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About This Game

The legendary RPG Wizardry is reborn as a Rogue-like game. Terrifying monsters and countless traps stand in your way. Infinite eerie Labyrinths filled with terrifying monsters and countless traps to snare Adventurers. Your destiny is in your hands! Never far behind are the deadly battles and the creeping fear of being trapped alive. Take on Labyrinths with your own mighty party! Collect and train characters, build your own mighty party, modify items you find, and take on Labyrinths!

A new nostalgic experience is here!

There was a time when mad kings and grand wizards feuded over magical artifacts. A time when stories of dragons and their lust for treasure were not stories at all.

That is, until they faded into legend, and the Kingdom of Ard me was born. Yet the road to prosperity is fraught with strife – a foul mist swept across the land. Its rotten reach was not boundless, however. An endless source of divine protection was found flowing from a single sacred cup: Holy Water. Nevertheless, the kingdom's demise was sealed when King Arthurus' closest confidant, Grand Sorcerer Ambrosius, was bitten by a vampire lord and fled the land with the holy cup in hand, never to be seen again.

With the fall of the once-mighty realm, the Miasma ravaged the land without mercy. Ard me became a desolate uninhabitable terrain, and with nothing to keep its evil in check, the malevolence reached neighboring Camrone. Ard me's heir to the throne, the young Prince Danjaq, was granted refuge by Camrone's ruler, Duke Baudricourt. Dreaming year upon year of reclaiming the cup, when the moment came to face Ambrosius, he met the same fate as his father.

The Miasma grew denser, hungrier, and more powerful by the day, gushing forth from countless mysterious Labyrinths littered across the land. Baudricourt, resolved to see an end to the crisis, assembled a force to investigate. Many lost their lives, as he discovered all too late that the Miasma possessed the power to manipulate the Labyrinths to act out its evil will, and without

sufficient Holy Water to protect his troops they were like lambs being led to slaughter. With his numbers dwindling fast, Baudricourt ordered his Overseer, Alah'wi, to send word to the four corners of the land..."To Arms Ye Courageous Adventurers, Heed The Call Of Duty!"

And so begins the Age of Adventurers. A tale of Holy Water, the Miasma, and Labyrinths!

Title: Wizroque - Labyrinth of Wizardry

Genre: Adventure, RPG

Developer:

Taito

Publisher:

Forever Entertainment S. A.

Release Date: 24 Feb, 2017

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English





Adventurers 10/62 All Acquired

C Lythgoe A Lv. 2/15 Priest Good 12/12 ATK 5 AC 6 Until next Lv.: 438	C Roman A Lv. 2/15 Thief Neutral 8/8 ATK 5 AC 8 Until next Lv.: 393	C Oscar B Lv. 11/15 Fighter Neutral 45/45 ATK 10 AC 4 Until next Lv.: 6200	C Lucraft B Lv. 13/15 Fighter Good 46/46 ATK 13 AC 4 Until next Lv.: 3166
R Sandy B Lv. 11/45 Samurai Good 65/65 ATK 41 AC -2 Until next Lv.: 6502 Skill Repent +1	UC Dunbar B Lv. 10/30 Mage Evil 17/17 ATK 6 AC 7 Until next Lv.: 4429 Skill Strong Arm	C Connolly B Lv. 9/15 Thief Neutral 22/22 ATK 8 AC 6 Until next Lv.: 484	UC Ethan B Lv. 9/30 Priest Neutral 28/28 ATK 6 AC 4 Until next Lv.: 7963
C Moore Lv. 1/15 Priest Neutral 8/8 ATK 4 AC 8 Until next Lv.: 151	C Condren Lv. 1/15 Mage Good 5/5 ATK 2 AC 10 Until next Lv.: 150		

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Could be a bad game for your smartphone.. Wizrogue is exactly what the title says: Wizardry meets roguelike game. I was impressed how well this blend works. Gameplay is very solid and balanced, underlying mechanics of Wizardry is a good background for roguelike game. As the additional bonus, the game is kept in the convention of the tabletop game, with mini figures representing your party and cards representing spells. The graphics are really good, I think that if that game would be considered as a pure roguelike, I'd say it has the best graphics from all other installments so far. Music and sound effects are also very good.

