
The Witch's Apprentice: A Magical Mishap Download] [torrent Full]



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About This Game

What a mess! Grimelda, a young witch, wanted to give her hair a little makeover when suddenly a tiny drop of her hair dye dripped into the magic cauldron of her aunt! And then it happened... BOOM! A big bang followed by a massive explosion! Now the whole, beautiful forest is covered with nasty, purple ooze! The young witch must clean everything up before her aunt comes back...

Title: The Witch's Apprentice: A Magical Mishap
Genre: Casual, Strategy
Developer:
Whalebox Studio
Publisher:
gamigo AG
Release Date: 14 Jan, 2018

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Minimum:

OS: Windows Vista/7/8/10

Processor: Min. CPU 1500 MHz

Memory: 1024 MB RAM

Graphics: Grafic card with 128 MB

DirectX: Version 9.0

Storage: 500 MB available space

Sound Card: yes

English,German,Korean,Simplified Chinese,Traditional Chinese,French,Italian,Dutch,Portuguese

ESPIONAGE HEADQUARTER

4 Spies
Costs: \$13,000 /d
105,655
+4,491 /d

193,848

Inactive
0 /d

Counter Espionage
1
-1,000 /d

Intelligence
0
-0 /d

Economic Sabotage
0
-0 /d

Military Sabotage
3
-12,000 /d

Reports

Show previous day

Day 23

Algeria

00:50: Revealed all assets

Algiers
Damaged by 5

Oran
Damaged by 10

El Oued

Washington D.C.

Buildings: Morale: 100% Production: 3,768 per day Victory Points: ★ 12

Perform instant action

REVEAL ARMIES: 750	COUNTRY INFORMATION: 750	DECREASE MORALE: 2,000
DESTROY RESOURCES: 2,000	DAMAGE UPGRADE: 2,000	REVEAL ALL ARMIES: 1,000

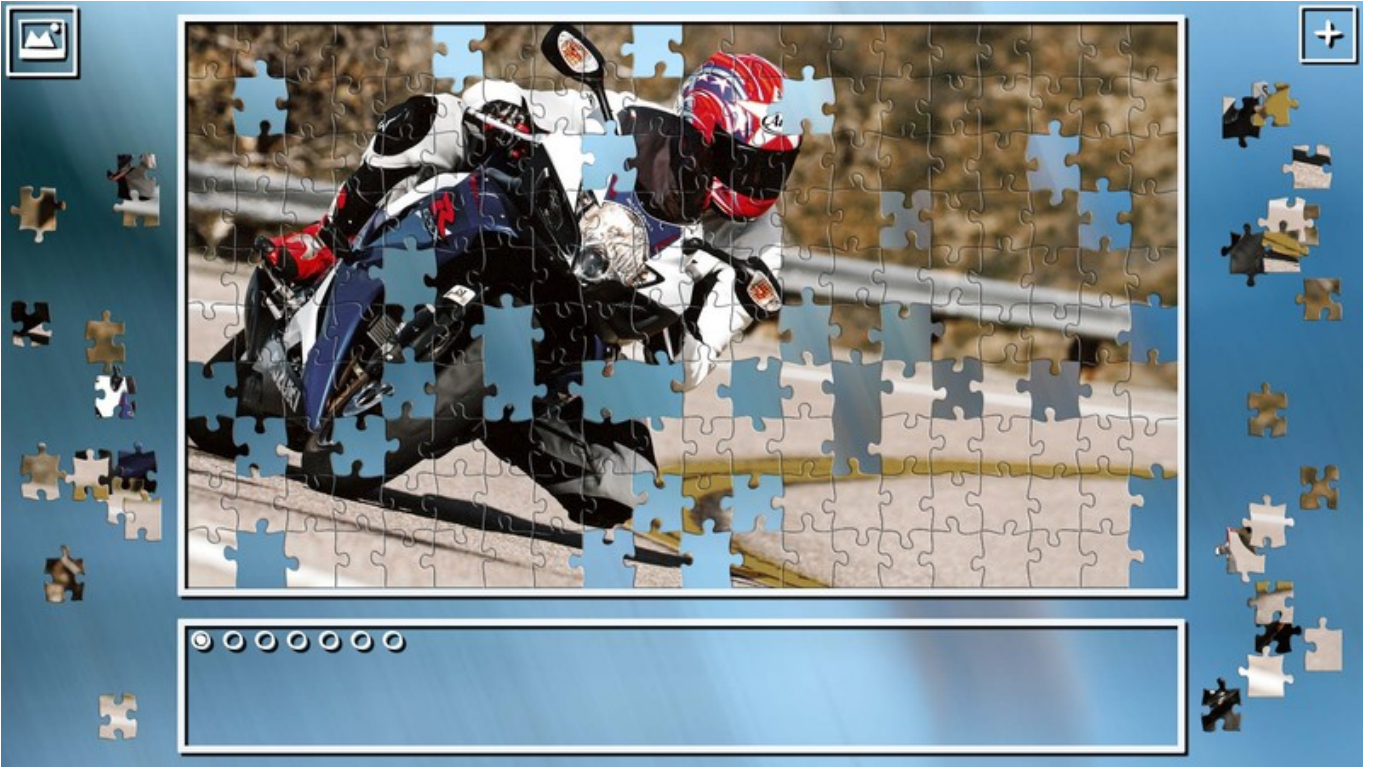
Dispatch a spy (next action in 12h 1min)

