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## Warlocks Vs Shadows Download Xbox One



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### About This Game

Warlocks vs Shadows is an action RPG/brawler game set in a fantasy world invaded by shadow monsters. Playing as an incredibly powerful Warlock and, by using magic skills and weapons, you fight through hordes of enemies. The game places great focus on co-op and versus play between players, where you can fight in 1-4 player DeathMatch or in teams of 1v1 or 2v2.

In the singleplayer/co-op campaign you have to clear your way through 5 different dimensions with unique enemies, bosses, and environments. You level up your character by slaying evil monsters and getting better and better items.

- Pixel art graphics
- 1-4 players (co-op, versus)
- Online co-op and versus mode
- Procedurally generated loot
- 5 different worlds to explore
- 11 playable characters with different gameplay

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- Cross-platform multiplayer (Linux, Mac, Windows)

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Title: Warlocks vs Shadows  
Genre: Action, Indie, RPG  
Developer:  
Frozen District  
Publisher:  
ONE MORE LEVEL  
Release Date: 19 Aug, 2015

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English,French,Italian,German,Japanese,Korean,Polish,Russian,Simplified Chinese









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I got this game and it was an instant hit for me. The combat system is amazing and at first i thought you couldnt level up your skills past the fourth point but you can and its a genius idea. The monsters big, annoying and it can be hard sometimes but its all worth it. All the warlocks themselves are really unique. I suggest this game and give it a 9.5/10. A fun and frustrating combat experience is what this game has in store for you. The main downside is that after clearing the game, you finally unlock every missing characters, but you have little motivation to re-play the whole game. The pvp aspect i cannto comment on, having not tried it, but i will mention that not all characters seem to be balanced for pvp.

The meat of the game is an action platformer, not unlike risk of rain or similar games. The difference is that the levels are smaller and function on a 'wave of enemeis' system, clear them and finish the level. Special mention for the awesome boss fights too! It is enjoyable when played with a character you enjoy the mechanics of. The game is fun if you can get it cheap and even better if played with friends. It is not perfect but it will give you a few hours of fun!

-Lost. This game is fun and was worth it at the time. The problem I feel the devs have left this game. This is one of those instances where the game had great potential but has been dropped and should be given to someone else to keep this game going. It is still a great game but I don't expect any future updates.. Is simple yet fun; just like the game it was based on - risk of rain. It has many spaces for development and with proper care it can become a great game. Fastly becomes boring on singleplayer (and i am a singlerplayer only type) so needs to create new horizons in the online mode to become really interesting.. game maker can u make a chat at the online multiplayer and can u fix the line at online multiplayer because this game hevent have chat. I wouldn't be able to recommend this game, not because it is a bad game. I do not recommend Warlocks Vs Shadows as a Single player game. The state of online multiplayer is incredibly poor. That leaves local co-op as the only viable option in terms of getting any long term enjoyment out of it. If you would like to see more in depth coverage, you can check out my video here. <https://www.youtube.com/watch?v=ISI-UA9yOZ0>

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Although the game tends to be a bit of a grindfest in a horde-type story, the game can get extremely difficult. At the beginning it allows you to recognize what the game is and how it is played, gathering items and learning some of the "adventurers". Later on in chapters, new enemies with additional abilities come out to play, in which you must put your skill to the test for what you have been doing before, it worthless. Nice change of pace and inspired by the game Risk of Rain, another great game I recommend.. I was hoping that this game would be similar to Hero Siege and would have decent controller support but unfortunately it doesn't. You can't remap keys and the jump is bound to up stick button which is plain awful. There's also no rumble.

The game has only a couple of music tracks which get boring quite fast and plenty of bugs, one which prevents you from starting the game again after you beat it. So you are either forced to start over or wait for fixes.

Characters seem very unbalanced in their difficulty as well, with ranged warlocks being easier to play and more powerful overall.

While i like the aesthetics and the challenge this game poses, i can't recommend it right now, at least not until that major game breaking bug is fixed.

. There's not really much to explain about the gameplay that you can't see in the trailers.

It's a 2d hack and slash that has monsters attacking in waves. After the last wave you advance to the next stage until you reach the end of an act.

You level up and upgrade your skills, you can find and buy gear to increase your stats. Unfortunately, there are no unlockable abilities, only things to unlock are the characters.

There are plenty of playable characters to pick from, which all play differently. Sometimes they might seem pretty weak at first, but that gets better as you level up your skills and get some better gear.

