Abrakadaboom Download For Pc [Xforce]

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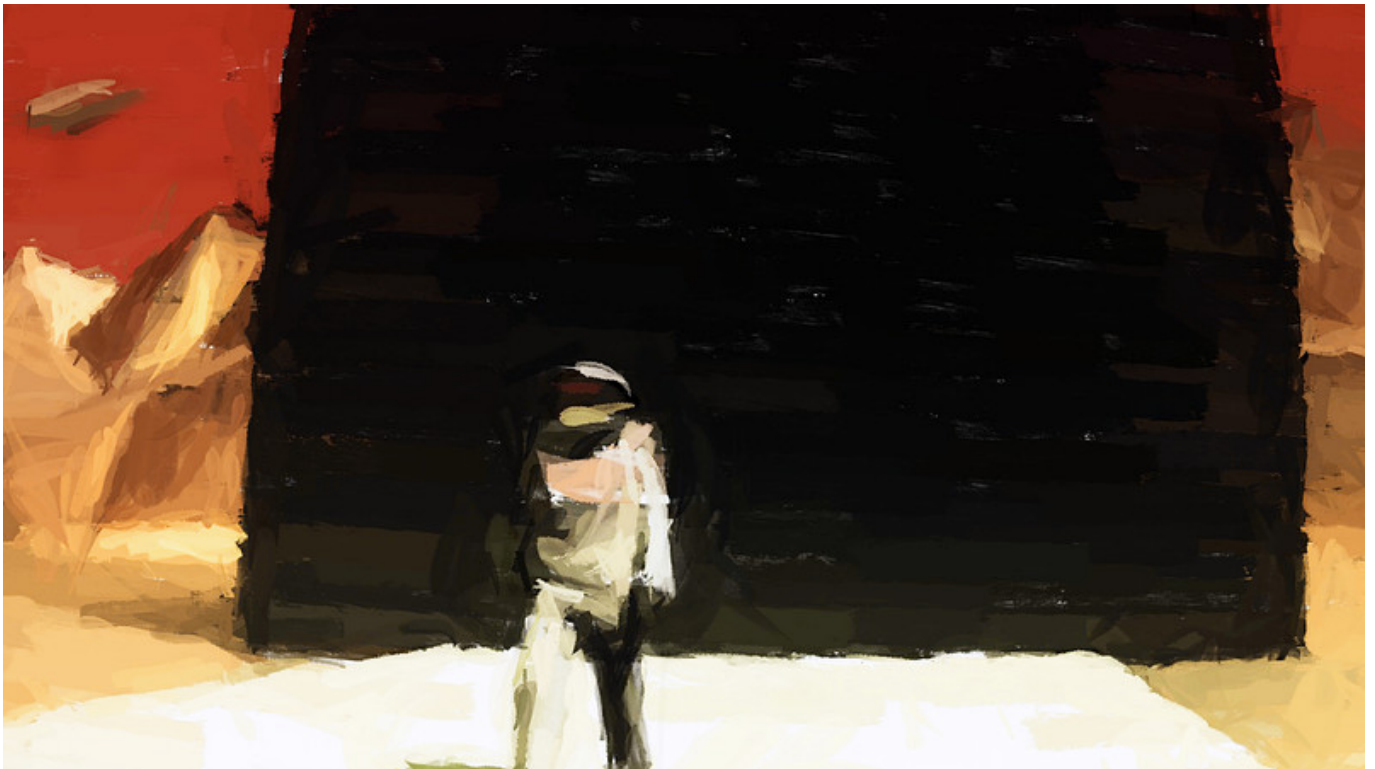
About This Game

Welcome in the world of Abrakadaboom, a world overflowing with magic, so much that everyone here is a wizard. In their quest for power, some scholar wizards started to study odd artifacts called orbs that could focus the elemental magic around them. After a series of experiments ending in quite impressive magic explosions, the scholar realized the orbs where too unstable. The novice wizards, who were quite bored in their magic studies, had different conclusions: one, those orbs would make quite a show as weapons, and two, we need a magic fight club!

Face off your friends in battles up to 4 players (humans or bots) either alone or as a team.
Navigate your way through the arena, trap your enemies with magic infused exploding orbs while outsmarting them, gather power-ups to lay more orbs and give them greater reach, use your dash to avoid danger or suprise your opponents and exploit everything the arena gives you, like the way your orbs explode, your elemental spell and even some environmental hazards!

