
The Magician's Burden Cheat



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About This Game

You are a magician living a fairly normal life in a small village outside of the Kingdom of Githrad. Deal with bullies, navigate your father's temper and alcoholism, and work at your various jobs. As well as being a clerk at your parents' general store, you can also choose between being a guard, a scribe, a farmer, or a thief.

You get to have fun, too, like playing in chess tournaments, sparring, reading at the library, exploring necromancer's caves, exploring the woods, and finding romance with the other villagers.

The Magician's Burden is a 225,000 word interactive fantasy novel by Samuel Harrison Young, where your choices control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

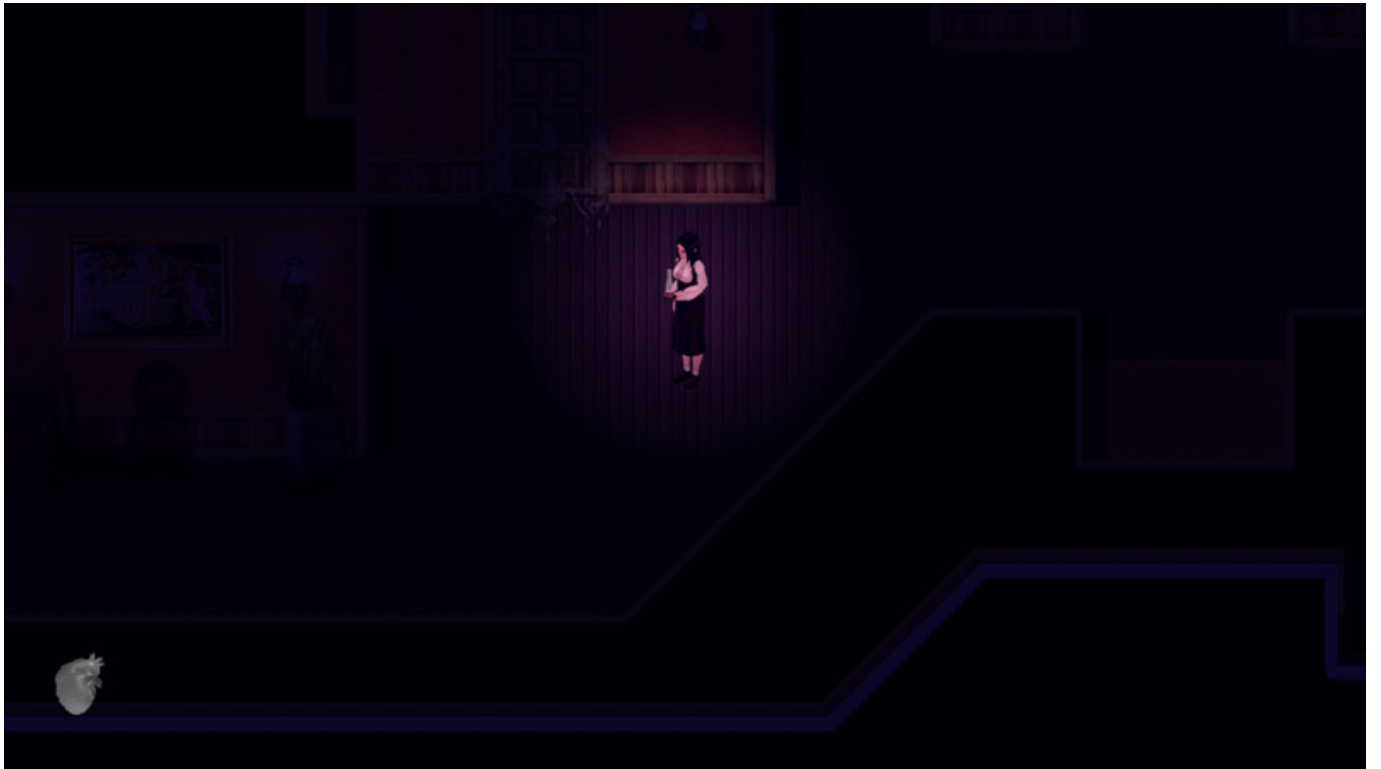
- Play as male, female, or non-binary; romance men, women, both, or no one at all
- Three different kinds of magic for you to choose from: stealth, light, or dark
- Dozens of stats detailing your skills, knowledge, attributes, relationships, and inventory

Oh, yeah. You're also hijacked by a demon named Zaleth.

Title: The Magician's Burden
Genre: Adventure, Indie, RPG
Developer:
Hosted Games
Publisher:
Hosted Games
Release Date: 16 Aug, 2018

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English







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Bleh. The characters are boring and set, no real customization. The story was boring compared to what you'd expect from a D&D game. The graphics glitched with different armor sets. I'd get a new helmet and put it on and the character would turn purple. I typically love games like Diabo, and Neverwinter Nights and such like that, and this game does nothing close to it. Its a waste of however much money you paid for it. Its crap. WOTC should do themselves a favor and ditch this title before it tarnishes their good name.. This is one of my first ever PC based games I ever played way back in 2000, and remains to this day one of my personal favs. The graphics though now very much dated, are very good for the time and are not a negative distraction today, the controls and gamplay are easy to follow and provide hours of enjoyment as you pick a side between the corporate Galspan or the independant Bora. Although the campaign is linear to some degree, the addition of small optional elements and side missions nicely mixes things up. Both factions have a distinctive storyline and ending, and are NOT just a rehash of the same missions with different flags (minus a few decisive overlaps, for good reason). In my opinion Tachyon: The Fringe is one of Novalogics best releases and if you enjoy space combat with a decent story, it's well worth a try. Rating: 4/5. This is a little gem of a game. The island scenery is so beautiful, it encourages you to just walk around and look before you start solving the puzzles. Which is exactly what I did and why my time to complete this game was so lengthy. Yet it was time well spent and I am saddened it is over. The puzzles were interesting and in many cases difficult. They require you to be very observant and piece together information from different parts of the island. It is so satisfying when you eventually solve a puzzle, which usually opens up another puzzle to address. Kudos to the developers for such a great game. And this is just an aside, did anyone else think the little train car in the playroom looked a lot like the car in Rhem. I thought I noticed Knut Mueller's name in the credits.. purchase didnt go well stinks so far