There is only one aspect of the game which can be a bit irritating: the mobile game roots of the game somehow got through to the surface. There are revive options, paid elite members and other reminiscent of In-App-Purchases which shouldn't be in paid version. My guess is that if those elements were fully eradicated, even with the certain death of the characters, the game would only improve.. ALL RIGHT GUYS ([?][?][?])

MICROTRANSACTIONS ARE EVIL SO IF WE REMOVE MIRCROTRANSACTION FROM OUR BORING REPETITIVE MONEY SCAM MOBILE GAME

IT WILL BECOME FUN

RIGHT ???

???

YEA TOTALLY. A great clicker for Wizardry fans. First up, this is not like classic wizardry, but it keeps some of the best aspects of it such as the character system with the traditional classes (from 1-3) including class hopping. Strategy is a bit different this time since you can only cast or melee once a round so those front line casters now have a lot more use than camp healers and can be used repeatedly at standoff ranges. It's also easier than either a roguelike or classic wizardry since there's no permadeath, and no need for secondary parties for corpse retrieval, you simply pop back in town dead minus any unequipped loot. You can also pay for youth so it's like the temple of cant got a major upgrade. Have fun!. Poorly done mobile port. Buggy, endless grinding made necessary by retaining the micro-transaction structure without the transactions.. Nice little Indie game, which has its serious flaws however, but although I now stopped playing it, I can still recommend it (barely) (6/10).

Its fun to become stronger, level up your heroes, find new ones and beat deeper dungeon levels.

HOWEVER, several things are not so good:

- bug with spells and class change, which is known but will never get fixed as the game is abandoned (according to Forum consensus)
 - almost no equipment... its limited to the rarity level of your char, and you cannot find or buy new one
 - although you can find new weapons occasionally, its rarely useful, as you can buy from the start the whole selection
 - dungeons are unbalanced! There is one dungeon which yields 100x the XP as all others, and is the easiest and fastest too. So what you will end up doing is grinding this one all the time, which defeats the whole point.
 - Certain things are not described well (want to change to a new class... well good look finding out what it actually can do or not do)
 - I stopped playing after many hours, lv 60, and 3rd highest Rank, and still only managed to unlock 50% of the achievements... they are way too unbalanced too and would require months of grinding to get them all.. Nice Grinding!
- Fight 24/7 the nearly same dungeons by walking and fighting (both by clicking the LmouseB) to gain exp to fight stronger opps in deeper dungeons...

FUN!!!

. Fun game, nice mix of tabletop and character customization. A few bugs still but nothing game breaking. I would highly recomend if your looking for a rpg that doesn't require three days of reading or a crafting system that requires a college degree. Also a great sound track and I would have never known this was an asian game. Great Job!. I am usually not one for games that are based in simplicity. However, this rogue like game has a lot to offer. Characters and items are based on common, uncommon, and rare. Put together a party of 6 and equip them how you like. Next arrange them in the formation you'd like. 3 in the front and 3 in the back.

From there you enter the labyrinth and slay monsters while picking up loot. It's fairly easy and straight forward for a while. As the game progresses there comes a need for better weapons and better tactics. Cool little dungeon crawler and virtually bug free. There is even a boss at the end of each level!

Made by the oldschool game company Taito. I'd give this game a 8 out of 10 for the style of game it is.. it's a mobile game...please....

Preliminary thoughts:

Pros:

- It's a unique spin on Wizardry. I never would have thought anyone came up with the idea of splicing it with a roguelike, but here we are.
- The translation is very well done (at least so far). Games like this typically have lackluster translations, but I haven't seen any of that.
- The tutorial clearly explains the mechanics of the game and how they work so there's very little guesswork to be done.

