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## About This Game

Wills and Wonders is a turn based strategy game in a fantasy setting. Wills and Wonders brings you on an adventure through Earth's mythology as you embark on quests to capture creatures, find skills, and recruit new leaders. Build armies, take land, and assert your dominance over all of Midgard.

You will choose one of five nations starting with a powerful ruler in a single territory. Attempt quests from that territory to capture new creatures for your army as well as finding new leaders to wield them. Use up to three of these leaders' armies at one time to attack adjacent territories in turn based combat.

- Pick your own adventure quests
- Combat oriented quests
- Capture creatures, upgrade them, name them, and use them in battle
- Hexagonal movement
- Asynchronous movement and actions
- 21 different party leaders
- 24 different creatures
- Over 70 different abilities
- Epic battles on huge maps of up to 42 units at once(not including summoned creatures)

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Title: Wills and Wonders  
Genre: Adventure, Casual, Indie, RPG, Strategy, Early Access  
Developer:  
On The Wall Entertainment  
Publisher:  
On The Wall Entertainment  
Release Date: 22 Aug, 2016

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**Minimum:**

**OS:** XP

**Processor:** Dual Core 2.2 GHz

**Memory:** 4 GB RAM

**Graphics:** Geforce GTX 550 Ti

**DirectX:** Version 8.0

**Storage:** 1 GB available space

**Additional Notes:** Touchscreen approved.

English

American Beetle	1349/1349
Slo Feng	1817/1817
Dusto Bunny	1251/1473
Robox	1214/1214







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wills and wonders. wills and wonders game

what a meme. I thought I would enjoy this game a lot, since I really like games that have you search for hidden objects, or find the differences between two pictures. But this game is hard. Objects are so well hidden, that you regularly have to use the Hint button (at no real cost). I don't know if that's a good thing or a bad thing. Probably a good thing, but THIS hard... I'm not sure.

Anyhow, I guess it can be fun with a couple of friends, but if you're playing alone, you basically have all the time in the world. That doesn't make it any easier, but it also doesn't make it any more fun. Still, you can't find a similar game like this on Steam, so if you're into these games this one is a must own.

[Rating: 67/100]. 2.99\$ for this game ???? why?. Good concept, good graphics. A great puzzle game if it weren't for the extremely glitchy gameplay. It's about trying to get yourself killed. There are problems with the game though. Blocks that are supposed to fall on you don't. People get stuck next to blocks. You can stand on people's heads, but tiny margins of error. If it wasn't so hard to control, it'd be a great game. Still is worthy of playing, especially since it's free.. This is an perfect example of a game that just shouldn't be on Steam.

It's the same free FPS package you see in most mobile fps games, like Bullet Party, or any of its many, many, copies.

It's completely dead, playerbase wise. There are broken animations. The game is just the same stupid FPS package with no changes, besides some poorly created maps, and a horrible crosshair. As well as horrible voice acting.. "I'M SNIPER." And disgusting textures. Kill me.

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Tbh, as much as I love my lil bun bun Puttoboi, I'm disappointed that the clear love between Wheel and him wasn't explored further. I'm not saying I would give up my sugga lump, but I feel like they coulda had a lil bit of fun if ya kno wha im sayin ;) ;).....

THEY SHOULDA BONED LIKE WILD DINOSAURS. very cool litlte game :). Kinda disappointed.

The good: The atmosphere is kinda like Unepic, which is always fun. Medieval. Nice lighting effects, particle effects, blood spatters, treasure chests, etc..

The bad: Character movement doesn't really feel right, almost like skating just so you'll accidentally bump into that next monster around the corner or falling ceiling block. Maybe I'm just more adjusted to games that aren't trying so hard to get you killed.

There's no "save and exit" option. What if you're just tired of playing? Is it roguelike because it's supposed to be roguelike or is it because they couldn't figure out how to store character and inventory data?

There are only 16 levels with 4 variations.

You can't destroy traps, even with explosives.

It's difficult to tell which item/weapon is more powerful. Sure you can attack boxes, plants, etc.. to test swords, but it's very hard to tell just exactly what rings do, and their descriptions don't help much. Neither do the not-so-helpful abbreviations.

There's not really any point to spending your levels on anything other than defense.

At the end is a big sparkly chest with a trophy in it. You unlock new game+. I doubt I'll ever want to finish that. It seemed like it was a little more difficult, but I can't see any point in playing through again.

Bottom Line: There's nothing here to keep me coming back. It might keep you busy for 2 hours, but it will ultimately feel like a hollow and unrewarding effort.

If you want a more RPG-like side-scrolling game, then you might prefer Unepic. If you'd rather throw a few minutes of your life away while feeling completely unrewarded, then go ahead with this game.

It wouldn't be bad at \$2, but \$5.99 is a ripoff, which is what I paid. It's too bad Steam doesn't offer refunds.

Other notes:

Keys. What's the point with all these keys? What if I run out? Will I be unable to move on? I hope there's at least one on each level. But really the keys seem mostly pointless unless there's always at least one per level in an attempt to make you get the key before moving on.

Edit: I did run out of chest keys, but I believe there is always a door key on every level.. Insaneeee!! Amo este tipo de juegos y la verdad es que probe la demo y me parecia un excelente juego, algo frenetico, un poco complicado el intentar completar los mapas a la perfeccion y al menor tiempo posible, pero divertido, en general un excelente trabajo de parte de los desarrolladores.

10/10. It's alright if you want something to do for up to 30min. good local player fun. felt nice and old school at times. some really solid events, some less so. agree that it would be nice to see a couple more events make it into the game. paid full price \$17.49 CDN... and while that may be a bit high normally, it hit the mark for the crew that played it for the session that we did. if that makes sense. in other words, we had a lot of fun.

and we'll be playing it again.

i recommend.

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and really, i've paid more for a double at an airport bar... and that cocktail was much more fleeting... come on pc, you can handle duke nukem forever why cant you handle this

pc:its so terrible

YEAH WELL I WANT TO PLAY IT

"pulls out gun"

pc:i refuse

why is the framerate so low when i can handle duke nukem forever

-100 haunted

10/10 would not function at all. THIS IS SUCH A BEAUTIFUL WORLD AND FUN STORY TO GO THROUGH, THE PUZZLES ARE AWESOME. H1Z1 is toxic and nothing else.

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