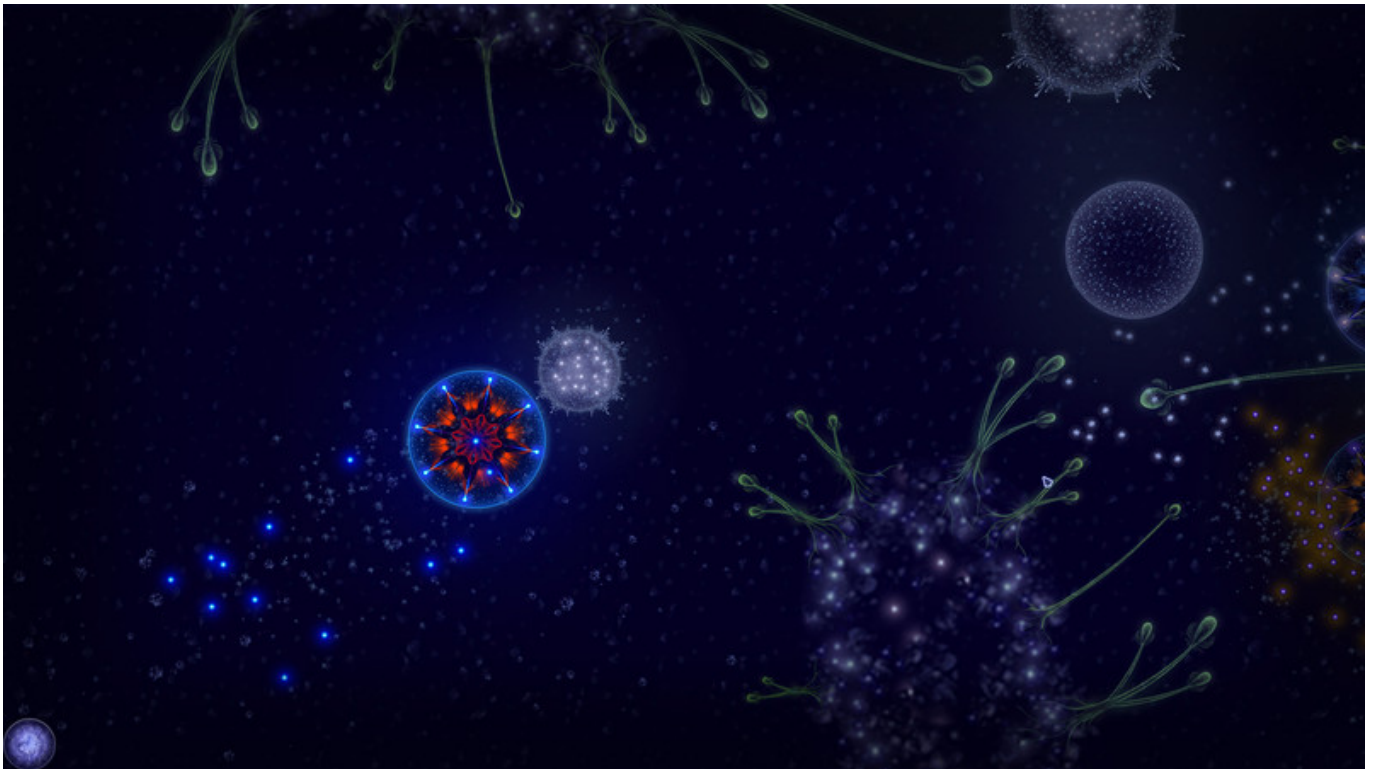


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A Wizard's Lizard: Soul Thief Download Youtube



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## About This Game

A hardcore rogue-lite action RPG where you possess and play as monsters. Narrowly avoid death as you explore challenging, ever-changing dungeons, and possess any body you can to survive!



Possess and play as monsters including Suits of Armor, Pig Heads, Killer Plants, and more!



Explore the Wizard's **cursed, ever-changing house**: Brave the Haunted Library, Animated Kitchen, Cursed Courtyard, and more!



Discover and **wield dozens of magical wands**, such as Fire Fingers, Blink, Rupture, and Killer Bees!

