
SpellForce 2 Soundtrack Download Direct



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Title: SpellForce 2 Soundtrack

Genre: Action, RPG

Developer:

Phenomic

Publisher:

THQ Nordic

Franchise:

SpellForce

Release Date: 19 Apr, 2017

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OS: Windows XP SP 3/Windows VISTA SP 2/Windows 7/Windows 8/Windows 10 (32 or 64bit)

Processor: AMD/Intel Dual-Core 2.4 GHz

Memory: 1024 MB RAM

Graphics: 512 MB DirectX 9.0c compatible card with shader model 3.0

DirectX: Version 9.0c

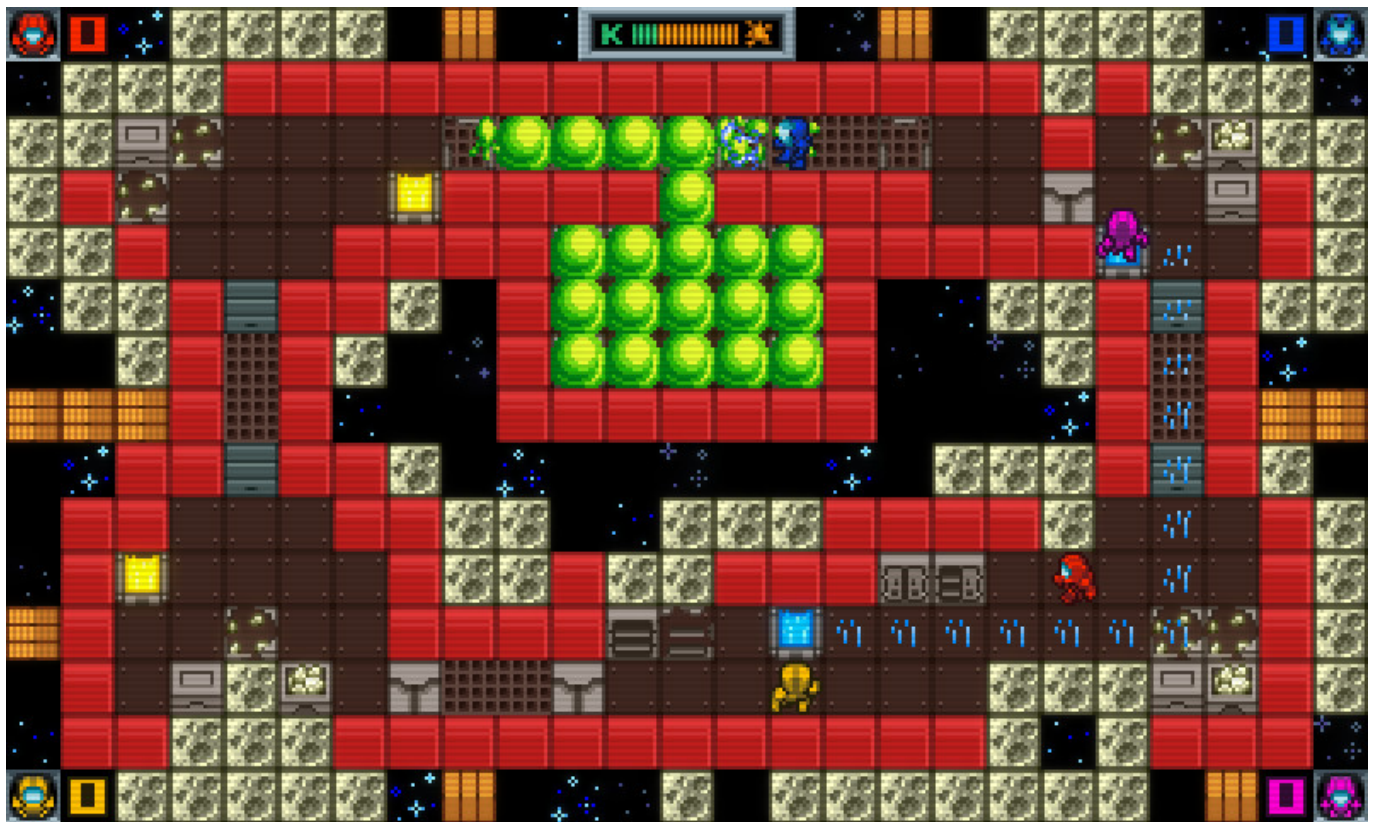
Storage: 9 GB available space

Sound Card: DirectX 9.0c compatible

Additional Notes: Nvidia GeForce 8800 / AMD Radeon HD 3870 or better. Other cards may work, but are not explicitly supported.

English,French,German







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EDITED: Nov. 12, 2016 at 6:42PM

After a lot of practice and struggling, finally figured out how to get it to move. Its a great engine, has really great sounds. Love the hoppe's rolling sounds. This is by far the best U boat ive seen for Train Simulator.. Very hard.4/10 for graphics. A really well-made phycological horror game, with a very interesting story!. I saw someone compare this to The Whispering World and...wow. Not at all. This game is actually good and the main character is not an annoying little turd.

