
Magic Realm: Online Download Link



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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 everybody that threatened our universe. Now, for the first time Eternium itself is in great danger. For the first time watchers secret oath was broken and for the first time ever someone that is not a watcher knows about Eternium, knows how to get there and is one power hungry, malicious, cruel witch.

Gameplay

The Game is inspired by epic fantasy itself and tower defense games. It is an endless wave based shooter which combines different game genres.

You are not alone

Play online with up to 4 other people that can join anytime. The game scales based on the number of people playing which makes it easier to play the game the way it's meant to be played - in multiplayer.

Unique characters

Play as one of distinct characters with unique abilities:

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- Wizard - master of elemental forces. Sunglasses included because casting shiny spells is bad for your eyes.
 - Gunslinger - dual wielding gunner. Has a hidden passion for exploding things which he doesn't hide very well.
 - Archer - master of bow and arrow. Firearms are overrated.
 - Tinker - The Unstoppable War Machine.

Upgrade yourself

Use our session based upgrade system with unique upgrades for every character, as an tool to destroy even more foes.

Enemies mean business

Each enemy presents a dangerous foe - some of them will attack you, some of them will wait for your attacks to turn them against you and some of them will increase the morale of other enemies and significantly speed up the pace. Others are visceral flyers that aren't interested in the objective as much they're interested in destroying you.

Endless waves

See how long you can hold out against the relentless invaders and compete for the top spot on the **global leaderboard** as waves get increasingly difficult.

Join our Discord channel: <https://discord.gg/DX86an3>

Disclaimer:

This game is not associated with any other fantasy movie, game or book.
Any similarity is purely coincidental.

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

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 and later

Processor: Intel i5 6600k or AMD equivalent

Memory: 6 GB RAM

Graphics: NVIDIA GeForce GTX 1060 or AMD RX 580

DirectX: Version 11

Network: Broadband Internet connection

Storage: 8 GB available space

English





YOU'RE IN THE ARMY NOW

HIGH KING T OATH

"I desire to join the Caladon army, and agree to serve two years without leave, and further agree to follow the rules, regulations, and commands which I may be given in that time, fighting all enemies of Caladon to the best of my ability, however my commander directs."

If you're following the campaign presented in this book (and even if you're not), the adventurers are likely to find themselves camped out with the Caladon army in the field, so we'll try to give you an idea of what that's like.

Caladon is a young, agrarian nation. That means there isn't much of a standing army... not that every House wouldn't love to have one. But there

47 CF



SAVAGE TALES - HEATING THINGS UP

This adventure is designed for Novice adventurers and would fit well during the group's flight toward sanctuary from Milltown.

Lord Balrin often relies on the adventurers to act as scouts and outriders for the refugees, trying to make sure they aren't set upon by Wild soldiers. Or one of these occasions they hear some sort of noise off in the distance. Have them all make Notice checks - the highest success can make out what sounds like a heated argument, although the words aren't clear. But the direction is, and the group can move closer if they wish.

They quickly find themselves at the edge of a wide depression that forms a clearing in the woods. The trees are smaller here, mixed with low brush and tall grass. In the midst of the clearing are two

SAVAGE TALES - RUNNING WILD

This adventure is designed for Seasoned rank adventurers, and would fit well at any time after the adventurers have arrived at Epperborne. However, it can also be easily fit in at any time the adventurers are camped out with a sizable group of people.

While it may sometimes seem that way, the adventurers aren't always trudging through the wilderness and hiding from the enemy. Sometimes they have the chance to sit back in camp and rest their feet for a bit. Most of the time it's relaxing - and even edges toward dull - but recently an ugly situation has arisen.

Several soldiers and camp followers have fallen ill. In this kind of situation plague is a major fear, so Lord Balrin has ordered the sick people isolated.

EPISODE 3: WILDRIDE

Technically, it's not far from Milltown to Dunhoun. But that assumes one isn't dragging along dozens of refugees - most aren't used to the rigors of the wilderness - and trying to keep a low profile to avoid an invading army. After what seems an eternity of skulking through woods, the company arrives at the garrison fort of Dunhoun.

Dunhoun sits on a hill, surrounded by a wooden palisade, and is garrisoned by dedicated knights and road wardens sworn to the service of the High King. The refugees' arrival creates quite a stir, since the area has usually been pretty quiet. Until now, problems have been no worse than a few stray bandits, beasts from Longshore or Kitemansh, and the occasional belligerent animal. Sure, some rumors of nasty wildmen raids have recently

EPISODE 12: CALADON FALLS

"I will not go."

The Queen's face is stone.

High King Hulson sighs wearily.

"My love..."

"It is unthinkable," says Queen Delora. "This realm is no less my charge than yours. I will not look to my own safety while my people are in peril. My place is here."

"Beloved..."

"Here at your side, come what may."

The High King shakes his head.

UI

Health:  0

Exp:  4

Small text on the left side of the page, including copyright information and credits.

Vertical sidebar on the right side of the page with various icons and a scroll bar.





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A lot of the negative reviews seem to focus on the fact the game's short and that the reviewer was expecting some sort of newspaper tycoon game.

Well let's be clear, this is not a news paper tycoon game and it's length is good for what the game tries to accomplish. It offers a unique look into the thought process of an editor and how newspapers can spin stories (which in turn can effect public opinion). The mechanics are simple, but they work, and the potential scenarios you may create are tantalizing.

