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About This Game

Story

Welcome to Stella Mundo, a magical world still recovering from the devastation of the Mage War that ended the Age of Towers.

Domino, the youngest wizard ever to earn the rank of Archmage, has just begun his study of the ancient Dark Tower, a treasure trove of lost magical knowledge.

But there's a catch.

As its price for allowing him access to the tower, the corrupt Council of Archmagi has assigned Domino two gifted but troublesome students - Aria, the daughter of a noble family, and Kaya, an orphan with an unusual heritage - and given him just three years to complete their training, a process that normally takes decades.

Gameplay

As Domino, you must mentor Aria and Kaya in their training to become witches, mastering the magical arts. Take them to the classroom to grow the skills required to master powerful spells. Send them on quests to test their progress and show them the dangers that exist in the world. And mentor them in the value of friendship, a mage's strongest asset.

On your adventure you'll encounter dragons, assassins, fairy queens, elvish hunters, warrior angels, and many ferocious

creatures. However, the most dangerous could be yourself...

Become a Teacher of Magic

Instruct your students in the art of magic. Through your techniques lesson combinations, your students will learn in different ways, developing their skills as you direct. With enough time in the classroom, your students will be able to acquire new spells, each with unique powers and chances to unlock special paths in the game's story.

Embark on Quests

The classroom isn't the only place where your students can learn. Instruct them to go on quests to unlock their potential and find out about the wonders, and dangers, of the world. As their teacher you refuse to let your student go on dangerous quests beyond their skill level, so you must keep them learning so they can tackle more difficult adventures.

Story-Focused Gameplay

- 30+ hours of story, voiced in Japanese and subtitled English
- 300+ CGs by famed illustrator Ashito Oyari
- 100 spells to learn
- 79 quests to complete
- 20 endings to unlock
- 3 bonus add-on stories to enjoy

Title: Littlewitch Romanesque: Editio Regia

Genre: Casual, Simulation, Strategy

Developer:

Littlewitch

Publisher:

JAST USA

Release Date: 3 Apr, 2015

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Minimum:

OS: Windows XP, Vista, 7, 8

Processor: Pentium 4 or better

Memory: 1 GB RAM

DirectX: Version 9.0c

Storage: 2600 MB available space

English,Japanese







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Like someone previous had said this is like Angry Birds but with really nice artwork. That's actually what drove me to get this game, I really like the little lightbulb art. I do however find it a bit buggy, mostly with aiming and sometimes when switching levels it freezes. This game is really a time killer and I enjoy it!. Good game, very challenging with the steep learning curve. So be prepared to start a few times!

Didn't get the crashing issue some people have.

It's not perfect but it has charm.

If you are looking for a time consuming game and a city builder where you can change everything through time then I would recommend this.. Expansion pack when?. It's really really hard trying to drag a game which played well in 1985 into the 21st century and expect it to be viable. I didn't find this fun. My memories of the game long ago were far more enjoyable. Maybe it's fun on an iPad or phone but not on a PC.. So I've played through the first two chapters (which as far as I can tell is all there is at this point), and I have to say I was highly disappointed. The dialogue is very juvenile, it really seems like a early teenage guy trying to sound super tough. As far as actual game play goes I would start by suggesting more payoff of exploration, by which I mean beyond the office there really isn't much you can click on or investigate. I'm not a huge fan of the blocky graphics but that is mostly just a personal preference. The final thing I have to say about this slightly dull game with potential is that at no point in any game have I ever thought to myself "Gee if only I could actually watch my character\u2665\u2665\u2665\u2665\u2665 that would make this experience so much better". While I won't be recommending this game anytime soon, I will certainly play the next two episodes when they come out in hopes that there is improvement :). Looks nice, but the controls are horrible. I slide about really fast even before standing on the skis, any amount of leaning doesnt seem to turn so I always smash into something really fast and feel like im going to fall over. If the controls were more forgiving, I think I'd quite like it.. Very good software, just like any product from marmoset as far as i know..

if you into pixel art i encourage you to try this

This was an awesome piece of roguelike awesomeness!

it's quite challenging, so if you consider playing this you might want to grab some paper towels for your tears.

Over all the universe of this game is what got me most of the time (besides my tears).

it's beautifully made, as already mentioned: challenging with chunks of hope for success.. Great overall game, unique in its own right, has some great puzzles that are satisfying to complete.. Just loved the game and the whole concept of deep diving and exploring. The level of details is great. You actually feel like you are deep at the bottom of the sea!

On first run itself I started exploring all the secrets and unlock. Hope there is lot more to explore.

Just a little feedback for dev: Wish you had enabled "Easy control" by default, it felt more natural for a PC gamer like me. I can see why many complained about control. Sorry to say but the default controls were cumbersome and annoying at times, as I always try to reach for WSAD and end up turning or shooting. Also I know its a pixel art game, but the Controls instructions on Settings screen are too distorted, I could hardly read the buttons. Those could have been in easy to read images/sprite :)

Other than thats the pixel art graphics is amazing, music, sound and voice acting is top notch!. Awesome game.. and really addicitive.

It is kind of a mix between strategy and RPG.. It has some "elements" of Civilization 5 & The Darkest Dungeon.

If you like turn-based games you'd probably like this one.

I do recommend this game.. ~Epic~

Would write story about my epic Norse-Irish queen that invaded France to reclaim the Holy Lands and reform the Germanic religion and made her empire into a female only inhertiance superpower, but its epicness is too much for my poor writing skills to put into words.

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