. A fun game to play with friends, but a little hard to control at first.. PROs:

- 1) Music, though repetitive
- 2) Good, original story
- 3) Gameplay surprisingly relaxing once you get a hang of it
- 4) Has two parallel campaigns

CONs:

- 1) Difficulty spikes appearing from nowhere, disappearing in same manner you get them
- 2) For a game with that much decisions, one ending for each campaign sounds pretty, eh, not okay
- 3) Except those two difficulty spikes, game might as well be too easy

Info:

- 1) Game doesn't seem to like Dualshock 4, none of additional software will help with that.
 - 2) Keyboard controls are weird at best, no settings to change them. Still playable though.. i like it
- graphics not very good but gameplay is funny. What a wonderful game. I found it easy to immerse myself into the experience. The artstyle and mechanics meshed perfectly in a way that allowed such immersion to play out. The story is simple yet elegantly displayed, with the right amount of foreshadowing, seasoned with adiquite drama, and simple, yet effective, lead ons. It gives the brain jsut enough fuel to keep wondering without oversaturating the curiosity. Any spontanuis physics bugs can be attributed to unity, and at that I exsperienced significantly less than most unity titles I encounter. Overall Well recomended, and significantly apprecheated.. It's fairly short (about 4 - 5 hours), it's funny, it's got good music, and a lovely graphical style. To me this is a must play.

It has a couple of minor bugs, but nothing that ruins the experience. (There's an item you can pick up twice, despite only being able to use it once. But the inventory seems to be infinite, so it doesn't really do anything other than force you to scroll past one extra item.). As much as I loved the original Invisible Inc., the addition of Contingency Plan was simply poorly executed.

Contingency Plan adds a new set of very challenging missions which start immediately after completing the 2nd-to-last mission in the main campaign. These new missions are not only much, much more difficult than the main campaign missions, but they introduce several new types of defenses for corporate security that you will literally have never encountered before starting these missions. Unless you go online and research all of these beforehand, it's highly likely that one of these brand-new mechanics will catch you off-guard and end your run.

The difficulty itself isn't a problem insomuch as the fact that if you lose one of the new post-campaign missions, it ends your run... and you have to start a brand-new game and play through the main campaign all over again to get even another attempt at

the new missions. After playing through the main campaign half-a-dozen times, I have no desire to repeat the same experience over and over again for a single shot at trying out some new content. It's not fun.

This is a cute game, I like it, and it's fun. You can't beat the price for what you get. However, there are some concerns.

First of all, I can't find a way to start a new game. I played for a while until I got the hang of things and then I wanted to start over and do things 'right.' Well, as far as I can see, you can't start over.

Second, there seems to be no additional powers/spells for the characters. Except for equipment upgrades, you are what you are regardless of level.

Third, there are some interesting bugs. I died in a battle and re-spawned. Nothing could see me and I couldn't interact with anything/anyone. So, I wandered around the map and took note of where everything was. I quit the game where the 'lever' that opened the next level was. When I restarted I was next to the lever, pulled it, and moved on to the next area.

Finally, you get snuffed a lot. You'll re-spawn and try the battle again only to get wiped out again. If you've cleared the map of enemies then you can't earn the xp to level and take on the battle again. Game over, and you can't start a new game...

Anyway, I do recommend this game. For the price it's a good way to pass time. It's entertaining. Just be warned that there is no character development and apparently no replay ability.. i like puzzle match 3 games kinda needs to do better but its worth on deal of week price hope get more content better reponds when i switch to match puzzle rather hear diffent music had to mute my tv. Very fun in VR. Just the old school action I've been looking for.. After roughly ten minutes of play i would like to make a note to the devs directly. The game seems great, and like it'll turn out great with some love and effort put into it.

An immediate change i'd like to see would be movement speed. The character kinda is wonky, where in the SH/RE games movement is (obviously) more deliberate, but feels appropriate. Keep up the good work.. If you are a Blitzkrieg fan, you'll like this game. Same mechanics, different time period.. fun old skool platformer .. tight controls .. great game to relax with .. 8.5/10 GG. Fun little fast paced side scroller ninja game. Don't expect a stealth element though. If you want that, go with Pixel Shinobi or Mark of the Ninja.

But for what this game is, a fast paced side scrolling ninja game, it does a good job. I recommend it due to the low price.. A pretty decent dungeon romp.

Might not have the greatest replayability once beaten as from my current attempts on Rogue it seems each playthrough will be nearly the same.

The pit traps affect the baddies as well as the player. Always nice when such is the case in this kind of game as it does allow for more tactics. I do wish some of the other traps worked on the baddies as well, but the pit traps were very useful. Especially in Rogue mode to avoid Morph fights.

Overall, one of the few to make it out of Early Access and be a good game. Does what it says on the label and has been enjoyable.

A lot of reading if you want to get into the backstory (not really necessary).

I appreciate that the developer put the effort into detailing theories on magic and the planes of existence and how it relates to the game universe.

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