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About This Game

Prepare to delve into a fascinating world where the forces of technology and magic are embroiled in a vicious struggle! Blurring the lines between the RPG and strategy genres, Megamagic recaptures the unmistakable flavour of the 80s in a game filled with pop culture references and magnified by the incredible music by Mitch Murder, composer of *Kung Fury* and *Hotline Miami 2* soundtracks.

Megamagic features a deep combat system that put five different schools of magic at your command, challenging you to unveil the secrets hidden in monster-infested wastelands, neon-bathed cities and shady dungeons alike. Learn new spells and summon the creatures you have beaten, leading a powerful army of grims on your own style. You will need to rely on your ever-growing grimoire, developing your own playstyle as you become the greatest wizard in the world... and the last hope to discover what the sacred institution of the Order is hiding behind their unsullied facade.

Features

- Action RPG meets Real Time Strategy in a totally new way.
- Explore an open world and venture into the depths of perilous dungeons.
- Master 5 different magical alignments: Neonmancy, Vegemancy, Sanctumancy, Fulgomancy and Necromancy.
- Research and craft 20 spells + 16 grims, each with their own passive and active unique skills.

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- Beat 9 hair-raising bosses.
 - Local multiplayer co-op mode: have up to 4 player companions controlling your grims in battle!
 - Original soundtrack by 80's synth-surfer Mitch Murder.

Title: Megamagic: Wizards of the Neon Age
Genre: Action, Adventure, Indie, RPG, Strategy
Developer:
BeautiFun Games
Publisher:
BeautiFun Games
Release Date: 20 Apr, 2016

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Minimum:

OS: Windows XP/Vista/7/8/10

Processor: Intel Core 2 Duo 2GHz (or similar)

Memory: 2 GB RAM

Graphics: Intel HD Graphics 4400

DirectX: Version 9.0

Storage: 3 GB available space

English,French,Italian,German







It's with a heavy heart that I cannot ultimately recommend this game. It's got a good concept backed by good music and pretty decent artwork, and the basics of the action combat are kind of neat, too. But only the basics.

Things go a bit south when you have to switch spells, which with these keyboard/mouse controls are done with the same hand as your movement. I can't tell you how many times I accidentally selected the wrong spell because I couldn't stop moving (or enemies would swarm me) while I did it. And that's before adding summons to the mix, which require you to control even more things at once. I only have two hands, and controlling my pets while casting the right spells, all while moving - because you really can't afford to stop moving in combat - is just not happening. At least, not happening very well.

On top of that, regular spells are weak. The game is set up so that you really have to rely on your summoned creatures - which, again, are hard to control - if only to keep enemies from swarming you as you wait for your mana to recharge. You have an attack that'll recharge some mana for you, but it requires you to get dangerously close to the enemies you should be avoiding at all costs. This makes combat drag on a bit since enemies won't go down fast.

Then there's the weird spawning system. The points are pretty close together, and the same group can and will spawn multiple times without you even having to leave the area. This makes thorough exploration of any area more of a chore than it should be. I got to a point where my spells were weak, enemies were strong, and my summons were taking a huge beating from a single group. Accidentally triggering an additional group while running was a death sentence. Not fun.

I want to like it. I really do. But the controls are too awkward, with too much to keep up with in the midst of an active battle situation when you only have two hands. And the encounter balance is very much not in your favor. It honestly just ended up being an exercise in frustration.. For the price it was pretty damn great. Clean art style, interesting if slightly predictable story. Combat was a bit fiddly, recommend putting it to easy. I played 80% of the way through on normal dying a lot of times, found the game a lot more playable on easy.

Enemies do respawn way too quickly though, and are based on you walking away and then coming back. This exposes you to the risk of getting even more enemies when you are running around trying to beat the ones that have already appeared. Putting you in unwinnable positions. Controls are horrible, and coop is a joke. You can't rebind keys. Gamepads don't work (xbox 360 controllers). Game forces you to use pets while making them impossible to manage with bad controls.. Awful controls,, game slowdown happens frequently despite exceeding the recommended specs, fights are not fun when you go out side due to the constant spawning.

If combat was turn-based it would actually work well.. Was thoroughly enjoying the game, then I got in a fight inside a building and found out that enemies respawn as soon as their spawn is out of view. \u2665\u2665\u2665 this\10. The presentation isn't amazing, and it definitely isn't enough to save the game from its huge gameplay flaws.

You deal so little damage with your basic attack that you run out of mana trying to kill anything. Then, you have to wait for your horrible mana regen to kick in. You spend a disproportionate amount of time waiting for your mana regen as you watch your summons slowly auto attack enemies to death. Its a shame that casting spells in a game about casting spells is so incredibly weak.. It's a shame when a game comes out that's 100% your aesthetic but does everything wrong. First off, you can't customize your controls. Yeah, that may or may not be a dealbreaker from some but it's just the tip of the iceberg when you get deeper into the game.

You start off with a few spells and quickly realize how underpowered you are after the first two or three real fights. You might start thinking "Okay, so I'll get stronger after I level up or get some more spells, right?" Joke's on you. The game gets significantly harder with artificial difficulty and you get stuck running from overpowered and overly aggressive enemies that could really use some hit stun at the very least. All the while, the real enemy is the controls.

