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About This Game

Spells 'n' stuff is an online wizard arena-style VR-only shooter, for the HTC Vive. Become a wizard as you battle against your friends, fire spells at each other and teleport using throwable potions!

Map list:

- Wizard Table
- The Library
- Courtyard
- The Throne Room
- More coming soon!

Title: Spells 'n' Stuff
Genre: Action, Indie, Early Access
Developer:
Luke Haney, Jim Cook
Publisher:
Luke Haney
Release Date: 4 Apr, 2016

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English

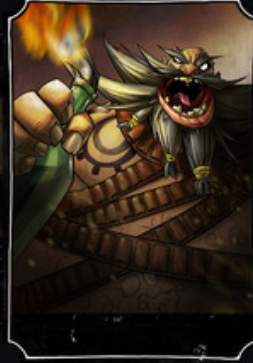
SECRET FONCHOS

CUSTOMIZE OUTLAW

PERKS



SKINS



A SELECT SKIN



Back

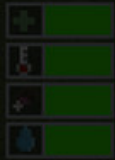
Version Alpha 0.97

F	TAKE
TAB	INVENTORY
SHIFT	SPRINT
Left Click	DROP / SHOOT
Right Click	CONSUME / AIM

Pause

QWERTY:

AZERTY:



QUIT

This game is ruthless!!! At one point, I hit pause and said, "I need to stop playing or i'll play forever." The controller now resting in front of me, soon prompted the response, "Right after this level". Buy this game now!. I loved this one. Had an absolute blast playing it. I really enjoyed the two voice actors who are along for the ride. It made me pull out my New Yorker accent and get into it with em. If you're looking for mindless wavershooting fun, this is a game to try. If you're interested in seeing it in action, here's our video <https://youtu.be/TFYYL2ZL16U>. [Get it on sale. This one actually works and isn't a pain. Good content.. Sigh, lets just be clear here, this game is no Gray Matter. I already reviewed Black Mirror II which has no ending, so this is really a must play. You can't just play II or III without the other or the story would be completely nonsensical \(Black Mirror I is not needed at all though\). So taken together this is one of the longest adventure games ever made, it's a good 30-35hr romp. Far surpassing the time it takes to play Gray Matter. Yet Gray Matter is so much better in every way from the writing and right down to the presentation that playing Black Mirror after that makes it severely disappointing. That being said this is a...fine adventure game. This review obviously has spoilers, so only read this if you take my advice and just play Gray Matter instead.](#)

[Sigh...look this game is extremelyyyyyyyy disappointing. Acts 1-4 are basically a very interesting ghost story, which stands in stark contrast to the more murder mystery focused story of Black Mirror II. So I was all on board, I love power metal and everything about this game screams power metal. The macabe settings, the old english moors, the haunted woods, the actual ghosts that wander around. Everything about this game is also far better then Black Mirror II. The voice acting is stronger, the story is stronger, the character development is stronger, the visuals are far better drawn, and even the score is better, most importantly the puzzles are far better.](#)

[Sadly the games story literally collapses in the last "act." It's almost as if someone else wrote that part of the game. Characters that have been central to the story just disappear and you never interact with them again. You'd think they would play some role in the climax of this game, but they don't. The Inspector who has been dogging you the whole game just gives up...for no real reason. He never catches the murderer...nor do you find out who the murderer is. The Therapist who you've been seeing all game, also plays no part, she gives you a book on ancient egyptian symobls which serves no purpose and you never see her again, and these are two central characters! I feel I'm most annoyed by this, because I truly enjoyed the character development in the game and was interested in these people. Especially the poor heartbroken butler. I wanted them to at least be involved in the climax! It also does not help that the worst puzzles over both games occur in this last act.](#)

[My god they are terrible. The worst ones involve hieroglyps that make no sense at all. You are told to arrange the symbols to correspond to a story and I just could nottttttttt. I had to look it up online and was still baffeled at the solution. Then the very next puzzle asks you to do the same thing and is just as impossible. Seriously, how was I supposed to figure this out! And then the coup de grace, the very last puzzle in the game is arranging skeleton bones. NOT SINCE THE ABSURDITY OF THE DIG'S ALIEN SKELETON PUZZLE HAS THEIR BEEN A WORSE SKELETON PUZZLE. I get it, these people played the Dig, how about not using the worst puzzle from The Dig as your final puzzle!](#)