- Gameplay easy to learn, rich and fast-paced.

- 1 to 4 players in free for all or team versus team.

- 4 game modes :

  - **Sudden death:** You've got one life and there can only be one survivor. Be fast or the arena will try to kill you all.
  - **Extra lifes:** Kill, die, respawn… but not too many times!
  - **Witch hunt:** Hunt your friends and steal their magic wand!
  - **Keep the runes:** Get points by carrying runes, but be warned, they will slow you down.

- Multiple skills :

  - **Exploding orbs** (works as bombs) that varies with the environment and can be upgraded with power-ups.
  - **Magic power** that varies with the environment and can be offensive or defensive.
  - **Grab and throw** the orbs, target it right and stun your enemies.
  - **Dash** to avoid danger or suprise your opponents... and discover this skill other uses!

Environment

In Abrakadaboom's world, magic affects everything including the environment. Fight in the heart of the elements, but be careful about the dangers the instabilities those magic flows can cause.

- 5 magic types and environment:

  - Master the pure **Arcana** magic in the crystal swamps and under the watch of the full moon.
  - Use the **Earth** magic to bury your victims in the heart of deepest runic mines.
  - Blow your opponents with the **Wind** magic on floating islands swayed by the winds high above the clouds.
  - Burn everything with the **Fire** magic on an erupting volcano while being surrounded by melting lava.
  - Drown your foes with the **Water** magic at the bottom of the sea while surrounded by water walls.

Title: Abrakadaboom
Genre: Action, Adventure, Casual, Indie, Early Access
Developer:
Argonauts Studios
Publisher:
Argonauts Studios
Release Date: 18 Apr, 2019

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Minimum:

OS: Windows 7/8.1/10 (64-bit versions)

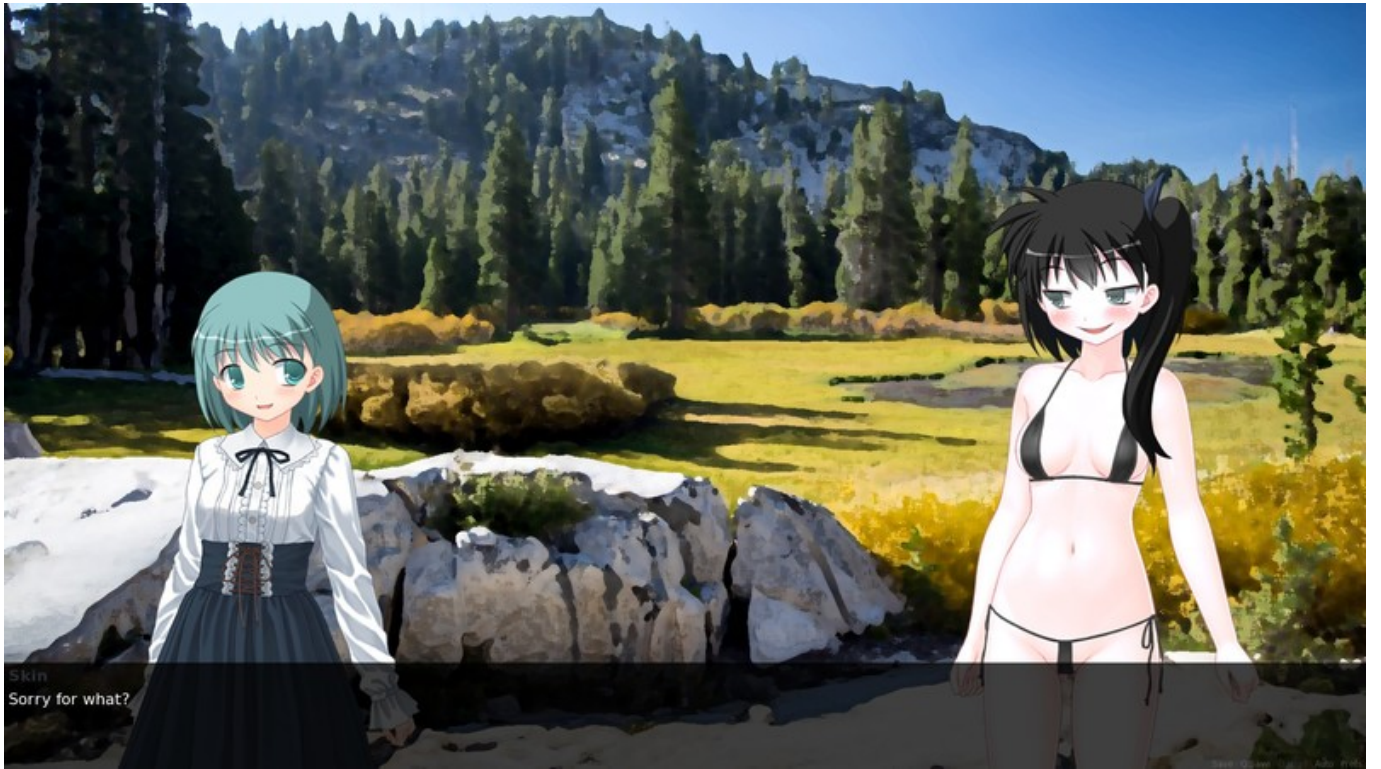**Processor:** Intel Core i5-760 / AMD Phenom II X4 965