Idle spies (0 /d)

Recruit \$13,000

Custom

Intelligence (0 /d)	Economic Sabotage (0 /d)	Military Sabotage (0 /d)
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Please, read this before you even click that "Add to Cart " button.

Lif is currently a dead game. No one plays it, and only drama will happen 24/7. Please, if you want this game horribly badly, I refer you to the demo. Where you can't access only 2 maps. While there are plenty other maps to play on. Do not waste your money on this: please, play the demo or don't even bother. The amount of Drama that happens on this game is extreme. There's not a lot of animals, the game is broken and glitched, and there is so much more that I can't even list.

I use to be apart of what some players would call "Broken Jaws Pack" or aka Darkblade pack. I suggest if you encounter any of these players, just leave the game and come back later. You do not want to mess with them.

-Broken Jaw (Will change names oftenly to avoid hate/worry other players, but if you see this name in general: He's probably fake. He will almost likley change his name in Lif.)

-Dodorex (Not for certain if he's in the pack)

-Arania

Ones you will not have to worry about is

-Herobrine (Do not kill him, he gets angry easily)

-Jxhoads

I will keep this list updated: But until then, please get the demo if you want this game. It's not worth your 9\$.. A relatively short Tower defense game where you're army of animals attempts to keep the dinos from their dinner! Cool tower ideas, good mission layouts, and ultimately pleasing graphics makes up for some of the bad elements.. Just to preface, I got this specifically looking for a doujin game. So my standards on controls and such weren't too high.

Unfortunately, even though it seems like the game eventually gets a lot of interesting levels, it feels fundamentally unsatisfying to control.

Like, you have great aerial control: the second you input a direction in midair, it affects your aerial momentum. Great, right? But your basic attack halts your midair momentum. This keeps you from pulling off really cool, fast precision maneuvers and makes the game feel weirdly sluggish. A scenario that comes up a lot are aerial enemies that fly toward you above gaps in platforms. If you went to jump between platforms and attack the enemy midway, you'd stop arcing forward and sink down the gap in the middle. If you wanted to kill it with a headstomp? Same result; it kills your momentum and doesn't bounce you up. Having the safest move be to wait is... not as fun.

Most projectile spells also halt your ground movement (but for some reason, not your aerial momentum). This is especially annoying for continuous shot spells. I don't know why the game couldn't exchange fire rate or range for free/slowed movement.

There are a lot of small decisions that slow down the game. You can't jump immediately when you hit the ground; there's landing lag, sort of like a fighting game, but with no animation to signify. You can also move forward. Just not jump. Why? For short "gotcha" moments, of course! You also don't get much jump height when you land on enemies, so no fancy aerial hop-to-hop stuff. It feels like every offensive option in this game totally halts your momentum.

It sucks to have such free movement but combat mechanics that make you ground your feet. It's almost contradictory. The levels and enemies are designed around this, but without any satisfying weight/impact to attacks or character movement, and where

there's so much space to maneuver around in (you're not COMMITTED to fighting an enemy once you get within range), it's a big "WHY?" to me. Your character's fast and floaty, but the game doesn't want you to play her that way.

The distribution of spells in levels and shops is really questionable, too. I can understand the concept of "you've gotta try to keep good spells and be grateful for conditionally worse ones you get later in the level!" But when you don't have the one spell that interacts specifically with a level's design, I didn't feel it pushed my creativity or created a fun challenge; it just slowed the game down.

