. Jump on the heads of ogres. Ride manticores, dragons and many other powerful beasts. You can let your dragon do the fighting while you heal her, or you can fight together for maximum damage. Keep yourself alive at any cost, because if you fall, it all over.
- \* Dominate 100's of creatures. Find troop combinations and strategies that smash and melt your enemies into the ground! Either they join you or die.

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Title: Witches, Heroes and Magic  
Genre: Action, Adventure, Casual, Indie, RPG, Strategy  
Developer:  
Michael Swan  
Publisher:  
AweSwan  
Release Date: 29 Jun, 2015

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**Minimum:**

**OS:** Windows XP SP3

**Processor:** Intel Dual Core 2GHz

**Memory:** 2 GB RAM

**Graphics:** 512MB GPU with Shaders 3.0

**DirectX:** Version 9.0c

**Storage:** 2 GB available space

**Additional Notes:** Will run on \$90 windows media machine but Graphics/Performance are severely reduced the worse the hardware. The game is designed for higher end hardware so on the lower end hardware the game naturally isn't as good but still totally playable.

English







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Adds 3 singleplayer skirmish maps. No story, no storyteller, simply nothing that made the main game any fun is within this DLC.

. TOTAL RUBBISH - CRASHED MY STEAM AND SO FAR HAVE HAD TO REINSTALL THE SYSTEM TWICE NOW!!!. Perfect for my craps addiction.. This has the potential to be a cult classic. The sword fighting is really fun. It takes some getting used to. Once you understand what the game expects it can be very satisfying.

The swords behave with physics which isn't perfect but is neat. you have to be aware of your environment while fighting.

You can equip multiple different swords that you acquire from the guards. Kind of has a Bushido blade-like vibe while you're fighting.

Fun if you like sword fighting.

I hope they continue with this and add more levels and weapons.

One of my favorite games to hop in and just kick some\u2665\u2665\u2665\u2665\u2665 Highly recommended!

(My playtime is actually longer than .1 hr i was running steam offline for a bit). I rate the game It's Killing Time 3/5. It's okay i guess. Mediocre. I can only barely recommend this game and mostly only because it's fairly cheap.

This is another one of those choose-your-own-adventure type text-based games in the same basic style (but not of the same quality) as Choice of Robots, Choice of Alexandria or Champion of the Gods. It features the same huge flaw; the inability to simply turn the page back to a previous choice or a previous page.

I have to admit though, on my first play through I was very impressed with this game. It's campy and silly and purposefully cliched in many of the right ways. The descriptions are good and visceral but the writing style never takes itself seriously as it is continually heavy-handed. In a way, this is a very well-done parody of those dime-a-dozen thriller novels featuring assassins and murder-for-hire secret organizations and so forth. The choices seem interesting and it feels as though each choice may be very important and could potentially lead to a very different conclusion. Unfortunately any sense of choice this game provides is largely an illusion.

I started to see some serious draw-backs to this game during my second and third times through. Some choices seem to have fairly arbitrary results and all choices ultimately lead you either to the exact same death paragraph or the exact same final battle encounter. Some paragraphs are swapped in or out in favor of others depending on how evil your character is or depending on which side characters you've chosen to support along the way but the story is, very unfortunately, largely the same no matter what you do, unless you act extremely stupidly and manage to die before the story's end.

Worse still, despite the initially compelling sense of danger this game provides, this game is actually extremely forgiving, particularly given its subject matter. Situations in which you should instantly die merely cause you to be wounded and you will usually have the opportunity to get healed before the next chapter. Once, I literally played through the game trying to get my character killed and didn't manage it until well into the second half of this game's story, mostly because I refused to allow him to get healed whenever the opportunity to do so presented itself.

From the standpoint of being challenged to find the right path to a successful ending of some kind, this game practically plays itself and worst of all, you get pretty much the same ending (only with different moral overtones) no matter what choices you make. There is a single juncture at which you can either choose to end the game or continue but that is almost the only real decision that really seems to matter so far as changing the story's ultimate ending. The potential have the amazing experience of peering into a myriad of radically altered versions of the future, each based on your different potential choices, a trait which should ideally be common to all choose-your-own-adventure type games/stories, is largely ignored here.

There is no way, for example, to choose to side with the story's antagonists. There is no way to try to escape the confines of the story's plot and lead a life that is irrelevant to being an assassin (you can't drop everything and become a used car salesman instead). There is no way to simply\u2665\u2665\u2665\u2665\u2665 around and do nothing until you get killed. The game forces you to go on airplane flights, to take certain missions, to go to Miami. Even if you fail all your early assassination missions, the game's final confrontation will still happen where it always does. No matter what skills you emphasize along the

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way, if you win, the villain will still be brought down in a very similar way (during a kung fu fight). This game offers few true choices. Playing it more than once merely kills your time.. its awesome man, buy it. This route for Train Simulator is very good it is A Expansion pack you get 2 Good Locomotives and A 70 mile track line that goes thorough Florida and beautiful Scenery its worth it.

