
Warlocks Vs Shadows Download 1gb



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About This Game

Warlocks vs Shadows is an action RPG/brawler game set in a fantasy world invaded by shadow monsters. Playing as an incredibly powerful Warlock and, by using magic skills and weapons, you fight through hordes of enemies. The game places great focus on co-op and versus play between players, where you can fight in 1-4 player DeathMatch or in teams of 1v1 or 2v2.

In the singleplayer/co-op campaign you have to clear your way through 5 different dimensions with unique enemies, bosses, and environments. You level up your character by slaying evil monsters and getting better and better items.

- Pixel art graphics
- 1-4 players (co-op, versus)
- Online co-op and versus mode
- Procedurally generated loot
- 5 different worlds to explore
- 11 playable characters with different gameplay

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- Cross-platform multiplayer (Linux, Mac, Windows)

Title: Warlocks vs Shadows
Genre: Action, Indie, RPG
Developer:
Frozen District
Publisher:
ONE MORE LEVEL
Release Date: 19 Aug, 2015

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English,French,Italian,German,Japanese,Korean,Polish,Russian,Simplified Chinese







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Incredible game and very addictive , add more difficulty levels like diablo and this game will be insane !. I got this game and it was an instant hit for me. The combat system is amazing and at first i thought you couldnt level up your skills past the fourth point but you can and its a genius idea. The monsters big, annoying and it can be hard sometimes but its all worth it. All the warlocks themselves are really unique. I suggest this game and give it a 9.5/10. You can build up multiple characters in solo story mode ready to play with your friends in multiplayer mode. A great button basher!. Looking at this game at store it seems like a fun game.... if you after 10 mins want to rip your head off because its the same music over and over again (NOT the same music as in the store preview....) just a freaking simple midi-music over and over and over again... with no control to change items in your inventory smoothly at all-- this game is NOT the same game you are being tricked in buying in store as it would seem to be. Buy it at your own risk. In my opinion its a game that could have been good if it was and sounded like the trailer/preview but its far from it. - - - from me, its crap.. The game has a lot of potential. When I was hosting a multiplayer game it flowed nicely for the first two levels, for me. My friends however were having lot's of lag. Which I had gotten when we got to level three.

The game has a very unique and enjoyable cast of characters which was enjoyable to see what they can do. They are varied enough to have enough replayability. The game has a very Risk of Rain feel to it. Which I blew a ton of hours in and was looking forward to something similar but familiar. And this game was very much it. If they fix the latency issues and multiplayer bugs. I would very much change my opinion of this game if they fixed it and would buy it again.. I wouldn't be able to recommend this game, not because it is a bad game. I do not recommend Warlocks Vs Shadows as a Single player game. The state of online multiplayer is incredibly poor. That leaves local co-op as the only viable option in terms of getting any long term enjoyment out of it. If you would like to see more in depth coverage, you can check out my video here.

<https://www.youtube.com/watch?v=ISI-UA9yOZO>. Great potential. Needs work.

Pros:

_Excellent characters: If you're a MOBA fan, you're gonna have a good time here. Characters are varied in term of play style and a lot of them are fun to play. 5 are unlocked at the start, with more unlocked as you play the game. Easily the strongest point of the game.

_Pixel art style: A more personal point than a professional one. I really like pixel art style, this game looks quite nice in that regards.

_Great boss fights: The bosses are big, bombastic, chalenging and fun to fight against.

_The actual gameplay: On a minute-to-minute basis, the game is fun, nice control with lots of chaotic fights.

Cons:

_Terrible level design: The moment leading up to the boss fights are just rooms, each with waves of enemies spawning one wave at a time. It's really really REALLY lazy design. There's nothing to break up the pace either. No puzzles, no platforming. As good as the boss fights are, the levels leading up to them feels more like time sinks than levels.

_The loot system isn't interesting: Plenty of random loots here, but not all of them are interesting. As a matter of fact, most of them aren't interesting at all. If you're looking for the the kinda loot-generation depth of Diablo, Torchlight or Path of Exile, you won't find it here.

_Some characters need balancing: I'm looking at you, Fallen Angel.

Overall, you'll like this game if:

_You want a cast of well-design, diverse playable characters.

_You can overlook the overall design and focus on the excellent minute-to-minute gameplay.

_You dig the art style.

_You can stomach the levels enough to enjoy the (honestly great) boss fights.

The potential here is immense! But Warlocks needs more work to be truly great.

Shameless plugs time! Did you like my review? I do more than just that. I also have a YouTube channel where i do Let's Play as well as more reviews like these, but in video form. Come check it out [here](#). [My channel is small right now, but I play on making it a regular thing, so hit that subscribe button to see more content. Thank you!](#)

I returned this game. Played it for 45 minutes and was not impressed. The graphics aren't as good as the trailers make it out to be, and more importantly, the controls are just not *tight*. Risk of Rain controls are far, far better. I can't deny the appeal of the graphics in the trailer, but the gameplay didn't hold up for me.. First Impressions: This is a great game. Looks like Risk of Rain, but even more chaotic, and levels!

Pros:

Fast Paced action
Upgradeable skills
Great boss battles
Online Co-Op
Great music, Needs more though.