Difficulty is a little unbalanced, act 1 and 2 are quite easy, 3 is insanely difficult, 4 is really easy and 5 is medium difficulty. You get a boss on the end of each act, but those are not too hard either.

There's also an endless survival mode with a leaderboard to play.

Can't say anything about the multiplayer part, haven't tried it yet.

Unfortunately, there's not a whole lot of replay value I think, unless you like to play all the characters.

Overall, pretty decent game to kill some time, I really got hooked and was a little disappointed that it feels rather short, so I suggest playing this in small doses.

Not related to the actual gameplay, but the developers seem really nice.

I originally wrote a negative review because of broken controller support and I was personally contacted by a developer after it was fixed! Now that's some service.. Sorely lacking gamepad support.. When I first saw the game, I thought: "This looks awesome. What's the catch?"

When I first played the game, I thought: "I need to stop wasting my money."

Two minutes later, I thought: "This is even more awesome than it looked. I'm so happy I supported this game. I can't wait to see where it goes."

My only complaints are about usability.

1. You shouldn't have to choose a profile before being able to exit.
2. Please allow for gamepad customization.

Aside from the charmingly unconventional controls, this game has a very comfortable and innate feel. The videos and screenshots do it justice, but you really have to play it to believe it. It's not that expensive, so why not support cool indie developers?. So I just beat the game 5 minutes ago, so all of this is fresh in my mind... where to begin...

Warlocks vs Shadows is a button mashing, heart racing, holy♥♥♥♥♥kind of game. You have moments when you are in total



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control of the action and have nothing to fear, then you have moments when♥♥♥♥♥♥hits the fan and you are frantically running all over the place! It is already an amazing game even being early access. There are some Pros and Cons as of 4/11/2015 but im sure they will fix them!

#### Pros

- Multiple classes (Go Guardian!)
- Variation of Enemies (Hate the crab looking ones)
- Great response to controls and variety of spells!
- Great idea for multiplayer
- Definitely could have replay value!

#### Cons

- Multiplayer needs to be worked on (glitches)
- No replayability at this point, or using the same character and repeating story

All in all, I would rate this game an 8/10. IT has all the right ideas and mechanics to make it into something that i would tell my grand children about as i bore them with my stories of video games past! Please if you are on the fence about this game support them so they can improve and make something that will definitely give you what you pay for!. Looking at this game at store it seems like a fun game.... if you after 10 mins want to rip your head off because its the same music over and over again (NOT the same music as in the store preview....) just a freaking simple midi-music over and over and over again... with no control to change items in your inventory smoothly at all-- this game is NOT the same game you are being tricked in buying in store as it would seem to be. Buy it at your own risk. In my opinion its a game that could have been good if it was and sounded like the trailer/preview but its far from it. - - - - from me, its crap.. Connection lost

Connection lost

Connection lost

OMG this game is bad on so many levels

To start off

It lags, i have a decent pc, but this game gives me 20 fps in groups

2nd thing. Its boring and repetitive. There is no story. After the 1st world everything becomes super easy. Waves die in 2 seconds. Then you wait 2 minutes because you cant speed up monsters respawn.

Multiplayer is. Its buggy. It will take 10 tried to connect to a game. And then if ANYONE leaves => everyone leaves.

You have no clue what stage the host is at. If he is ahead of you, than you will not be able to do anything there with your low level character. ALSO which is the worst. the progress will be remembered and next time you tri to solo, you will start on that high♥♥♥♥♥♥lvl mission, unable to do anything.

If, however, the host is behind you in progressiong, you will not be able to pick characters that host doesn't have unlocked.

♥♥♥♥♥♥♥♥T.

And the best part. I spent 5 hours playing yesterday

Today I logged in to see my characters deleted.

8/8 m8. a fun couch co-op weekend game for a solid price at \$12.

currently the game is a bit short (being in early access) and can be beaten in roughly 2 hours, however the variety of characters is quite nice! each character playing very differently.

if you like risk of rain or magic maker - youll love this game! its a fun 2d hack n slash bullet hell to share with your friends

hopefully a few of these will get fixed:

- more game content (levels and characters)
- leveling up characters individually instead of sharing the skill points distributed (this would extend gameplay time)
- level selection screen
- increasing boss difficulty
- difficulty settings (normal, hard, insane)

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even in early access, this game is worth the purchase as it has great potential in the near future! cant wait to see and play more!

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