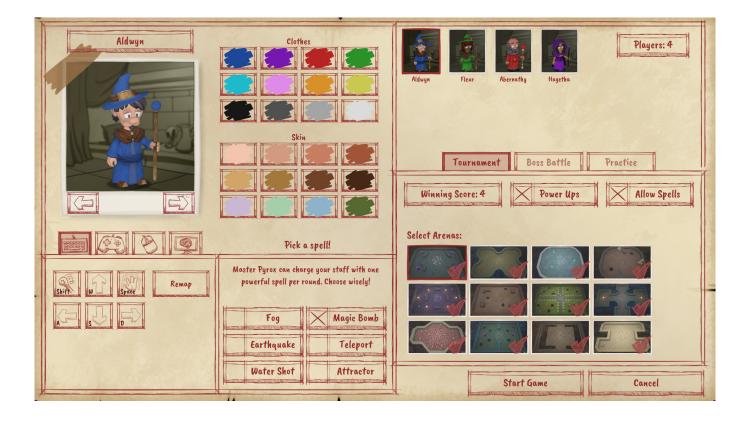Master Pyrox Wizard Smackdown Activation Code

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About This Game

Master Pyrox, greatest pyromancer of the wizard dimension, is holding a tournament in order to find a new apprentice. Are you good enough to win against your competitors and inherit his legacy? Find out and apply for the **Master Pyrox Wizard Smackdown**!

Master Pyrox Wizard Smackdown is a fast-paced arcade-style multiplayer game. It's very easy to learn, but difficult to master. Avoid the fireballs that manifest in the center of the screen, knock your opponents down, collect power-ups and cast spells. Up to 8 players can fight against each other in a tournament or cooperate against one of Pyrox's creatures in a boss fight. Various gameplay options allow you to customize the game, and you can even design your own maps.

Key Features:

- Competitive and cooperative game modes.

- Single player mode against AI opponents.

- Shared screen multiplayer and network multiplayer modes.

- Design your own maps with the built-in level editor.

The game will continue to receive free content updates based on player feedback.

Title: Master Pyrox Wizard Smackdown
Genre: Action, Casual, Indie, Sports
Developer:
Denis Comtesse, Sox Brooker, Lauren Davidson
Publisher:
Dropped Monocle Games
Release Date: 9 Jun, 2018

7ad7b8b382

English,German

master pyrox wizard smackdown

Fun little game.

What I like:

- simple gameplay

- you can play alone with AIs (quite rare nowadays) and it's quite enjoyable

- level editor

- great performance
  What I think can be improved:

    - option to skip the AIs-only fight after the last human player died

    - outlined stars in the match result screen are distacting

    - option to use both mouse & keyboard (WASD for movement, LMB RMB for punch and spell)

    - option to config fireball spawning interval\/amount etc.. Fun little game.

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- option to config fireball spawning interval\/amount etc.

Master Pyrox has been released!:
Greetings, fellow pyromancers!

We're happy to announce that Master Pyrox Wizard Smackdown is now available on Steam. We hope that you'll enjoy our little game!

If you like Master Pyrox, please leave a review on Steam. If you find any bugs or have feature requests and suggestions, please post them on our discussion board.

Note that the development doesn't end with this release. If the game is well received by our players, we have a lot of ideas for free content updates in the future.

Have fun!
Denis
. **Master Pyrox 1.3.0 released!**:
Greetings, fellow Pyromancers!
We have a big new update for you, including new features, improvements to the multiplayer game and Steam integration, performance improvements and bugfixes. Here's a list of the most important changes:

Features:

- UPnP support: Will take care of port mapping and make establishing a network connection much easier.

- Steam Invites: No one around to play? Just invite Steam friends to your lobby.

- Added a new chat window to the lobby.

- Vibration feedback for gamepads that support it.

- A dedicated "Trophies" window for the achievements.

Improvements:

- Achievements are stored locally when playing without a Steam connection.

- Updated the design of some arenas, including colours and lights.

- Optimised textures, materials and effects for better performance.

- Fixed occasional stuttering when new objects appear on the screen.

- Updated to Godot Engine 3.1.

Bugfixes:

- Attacking a wizard who is casting a spell.

- Master Pyrox using teleporters.

- Master Pyrox using the shield power up.

- Fixed a few glitches and clipping errors.

. **Master Pyrox Update 1.0.1**:
Greetings, fellow pyromancers!

Today we're releasing our first little update for the game. It comes with the following new features and changes:

- Added a zoomed-in camera mode that follows the player in singleplayer and network games

- Added a new achievement

- Fixed a few minor graphical glitches

- Optimised some light and material settings.

- Updated the German translation

We have plans for bigger content updates in the future: updated maps, new bosses, new objects... so stay tuned, and if you have any ideas for features you'd like to see in the game, let us know!

Denis. **Steam lobby support and improved network gaming with Master Pyrox 1.2.1**:
Greetings, fellow pyromancers!

Update 1.2.1 focuses on improving the network multiplayer experience. When hosting a new game, you can now choose to create a Steam lobby. Other Steam players will be able to see the lobby and join your game. We also made setting up a local network game easier and fixed a couple of bugs.

Here's a detailed list of what's new:

- Added Steam lobby support. When hosting a game, players can choose to create a Steam lobby, so other players can see and join the game.

- The network GUI displays all available Steam lobbies and local games that can be joined.

- Hosts can remove other players from their game.

- Fixed and improved detection of local network games.

- Updated German translation.

Note: Setting up a *local* network game is now as easy as it can get. No manual configuration is needed. The same goes for *joining* an online game. However, if you're *hosting* an online game, you still have to make sure that the network port used for the game is open. In one of the next updates we're going to add UPnP support, which will take care of this and make it even easier to set up an online game.

We hope you'll enjoy these new features. And we're not done yet! More updates will follow with performance improvements and additional features for the network game. We're also planning to port Master Pyrox to mobile devices. Stay tuned!. **Master Pyrox 1.1.0 released!**:
Greetings, fellow pyromancers!

We have just released a new content update for Master Pyrox. The update includes the following changes:

- New boss: **Gerhardt the Troll** likes to punch Wizards and destroy things.

- New spell: Water Shot

- Updated some of the arenas, including a new garden.

- A few new textures and objects for the level editor

- Improved the AI of some bosses.

- Fixed a few rare crashes and bugs.

We hope that you'll enjoy this update! We are planning to release more updates over the next months, further improving the game and adding more fun content. If you have any suggestions or features you'd like to see in the game, feel free to post them on our discussion board. And if you like the game, please leave a review on Steam and help us spread the word!
. **Master Pyrox will be released on June 9th**:
Hello fellow pyromancers,

we're excited to announce that "Master Pyrox Wizard Smackdown" will be released this coming weekend on June 9th! we've had a great beta test over the last few weeks and are really looking forward to release the game to the public. We hope that you will enjoy the game as much as we enjoyed making it, and we're looking forward to your feedback!

Cheers,
Denis. **Master Pyrox 1.2.0 released!**:
Greetings, fellow pyromancers!

We have a new update for you. Version 1.2.0 brings a couple of new features and improvements:

- New spell: "Attractor" - a magic gravity well that attracts fireballs and floating players.

- The network GUI can find any servers in the local network, making it easier to set up a local network game.

- Removed fade-in and fade-out in practice mode, the player now respawns immediately.

- Background animations can be switched off for better preformance on older computers.

- The Godot engine has been updated to the latest version.

We hope you enjoy our little game! If you have any questions, suggestions, bug reports or feature requests, feel free to post them in our community board. And if you like the game, please consider leaving a review on Steam.

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