The Wizard's Lair Download Compressed File

About This Game

Fearful fiends, terrifying traps and mind-boggling mazes await you in the depths! Can you handle the challenge of The Wizard's Lair?
This role-playing game adventure features randomly generated dungeons, 16-bit style graphics and easy-to-learn controls!
Create your hero and challenge the terrors and traps of this 30-floor dungeon!

Title: The Wizard's Lair
Genre: Adventure, RPG
Developer:
Magicbane
Publisher:
Magicbane
Release Date: 1 Mar, 2013

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Minimum:

OS: Windows 7 or newer

Processor: Single-core CPU at 2GHz or better

Memory: 128 MB RAM

Graphics: Hardware acceleration with OpenGL support
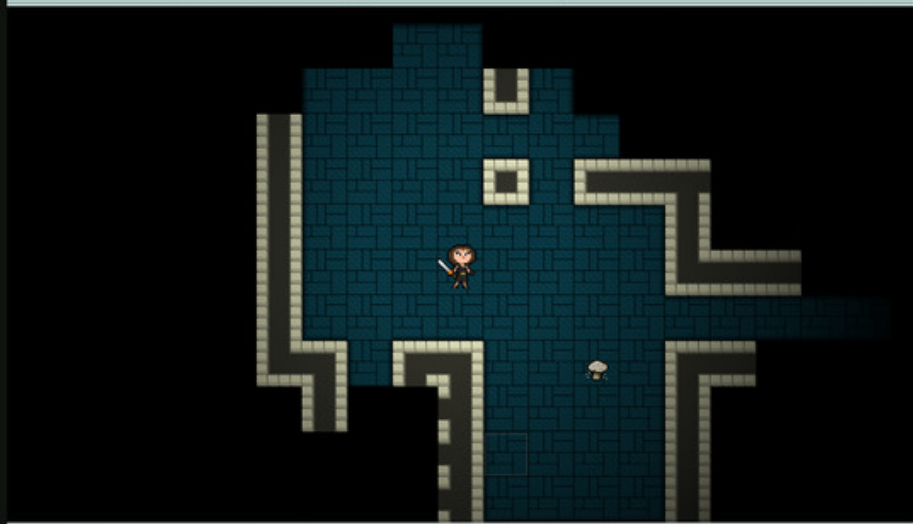
Storage: 5 MB available space

English

B1F Lv.1 HP 16/16 HP EXP 99%

You hit the Ocellus for 3 damage!
You have slain the Ocellus! Gained 5EXP
You find a mushroom!
Waiting...
You hit the Ocellus for 3 damage!
You have slain the Ocellus! Gained 5EXP

B4F Lv.0 HP 0/0   HP   ████████████████ 95%
                     EXP

You have slain the Skeleton! Gained 5EXP
You were hit by the Ochre Jelly! (5 damage)
You hit the Skeleton for 9 damage!
You were hit by the Skeleton! (5 damage)
You were hit by the Ochre Jelly! (5 damage)
You die... Press a key to continue...

its, really, not, that, good, and, im, not, sure, what, to, do, with, it. The Wizard's Lair is a roguelike game with simple graphics and gameplay. I've only gotten about halfway through the dungeon so far, but I have to say this is a little better than I expected.

Some other roguelikes on Steam I played were a little underwhelming. Randomness was so wide in its range of benefits it seemed like all chance instead strategy. Enemies were so basic that it was really repetitive, and some games even don't have any enemy movement, so they just sit there and wait for you to bump into them. Whether you attack or not seems more puzzle-like than roguelike, and not attacking is kind of boring because you can't do anything else. There are a number of ways to make roguelikes uninteresting.

But the Wizard's Lair is different. It doesn't have a huge number of enemies, but the ones it does have are at least up and moving around. After a while the levels are different. So far I've run into a labyrinth and a level that is all about teleporting around, and I imagine there has to be a few more. Not super thrilling (yet anyway), but something differnt to break up the monotony.

One thing I don't like is in its attempt to be more user friendly than a typical roguelike game with 30 or more keyboard commands it maybe went too far the other way. For example, a common situation is that your inventory is full and you want to eat a mushroom or ration that you ran across. There doesn't seem to be an eat option right away. So instead you move one step away, hit "?" for the special screen, hit space for the inventory, select something you want to temporarily drop, choose drop, move back to the food, hit space to pick it up, hit "?" and then inventory, select the food and hit eat, and then move back to the item you dropped and pick it back up. I really hope there's an easier way I'm just not getting, because that's kind of silly.

The graphics are kind of basic. They are retro-pixelly in a kind of a bland way instead of an artsy way. You know what I mean. But they work for what they are representing, anyway.

All in all this is a shortish basic roguelike that might be a fun diversion for a bit or to learn how the style of games work. It's not to the level of some other roguelikes and roguelike-inspired games on Steam, but then it's cheaper, and certainly a lot better than other games that are the same price or even slightly more expensive. Steam doesn't have a rating system with number of stars from really bad to meh to OK to good to great. It's either thumbs up or thumbs down. Thumbs up then, because it's more on that side than the other one.. A decent enough little game that I could recommend on a sale; but the content here isn't fleshed-out enough to validate anything beyond a dollar.
The lack of any sound whatsoever is really off-putting. Even some royalty free sound effects alongside a basic ambient background track could go a long way in setting an atmosphere.
I found a few spelling errors, "defense" was spelled "defence" on a particular item.
There's some additional minor critiques I had, but beyond aesthetics, the game functions as it should; and controller support is a plus.
I hope you can fix these things and add some more stuff in the future; If you do I could easily reccomend the game to others. You're headed in the right direction and with a few refinements, I think this could be a really additive rouge-like.
. I really enjoy roguelikes, so when I saw The Wizard's Lair I was hoping that the basic presentation meant that the developer(s) spent that time on gameplay, bringing new and fun elements to the genre. Unfortunately, the basic presentation honestly conveys what you get, shallow even by 1980's standards. While The Wizard's Lair has monsters, potions, armor, weapons, scrolls, and food there are no classes, abilities, or skills. Leveling up just increases your hitpoints as far as I can tell. You can fight in corridors to limit how many monsters can attack you at once, but beyond that there are no tactics. This is a game anyone could have written in a few weekends with an RPG generator.

For a basic roguelike get Dungeons of Dredmor instead - it is around the same price, relatively easy to get into, but still has depth and fun gameplay. Or for something deeper but also inexpensive, Tales of Maj'Eyal has a mixture of random and predetermined maps, quests, good graphics for a roguelike, lots of classes and skills, and a helpful online community.

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