Fantastic voicework and dialogue. Flutenose had me cracking up through the entire game with his innocent yet unsettling commentary. Loved the artwork. Cute and unique. Puzzles were difficult but not so difficult I could not figure them out on my own (or at least randomly click my way there). Great story. The mythos is unique and I'd love further instalments delving into this. Good characters. I LOVE FLUTENOSE. He's such an adorable little psycho. Laura could be grating, especially when she wouldn't help out with puzzles.

My only negatives (besides Laura) was that the game was occasionally buggy (not gamebreaking, though) and there could've been a longer ending (ending is a bit abrupt).

This is the type of game where you'd want a sequel, but you don't know how it could compare to the first. 9/10. I haven't played such a broken game in a while. Some achievements are unlocking with no apparent reason, others are listed as broken and most likely you will never get them. For the person that likes to at least try to have their games 100% finished it's quite annoying. But I wouldn't call it the worst part... Sometimes the whole levels are broken, textures don't load and you will find that the only solution is to start the game from the begining.

I was interested in possibility of making photographs, but too often it turned out to be a completely pointless part of gameplay mechanism with no value added to the player's experience. Horror's aspects were very cliché and poor monsters' models were more funny and grotesque than actually scary.

As for the story personally I found it quite boring. I haven't felt any sympathy or dread for the characters' fates. The whole story seemed to be forcefully enigmatic and at the end I have a hard time to understand its conclusion.

Save your time and money - don't buy this game.. I'm a casual gamer and I've never actually played the board game. I have only played against AI and have no opinion on multiplayer.

The game itself is pretty fun and charming. I've played a couple games and it takes about 1-3 hours to finish. I got 4 of the expansions on sale but have only played the base game so far in order to get familiar. Good balance between strategy and luck.

The digital release of the game has a few issues that should be mentioned. The UI isn't bad but I have experienced a few times not being shown the cards it was trying to display (though it was only 2 times and never again so maybe it was just a fluke). I also I think a "Go Back" or "Cancel" button would have been nice. The AI is at a times cutthroat and other times erratic. At the start everything usually plays fine and I've seen the AI do many very competitive actions. Toward the end, particularly when you get to the end space and start casting the command spell, sometimes the AI does attempt to race to the end in order to stop/beat you, but half the time it just does random things (last game I played the last remaining AI just ran around amassing gold and ignored the fact that it had a talisman and sufficient power to attempt to make it to the center and beat me, another time the AI simply refused to leave the corner with the chapel, even at full capacity of lives, just going back and forth between that and a healer and making no attempt to do anything but keep its existence going). I guess its no surprise that an AI can't truly replicate the experience of playing with other people and the issue has really only become a problem at the end when the game is pretty much over...but there is one more issue that adds insult to injury with this. The die rolls seem unnaturally low. The game still plays fine with that, maybe sort of balancing with the AI issues...but at the end you need to repeatedly roll high numbers in order for the game to end. The endgame length is exponentially increased since it takes so long to roll high, your opponents get extra time to find a way to heal. I actually had to quit the game when the AI was just looping to healers. Which isn't a big deal, you could just shut it off and know you won..but you miss out on the goals and achievements and runestones for the time you put into the game (if only the AI could concede defeat in those extreme cases or something...)

All that said, I'm still enjoying the game a lot, and its well worth the asking price. Just be aware of the quirks, the game plays fine. Decent graphics and sound in my opinion.

no, it's trick OR treat. i really recommend this game if your in to RTS games were you build up your base and then get your troops to attack the enemy base but when you play a lot it start to get old but overall it is very good game it has a lot of potential I would love it if there was a whole new campaign dedicated to playing as the aliens and also adding a multiplayer when one person can be the aliens in the other person can be the humans I would also like it if they would add an upgrade or something to make it where you can build tanks and artillery they should also add in a tank like creature for the aliens to deal with the tanks I can't wait to see how this game will turn out there are barely any games on Steam that are like this that's why I love this game. Lots of new missions, about 5 hours gameplay <3. If you ever have an urge to start from a simple trader and build a vast and expanding trade empire, Patrician 3 is for you..

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11V10 - would make profit again!. Wow, I thought it was just a wave shooter! But it's also tower defence at the same time.. I love this game. The story line had real potential and honestly was the only thing that kept me playing the game til completion. We had a total of 11 game crashes. Verified files yada yada everything was fine. The lack of an Auto-Save in the game made the first couple crashes all the more frustrating, but once I found the Save feature we were good to go. I just made sure to save after EVERY new occurrence. 11 crashes for 5 hours of gameplay. Even for a point and click the character control was quite wonky. Some decent voice acting, but the dialogue was very repetitive and sometimes got very annoying. The Diary Notes and other written elements of the game were a bit maddening. They are all in Script and while the font chosen certainly helped with immersion and gave a true feeling of belonging in the scenerio, it made it quite difficult to maneuver some puzzles. I am going to recommend this game SOLEY on the storyline, if you are willing to go thru the extra crap, you will certainly enjoy this. If not, save your money and watch a playthrough.

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