However, where the game falls short is in the consequences of the stories you run. I, for example, focused heavily on corporations and their nefarious deeds, only talking about the rebellion when people died. During the end credits (when the consequences are revealed), there wasn't a single mention of the unemployment, outsourcing, corruption or illegal immigration which I routinely addressed in my newspaper. The summary only revolved around small protests and minor rebel activity.

I still recommend the game because the premise is interesting. But the execution is flawed. I'd give it a solid 7. Might be a bit overpriced for what it offers (I'd set it at \$5).. 1 -) Open Idle Master.

2 -) Drop cards.

3 -) Sell them.. no sir, don't like it. First of all; This game is a mix of the hardcore aspect you would get in a game like xcom, the microing you would have to do in alot of iconic and highly rated tower defense games, along with a mix of boom beach and clash royale.

I could probably see myself putting around 20 more hours into this game.

For around 5\$ I'd say this game is worth it.

A solid 6/10

Now that we are out of the way of my opinion; let us move onto the pros and cons.

PROS:

-There is potentially a hundred hours worth of gameplay which sums up to more hours worth of gameplay then a game like pokemon.

-It has a okay balance of making it super hard and then calming down in the peace phase

-It involves alot of strategy which gets you thinking

--Differing levels of Singleplayer difficulty (Easy, Normal, Hard, Impossible)

-Involves new aspects for tower defense like rotating range

-It makes fragile structures vital and adds more areas to defend

-The variety and differenciation between enemies has a good balance

-It has alot of achievements for achievement hunters

-It supports saving on steam cloud which some games do not

-They are constantly updating the game with around 3 patches a month

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- It brings back the nostalgia of some amazing games you would've found on armor games around a decade ago
 - The progression is dealt with well within the game
 - Compared to a lot of other indie games you get a lot more dollar for your buck
 - It can get quite addicting
 - The game has many different modes
 - It brings back the classic ages of time progression (Stone age, medieval age etc.) and puts it into an effective tower defense game
 - It seems decently evident that there will be dlc in the future
 - It has two amazing developers
 - It involves a decent system of adjusting game speed
 - You can manage units with ease
- There is so much more to mention for the pros which is such a good thing. For the pros I'd give a 4/5

CONS:

- As mentioned above it is a very hardcore game which can turn people away from it
- It only has two developers unlike other popular titles with a full dev team
- There are very few hotkeys that have use
- You can select melee and ranged but you cannot select all at once besides the scrolling over the whole map to select all
- It can get very hard at times
- It has a ridiculous amount of microing and if you are not a hardcore gamer that can be really frustrating or boring
- It involves a lot of grinding which I personally like but grinding isn't everyone's forte
- For a tower defense game, it has quite a lot of data which some computers may not be able to run
- If you don't enjoy tycoon, tower defense games, or you don't like putting a decent amount of hours into a game this may seem like you are just doing the same thing over and over
- Frame rate can get quite low even on a mega computer like mine
- The story is a bit lackluster

-A slightly complicated UI

-The multiplayer community is quite small

-The Content could have more and there seems to be a bit missing, but I'd expect more to be added in the future

For the cons; I'd probably rate it a 2/5, The cons can be very disadvantageous and in some cases may not outweigh the positives

Overall as said above it is a 6/10 from me. It combines aspects of different genres into a tower defense game and adds more. For a 5\$ game I'd definitely recommend this game.. Basically like the first Season, but now you can run faster and the locations differ more

(played in offline mode). Dark story with beautiful artwork. Definitely worth it!

ps: Its a short game, do not buy it and then complain about it being short. If you are interested in the story, go for it.

. I DON'T KNOW HOW TO GO WTF WTF WTF WTF!

Release on PC, played by few and abandoned by the devs and that last point is the main issue. Bubbeling underneath this game are some promising mechanics that with some better level design, some fleshing out and polishing could have lead to an amazing game. However the game was clearly rushed through production to get a release soon enough after the tv show it was related to was cancelled to not be entirely irrelevant.

Graphically the game is sub par, likewise the voice acting and sound in general simply does nothing to draw and beyond the average sound effects the sound work is lower then I would expect from such a release. Especially how they push the sound of character to your left entirely to the left hand side of your sound system and similar.

The story is terrible, and the characters completely forgettable, but at its core there is some gameplay value. Which whilst it never feels fleshed out remains entertaining enough. However with all the negatives present and its extremely small amount of content the only time I could recommend this is once it is on a steep discount (think 75% off or more). It isn't terrible, but it misses the numerous opportunities it has to be something special and is just okay but overpriced for its length and quality.. not what i expected. Its worth the price if you are a fan of xcom style games. Love this DLC! adds so much more fun to the game. just point and click, if you are not fans for this kind game/series, i not recommend to get it. Fun and challenging (not mind numbingly challenging) game. Love the design and sound.. **BEST GAME EVER BETTER THAN COD BLOPS 3 FOR ZOMBIES AND BETTER THAN CSGO FOR MULTIPLAYER BEST GAME EVER 1998 GAME OF THE YEAR REWARD**

-jack spedicy

and jack jefflan. << IT'S TIME. >>. Great game. It might be challenging for new players to dig in since there is a lot to learn. Even if you learn how this game, it takes time to win match vs other player. I've been playing this game for years with few breaks. If you are patient and like to be rewarded, this game is for you :)

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