Memory: 3 GB RAM
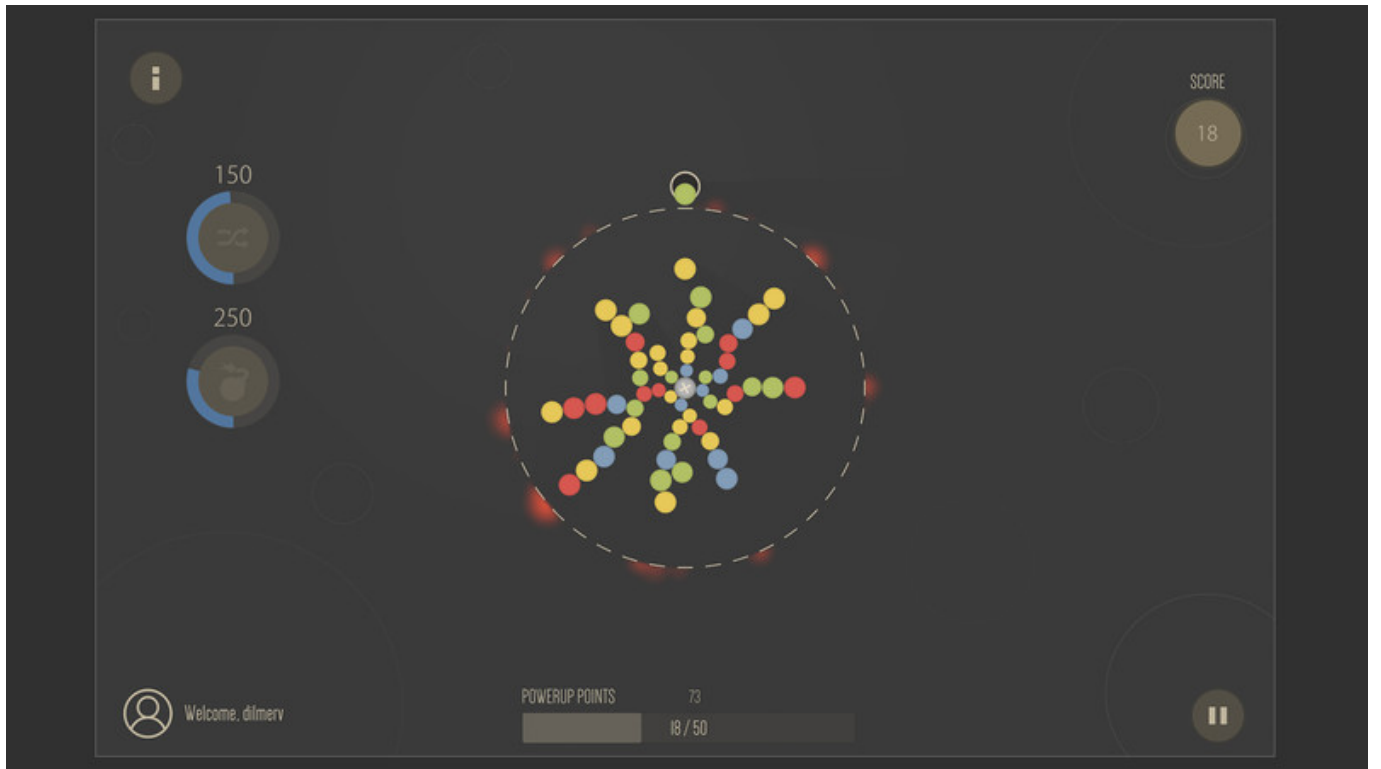
Graphics: NVidia GTX 570 / AMD Radeon HD 6900

