

## Spellweaver Activation Code [Patch]



Download >>> <http://bit.ly/2SPJJib>

## About This Game



*Spellweaver* is a fast-paced and strategically deep digital card game, featuring several mechanics unique to the genre. Created by an indie team of seasoned game developers, and designed by a Magic: the Gathering National Champion, it is easy to learn, yet challenging for veteran card game players.

One of *Spellweaver's* core gameplay features is hero development. During a game, your hero levels up, gains resources, and can develop **additional hero skills**, letting you craft the perfect hero to complement your deck's strategy.

*Spellweaver's* combat system features an innovative **creature speed mechanic**. Fast creatures allow you to dictate how combat goes, but they have generally weaker stats. Slower creatures are bigger and stronger, but they are also easy to outmaneuver.

---

*Spellweaver's* design allows for quick games, yet offers a huge number of combinations and paths to victory to explore. Join in and have endless hours of fun with this strategic card game created with a lot of passion!

---

Title: Spellweaver  
Genre: Free to Play, Indie, Massively Multiplayer, Strategy  
Developer:  
Dream Reactor  
Publisher:  
Dream Reactor  
Release Date: 1 Feb, 2016

a09c17d780

**Minimum:**

**OS:** Windows XP or later

**Memory:** 1 GB RAM

**Graphics:** Any 256MB DirectX 9.0c compatible video card

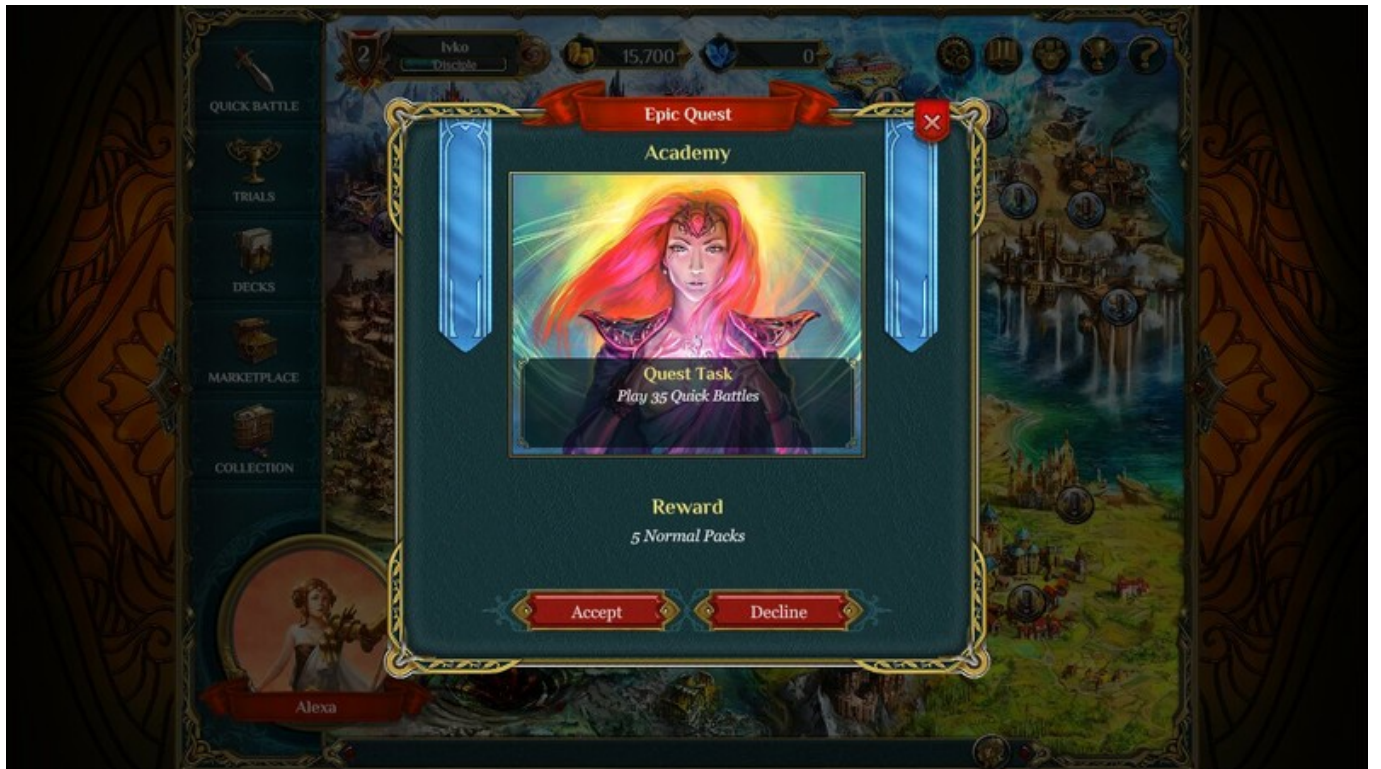
**DirectX:** Version 9.0c

**Storage:** 500 MB available space

English,French,German,Czech,Dutch,Polish,Russian,Simplified Chinese







---

After trying many of the existing card games I must say that Spellweaver deserved to be known as it is probably the best proposal:

- A real and generous free to play

It's probably the one that you'll need the less grind to come up with a decent card collection as every single game you play gives you gold to buy new cards, with no daily restriction of any sort. This plus regular campaign missions makes it easy to buy new packs every day. You will NEVER have to spend a dime to get anything in this game, you can get it all by just playing.

- An efficient resource system

The level/mana combo gives an interesting strategy approach and the possibility to exchange a card to pick a mana one every turn removes the death mana plays you can find in other games

- No RNG cards

Don't count on RNG cards to win a game. Yeah, you're in charge!

- Daily tournaments

Some for free, some with a "ticket" entry. Tickets can easily be bought with in-game gold. Various types of game proposed makes it interesting to play.

- You can even gain real money

Yes you read it right. Every month there is a minimum pool of 250\$ plus a percentage of the money spent in the game by all the players given the winner of the monthly tournament. Did I say the registration for this tournament was free? A serious taunt to competitive players!