If you somehow manage to soldier on, you get treated to a very specific stretch of battles that completely test your nerves and sanity. These fights would probably be easier if you could remap your keys... but nope, you got to play the way the developers wanted. Or until they honor their "promise" of adding customization. But it's been over a year. I used to check every once in a while to see if they delivered. Going on over a year, it's pretty obvious this game has all been abandoned.

Lesson learned, Beutifun will never get another dollar from me.

Great game, love the scripting and how the story is set up in general. Took a little while to get adjusted to the battle system ur screwed stuck at 2 summons, 3 is where the fun starts. 80s magic and zombies for the win. Got into the Chapter 6 and it starts glitching, plz fix.. Fun game, with an interesting setting and compelling story.

There's a nice selection of skills with an involved and immersive unlock system.

Combat can be approached in many ways: Slow, tactical and thoughtful usage of the right spell at the right time for maximum efficiency, spammy murderfest while your pets (grims) tank, full on petcombat with you as a support character... it's flexible.

But my favourite thing has to be the ambience and aesthetic. Music is excellent, visuals are awesome and the general "80's saturday morning cartoon" vibe is fantastic.

Mad props to the devs for making an excellent game again (their previous title was Nihilumbra, and was funded with poker winnings, that is the level of commitment these guys have).

It's also one of the few videogames that feature Catalan as one of the language options, that is commendable.

Solid recommendation for the pricetag it has.. Man, I wanted to like this game. It looks really cool, and the prologue was real fun. But the tutorials were so boring. The load times were awful. There was constant dialogue and "cutscenes" that would take away your control while it slowly pans the camera over, then slowly gives you the dialogue, then the other character slowly walks away. The early level combat was uninteresting as my main attack did very little damage, and I'm stuck watching this giant rat thing slowly chew on a guy who is constantly shooting me with his gun.

PROS:

- +Funky background music
- +Possibly cool high-level combat(?)
- +It's almost as 80's as Blood Dragon

CONS:

- Load times
- Slow cutscenes
- Almost not playing the game at the start
- Early combat uninteresting
- Boring tutorial
- \u2665\u2665\u2665\u2665\u2665\u2665 "don't get hit" tutorial

Again, I really wanted to like this game, but it makes a really poor first impression.. WIZARDS, of the neon age.

<http://lenwolfgamer.tumblr.com/post/145062259827/megamagic-wizards-of-the-neon-age>

[TL:DR Version: A solid Action RPG with a fun retro 80s feel to it. Combat can be a bit awkward at times, but overall a hell of a lot of fun.. I enjoyed a lot of this game, and tried to stick it out until the end, but unfortunately my irritation with the controls tipped me over the edge.](#)

[I'm saddened to give this game a negative review, but give it a go if you're less picky than me.](#)

Pros:

- [fairly unique fighting system](#)
- [amusing dialogue](#)
- [fairly standard trope, but satirical and interesting](#)

Cons:

- [can't rebind keys](#)
- [very hard to control minions, especially while dodging and fighting](#)

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- [hitboxes are very hard to target if you're casting and moving \u2013 ie any time things get a bit rough](#)
 - [It can be very hard to survive in fights where you are seen by a group of enemies and they all go for you instead of your minions. This happens with cutscenes, as minions disappear for a time.](#)

[Devs:](#)

- [When ordering minions to attack, make them default to the nearest enemy](#)
- [When casting a spell on a minion, make it default to the nearest minion](#)
- [all minions should be selected by default. You have specific controls to order minions around, but after summoning minions they do nothing without first selecting them. Selecting just one is needed on occasion, but there is never a time where having none selected is useful](#)
- [allow players rebind keys, and tweak how we control minions \(a long press of two buttons, while dodging enemies and projectiles is quite complicated, when a single alternative keypress would suffice](#)
[Thanks for the game regardless, I'll look forward to your next endeavour.. Just finished this game, it was pretty fun? Really, really enjoyed the art, and the story line was good, the dialogue was all really funny at times. It had a really cool game design where as you progress, you learn new spells and some other spells become obsolete, so you're kind of always changing exactly how you play the game. \(I noticed some people mentioned this as a bad thing in their reviews, I guess it's just personal preference but I really liked it\). Overall, I did like the game, there were definitely a few things that let it down though. There were a few bugs, with really crazy spawn rates in some areas, enemies not attacking, the AI of the grims was a bit out of whack sometimes, and sometimes if you haven't added a certain spell before a fight, it can make the boss almost impossible to beat \(e.g. Hogan & the last boss, I spent like 20 minutes trying to beat Hogan and getting him barely down to half health\) so you might have to reload the game from an earlier point and then do some things all over again. The game also crashed my laptop when I first tried to load it \(not sure what that was about\).](#)

[Also, major spoiler, but i was confused why Fum sacrificed himself to bring back Deimon, when he could have at least sacrificed himself to bring back... everyone that Merklyn had killed? If the magic was supposed to be that strong? Or at least the uncle guy from the beginning too. Something like that. Just thought it was a little weird, not exactly where I would have gone with the plot](#)

[BUT, overall, cool game! :^\) Definitely would play a sequel if they make one \(hoping they do\)](#)

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