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## Warlock 2 E-book: The Great Mage Game



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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...

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

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English







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This is a very straight forward and simply fun arcade racer. Think Dirt with a touch MotorStorm, minus the boost of MotorStorm. Very fun and yet can be challenging. They did a great job with the AI, they will actually mess up and crash, which keeps each race feeling exciting and unpredictable. The graphics aren't anything amazing, but the gameplay more than makes up for the graphical shortcomings. Turn off the stock "RAWK" music, throw on some Pendulum, and enjoy a great racing game..

␣Molten Armor␣

Hardcore tower defence with great soundtrack and many different levels which requires different strategies and planning. Graphic is so-so, but it doesn't matter that much in TD. Gameplay is challenging and enjoyable - Molten Armor is a great game for hardcore TDs fans.. It's too close to predynastic egypt, which i thought was great. If you haven't played predynastic egypt I would recommend this game. If you have, this is not different enough to be worth it. Thumbs half way up.. its a freemium application, so if u have money for key buy it. It is very cheap. It is pretty fun. It makes me feel like I have musical talent. I like it.

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Pros:

This game is cheap and you guys can have a wonderful couple of hours trying to figure out rules and stuff if you are into those things.

Cons:

It seems developers have lost their interest and don't even reply on the forum. There will be no patches or updates.. If you're reading reviews for this game, you probably belong to one of three kinds of old school RPG fans:

1. The 'How is this compared to Legend of Grimrock? Why does it look so bad?' - go away, hipster. You're only here to bitch about the price anyways.
2. The kind of old school RPG fan that thinks Wizardry 7 is the best game of all time. You're looking for a hardcore experience that is comparable to, if not better than W7, provides hundreds of hours of content, tons of different mechanics and deep rulesets, so you can spend a whole day just creating the most optimized party possible - which you need to do, because the game is tough as nails. Also you think accessibility is equivalent to dumbing down and everything invented after 1992 - such as a proper inventory screen - is decline. Then this game is probably not for you. Check out Grimoire: Heralds of the Winged Exemplar. This game has all the things you're looking for.
3. You have fond memories of games like Might&Magic and Bard's Tale, but you just value your time too much to put up with shi t that was already annoying 25 years ago. If someone claims his product offers 600 hours of gameplay, you're not thrilled, you're repelled. You're looking for a concise experience that still invokes the look and feel of those blobbers from the past. Then look no further - Legends of Amberland is made for you. I belong to this group as well and am having a lot of fun with this title so far. Gonna follow this EA development closely.

Here's a few pros and cons of the current state of this game (0.21) that are apparent after 5h playtime:

- +If you're familiar with Might&Magic 3-5, you will feel at home immediately. LoA captures the spirit of those games very well.
- +It seems like the dev is listening to feedback and open to suggestions in general.
- +While there are still missing features and placeholders here and there, I encountered only a few minor bugs; no crashes.
- +The music is pretty good.
- +Gameplay is fluid and intuitive.
- +There are no random encounters and no respawning monsters. Hence, there's no need - or possibility - to grind.
- +The world seems to be pretty large. There's also a convenient fast-travel system to avoid excessive backtracking.
- +The combat initiative/vformation system is interesting.
- The game is easy. I mean, really easy. It's a bit easier than Might&Magic 3 and a bit harder than the Windows 95 screensaver 'Labyrinth'. There are two more difficulty modes to be implemented, so this will probably change for the better in the future.
- It's rather light mechanics-wise. Apart from exploring overworld/vdungeons, looting chests and applying close-combat weapons to monster heads, there's not much to do. There are no typical thievery skills, no social/vnoncombat skills, no dialogues. Neither did I encounter an apparent riddle so far. Considering the roadmap, there probably won't be any major changes regarding this, I guess.
- All quests so far are variations of 'get me X amount of Y from dungeon Z'.
- There are 4 races and 6 classes to choose from. This seems a bit low for 7 character slots. A bunch of new classes have already been announced, however.