I really encourage to try this game and if you need a little boost to get started just let me know, I'd be happy to sponsor you in game which will grant you a nice 75k gold to start with when creating a new account.. I used to play the game but i decided to change my review from positive to negative.

The reasons are simple.

1)Developers have reduced the 2.000 dollar prize to mere 250 dollar.

2)The game doesn't have enough answers if combo decks like purple/blue plays the 4 5/5 flying drake he will start combo you until you are dead. Yes you pay 4 mana to do 5 damage but the problem is basic despina herself and the lack of game mechanic. When Drake's effect activates the game doesn't let you to answer against this combo and it started to get annoying.

3)lack of balance of some cards. Ghoul 3/3 was a \u2665\u2665\u2665\u2665\u2665\u2665 example although they did nerf it but after begging them for months.

4) and last reason i quitted is because cards like Grand Reunion and Skatador's binding simply they can't be removed because the game has very lower number of removing spells from the field. Grand Reunion is most of times an auto win card. I hate when games don't have enough answers. That's what mostly made me quit it. I hope they do better and learn the lesson because having no \u2665\u2665\u2665\u2665\u2665\u2665 removals, having no \u2665\u2665\u2665\u2665\u2665\u2665 answers against threats it turns the game to being toxic and being unfun.. I really, really like this game, and would definitely recommend it. However, it doesn't come without its flaws. Right now the metagame is kinda effy, but besides that I really do love this game. The mechanics are close to perfect, with only a few minor flaws. But in general, it is AMAZING!!!!. one of the best tcgs only held back by the small dev team and small community. I share FALLOUT \u2665\u2665\u2665\u2665INGFOUR's (most helpful positive review so far) opinion on this game. If you are into ccgs and are not afraid of a steep learning curve it is worth checking it out for free. It is not p2w as you can get any card for free, so I consider the game pay2progress faster only ;-).

---

I give this game something between good and bad. The mechanism is similar to MTG but better adapted for online. The art is very good and the game mechanism is mostly well developed, but the game is very unbalanced and strategies are very rigid. I am playing several good CCG games and on this one it quickly becomes uninteresting and somewhat monotonous.

Most matches are decided by a single card that the opponent or you can do nothing to counter. Also, by knowing what strategy you have and the opponent has you can guess who is going to win, no matter the luck or how hard you play. There is no much strategy, besides the deck building, and winning decks are heavily based on golden cards.

Some mechanisms are confusing, like flying, or blocking. Same as MTG, lands are drawn from the deck. They tried to correct the luck factor with some weird mechanism, but it would be much better if players can freely choose how to manage the mana.

