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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 Ardème 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. Ardème became a desolate uninhabitable terrain, and with nothing to keep its evil in check, the malevolence reached neighboring Camrone. Ardème'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

a09c17d780

English





End Goal:
Reach the final floor

HW 3000 / 3000

B1

0 G 0 WJ × 0 × 20

▲ RESIST IGNORE!

Front

260/260

337/337

68/68

Rear

125/125

148/148

111/111

Bush used Magic Potency.
Dexter used Restless +2.
Golding used Thunderclap.

LOG

MENU

wizrogue - labyrinth of wizardry steam. wizrogue - labyrinth of wizardry [?][?][?]. wizrogue - labyrinth of wizardry android. wizrogue - labyrinth of wizardry review. wizrogue labyrinth of wizardry. wizrogue labyrinth of wizardry guide. wizrogue - labyrinth of wizardry wiki. wizrogue labyrinth of wizardry [?][?]. wizrogue labyrinth of wizardry apk

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.. I don't recommend this game, it's a mobile port grindfest. I just wanted a nice classical roguelike, with a decent presentation, and this game is just tedious to play, no real sense of adventure, dungeons are dull, heroes are so disposable that you don't know what to do with them, combat is meh. Even for 2\$ in a bundle I feel I have wasted my time (and money).. 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.. it's a mobile game...please..... 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.. Basic, fun. Too much of the freemium mechanics (energy bar, etc.) were retained that don't add to the game play. Also, more roguelike elements -- such as procedural elements -- would help a lot. That might help with the freemium version on Android or whatever as well. Vaguely reminiscent of the older Wizardry games, could use more of that, too.. If your an old timer like me this game follows most of the rules of old wizardry brings back the days of the old dungeon grinds love it and recommend it to anyone who loved any of the wizardry series except wiz 8 has the feel of a flashplayer game quick to get into

Game has the potential to be good. It does not award the achievements (I killed 237/50 monsters for 1000 gold.). Maybe I have to wait a day. Dunno. Other than that it is challenging but the rewards are low.. Incredibly simple and mind numbing. Could be so much more but its like they just gave up. Feels like it was made as a phone game where you buy currency to expand your inventory etc. But they even left that out.... My biggest complaint is that the game gets boring, the dungeons all feel the same. I kept going for a while hoping it would get more interesting, and I have a high tolerance for grinding, sadly it's mainly just mild variations of same old same old.

There is also a bug in which characters who have become spellcasters don't actually gain spells until they change into a new class.

It's not a terrible game, and if it were just a bit better I'd be able to recommend it.. Over all game is good. Dungeon crawler means at times grind and crawl. Had a few bugs with item id with bishop. progress quick at first and slows down. Sometime dungeon is unforgiving. Even when revisting a lower level.. Is it worth full price...Nope. Is it worth sale price....debatably.

An interesting concept that is obviously made for mobile devices. I found multiple bugs and errors as I played that forced me to restart the game.

Also, plan to get bored pretty quick. As you move through the game be prepared to grind to make it past the harder dungeons.

. Alrighty Time to make my review more bulky, because I think this game doesnt deserve to be mixed but rather positive.

A lot of the negative reviews are complaining about the genre this game is, and that it is not infact a wizardry game (hence why the title is wizrogue). This is a collectable miniature game, with a bunch of customization set in the wizardry universe using there system.

I have also seen some complaints of the game being too simple.This game is pretty complex as far as these kinds of games go, more complex than a lot of rogue likes, you are not just mindlessly moving around, you have nicely animated spells to use, equipment with special abillities, attacks per round, damage types, ect ect.

The game also has a nice difficulty curve, and because death is punished (but not too harshly) you will find yourself going back to previous laberinth to power up your guys for fear of dying.

But to summarise this poorly written mess of a review:

Pros-

Nice collectable game, where you get new characters at a pretty quick rate

Loads of party customization

many character classes to choose from

nice music

really high production value for this type of game

varied enemies

challenging gameplay

Mixed-

Character progression is weighted RNG. What I mean by that is that a character will have a chance of gaining stats based on class and race, this is random and some poeple may find that frustrating while others find it exiting and enjoy the replayability that it brings.

Cons-

Despite working well on PC, its obvious this game was designed for mobile devices, and you use the mouse for everything. you can hold the mouse to quickly more trough dungeons, but these kind of controls do require geting used to.

All in all me and my buddies found this game super enjoyable to watch/ play so pick it up. its only cheap.

We are here:



Join the mysterious Plague and seek your revenge. Customize your character, traverse the devastated land with a team or alone, and fight against humanity!

Demo for 'We are the Plague' is now available on Steam!

https://store.steampowered.com/app/992690/We_are_the_Plague/. **Pastry Lovers special promotion!:**

Special Promotion for our newest release - beautiful visual novel Pastry Lovers - only until Friday 28 July the game is -15% off! Visit Steam Store page and discover the Carseland Kingdom and meet Sakura - young girl dreaming to become pastry chef and find her true love!

http://store.steampowered.com/app/568750/Pastry_Lovers/

Specjalna promocja na Pastry Lovers!

Specjalna oferta do naszej najnowszej gry - przepięknego visual novel Pastry Lovers - tylko do piątku 28 lipca gra jest przeceniona o 15%! Odwiedź stronę Steam i odkryj Carseland Kingdom i poznaj Sakurę - młodą dziewczynę, która marzy by zostać cukiernikiem i znaleźć swoją prawdziwą miłość!

http://store.steampowered.com/app/568750/Pastry_Lovers/. **Another quick patch:**

- + Battle log fix - now displays proper informations
- + Increased capacity of last messages in battle log
- + Reset all progress, characters and equipment ("Start a new game") button added (Title Screen -> Menu -> Start Over). **Hollow demo now available!:**

We're happy to announce that demo for Hollow is now available for you to play and test out!

