
The Witch's Apprentice: A Magical Mishap Full Crack [Keygen]



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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







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took me a bit, but this is a Markiplier fan game... although I should have guessed it at the beginning when "Mr. Baily" has a bright pink mustash... as well, there's an achievement called "Mark?" that you get after you discover a supply crate, the flavor text for the achievement is "is that you playing my game?" as well, there's another called "Bob? Wade?"

So, if your a diehard marki fan, then play this game, I got it for free on Indigala, and I wouldn't be surprized if he plays this game if he hasn't already :3. It is a good example for my classroom, in using programming blocks, to initialize variables, and follow the data depending on changes we chose or choices we made, and faction relationships. A simple game, but a good example of a game that participation of a group worked well.

Finished the game with all achievements. A good beginner project. Well done.. Even though this is a rip off of the popular mobile game 'Boom Beach' this is still a fun game to play and pass some time.

Give it a try and give it a chance, rather than listening to people whine about it being a rip off of 'Boom Beach'.. A much appreciated addition into the game that adds variety on the quests from the many minor factions of the Original game.For this small fee I would say,Why not?.. 4/5 Stars, based on the GOG (DRM-free) version.

Note: My review of Zombie Shooter is based on the GOG version, where I've clocked in over 5 hours, so my Steam account doesn't reflect my actual play time.

Pros:

Fun and frenetic.

Adequate implimentation of light RPG upgrades.

LOW hardware requirements.

Excellent post-apocalyptic atmosphere.

Easy to pick up, yet hard to master.

Cons:

Old (5th gen; PS1/N64 era) graphics -given you're a graphics snob.

Repetitive gameplay.

No online multiplayer.. This disgusts me.. Beautiful tribute to the old Dungeon Master/Eye of the Beholder games. Everything works perfectly with no slowdown, bugs or anything that will put you off playing it. Decent graphics, good sound effects and relaxing music with everything just coming together and working the way it should. Combat is fun, puzzles are just right and game keeps you playing it without frustration. Good price at the moment and the dev listens to people which is something always worth supporting. Bought it on sale but would have been happy to have paid full price. I heard the game isn't super long but for the price and enjoyment it's well worth supporting :). Thanks for the game, awesome setting and story - I really enjoyed it.

Didnt like the hectic rush and dead end parts that much.

SUMMARY: This is primarily a "MIXED" review, with a recommendation to buy the game only if it's on sale. AIPD is a relatively enjoyable twin-stick shooter that should appeal to anybody who liked Geometry Wars. However, it is *not* a perfect game, nor is it a long game. Additionally, there are numerous features that could stand to be improved. As a result, I really can't recommend the game at full (US \$9.99) price--if you like twin-stick shooters, it might be worth it when it's 60-80% off.

With a name like "Artificial Intelligence Police Department", you might expect something of a plot. But there really isn't one. Each game starts in the same circular "arena", and you're immediately tasked with killing everything that moves. When a round is completed, you arrive at a screen where you must choose between one of two randomly selected "modules."

Modules are negative modifiers that typically make life harder for you (i.e., touching the border of the arena now hurts you; drones now move faster; an EMP occasionally spreads across the arena, preventing you from using your primary weapons while you're exposed to it). In exchange, modules give you a points multiplier--generally higher points for harder modules--that can significantly increase the points you accrue.

And that's basically it. At the end of Round 15, you square up against a fairly simple 3-phase boss, and then the game ends.

As you accumulate points, you'll ultimately unlock weapons and passive abilities--six of each--that are selected at the beginning of each run. These are probably one of AIPD's strongest features, because the weapons are legitimately distinct and the passive abilities can alter your playstyle. For example, the Laser gets stronger as it gets closer to overheating, whereas the Phaser has a short range but automatically targets & engages anything inside of that range.

There are also secondary consumable weapons and items that can drop from certain enemies as you play. The usual staples are here: A "superbomb" type weapon clears most of the screen, cluster missiles that automatically target enemies with a barrage of projectiles, etc. Items include buffs like a temporary shield, and a "bulletime" slowdown.

So is AIPD worth it? Well, it feels a whole lot like a gameplay mode you'd find in Geometry Wars (which isn't a bad thing, particularly if you enjoy Geometry Wars). However, there isn't much to the game. No level variety or significantly different game modes--just the same circular arena, 15 rounds, and boss. I wouldn't be surprised to see people completing the game and unlocking everything within 2 hours.

For these reasons, I feel like I can still recommend the game, but ONLY if:

1. You love twin-stick shooters like Geometry Wars
2. AIPD looks interesting to you
3. AIPD is on sale

PROS:

- + Six distinct unlockable weapons (and six unlockable passive abilities) can lead to some interesting combinations
- + The "modules" (negative modifiers that increase your points multiplier) at the end of each level result in some pretty hectic scenarios by the end of a run
- + A reasonable variety of enemies that have unique behaviors

CONS:

- Only a single "arena" (which is simply a circle) that the entire game takes place on
- Only a single boss at the end of Round 15
- Only one real game mode--nothing close to the variety of Geometry Wars
- Ultimately a very short game that feels more like an extension of another game. Nice novella. Beautiful story
- + Understandable by children
- + Well designed puzzles

- Game crashes quite often
- Orchester not playing at the end (WTF)

7/10

It is a nice point and click adventure with a touching story and (mostly) well designed puzzles. It touches on very serious topics in a way it is copenhendable by a child.

Unfortunately the game crashes quite frequent (at least on Linux). Although the ending was very disappointing. I was really looking for having the orchester play at the end and robert getting his kiss. Neigter happend..... Cheap and cheerful.. I have been waiting for this game for a while now, but I was quite dissapointed to find that this game is almost impossible to play and simply function properly without a controller.. Looks interesting but sadly it is totally dead

Metacritic:

tbd / 100 Metascore

tbd / 10 User Score. Minecraft without all that boring stuff, like building things.. Boring, I'd call it a dying game.... this add on is not worth the money.....locks up and makes the game sluggish

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