Same for lock-and-key environmental roadblocks. Your reward for properly guessing which spells to keep is to play the game less (a shortcut) and to collect more of the so-common-it's-worthless currency (which you exchange for a palette of sub-optimal spells for the level, lives [death doesn't matter much] and health [there's plenty outside of shops]).

There are also some random "gotcha!" masscore ROMhack-y moments. They're funny, they aren't too frustrating, but again, they slow the game down!

And the dialogue exchanges are nothing to write home about, either. Translated like an early Touhou game: no flow and too stubborn to even rearrange the word/sentence order to make jokes work properly. There's seemingly not much writing, so I'd appreciate some more spit and polish. You'd get an honest effort from, say, Fruitbat Factory, but certainly never Sekai Project, who couldn't give two ♥♥♥♥s.

P.S. This is a silly thing, but in menus, jump is cancel and attack is select. Who does that?. I'm kind of torn on this game. It has one of the most enjoyable movement systems I've ever used in a game, with the ability to fly around the battlefield executed very well and its a lot of fun.

But the core gameplay loop is extremely repetative. You spend the entire time jumping from titan to titan which while in itself is pretty cool, theres not much to it. You hop around murdering things and run out of blades and gas in like 10 seconds, go restock, and repeat.

The game is VERY buggy. The titans spaz out all the time and clip all over the place, the movement system gets caught up on certain buildings to the point where i literally got stuck inside an area that was surrounded by buildings that had a lip on the roof, the movement system couldnt figure out how to get me out of it without the use of gas, which i was out of. So i had to restart.

It is pretty fun, but its about as deep as a glass of water. The story follows the anime exactly, so its by default good.

I like the game but i would recommend waiting for a sale, i dont think its worth full price.

. Looks Great but keeps Crashing soon after the intro.Maybe its something on my End not sure but i will restart my Computer.Otherwise i may have to chunk it until its a finished product.. DON'T LISTEN TO THE BAD REVIEWS! I saw a person rate this game bad, because they didn't like pressing RB/LB to drink Oil=health and Coolant=stamina.... REALLY??! OH, wait, you had to use the analog sticks to choose items in the menu screens, but you can actually use the directional buttons to quick choose your health,bombs,map, and stam items, but I'm sure you didn't check, and thats why you've scored the game bad lol? OKAY! First off, for a 2 person dev team, I think this is done very very well! I love the idea, the graphics are perfect for what they are going for with this game. The SFX are perfect as well, and even if you hear the same music a bit, you can mute that, but its still very nice to hear. The controlls are very responsive (some triple A games can't even get that right btw), and the HUD is not cluttered with useless windows or graphics. For the amount of money that is being asked, I think this game is a STEAL!! Hell, you got people paying WAY MORE for Atlas and Fallout 76, and those games are not even HALF as amazing as this game. Take the chance with this game, and have some fun!

Pros:

- 1.Simple objectives along with proper man support constantly so that you may never feel lonely
- 2.Gives you the ability to drive tanks,pilot helicopters and other war related vehicles
- 3.Challenging missions even on Normal difficulty
- 4.Gives you the ability to "DEPLOY" yourself just allowing you to continue where you left off if you die mid battle

Cons:

- 1.Shooting accuracy is horrible,i don't know if it's deliberately done by devs or they were clumsy with coding.No matter how good a shooter you are you can never hit an enemy after 10m distance.
- 2.Gun recoiling is bad
- 3.If you are fighting along with 5 other teammates and if you attack an enemy man or tank,they will hunt you down ignoring all the other guys who are in front of you.Bad AI mechanics
- 4.Enemies can shoot you through walls but you can't
- 5.Enemies can shoot you accurately and one hit,your hp will be 20% every single time
- 6.Snipers don't die even if you shoot them(bug)
- 7.All the cool drones and weapons you get will vanish in the next mission even if you save them whereas the next mission normally will start from where you left off

. This game fulfills a need I have had deep in my soul back from when I was just a nonexistent memory.
/music plays. Edda is waifu. This is a good game. Also has a nice challenge to it. I am sure others will enjoy the game as well..
Mais um joguinho do tipo que parece que se passa em uma estação espacial, tem vista de cima, etc, etc, etc... resumindo: igual a Alien Swarm, Alien Breed e outros.
Não curto o genero, acho muito repetitivo.

NÃO RECOMENDO!!!. slightly better than rc1 and rc2, but still game breaking ♥♥♥♥♥♥♥♥♥♥t that isnt proper rugby, your guys still do ♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥when defending, what a joke. I really loved airline tycoon, but this one is just not enjoyable.

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