## 7 Mages Key Serial Number



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## **About This Game**

The oppressed peasants on Roven Island hire seven mages to protect their homes and crops.

The legendary Roven Island is said to be the place where the gods rested after they created the world. The earth, water and air there are still imbued with magic, which lures magic prospectors. These prospectors conduct savage raids at regular intervals on one of the unnamed villages on the island, robbing the hard-working peasants of most of their harvest. And so, one day, the peasants put together the last of their coin and hire the mages to protect them.

The epic RPG 7 Mages in the tradition of the greatest classics of the genre takes you around the magical island of Roven. You will visit gloomy crypts beneath the city, cross an icy mountain pass, submerge beneath the surface of the ocean and venture into the guts of a dead dragon. And lots more too! The game offers unique and very tactical turn-based combat with the option to split up your team, use combat magic, elemental magic and all-new musical magic.

- A fantasy game reworking of the legendary movies Seven Samurai and The Magnificent Seven
- 14 fantastic environments
- More than 30 types of enemy, most of them bringing new elements into combat
- Highly tactical turn-based combat with the option to split up your team

- 60 combat, elemental and musical spells
- Original puzzles on each new level

Title: 7 Mages Genre: RPG Developer: Napoleon Games, s.r.o. Publisher: Napoleon Games, s.r.o. Release Date: 15 Mar, 2016

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## Minimum:

**OS:** Windows XP SP2

Processor: Dual Core 2.0 GHz

Memory: 2 GB RAM

Graphics: Shader model 2.0 capable card with 512 VRAM

**DirectX:** Version 9.0

Storage: 4 GB available space

English, German, Czech, Japanese, Polish, Russian







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One of my favorite older games, and I love having the remastered version. It takes 15 minutes to play, but it's one of those ones that sticks in your mind for a good long while.. Simple game, but heck of a time sink especially if you don't pay for the extra gems. It can take an extremely long time to get decent units at higher levels without it. Basically, the usual free to play/pay to win set up.. Her embarrassed face gave me the warm feelings.

 $(^{\circ} \mathcal{J}^{\circ})$ /suicide. Very charming game. It has the "Double Fine" vibe where everything is cute but you can still very much enjoy it as an adult.

Gameplay is very similar to Professor Layton.

The first episode took me about 2 hours to complete. It ends at a good point, no weird cutoff points like some other episodic content has.

I sometimes had some troubles with the puzzles because they were made for touch controls. It's easy to get used to though.

Note that I had some performance issues but I have been able to fix it by messing with the settings of "JacobJonesSystemSettings.ini" at "My Games\\UnrealEngine3\\JacobJonesGame\\Config". interesting little puzzle game. backtracking can get annoying, but you still get through the game in the 1-2hr range. some cool imagery and theme.

as far as a game goes, it's short, simple, and shallow. however, as an experience, it's pretty fun. recommend it if you can get it for cheap.. Quite entertaining for a simple looking game like this. 60 levels of mayhem and a variety of traps. Bloody brilliant 9V 10

Don't buy it because of the achievements, they can be hard to come by.. Fairly basic side scrolling 8Bit game. May pay off after quite a bit of time invested to get the knack of the controls (arrow keys + space bar).

Not suggested as it has no real "hook" to pull the user into enjoying the game. Edit: A user who doesn't love a side scrolling game.

Edit: Changed my review to a positive after King K (Dev) replied back, that kind of community involvement earns my respect and nod, thanks!. This game is good if you like Jumping from moving platform to platform. If u like a good pinball this is for u if u like Pirate theme this is for u if u wanna endless fun this is for u

....Ah just buy game an hf:)) Ahoy Mateys! BUY NOW! WHY DO YOU STILL HAVE MONEY IN YOUR WALLET?! BUY THIS NOW!!. Sheathing the sword is the only enjoyable part of this game.

Enemies are boring to fight and put up little resistance. The Super Moves are only fun for the first few times you use them as there are only 2. You also get the super moves far too often so you can just spam them and finish the fight in what feels like seconds. There is also 0 tactile feedback when you slice at enemy.

The running is okay however i could do with some adjusting. i dont like that you sprint into walls to climb them because it means that youre staring at a really bad texture until you reach the top.

The boss battle is one of the most boring things ive ever done in VR. For some reason they stick you in a tiny arena with him so you have barely any space to move without bumping into a wall. I had to quit half way through it as i completely lost interest in where the game was going.

Hopefully the game improves dramatically in future updates cause this games is definetely not worth the \u00a315\/\$20 people have paid.. Great detective game, possibly the best I've played so far!

It has most of the things you'd expect from a classic point and click adventure, and does them really well: World building, stories, characters, dialogue, art, music & voice acting. All top notch.

What makes it stand out is possibly the lack of inventory, instead you just get new dialogue options when you've discovered a clue and it's relevant. Admittedly it was a bit like driving automatic for the first time after years of manual, constantly trying to bring up the menu for items xD But got used to it, and no rubbing everything on everything.

Another point that sets this apart is probably that it's not strictly linear. You've got several different cases to solve, kinda like chapters, and you can screw up each of them. Gotta think carefully about how to question people, cause your choices matter in the long run.

Instead of an inventory you've got a case book, listing current objectives, clues, documents & suspects. For the most part it just does all the pen & paper note taking for you, as well as give you all the pixely squiggly handwitten notes in clear font. Yay for optional quality of life improvements! Seems like they changed their mind on it in the very last case though, cause there you actually have to use it to access some documents.

Really liked the 'chapter' style of dividing the game, it's certainly great for when you don't have time to play through it all in one go. Although it would've been nice to get the option to save right in between two. Instead you get a chance to save just before finishing one case, and then some cut scenes of arresting the accused, then some reflection on it, then the introduction of the new case... and THEN you get to save. So if that's where you leave next time you start the game you gotta remind yourself where you were. The casebook does the trick, still woulda been nice to just have it all in one go.

Also yay for diversity & mentioning social issues!. man this is some  $\forall \forall \forall \forall \forall \forall \forall t$ . It's one of these games with simple controls with which you can do a lot of  $\forall \forall \forall \forall \forall t$  kicking if mastered.

To be honest, it's a fun game. Loading it up and playing one quick match, or having some time and playing the story for a little bit longer, both are fun.

The music is good, the graphics are wonderful, the gameplay doesn't lag (and I am playing this on my good ol' laptop), so yep, I reccomend this if you think this looks fun.

Ah yes, also you unlock stuff by simply playing, but I think I also saw an option where you can turn that off.

The only downside for now is that there is no online play, and the dev(s) (it's one person coding all this after all) may just look into that, so it may be only a matter of time B). I paid far too much not enough for this game. Its probably worth like 10p £1000 or so.. Amazing fast paced future game. SBBP is a game that doesn't even try to get out of the "f2p zone", speaking of quality.

This game has "Very Positive" reviews only because it's free (thank god) but it seems like the developer made this game while learning one of those very simple engines like Game Maker or something similar.

Let's make a "bad feature list" for this game:

- Only four enemies (excluding bosses)
- 2 bosses and 4 boss-fights: 2 encounters are just copy-pasted with the bosses' life increased
- Animations and the graphic of the projectiles (those big white rectangles)
- Troll level 10
- Dull graphic style
- 30 fps lock

Only downloaded (and completed) this game for the achievements. I know it's a f2p game, but the quality level, here, is very low.. A lot of people don't recommend this game just because they don't like the style or because the campaign is "too hard". These are unfair to the game. It is still in EA, and is already incredibly fun, especially for free. It has massive potential, and I highly recommend it for anyone who is a fan of stratagy games.

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