# Soul Thief

## A Wizard's Lizard 2



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Title: A Wizard's Lizard: Soul Thief  
Genre: Action, Indie, RPG, Early Access  
Developer:  
Lost Decade Games  
Publisher:  
Lost Decade Games  
Release Date: 5 Apr, 2016

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**Minimum:**

**OS:** Windows 7

**Processor:** 3GHz Dual Core

**Memory:** 4 GB RAM

**Graphics:** Dedicated graphics card

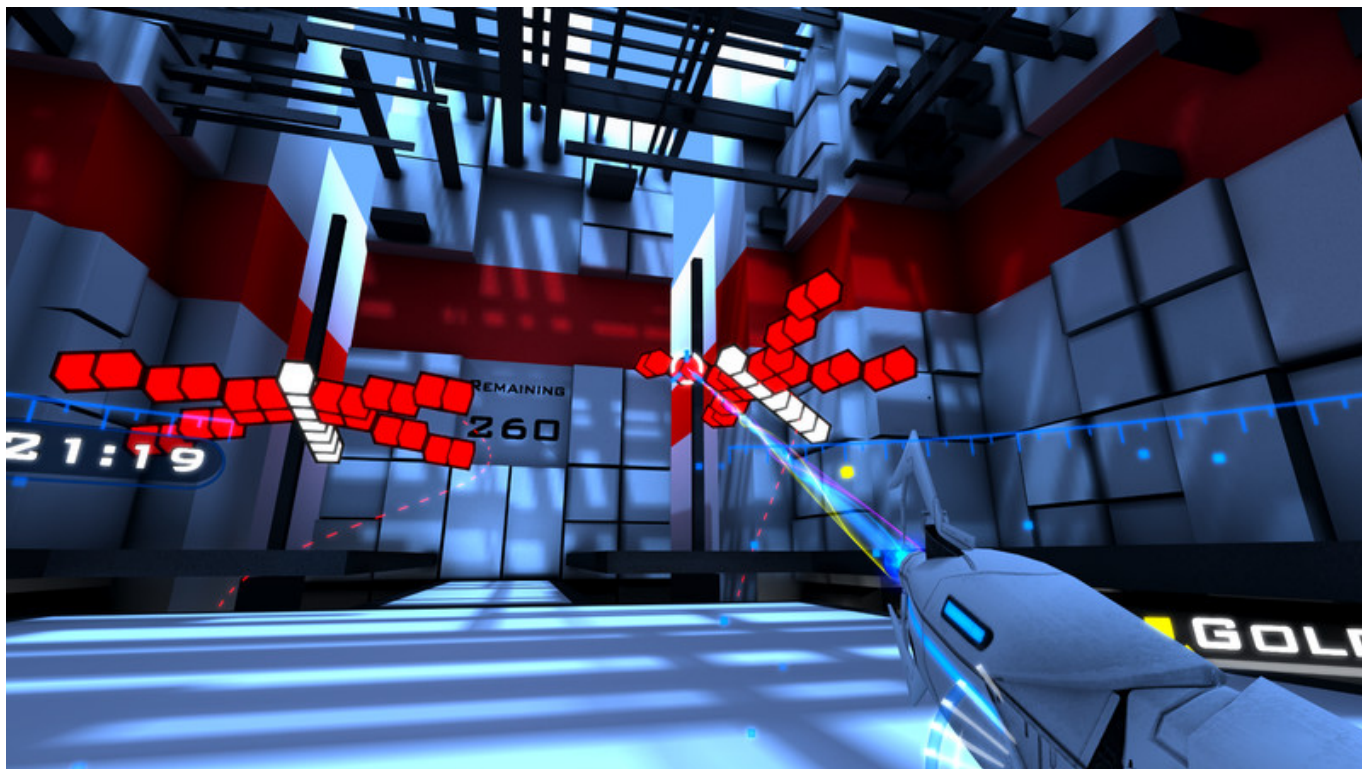
**Storage:** 200 MB available space

English









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A fun game. I beat it. I have extra steam copies if you want to trade. It is short, but for an indie game it is really good. A large part of the hours I logged on this game is from leaving it on all night and resuming in the morning. Also I forgot to save and exited half way through the game, and I had to start over. The exit menu is a little tricky stating "Do you really want to abandon Icuras/Quest" (i forget which Ic or Qu). But if you choose yes it actually does save.. Crashes on my Mac Book Pro as soon as I try to launch the game. No tech support solution known.. Okay so I've been searching for a good vr horror game for a long time, but the problem is, vr horror easily scares me into "quit app". There were some that i couldn't stand for 2 minutes, jumpscare are my absolute nightmare in vr as well.