All in all, the game still has its issues, which is to be expected in EA. But what I saw is already really promising and if you're a sucker for the old M&Ms like me, you should definitely give this a try.. Won't launch. Don't buy.. It's finally working on windows 7 64bit. better late then never.. *I'M A FIRESTARTER, TWISTED FIRESTARTER - Prodigy*

*Okay maybe not a firestarter but you are a sidekick for a demolitions expert named Frank (who seems to revel in calling you a 'rookie') as you navigate around the grounds of Edmont Worsted Industrial complex in 96 Mill St, Rhode Island to prep and place explosives at key points marked out by Frank.*

*As you explore each area you will hear Frank eloquently update you with warnings or advice of that location but he also sounds spooked by the abandoned, run down photo-locations and is very keen to get the job done then GTFO!*

*in addition to Frank's ramblings, you will discover dictaphone recordings scattered around that reveal a past investigation adding to the backstories of the 'jumpscare' ghost elements that appear throughout the game. These 'jumpscares' are mostly sound effects or a flashing image that appears so they are not frightening in any sense of the word.*

*There is also historical backstory to the Owner in the form of clippings & reports as an extra objective so there is an interesting*

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variety of plots to this game.

The game's purpose is to follow arrow directions that lead you further into 96 Mill to either unlock doors\rooms or collect items for your inventory. As you explore there is the option of using the arrows OR using the Map for quick teleport, the game will autosave during progression of objectives and assignments such as collecting the dictaphones or placing of the explosives. Once you unlock 1 of 2 endgame areas (marked as 'Optional' on map) and then travel to there the game completes giving any of 10 endings depending on what objectives were fully completed. This creates quicker replays since you will become more aware of what objectives to do & know which weren't completed when reattempting to uncover further endings.

The game presentation is simple but effective, I liked its use of photo-locations because it evoked memories of countless hours spent playing SSSG puzzle\escape games (Super Sneaky Spy Guy - check them out if you never heard of them because you will see the inspirations taken from them). The eerie music adds to the atmosphere and the simplistic effects aren't mind blowing but are effective if you're playing with the lights off with headphones! There is great use of voice acting that really adds to the experience and I personally think if that element was taken away from this game it would seriously devalue its gameplay.

The game does have weaknesses in that it overcompensates in guiding you through the game but if you don't make use of the Map or aren't fully absorbed in the direction of the story it is very easy to get lost mid-game ending up with an early game completion. This could get frustrating for some players who don't enjoy repetition or want a smooth gameplay in one sitting but **I would advise these player types to either avoid this or take this into consideration as it's purpose is to replay and uncover multiple endings**

**I also had an unusual issue with the Menu when attempting to load a game after an ending had happened, it would bring up a file to select but when you choose it the game fails to load beyond showing a flashing '96'. Yet after restarting I found that if I clicked new game then clicked the mouse as it was loading it would take me to my last location point before the past game had ended! Whether this was what it is meant to do is unclear but if so why was I having the Continue\Load Game issues?**

**Don't let my moaning of the loading deter you from this game because it is an enjoyable story & the gameplay is addicting in both its mysteries and its multiple endings. I managed to uncover 8 of its 10 endings during the 5 or so hours of playing but it is achievable in less.**

**One thing lacking which I believe would compliment the tasks in this game is Achievements plus trading cards wouldn't be a bad idea too then it would be worth its full price.**

~~~Liked what you see? You can find more at [Have a word ~~~](#). Fun game. Not great, not award winning, probably not worth the \$10, get it on sale. But it's a good way to kill some time, especially with the recent lack of flight games.

It's not a realistic simulation, but I wouldn't call it arcade either - it's much less arcadey than Ace Combat, but it's simple enough that anyone can pick it up, have some fun for 45 minutes then go back to reality.

If I were to pretend to be a game critic I would rate it 7/10 for the casual gamer that likes military stuff but doesn't have time to learn the ins and outs of a full sim.. Avoid.

This is garbage.

Dev can make shapes, but has no clue about control schemes or controllers.. She Remembered Caterpillars is a pleasant little game that will do an exceptional job of soaking up your afternoon, if you let it. I went in with no impression of what the game was beyond the title--and it certainly exceeded expectations of the quality of your average game. The puzzles vary in complexity; beginner levels do a fine job of showing you the ropes, and final levels are certainly devious.

This is a game for the puzzle fans out there. It requires virtually no dexterity (unless you're after the achievements!), and the mechanics are simple but engaging. I found myself stopping my music because of how much I enjoyed the soundtrack, but for multiple sittings I could see the soundtrack getting tedious.

If you enjoyed Monument Valley, you'll enjoy this game. The replay value seems low, but if you enjoy the story the first time around, I'm sure you'll enjoy it on subsequent playthroughs.



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