Cons:

- It's hard to really call this a con for everyone, but this game is a port of a mobile game that's been (I hope!) stripped of its cash shop mechanics (though the things you would typically purchase in such a game are still there) and it shows. The interface is very much what you'd see in a mobile game, and this may understandably turn people away from it.
- Following the previous point, some people may not want to pay \$12 for something they don't have to pay for on mobile. IMO, it's not a terrible asking price given that there doesn't appear to be any IAP.

In all, it's not a terrible game at all, but a rather niche one. I would personally recommend it to anyone who is both a fan of Wiz and a fan of roguelikes, but anyone else should do some research first and see what they're getting into before pulling the trigger.

. It's an OK time-waster that can be played casually in short spurts, or long term with an autistic level of obsession. If Steam had a middle option, instead of just thumbs up or down, I'd give it that. I've played it for 9 hours so far, and I'm not ready to quit yet, which is a lot more than I can say for more expensive games I've purchased lately.

It definitely won't be everyone's cup of tea, but if you like gacha type games, pick it up on sale sometime.. No thanks and I don't have to explain. Save your money. Better yet, spend it all before the Dollar falls.. There might be interesting things in this game, but the interface is pretty♥♥♥♥♥♥ being a direct mobile port.. Do not be fooled into thinking this is a Wizardry game in any sense of the word. It is only tangentially related to the classic game, with only the spell names and classes being the same. Everything else is different.

This is not to say that it's a BAD game, just that it's not a WIZARDRY game. This has almost 0 RPG to it other than your characters get HP & stats as they level. It's more like a very light strategy game than anything.

If you are looking for an old-style RPG, keep looking. If you are looking for a cheap and interesting little game to help pass some time, then by all means give it a shot. Again, it's not a bad game, but I think it is falsely advertised.. Well done for a procedural dungeon crawler. It has some of the elements of Wizardry in it but the rest of the game is rouge-like. My only gripe is that you can't create your own party. But still a good game nonetheless.. Nice intro :)

Fear Effect Sedna discount:

Fear Effect Sedna is OUT NOW!

Thank you to all of you for the support. We are really excited to see the game released and give you all the opportunity to finally play it.

The game is now available with a limited time launch discount as well as the option for the Collector's Edition that features the original soundtrack and digital art book.

If anyone is getting a bit stuck on a puzzle and needs some help you can find a walkthrough on feareffect.com

SUSHEE.

http://store.steampowered.com/app/546900/Fear_Effect_Sedna/. **Quick Patch:**

Some bug fixes:

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- + Fixed training bug, now it always work properly
 - + Now you can upgrade storage to 100 units
 - + Nodachi (Katana) can be used by Samurai class
 - + Rebalanced EXP gaining on higher levels
 - + Rebalanced WJ gaining

+ Leaderboards now displays properly in game menu. **Linux version of Wizrogue now Available! (And crashing issue fix for PC):**