[In the very end you get to the vaunted "Black Mirror" and I guess you defeat the evil spirit that has cursed your family by using...a magic sword...it's pretty bad. A massive and I mean truly massive info time occurs before this which attempts to explain how "The Black Mirror" works. It's just way too much info way too late in the game. It involves people having two souls and the Mirror basically eating souls. The ending itself is told in a nonsensical cutscene \(A terribly terribly rendered CGI cutscene\) where you use a sword to fight a ghost? Its very badly done, it's impossible to tell whats happening. It especially doesn't help that your character is told that something has gone horribly wrong...which they never say what? Maybe at some point they thought they would make another game and forgot to take out that bit of dialogue when they realized this was it. I have no idea. But the fact that at this point in the game a vast slew of the residence of Willow Creek have been cut down by a mysterious killer and the police don't seem to care, nor do you ever solve this mystery is a horrendous and unforgivable plot hole.](#)

[The only reason I'm recommending this game is because I'm about 100% certain enough clues exist in the game for you to solve this murder and i'm about 100% sure I have. The murderer is Ralph, or I should say a shade spirit of Ralph. In the game you learn that Ralph was murdered 12-20 years ago by your ancestor. The main character internal dialogue says that clearly the letter you find meant they were plotting Ralph's murder as he clearly is not dead. You learn in the last 5min of the game though that Mordred created demonic soul orbs to basically create a hummonculi army. It seems obvious that what was happenign 12-20 years ago was your ancestor who was possessed by Mordred continued this research in the insane asylum practicing on patients](#)

and Ralph was the only success they had.

This seems further confirmed when Phil and Tom kidnap you and lock you up with Ralph who they have been torturing...they have video evidence showing this torture and yet Ralph is not dead. It seems likely they had been doing their own experiments on him to find a way to destroy these spirits. You help Ralph escape not realizing that and then that's when all the corpses start showing up. He murders Phil. Tom finds out realizes it must be Ralph and attempts to take Ralph on by himself and is easily cut down. Why he kills the third guy is unclear...I can only assume the third guy was also working for Phil and Tom. Ralph then shows up one more time before the end of the game acting creepy, which I'm guessing was the writers saying ok see guys it was clearly Ralph.

I don't feel this was a good way to wrap up this plot line, but since I literally enjoyed every part of this game until the very last Act means I pretty much have to recommend it, just don't spend a lot of money on it #Worth \$2.50!. I tried BattleSky out of pure curiosity, finally something fresh to do after so many wave shooters in VR. This is a solid foundation for a great game. I only tried the multiplayer part which is what I'm more interested in and I had a blast playing as a dragon and biting heads off!

In Battlesky you have an aerial battle in the sky. Right now you can choose between two characters: A dragon and an Iron Man type of character which actually has Iron Man flying mechanics.

It's very easy to get the hang off and the dragon actually has a flapping mechanic. It's quite funny to play.

The best part: I did not get any motion sickness at all!

Kudos to the developer for making this. Recommended.. A real treat for a fan of Touhou and an even bigger fan of Sakuya!

This game delivers all the action of a metroidvania and combines it with the hectic elements of Touhou, which it accomplishes by pouring in a slew of enemies that will toss projectiles at you without mercy along with obstacles that will challenge your platforming abilities.

I had initially thought that time stop and time slow would make the game a little too easy but boss and enemy mechanics are built around those two mechanics - projectiles that only move during stopped time, and those that move during slowed time. I do wish they built more around the mechanic of time being sapped away by the red mist though.

Bosses hit that oh-so satisfying difficulty where you feel super good about yourself after beating them. As you progress, bosses will get harder and pile on more of the time mechanics you encounter, however, you will be more than well equipped with the knowledge to get past what they throw at you.