This game had nice reviews and said it was atmospheric and good horror, so i gave it a shot.

At first I was pooping myself as usual on every small sound, but nothing really came out to jumpscare me, so the only thing that stayed with me through the game was the sheer terror of "something can happen any time" and the very well done atmosphere. The lore built up the conclusion very well too, to the point where what happens then, didn't scare me into submission, it just scared me, like it should.

Very well made game, you guys, I hope there's a few more chapters to this series because I'm getting them. :). WARNING! Epileptic seizures are the least of your worries with this piece of \*\*\*\*.

I don't even know how to describe this. I guess if you're into drugs and want to go on an acid trip this could be of interest to you, otherwise STEER CLEAR OF THIS.

Go play BeatHazard instead.

\*wonders if this is considered a recommendation (to stay away that is)\*. This game is very good, is my childhood playing games website in China, was very well received by all of us. But the game is too expensive, and I think you need more publicity

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It's awesome!!! Simple but hardcore gameplay and very cut graphiks. It's like a preschool game with annoying mechanics added to it. Those mechanics only work to slow you down, not to add a challenge or complication.

Pretty dumb game, even for \$1.50.. Much potential here. However, my graphic setting seems to be stuck on "fastest" and it's very noticeable low quality even though I have a superclocked TITAN X. I have a Rift CV1 and a monitor that is 3440x1440 which the startup config window is also locked on. I dont know if that combo is a problem. Also, the fractals seem very dim. The brightness needs to be cranked to the point that I must be doing something wrong? The colored balls fractal is the only one one that seems to have acceptable lighting.

The black graphics that are used look like black goo or loading problems until i zoom in very close to the fractals. Then I understand what it is. If it was brighter and higher quality graphics (very blocky low res), I might understand better.

The main menu looks... wrong. It's beyond the purple fractal, distant, flat and wide and scaled wierd V not easy to reach. There are left and right arrows that seem to be useless (like on a web hero slider). I'm guessing because there are only 8 fractals and these arrows would load more but there is no indication that they shouldnt work, like being greyed out or removed when not needed.

Some of these problems may be my setup or something. It feels like early access. I'm confident i'm not seeing this as intended and will figure out how to communicate to support ASAP or hope the dev will respond here and let me know if this is the correct current state of the graphics or where to communicate to fix.. Incredibly slow, not a game for people who want to play something for an hour or so.... Really fantastic, but too hard for kids just learning to type. Would be fantastic to have an easier mode for kids (pretty please?). Thanks for creating this game.. A beautiful skin for the fade, I bought it full-price to support the company. However when compared to other cosmetic DLC this one is way overpriced. Yes it does make a few changes to the model and a new color palette but for 7 US dollars? When the reaper pack is like 6? Its way overpriced in that regard.

However if you want a cool skin, have some spare cash lying around, and want to support the devs I say go for it and buy this baby, I did!. Very funny if you play it with your friends. For an EA, I was expecting that it wouldn't be perfect, but the fails actually made the game funny, so that's why, you should try it if you wanna laugh.. Pros:

- Simple yet striking visuals. It uses sharp contrasts and certain color schemes to create a very unique aesthetic. This is minimalism at its finest
- Main gameplay mechanic involves shifting into the floor and building momentum (the floor naturally accelerates you upwards when you shift into it). Very simple, but it's very fun to ramp up speed and try to hit the little dots.
- Solid level design and a good amount of content: There's quite a few levels (~160), and they vary in interesting ways. Most of them revolve around the main gameplay mechanic of shifting and speeding at the right moment.
- Challenging yet not overly difficult. There are some frustrating levels, but for the most part it stays reasonable. If you wanna really push yourself though, there be medals. Those are much tougher to get, and it can be fun yet frustrating trying to shave seconds off your time

Cons:

- The soundtrack is minimal, and this is less fun. It is a very simple track that repeats and sometimes changes around as far as I can tell. It doesn't get annoying, but it lacks variety.
- There's not much to the game beyond the challenge of shifting through the ground and collecting the little dots. It's a pretty simple game.



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