The game has a lot of potential, but it needs sharpness and balance.. I would give this game a neutral recommendation, but Steam won't allow that so until either that happens or the game improves, I keep it as a no. My reasons for it are the balance issues and some awkward rules. The game itself is good, if you like Magic: The Gathering, you will probably like this too.

You know something is not right when you look at the top 10 players and 6 of them are with a Darkness deck. Basically there are 2 strong factions and if you play anything else you will struggle to win.

Unlike in most games there are no counterspells and no reaction phase where you can react to an enemy spellcast. Combined with the fact that Darkness for instance has really cheap "Destroy Creature" cards and by cheap I mean they are often cheaper than the creature they destroy. Yes, the enemy can instantly kill most of your creatures without you being able to keep them alive and does this with the same or fewer resources.

Example:

"Destroy a creature with 2 atk or less"-2 mana, level 1

My collection of ~250 DIFFERENT cards has no creature with the same or less cost that has 3 attack or more and most that have a higher manacost get destroyed by just this card as well. This game really needs to have weaker or more expensive creature shots.

I know it seems like a bad reason to not recommend something, but when you play 6-7 out of 10 games against the very same decks and basically have no chance to win unless you do it as well the whole thing becomes extremely repetitive and loses diversity.. I couldn't get into it, if you're coming from MTG - you won't like it.. game full with bugs. 10x for nothing!. If you can see past the maze of (recurring) bugs/glitches & twitches, this game isn't actually all that bad really.

However it's likely never ever going to get fixed in that department, so I can't fully recommend this game.

It's still a rewarding card game however, so if you're looking for something like that (with lots of grinding) then it might just be your type of game.

I've been playing this for some years now and still it randomly disconnects or crashes with no apparent reason on random occasions.

It's a shame really because this card game could have been one of the greats, sadly it doesn't quite deliver what it actually tries to promise.. (the DLCs are also somewhat pricey, though you can save up on gold and get some with it instead -more grinding- of course)

Personal score: 68/100 (Mediocre). Well well well first of all, I wanna apologize if my English is not the best. I'm still learning

**ABOUT SPELLWEAVER:**

OK, first thing first, I wanna say that normally I don't write reviews, but for this time I wanna make an exception. This is for try to help the title that I personally think IS GOOD.

NICE GAME, BRILLIANT, BALANCED and IT'S a REAL FREE TO PLAY (NOT A PAY TO WIN)

- NOW I'LL START THE REAL REVIEW AND IF U HAVE ANY QUESTION, I CAN ANSWER U WITHOUT ANY PROBLEM :)

I HOPE THIS WILL HELP U! -

-



---

Personally, I found this game really nice and interesting with good potential.

Obviously, it is a little bit similar to others famous TCG, but is even true that Spellweaver has something particular and personal. Surely this is a game that can grow further, but honestly I think it has not a lot to envy compared to others TCG Free to play.

HERE THERE ARE MY MOTIVATIONS:

1)SIMPLE AND FUNNY BUT NOT BANAL AND BORING.

The game in itself is simple but not banal, easy to play for everyone but reserve anyway moments where is necessary to think a lot about what decision to make or the strategy u wanna adopt during matches.

Basics of this game are easy to understand and it is possible to learn mechanics after just few time of game experience. BTW, to become an expert and great players is necessary to invest time and make some practice.

2)WELL BALANCED, GOOD OPPORTUNITIES TO WIN FOR ALL PLAYERS.

I noticed that a lot of cards are well balanced. Yes, of course there are maybe just a couple of really strong cards, however, the game is updated time after time and effects or cards that are OP get Nerfed most of times. Furthermore, honestly, I think is Obvious that there will be always the possibility that a couple of cards still powerful: it is part of the game in itself

By the way, as I said before, the game is pretty well balanced.

After all, even if, yes there are few cards a little bit OP, normally there is the possibility to create a deck really not bad even after few time of gameplay (later in this review I cover this point) and use decks that can mix functionality and fun.

Obviously, in rank games and in tournament there are decks more popular than others (META DECKS). However, a great part of the game is based even in fight AI and in friendly matches where u can see and find a good variety of decks, cards and heroes (is even true and I have to say that for my personal experience, DOMINIUM as archetype is used a lot).

So, in the end, even if there will be always cards a little bit too strong or heroes with better powers (it depends which patch is active), this doesn't compromise the possibility to win matches with budget decks or decks that aren't META decks and full of rare and epic cards.

