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Almost finished Part 2 as I write this:

Sorcery! is so effing good. The first text adventure I've truly gotten engrossed in and boy is it enjoyable. The magic system is great and the writing is impeccable.

While the first Part is more linear, Part 2 drops you in the middle of a massive city to explore at your own behest. It really is a lot of fun, and if you've never gotten into this type of Interactive Fiction before then this is a great jumping-on point.

My biggest gripe with the game is how easily it lets you rewind a certain part and try again. That said, it doesn't really take away from how much fun it is. Luckily for me I didn't even know this was a feature until the end of Part 1.

At 9.99€ (or your regional equivalent), Sorcery! is definitely worth it.

Get lost, have fun. The world is well fleshed out and full of interesting ideas.

P.S. Mild spoilers but as a tip I recommend you spare the assassin. He's a baller.

EDIT: Reading the other reviews it's annoying how many people are complaining about the combat system. This is a text adventure, so the combat is obviously not a priority anyway.

Having said that, those who say it's "random" just have no idea how the combat in the game works (i.e. how combat works in the real world). You have to read what's going on and anticipate the actions of your enemy based on their energy, attack patterns and stamina. This is 100% possible and is not based on a script called "generate attack: random".. Loved this game and it brings a certain Nestalga remembering when I was young. I still love and will always love these games and the Devs.. **TL;DR: A tedious turkey with clunky controls.**

It's like Crazy Machines with 1/10 the variety; graphics are bland, mouse\kb handling is abysmal. Fine-tuning your gadgets is fiddly and annoying. You cannot even press your mouse button to start\stop the simulation, you MUST use space. Seriously? I don't get it. You'd think any gamemaker who ever played games himself would at least get the controls right.

Classics of the physics puzzle genre often had the additional fun\creative element of granting players the freedom to find their own wacky solutions that were not at all what the puzzle creator had originally intended, but still did the job. But to have that effect, such games offered a multitude of physical objects and contraptions (magnets, cannonballs, balloons, wind machines, batteries, water floaters, lasers, candles, ropes, scissors, weights...). This game does not even come close to that.

Recommended? Hell no, because infinitely better games exist in the genre, and have existed for decades. Many old browser games (free of charge) can run rings around Explomania, despite running on the inferior (and now obsolete) Flash.. Really fantastic game, really loved this back on XBLA years ago

Shame the MP is dead, as that is where it really shines!. Pretty freakin chill.. Venice is fun action puzzle game from PopCap games. While the graphics are a little subpar and bland, the gameplay is brisk and the ambient music appropriate. Surprisingly, the Steam Overlay is supported which is unusual for PopCap titles. Overall, there is enough gaming goodness here to give Venice a positive recommendation. For any action puzzlers out there, Venice is a good buy.. It's like a facebook game, just that you can't pay to advance.

Which is bad since the only thing you do in this game is wait.

Super cool and stylish physics platformer. The magnetism trick lends itself to Braid-like complexity, and gives the game an amazing sense of flow when you get it down. Flinging yourself around the levels becomes second nature, which is good because you'll need fine control for a few of those bonus collectables...

Highly recommended if you like puzzles or platformers.. This map is fantastic I havn't had time to drive all the lines yet! Perfect for someone who is looking for lots of lines and a big city.. Total waste of time and money unless you are really into pressing SPACE - that is all you do.. A fun and entertaining game. Doesnt need much thinking lol. Graphics are great and the music is mysterious. though steam achievements havent worked yet for me if you like steam achievements.

<https://www.youtube.com/watch?v=JPGPFSeGOU4>. i mostly play it on my phone, i think the graphics looks better there. i give this game a 9 out of 10 . its realy good if you take the time to see what can be done. looking forward to dominate you guys in the arena :D

[GL&HF ALL. This is a visual novel that is not a game. And even allowing us to make decisions throughout history, it is still just a story that did not captivate me.](#)

[Not even close to what I expected.](#)

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