Our goal is to create games side-by-side with our community and use player's feedback to improve your game experience. We want you to take part in creating our games and every suggestion will be valuable for us :)

Download the demo version and discover fantastic new worlds created especially for you!

(Please keep in mind that this is a demo for BETA VERSION of the game so the final product may vary).

If you're interested in the future release don't forget to add Hollow to your wishlist!

Visit the following thread where you can leave your feedback and report bugs (there will be a little surprise for the best bug hunters! :)).

[Hollow discussion page](#)

Już jest - demo gry Hollow na Steam!

Z wielką radością informujemy, że demo gry Hollow jest już dostępne do pobrania i wypróbowania na platformie Steam. Naszym celem jest tworzenie gier wraz z naszymi graczami - wasze uwagi i opinie są niezmiernie dla nas ważne! Chcemy, byście byli częścią procesu powstawania gier już od wczesnych jego etapów bo wasz głos się liczy :) Pobierzcie demo ze Strony Steam i odkryjcie fantastyczne historie, które dla was przygotowaliśmy! (Miejcie proszę na uwadze, że jest to demo WERSJI BETA więc produkt końcowy może się różnić).

Jeśli chcecie być na bieżąco ze wszystkimi nowościami dotyczącymi gry Hollow nie zapomnijcie dodać jej do waszej listy życzeń na Steam!

Odwiedźcie również nasze forum, gdzie możecie podzielić się swoją opinią po zagranie w demo oraz zgłosić wszystkie błędy znalezione podczas rozgrywki :)

(Dla najlepszych "poszukiwaczy błędów" mamy również przygotowaną niespodziankę!)

[Hollow - dyskusja na forum](#). **Prodigy Tactics is now 66% off!:**



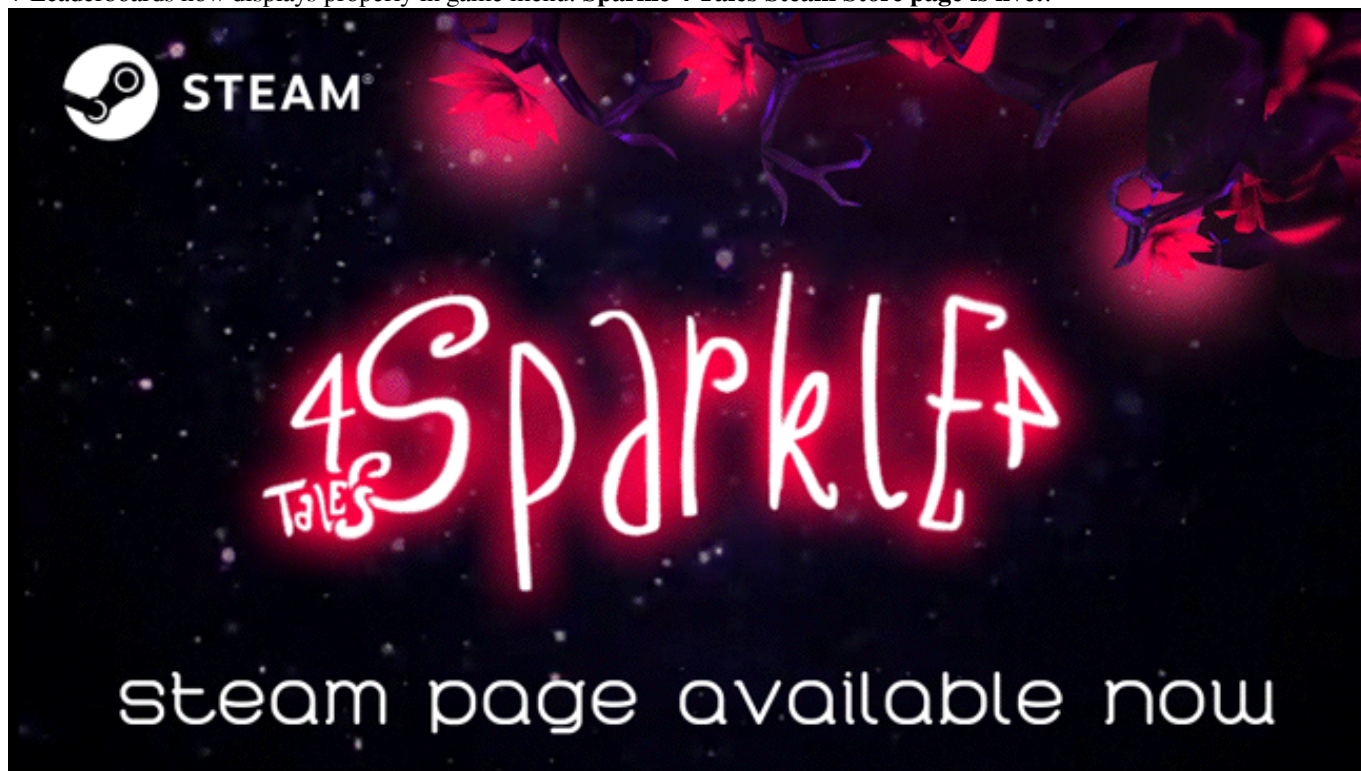
Prodigy Tactics joins Steam Weeklong Deals with an amazing offer 66% off!

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/. **Quick Patch:**

Some bug fixes:

- + 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. **Sparkle 4 Tales Steam Store page is live!**



Immerse yourself in the atmospheric surroundings from the beginnings of life - the newest game from 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/

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