U can create a deck that u like (for example I like soldiers a lot) and, if it is a minimum balanced, IN MOST OF SITUATIONS u will have the opportunity to play a good match.

Of course in Spellweaver luck factor is important I mean is a card game. So ok u cannot think to win every time, nor with Budget decks, nor with advanced decks.

3)THIS GAME IS A REAL FREE TO PLAY ( NOOOT A PAY TO WIN).

A really good thing of this game however, is that even when u lose, it still a funny game and pretty, but even more important u can receive a pretty good reward.

Should I be honest? Well compared to others TCG which I have in mind (more than one), rewards here, in terms of GOLD and FAME are pretty high in my opinion. If u win and even if u lose.

This point is important cause, thank this, lose in this game is not so frustrating and humiliating. Even when u play versus a strongest opponent, well u have the opportunity to play for, at the end of the match, earn a good amount of gold and fame.

This aspect of the game, brings few great consequences:

1)OK EVERYONE likes to WIIN, but even if u lose the reward is good.

2)This game, especially compared to others games I played, IS NOT PAY TO WIN.

Really. This game is not a pay to win, It is a real free to play

Wait maybe I'm crazy!

NO, really, listen

Of course if u spend moneys, u can increase the possibility to find more cards and more rare, epics and some but honestly, I had access to good cards even after only 12/13 days of gameplay (and I don't have a lot of time to spend on this game).

Even without to spend a penny, after a modest amount of time and a little bit of experience, is possible to build a respectable deck :)

Obviously, if u wanna win a lot in rank, things are a little bit different. Same for tournaments.

---

But after all, even in those contests, is just question of time: It's REALLY EASY and possible to play and continue to play well this game without spend moneys. U just need few more time for find enough packs but, for what is my experience, u can obtain enough good cards for free, and the opportunity to find rare and epics is not low (and, after all u can even craft what u need).

Obviously, Epic cards can give u a good advantage and u can always find someone more expert than u or with a better deck, but 80% of times, u will have the opportunity to play a fair and balanced match (and even if u lose, the reward still pretty high!!!).

This is why this game IS NOT A PAY TO WIN. This for me is really important.

U know a LOOOT of free to play, costs more than others (normal) games if u wanna have the opportunity to play those well or in a normal way. With Spellweaver is different :)

In conclusion, and I wanna thx u if u had the patience to read until this point, I think that Spellweaver is a pretty good game, funny, with good aspects and GOOD potential.

A great THX to everyone that read all AND MEET U ON SPELLWEAVER :)

### **New Card Releases and the Way Forward!:**



Ancients Rising. **Winter Holiday Fiesta!:**



Dear players,

Welcome to our Holiday Fiesta!. **June Card Release, Set Mechanics, Spoilers!:**  
Our June card release is just around the corner!



Fact Sheet. **New Features, Lower Prices, Mobile Version, and More...**:



During the last couple of months, we have been too silent. But that was because we were working hard on a huge amount of features and improvements for Spellweaver!

Here is what you might have missed if you haven't been playing for awhile.

Abundant Rewards and New Features. **Spellweaver Masters Championship – \$2000 Guaranteed Each Month:**

**2000\$ Guaranteed**  
*each month*

**SPELLWEAVER**

**Spellweaver MASTERS**  
**Championship**

Today we have some big news to share. After the success of the [Spellweaver PIONEERS Invitational Tournament](http://spellweaver-tcg.com)[spellweaver-tcg.com], we are proud to announce the start of our pro-gaming competitive scene!

---

Welcome to the Spellweaver Masters Championship (Monthly \$2000 Prize Pool Guaranteed)!. **Spellweaver DLCs Now Available:**



Hello everybody,

we are happy to announce the first Spellweaver DLCs are now available. Go get them now!

Vampire Overlord

---

[The Jackbox Party Quadpack download xbox one](#)  
[Xenocide Ativador download \[FULL\]](#)  
[DCS: World War II Assets Pack download android](#)  
[Isotiles - Isometric Puzzle Game Torrent Download \[Crack Serial Key](#)  
[Memory's Dogma CODE:01 - Original Soundtrack download lite](#)  
[Tribe Of Pok Torrent Download \[torrent Full\]](#)  
[Free Download Organ Trail - Final Cut Expansion](#)  
[Powerless cheat code for ps3](#)  
[FSX Steam Edition: Marseille Add-On \[crack\]](#)  
[XNemesis \[cheat\]](#)