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Magic Realm: Online Download]

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## About This Game

### About Game

Since the first watcher discovered its powers, Eternium was one thing that gave our watchers strength to overcome everything and every 5d3b920ae0

Title: Magic Realm: Online  
Genre: Action, Indie, Early Access  
Developer:  
Software Wolf, ITC Studio  
Publisher:  
Software Wolf  
Release Date: 31 Jan, 2019

#### **Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7 and later

**Processor:** Intel i5 6600k or AMD equ

English

magic realm online. magic realm online vr. magic realm online game

I don't normally write reviews but I think it may help the game and prospective buyers. My expectations were not high I i just stumbled upon this game. I have to say, for an Early Access game it's actually pretty darn awesome! Yes, it's a bit rough around the edges and not complete yet, and yet it is a wave shooter but its actually quite unique and I own loots of VR games. What is in

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the game: 1. Three distinct maps, with different environments, different paths to defend and different layout. I like the desert town map the most, although its quite difficult. The very first city map is fun too! 2. Three heroes. They are very distinct in gameplay and mechanics. The mage has four different gesture based spells, gestures are very easy to remember and the game is very lenient about the drawing part. One is a quick-throw fireball, which can be upgraded to explode or set enemies on fire, second one is AOE freeze spell, which can be targeted on the ground and can also be upgraded to have a DOT effect. Third one is an awesome point and release ball of lighting spell, which zaps all enemies in its path and can be upgraded to slow affected enemies. And the ultimate spell is truly a wonder to behold! I will leave this one to you to discover. The archer is very precise and you can shoot as fast and as accurate as you can. The archer has special arrows, such as a high damage sleep inducing arrow and a cool seeking arrow, which reminds me of the Guardians of the Galaxy :D The ultimate arrow is pretty cool too:) The gunner has a semi auto gun, you never run out of ammo but it does overheat which is clearly visible on the top of the steam-pank-esque firearm. Now, to load special ammo and rockets into the gun, you have to physically grab the ammunition from different part of your ingame body and then load it into the gun. The character starts pretty weak, but after few damage and AOE upgrades its becomes really powerful! Another benefit of this class is that you can easily finish off the enemies from afar. 3. The enemies start with regular orcs, which run towards the gate which you have to protect. The orcs also sometimes throw the axe you, which you can either block with your shield (it breaks and then regenerates), step to the side/duck in the real world or teleport to another spot in the same node or to the different node. Then there are orcs that speed up the others, orcs with shields, etc. And then there are also several special enemies too, such as a dragon, which flies straight at you and tries to eat your face. Or the necromancer that resurrects fallen enemies. And then there are also bosses. I leave them to you to discover! I just made it to level 14 playing as the archer with 3 mages in my group, was such an amazing experience.. I don't normally write reviews but I think it may help the game and prospective buyers. My expectations were not high I i just stumbled upon this game. I have to say, for an Early Access game it's actually pretty darn awesome! 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Only one enemy asset. Maybe no actual server? The description accurately says what this is. Its a concept demo asking for money to complete this project.. Man, well I will start by saying that I have been following this game for a long time (literally "follow"), and I kept checking in to see the progress, hopeful of the move to EA. YAY it's here right? Sadly, my hopes were crushed, and this game is basically unplayable for me. The graphics look great, so far, the models clean, animations and sound also quite nice. I would get farther in the game and review as much as is available, however frustration stops me from being able to do so. You can't even swap controllers in hands because the shield and mechanics make that not work. I am a left hander. I understand why you may not have L hand support in Alpha, or closed Beta. but once you hit EA, are asking for > \$10 (almost twice that not on sale), and have a game where TWO of the three classes involve throwing things, or using a bow and STILL do not support left handers. deal broken. :( To the rest of the world, you right handed folk, I will reserve any formal judgement until I can play it, but I will say this; it was fun enough to make me try every reasonable thing to play it anyway, so that is a pretty good sign out the gate if you ask me.. What you get: Test out 3 classes. Wizard, Archer, Gunslinger Wizard is frustrating as you can't just cast the spell pattern. Gunslinger is more fun but guns need to feel punchier. Archer is

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