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About This Game

Bad news! The lawyer Kathleen Wilson has discovered that her beloved Danny Reed has been arrested under strange circumstances. He's being accused of murder. In order to free Danny, she's going to have to carry out her own investigation.

Kathleen has to find out the truth of what really happened. Was he set up, or was it just some kind of misunderstanding? Is there something bigger behind all this? Right now, nothing is clear...

Collect photographs, notes, slides – anything that might be useful in your investigation. Record all the facts and clues in your notebook - they could come in handy later. It isn't hard to hit a dead end in an investigation, but don't panic - you can use a hint.

Title: Chronicles of the Witches and Warlocks

Genre: Adventure, Casual

Developer:

8Floor

Publisher:

8Floor

Release Date: 18 Nov, 2015

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English,Russian







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Alright I'm going to start off and lay this down for the incompetent thinking they are getting a remake of Dungeon Keeper. You are NOT and getting this game expecting that (like with any inspired by game) You will be sorely disappointed or pleasantly surprised.

That said and havinhg never played Dungeon Keeper; I enjoyed the game, it has a fair pace that the player can control by keeping gates closed or opening to change the flow of heroes though once opened it sets the minimal pace.

Some things I liked about the game for the short time I've played it is four playable characters with unique minions, amusing story mode, and decent voice acting for the time (2010).

I will admit it has some downsides to it too; What game doesn't now? This however I do not take from the experience in the least. There's a few minor bugs, like the goblins running around aimlessly till you tell them to dig out a large enough section of wall (Rarely happens and rock doesn't count as it cannot be dug out), monsters not always going after heroes, I think this has to do with lair and hero correlation. And odd camera controls (fixed with a mouse).

Above all I'd at least rate this 7/10 as it does have lots of potential to grow and receive much TLC, but if you go in thinking it's a remake then don't bother, I saved you \$19.99, but if you want to play it for what it is, its own game inspired by Dungeon Keeper, then I think you'll find it enjoyable.. I really like this game, this my game ever, but its been break by a cheat in Khan PH before last 2003-2004. I hope this time no more cheat since Valve is the one holding this one. My concern is the mobs in boggy dungeon and also the rasp there's a lot of BUG. if ever pls fix it. thx. i only received auro 6000, did not get the rest of the items- any gm/person in charge pls look into it. I feel like the game is, even at a refund, too expensive. The game is not horrible but 7\$? I feel a price of 2-3.50 would be more fair.

Like I said the game is not horrible but at current price I don't recommend it.... Bugs, bugs, bugs and nothing more.... The mechanics of this game are already very solid.

It's fun to play, and the devs are super engaged in making regular improvements.

The devs have a good vision of what the game should be, and it's not just a mash of random features and space ships. It all works together quite well, and I'm excited to watch it evolve out of Early Access and become a whole game.. Far, far too slow gameplay for a space shooter with no real difficulty curve across the levels. I understand it's pushing the whole "Shooting clothes off giant space girls with no nipples" genre, but alas if this epitomises it then the genre has already lost.

Perhaps if the game can be sped up from the start by around 150-200%, introduce different enemies and have end-of-level bosses that are harder to destroy than the cosmic bras then one may be motivated to play it though. Though as it stands it's somewhat monotonous and less risqué than Wikipedia.. nice idea, but a truly awful experience :-/. Got this one on sale in early access when I was looking for a good, new kart racer to play with my girlfriend. Like any sweet kart racer, it's very replayable, light-hearted and impossible to master. A favourite part of mine is the different way of weaponising players. While there's the classic modes where each pick-up is one weapon/boost, the Juicer mode makes you pick up certain coloured fruits to make particular powerups. This adds another component to your races because you can't just grab any pickup you want, you have to think about which colours are next and which you need.

Best DLC so far, love every minute of it. 10/10. A fun free little puzzle game that made me scratch my head a few times.

The aim of the game is suicide, any way you can, usually with spike traps. Can get repetative after a while so keep that in mind.. Brilliant and funny. Ever want to poop on people? lol, I can't get enough of K Bros Games, they just keep coming up with the craziest ideas.

Too bad this isn't multiplayer or I'd further recommend it for nice cheap game on a weekend. Even as a single player game it's nice but not worth the .99cent. Pick it up on sale, would be worth the \$1 if it was multiplayer.. Something like League of Legends V Overwatch only in 2D

Worth 10\20ac for sure. If you own a lightgun there is not much to choose from on steam. This game is really fun and worth its really cheap 2€, even though you won't be playing for hours.

I own a "EMS Top Gun 3" and had no problems on my projector.. Tote\u2665\u2665\u2665\u2665\u2665. Who is the mysterious suited man? Why is he navigating this murderous landscape of ever-encroaching vines and spinning machinery?

Does it matter? Simply guide him off screen and keep him free of danger.

The controls are tight, the music is slick, and the premise is incredibly simple but effective.

An incredibly difficult game to classify, but one worth checking out nonetheless.. This game is fantastic, playing as a submarine online and trying to stay hidden in the depths while firing torpedos at your enemies is pretty intense.

There are a wide variety of ships, planes and submersibles all manually controllable for you to sink, kamikaze or stay too long under water with (thus suffocating due to lack of oxygen or getting crushed due to the pressure of the depths if you go too low) and many different ways of taking them out.

The game uses things like sonar, amount of munitions, level of depth and crew management to keep you constantly on your toes as you fight to dodge incoming artillery/torpedos/depth charges, sink and destroy enemy ships, bases, planes and submarines and ponder the worth of flying your plane directly into the enemy or risking heading back to the airfield/carrier to restock on explosives.

In short, it's a wonderful game that was ahead of its time and still holds up well to this day. True there are other games like World of Warships that try to do something similar, but they still come off as shallow imitations (albeit a little prettier in the graphics department).

If you're looking for the ultimate navy/aircraft battle simulator, then look no further, for this is it.

Added Bonus - For extra fun in multiplayer, grab control of the little 3 man boats (that can be destroyed by something as tiny as flak from a ship) and try to pull off successful torpedo runs on enemy BBs (heavy battleships), it is a difficult and perilous task, but if you can master it then you can be the nautical equivalent of David and Goliath.. I tried to play and like this game, but I couldn't find a way to set the mouse controls in-game to invert the Y-axis. Additionally, the controls were fixed and there was no way to map them to different keys. *Every* first-person shooter game has these basic configurability features... except this one apparently. Do not pay money for this game until it supports basic functions such as these.

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