Cons:

Buggy. (I've lost my saves 2 or 3 times, one of them that was around 75% complete. Additionally, when hosting, your save overwrites the other players save, but keeps their levels and gears.)
Multiplayer and Single Player games ARE NOT separate on the same profile.
Repetitive. Arenas can only be played so many times before you run out of things to play.

Total: 7/10, because of bugginess. Definitely something I'll come back to after it finishes.. So for a game in Early Access this has to be one of the most polished, near complete feeling games I've ever played.

I played through the first world in about an hour and the customization, abilities, character selection is all great.

In Warlocks you play as one of multiple characters on a mission to murder a bunch of shadow creatures in an attempt to something something something save the world? I dunno I didn't really read the story cards.

Story aside. This game plays incredibly well.

I don't know how much more content there is, however, just with whats there in all the items (Oh, yea you get items to be a more powerful Warlock) and the multitude of characters theres plenty of content to throw fireballs and poison darts at.

And I haven't even attempted any other modes but the story mode.

Worth your money.

Here's my first hour with Warlocks, and at the end I run through all the characters I had.
(It's probably still uploading it's so fresh)

<https://youtu.be/jC4hKTu43zw>

For more reviews and my bi-weekly podcast check out www.earlyaccesspodcast.com. I absolutely love this game.

Pros

- Many characters with unique ability sets and playstyles
- Music used in the game is amazing (especially the ones in boss fights)
- Basic customization with the loot system

Cons

- Sometimes very hard and sometimes too easy
- UI could be better

Overall out of 10 i would give this game 8.

The soundtrack for this game is amazing and it helps with making the game more enjoyable. There are a lot of vibrant colours and the enemy designs are great. I really enjoy playing this game and i sure will play it more.. Connection lost

Connection lost

Connection lost

OMG this game is bad on so many levels

To start off

It lags, i have a decent pc, but this game gives me 20 fps in groups

2nd thing. Its boring and repetitive. There is no story. After the 1st world everything becomes super easy. Waves die in 2 seconds. Then you wait 2 minutes because you cant speed up monsters respawn.

Multiplayer is. Its buggy. It will take 10 tried to connect to a game. And then if ANYONE leaves => everyone leaves.

You have no clue what stage the host is at. If he is ahead of you, than you will not be able to do anything there with your low level character. ALSO which is the worst. the progress will be remembered and next time you tri to solo, you will start on that high♥♥♥♥♥lvl mission, unable to do anything.

If, however, the host is behind you in progressiong, you will not be able to pick characters that host doesn't have unlocked. ♥♥♥♥♥T.

And the best part. I spent 5 hours playing yesterday

Today I logged in to see my characters deleted.

8/8 m8. This game is a lot of fun. I'll just say that up front. It's a roguelike with 8 bit graphics and it's fairly straight forward game play wise. The controls are simple and intuitive for both keyboard and controller, the game play is fluid and addictive and the overall concept is fairly unique. The spells you cast as the warlocks vary from character to character, and there are a lot of characters to choose from. The objectives are straight forward and no fuss. Just do what you came there to do, cast spells on things and do damage heh. The multiplayer throw downs are fun as well! A very good game at a great price. A definite good buy!

Overall rating: 8/10. god game but the mutiplayer is glichy. Defenitely only purchase on SALE!

I loved this game which makes me sad to not recommend it. It is extrememly buggy and makes additional gameplays of it difficult if not impossible unless you create new profiles.

My view:

The gameplay and the amount of options are excellent. Several heros to choose from and good item drop system. I initially got the game cause it looked like it was a good local co-op, and it was... to a point.

Pros.

Excellent Game play

Easy learning curve to pick up and play

Waves get More difficult at each stage

Multiple characters and game plays

Local co-op increases difficulty for more players

Cons.

The interface is terribly done. (After selecting a mode you may have to start the game and select quit to get back to the main menu!)

Not often, but some of the levels have acted... buggy. (One levels background was glitching... blinking in and out repeatedly. Only happened once.)

If you beat the game with a character in Single or Local Co-op that character can "infect" other characters... as I would put it. (explanation: You can choose the level you go to after you beat the game with that character, but when you do local co-op, probably does the same in online co-op, if you select the character who beat the game, your friends character and your character go up against the final boss. Their character is now viewed as either being on the final level against the final boss or is viewed as beating the game and offered the level select next time they are played in single player mode.)

If you get this game I would recommend getting it on sale because of most of the interface bugs that make it hard to call 'user friendly'. If you get this game, have fun, good luck, and try not to get frustrated with the interface, and if they make a second one of these games I may still have to get it cause the game play was good, but I hope they fix these issues and make more replayability.

Local co-op recommendations:

I would also recommend beating the game with one profile, in single or co-op, so you have all the characters and always loading that profile when you start. Then when your friend joins you to play or if you simpley want to start a new profile with all the characters, go to story and select local multi-player, then load the newly created profile. This will allow your new profile and

your local friends new profile to access all the characters through the initial profile (The characters will start at whatever level you had them at, so you won't be on the final boss and they won't be Level O.P.)

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