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About This Content

Christmas comes early this year so get into the right holiday spirit. Spread some love, cook some food, get those presents in time this year and make sure you share with your friends.

Key Features:

For use in the Challenge and Versus modes only.

- Freeze Ray - In case that pesty global warming is trying to ruin your Christmas.
- Anger Management Stick - Turn that frown upside down... by smacking somebody with this!
- Frostjoy - Now all you need from Santa is a proper throne.
- Rolling Pin - Good for baking, if people don't like your pastries, hurl this at them.
- Timell's Revenge - The carpenter's best friend!
- Hot Frying Pan - As if hitting somebody with a frying pan wouldn't hurt enough, this one's constantly hot!
- Grayskull - Any kid's dream present!
- Lovestaff - Spread some of that family love!
- Deflection Staff 2.0 - New and improved!
- Sausage Staff - You guys want sausages, this will give you sausages!
- Banner of the Crusade - In case people forget what Christmas is all about.

Title: Magicka: Holiday Spirit Item Pack

Genre: Action, RPG

Developer:

Arrowhead Game Studios

Publisher:

Paradox Interactive

Release Date: 29 Nov, 2011

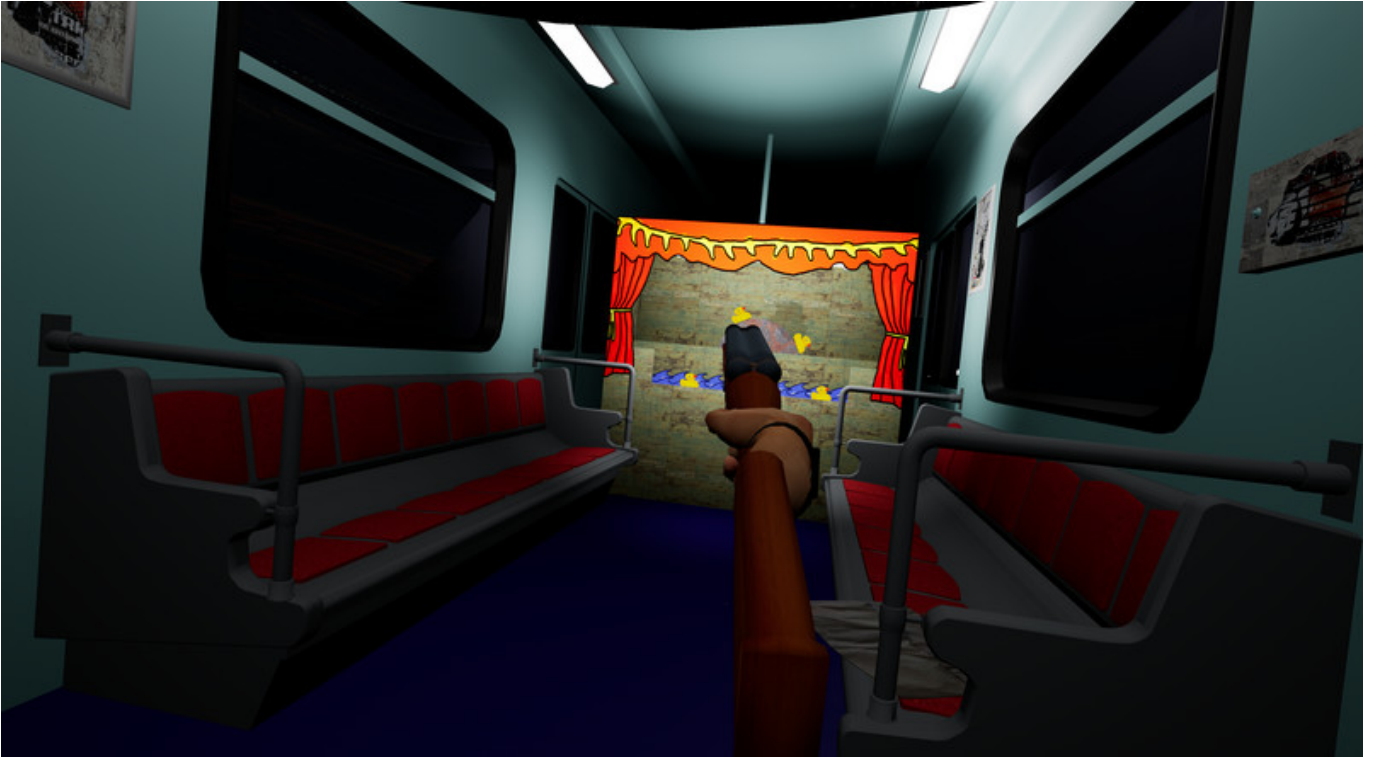
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English,Russian

