

Wizards' League updated for iOS - Fast-Paced Multiplayer Action

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Larsen Games today announces that the game Wizards' League for iOS is now available on all European and North American App Stores. In Wizards' League, players control a wizard and fight online against other players in 3-minute battles. Players start out as a wizard's apprentice and must fight to earn more powerful spells and items. The game features many different items and spells to collect, each with their own powers and tradeoffs.

Viborg, Denmark - Larsen Games today is pleased to announce that the game Wizards' League 1.1.1 for iOS is now available on all European and North American App Stores. In Wizards' League, players control a wizard and fight online against other players in 3-minute battles. Players start out as wizard apprentices and must fight to earn more powerful items and spells. The game features many different items and spells to collect, each with their own powers.

While having powerful items and spells is an essential part in defeating other players, they won't do it alone. The high tempo of the game ensures that your skill in controlling your wizard plays just as important a role. Mastering the game only comes through practice and strategy.

Features:

- * Online fast-paced multiplayer action
- * Lots of rare items and spells to collect
- * Exciting caves and dungeons to fight in
- * Powerful enchantments to boost your wizard
- * Leaderboard and automatic matching against equal skilled opponents
- * Skilled AIs to practice against
- * Devastating spells to crush your opponents

"With Wizards' League, I wanted to create a unique multiplayer experience for mobile," says Kasper Green Larsen, developer of Wizards' League. "What makes the multiplayer experience of this game unique, is the fast pace of the game. You need to have good reflexes and skills in controlling your wizard if you want to defeat other players."

What's new in Version 1.1.1:

Some devices received a new vendor identifier after updating to version 1.1. This happened when trying to update without wireless connection and the update failed. This meant loss of their data. The new update stores user identifiers in the key chain, thus preventing such loss in the future. It also means data is preserved after an uninstall and a reinstall.

Device Requirements:

- * iPhone, iPad or iPod touch
- * Requires iOS 10.0 or later
- * 298 MB

Pricing and Availability:

Wizards' League 1.1.1 is Free and currently available in Europe and North America through the App Store in the Games category. For more information, please contact Kasper Green Larsen.

Wizards' League 1.1.1:
<http://wizardsleague.com>

prMac: Publish Once, Broadcast the World :: <http://prmac.com>

Download from iTunes:

<https://itunes.apple.com/app/wizards-league/id1210470116>

Screenshots:

<http://wizardsleague.com/screenshots.html>

App Icon:

<http://is2.mzstatic.com/image/thumb/Purple111/v4/a6/88/61/a6886142-2573-4cc8-f27c-b94af67e8594/source/175x175bb.jpg>

Located in Viborg, Denmark, Larsen Games is a privately held company owned by Kasper Green

Larsen. Wizards' League has been developed as a spare time project over a duration of more than 2 years. The developer, Kasper Green Larsen, has a full-time job as an Assistant Professor of Theoretical Computer Science at Aarhus University, Denmark. All Material and Software (C) Copyright 2017 Larsen Games. All Rights Reserved. Apple, the Apple logo, iPhone, iPod and iPad are registered trademarks of Apple Inc. in the U.S. and/or other countries. Other trademarks and registered trademarks may be the property of their respective owners.

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