Graphically, this game is beautiful! The details that go into every bit of the background are astounding. From the flickering of the lights to the sprinkling of the water - everything has a bit of love poured into it to make this game something special.

This game took me about 2 hours to beat! It's definitely polished and worth the 18 dollar price tag. A definite must-buy for anyone that loves metroidvanias or Touhou.. Super fun gameplay with excellent visual and sound presentation.. These are my early impressions of this game. I picked this one up because it is dirt cheap and it is available for Linux, honestly I didn't have much expectations for a game that costs less than a simple meal. This game feels very much like a B-Movie (which is to be expected for the price), but if you can look beyond the budget there is some serious ambition and quite a lot of work behind it.

The game is an open world RPG set in France during WW2. You basically start being airdropped in the countryside and quickly meet the French resistance, which even though they talk very funny to my surprise is FULLY voice acted. I think this is something to praise since honestly I wasn't expecting. From there you get several missions like collecting supplies and searching for lost patrols.

You run into action quite early, so the gunplay, it is not the best, but it is certainly quite decent. The weapon bob is quite exaggerated but it makes fast shooting seem a bit chaotic. Some weapons are enjoyable to use, particularly the mp40 and the rifles. The game seems to have quite a lot of weapons, on my short play session I found a Mp40, a Kar93, the stg-44, a Sten, and the merchants sell stuff like the M1 Garand, the French Lebel, and some machineguns .

Another big surprise was finding a german car and actually being able to use it, as well as a motorcycle. The driving isn't great but is usable.

Graphically I would say this game looks a bit like the first Medal of Honor (Allied Assault) . in some aspects it is a bit worse (some textures and models) and in some aspects is a bit better (some shaders for example). There are some small issues like depth of field being a bit too overused and jump all over the place, also sometimes there is a lot of pop-in despite my graphics card clearly being able to handle the game smoothly. There is a lot of grass and hills and that makes combat exciting, sometimes making it hard to see where the enemy is shooting at you.

The UI is very basic, the menus are pretty much spartan, showing you only what you need to see and letting you tweak graphics.

I am not certain if there is any "stealth" system, but I have managed to come very close to the enemies without them noticing, so it makes me think it can be done in a stealthy way. Most missions seem to be able to be approached from any direction and with any weapons you manage to get, in a "sandbox" fashion

So if I had to give a verdict, I would say that I am enjoying the game and I plan to finish it, so it is pretty good for the price. It has some pretty ambitious concepts and you can tell the devs were thinking big, which make me wonder: what could these developers do with some more money?

If I would recommend it? If you are looking for an interesting experience for a small price and are willing to put up with some budget quality here and there, less than stellar voice acting and a bit of glitchy graphics I would say go for it.

very buggy at the moment, hold off until it all gets resolved.

unstable fps

gun stops shooting

laser disappears and reappears

doesn't tell you you have to select ammo in game after choosing loadout

doesn't tell you how to use throwables (and the process to do it is way too long so they can't ever be useful)

doesn't tell you how to get the web off your gun

etc. A nice new surprise to the gaming market. Some independent software makers created a very nice science fiction tank combat and football (soccer) style combination in a game. The game runs smooth and has some nice combat on a Tron style gaming grids (read maps).. An interesting visual novel, but you're left with more questions than answers. Excellent dialogue, though.. I was laughing for half an hour! Punchlines are so funny. Fun game.

Putin needs to be nerfed, lol.. I enjoyed this Sherlock game. It's a point and click title where you control Sherlock or Watson, hunting down clues to allow you to progress, hunting down evidence and questioning the npc characters. I liked the art style, and the general pacing of the mystery. At the end of each act you are given a little quiz to see if you have understood what Sherlock has discovered based on the evidence found, which I did find a little difficult, but the rest of the game is fine and fun to play.. if it was 99 cents it might be worth it but 2 dollars is just way too much. also this should've been in old gods. Very Challenging and rewarding game if you are willing to deal with the rage quitting levels that are sure to insure. Very fast paced and filled with interesting puzzles on how to get through levels.

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