COLLECTION ✖

<p>2 194 / 250</p>	<p>3 7 / 30</p>	<p>3 80 / 250</p>	<p>4 23 / 30</p>	<p>6 21 / 3</p>	<p>6 50 / 250</p>	<p>8 27 / 3</p>
<p>2 17 / 3</p>	<p>3 17 / 3</p>	<p>3 225 / 250</p>	<p>4 138 / 250</p>	<p>6 39 / 3</p>	<p>7 108 / 250</p>	<p>8 107 / 30</p>

! **ATTACK**
HEROES
! **DEFENSE**
DECKS





The entire game is worth buying! I wasn't dissapointed with any episodes. I had extreme fun with every single episode and with the limited attempt targets it's even more awesome. This game is not for the story so if you're looking for a good story this one is good however short but the main fun of the game is to replay missions and kill your targets\ do other objectives in different ways. I also enjoy going on a npc murder rampage every once in awhile anyone else? Just me... ok. the switch from public to private servers essentially killed the game

. Great game, like no less than the first. Pictures are getting better and better. The gameplay itself is not bad.. Episode 1, 4:13: Did he just said "I love Gabe Newell"?. A worthy successor to the original game, taking advantage of the ability to be a bit psychedelic compared to a C64.

I would recommend it, but know that you're getting more of an experience than a game to be replayed over and over.. A decent dungeon crawl, heavily inspired by the Etrian Odyssey games. Very basic production values, and minimal documentation.. bad, abandoned, s**t.. I purchased Pitch-Hit baseball and instantly loved it, I am a big baseball fan but that aside the game is just really fun. It forces you to get some high scores before moving onto the next mini game which is great. The best part of the game is just hitting the ball and then catching it moments later, actually very smooth and intuitive. Will be trying to take down all the high scores over the next few weeks.. buy the game when it is on sale. a good game that reminds you of the old atari game. Easy to play and to pass the time by

Yes its in Early, Early Access. However, It truly is an incredible and beautiful game, with a simple build that has enormous potential. You have to automatically love the Wild west feel. They really nailed the landscape and scenery. The rifle you spawn with is pretty accurate for the time.

Skyrim type Loading screen.

Great soundtrack at the begining, kudos to whomever developed that song.

Reflections are awesome, very detailed on how the daylight and moonlight reflect on different surfaces.

Next is why I really think this game is a keeper.

Thunderstorm was AMAZING- expected a flashflood to careen down the canyon, plant movement blowing in the wind, thunder rolling, lightning brilliantly lights up the sky, and wind blowing through leaves sound. Misty mountain sides, vison obscured, the whole time its raining, its an amazing, and extremely realistic feel.

Moonlight and nighttime is beautiful

The distance to see a campfire is super realistic, i've been out in the desert where you can see any type of light from super far away, which is the case here. (because its dark at night, with only the moon and the stars)

Wall mount mechanics are wonderful, the wall mounts snap to the walls quite well.

Intuitive reloading system and using the same key for object rotation. Speaks to the three coders. A lot of coding goes in to that small flawless switch of needed controls.

Again, there are plenty of bugs in building mechanics, and they have plenty to do, but the potential and options for this game are endless. It fits the perfect criteria of a much desired, and extremely empty genre of Sandbox Western Frontier game that hopefully will have a story line and an optional RPG feel to it.

It's time people support this group. This type of game is what the world needs next.. Haven't played too much of this yet but it's a lot like Kirby. You can absorb powers, and have two powers at a time. I'll write more on this game if I come back to it.. For newbies it takes some time, to be able to use the program. If you took that time which is worth is, then you are able to make your own music and music mixes easily and within short time. Downloading and installing via Steam was as usually easy and quick.

I can work perfectly with it.

Great value for money.. <https://www.youtube.com/watch?v=7uch19BC7Ao>

PC ports of mobile games are either fly like a skyrocket or go over like a lead zeppelin. In the case of Maria The Witch, it goes over like Led Zeppelin.

The graphics are pretty good with a great Hayao Miyazaki-inspired style. However, they are outshined by the soundtrack, which is surprisingly awesome for such a game. The controls are simple, but the gameplay takes a bit to get used to. Translating touch screen controls to a mouse is challenging; while Naps Team didn't do it perfectly, they still did a great job at porting it to PC.

Bottom line: this is worth the \$1.99 to buy.. Fun, cute, fast paced game. Blow up all of your crates to get more bombs, bigger explosions etc. Also..... you can try and blow up your opponent :) Watch out you don't blow youesrlf up! It's fun for sure. Make a private game for you and a friend to play in if you want.

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