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This game is terrible. Literally unplayable. Do not waste your money on it. I was lucky and bought it on sale for 50 cents. It is not even worth that. The devs have vanished, if they were ever here in the first place, and the publisher seems to put out a range of games that begin at "mediocre" and only get worse from there.. Love games like this. Was looking over the discussion and decided to buy it strictly on the fact that I saw the developer was very involved. So far I went through the tutorial and had no problems at all. No problems with small font or glitches other than me doing things wrong. Will start a new game in a bit and will update. So far I can tell it is well worth the 10 bucks and would no way be looking to get my money back with the short time I have played it.. for me this is the best dlc so far but need more pirate decoration inside the house like a pirate flag or a candle or a barrel or a pirate table with a skull and some chairs and something with a parrot so far we have only two swords and a map i can't make pirate atmosphere :( dont buy this DLC, its a glorified AR mission.. Whatever the niggers say, this game does not suck. It is a worthy challenge. A bit on the primitive side graphics-wise I admit, but it really challenges you to do massive dodging and sharpshooting at the same time. Especially toward the higher levels.. There isn't a whole lot more that can be said about this game that hasn't already been said. It's bad. Not even fun bad, just plain old regular BAD. But let's go over it, shall we?

First, the graphics. Everyone knows this. Take one look at the screenshots, it's not too difficult to tell how utterly atrocious they are. The game's description on Steam says that the game has an old-school look to it, (or something like that, I can't be bothered to look up the exact quote) but old-school doesn't even begin to describe it. Castlevania is old-school. Zelda 64 is old-school. Doom is old-school. This game's graphics, on the other hand, just look like they were\out by the leftovers from Morrowind, which in my admittedly unpopular opinion, has not aged well at all.

Second, let's talk about the controls. You can't keybind anything. You can make some adjustments to mouse sensitivity, and invert the mouse's Y axis, but that's it. Don't like the layout? Well, you. Your character's movement, too, is just weird in general. Movement is very sluggish. Everything seems a bit zoomed in, but if you zoom out, it still just feels nauseating. Combat, if you've got the patience to even get to it (I'll get back to that), is painfully bare. There's no strategy involved whatsoever. Hit your enemy, pull back, then go back in for another hit. Rinse and repeat.

Third, let's talk about the story. What's the story? A bunch of monsters and/or people in scary get-up have been ravaging the land, and got into the castle. They killed all the guards, and took all the money, taxes (yes, taxes), and swords. Also, they took this guy's sister, and you better save her, because you're in love with her. The only image we see of said woman is awkwardly animated, with flailing arms and a grand total of one facial expression. Now normally I wouldn't complain too much about the damsel in distress trope, overused though it may be, but the way this game goes about it is just stupid, to the point where I had to stop after the cutscene to finish laughing. Basic isn't even the word, bad is closer to what I'm looking for.

Okay, now here's the big one. How would you expect a fantasy hack and slash video game to open? A tutorial level? Sure. What's in the tutorial level? A few low-level baddies for you to kill, with a few different weapons to try out? Nah, that'd just be asinine. Instead, let's have the tutorial level be a stupidly complex find the key quest, in an overly large castle? Yup, that sounds good to me. Yeah, no literally, the FIRST instructions you are given in the game are to find a bunch of keys so you can get a sword. But it's not like you just find one key and get your reward. A key opens a door, which opens a chest, which gives you some unnecessary item, which lets you get another key, which THEN lets you get the sword. And all of it is separated between different rooms in this quite large castle.

All this makes the game seem REALLY bad. It is. But the worst thing about this game, I repeat, the WORST thing about this game is nothing I have mentioned thus far. What\me off most about this game is that Barnabas Collins didn't even get a single appearance. Or Quentin, or Angelique. 0/10 Worst Game Ever.

No, but really, what's with the title, guys? It's not some super obscure thing, Dark Shadows was pretty dang popular back in its day. And okay, even if you didn't know about the show, how could you completely avoid the recent shipwreck of a remake Tim Burton\out a couple years ago? That's a lawsuit waiting to happen there.. I could not even paly, the game launcjes but I can not even click the settings options it thows me back to the desktop and mouse clicking seems not to be enabled so I could not even create a character.. awesome game if you like 16 bit games. Developer very responsive.



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18 months later no more updates, i feel abandoned.

2 years after the game is up, we get new content.

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