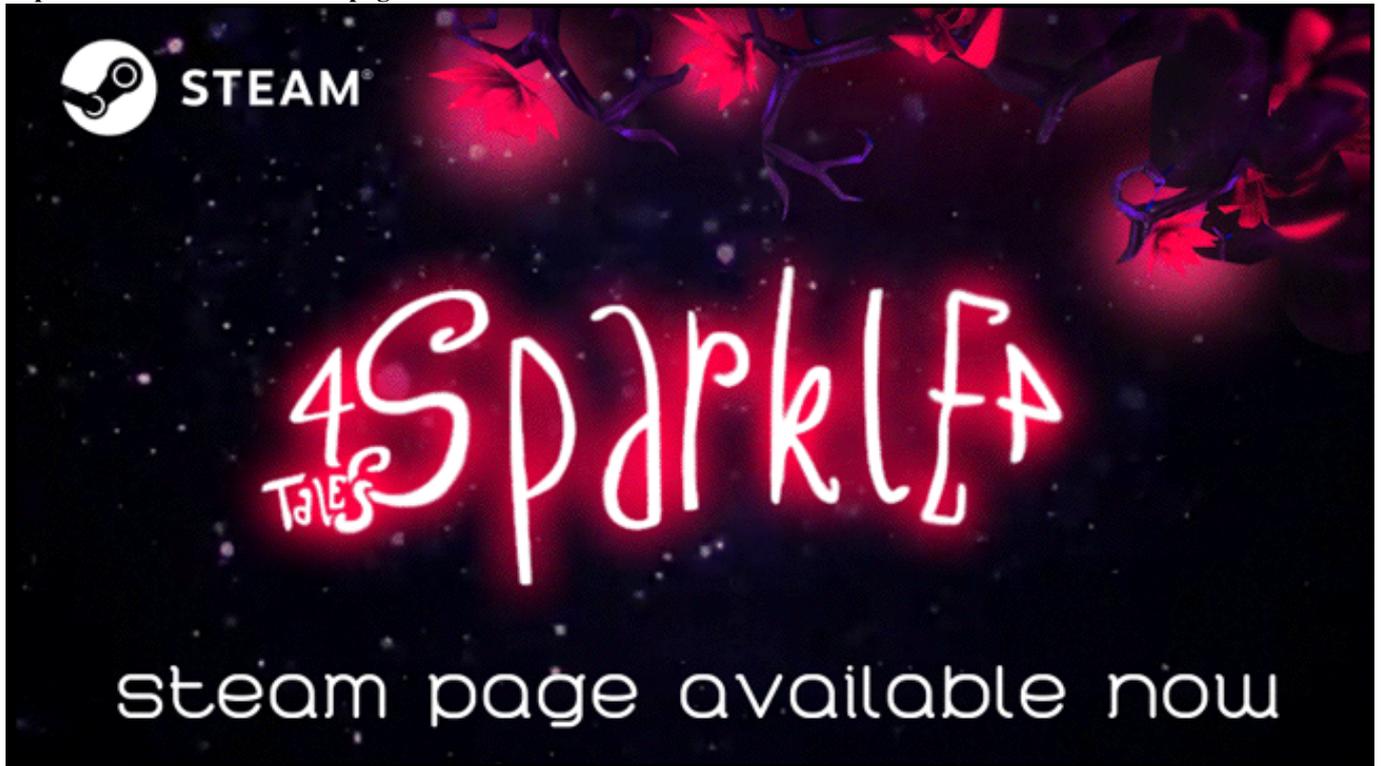
We have great pleasure to announce that since this day, finally, Linux version of Wizrogue - Labyrinth of Wizardry is available!

We are welcome all Linux/Steam Machine players and encourage them to join Wizrogue players community.

We had to rebuild whole in-game sound system, to make a Linux version. The old one was also causing random crashes on some PC's, so now also this PC problem should be fixed.

Happy exploring dungeons!

. **Sparkle 4 Tales Steam Store page is live!:**



Immerse yourself in the atmospheric surroundings from the beginnings of life - the newest game form the well-known Sparkle franchise SPARKLE 4 TALES is coming soon!

Sparkle 4 Tales Steam Store page is now available - add to your wishlist for more!

https://store.steampowered.com/app/1028910/Sparkle_4_Tales/. **Prodigy Tactics is now 66% off!:**



Prodigy Tactics joins Steam Weeklong Deals with an amazing offer 66% off!
Visit the mysterious world of Thasys, put your skills to the test in infinite waves of enemies, learn the lore in a single-player campaign or fight people all around the world with online multiplayer!

https://store.steampowered.com/app/626550/Prodigy_Tactics/. **Fear Effect Sedna premiere date!:**



The premiere date of Fear Effect Sedna is finally known! The game will be released on 6 March 2018 on PC, PlayStation 4, Xbox One and Nintendo Switch!

In 3 weeks, you'll be able to join the mercenary squad to discover myths from the Inuit people, and fight creatures from the spirit realm.

Visit Fear Effect Sedna and add it to your Wishlist and be up to date with latest news:

http://store.steampowered.com/app/546900/Fear_Effect_Sedna/. **We are the Plague BETA KEYS!!:**



We'd love to hear your professional opinion about our game - so if you are an influencer, Steam curator, twitcher or youtuber we've got a treat for you! Mail pr@forever-entertainment.com from your official account for a chance to get a **Stem key for "We are the Plague"** prologue before anyone else!

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