DirectX: Version 11

Storage: 1 GB available space

English,French

Skin
Sorry for what?

abrakadaboom steam. abrakadaboom

Abrakadaboom | Early Access is out!:

Dear Wizards!

After many months of hard work, and a last minute setback, we are proud to announce that **Abrakadaboom is available right now in Early Access** for you to enjoy!

To celebrate the launch we have published a **new gameplay trailer** on our steam page and we are offering an early birds **discount of 10% for one week!**

Keep in mind it's an Early Access though. While the game is already pretty stable, playable and fun, it doesn't contain all the planned features and you might encounter a few bugs.
You can find more information regarding Early Access on the store page.

We hope you'll enjoy playing the game and we look forward to your feedback so feel free to post in the Discussions section.

Have fun!

The Argonauts
. **Abrakadaboom | Upcoming Content**:

Dear Wizards!

First let us thanks all of you that bought the game! We hope you're enjoying it!

We are back from our little post-launch semi-break, well rested and working on the first update for Abrakadaboom.

Besides a few fixes and small improvements, we are working on implementing **steam success** into the game!

Here is a small preview of some icons

Coming after that is a training arena. It will allow you and your friends to familiarize with the game and test its various mechanics in a pressure free and somewhat safe* environment.

*OK, "consequences free" might be more appropriate here ;)

We are also planning some improvements for the "Extra Life" mode to ensure that matches end faster and players still have something to do even if they are eliminated!

And, as always, if you wish to provide us with some feedback or report a bug, you can contact us through the Steam Discussions board.

Have fun,

The Argonauts. **Abrakadaboom | Steam Achievements**:

Dear Wizards!

Our first update is out!

New challenges awaits you in Abrakadaboom! Steam Achievements are now available.

Along with this main feature, we have made a few enhancements and fixes for the game:

- You can now quit the game from the pause menu without having to go back to the map selection screen and then back to the main menu! *Your B button lifespan should increase by approximately 0.001%.*

- Audio configuration should now properly be remembered when you restart the game. *You can dump your ear plugs!*

- Bonus items (potions, rings) and magic wands can't land on bamboo traps anymore. Incidentally, bots should kill themselves a lot less!

- Demonstration videos for the fire and water schools should now be up to date with the latest edition of "*Abrakadaboom: Magic for dummies*".

- Characters should not lose their rune counter on death anymore. *Thanks to some invisible duct tape, it now stays properly above their heads.*

- Improved UI to make it more clear you need at least one player and an opponent before being able to go on the team selection screen.

- Added missing French translations.

That's all! We'll go back to work on the training arena while you try to master all 28 achievements.

Have fun,

The Argonauts. **Abrakadaboom | Release Date**:

Dear Wizards!

After months of hard work, we are happy to tell you that Abrakadaboom will be coming to early access **April 18th, 2019** for $19.99 (UK: £15.40 - EU: 17,90 €).

To celebrate we've made an updated version of our teaser-trailer with the new environments (earth and water) and the new character skins. We'll also provide you with a bunch of new screenshot for a less intensive experience :)

We know some of you might have a few questions regarding early access so we will clarify a few things in that regard.
To begin with we are not planning on staying in early access for too long (full release is expected before the end of the year). That means that you can expect a solid experience for early access launch. The game is pretty stable and enjoyable, local multiplayer works and most of the content expected for full release is here (4 game modes, 20 arenas divided in 5 environments, 5 characters and functional bots for times when friends are not around).
Early access will be used to add online multiplayer (with friends invite), an additional environment (along with its related arenas and gameplay mechanics), improved bots, gameplay tweaks, some polish, fixes for the bugs we didn't catch and a few other things we'll detail later on.

Stay tuned for our early access launch trailer and more details as we get closer to April 18th.

Thank you,

Argonauts Studios

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