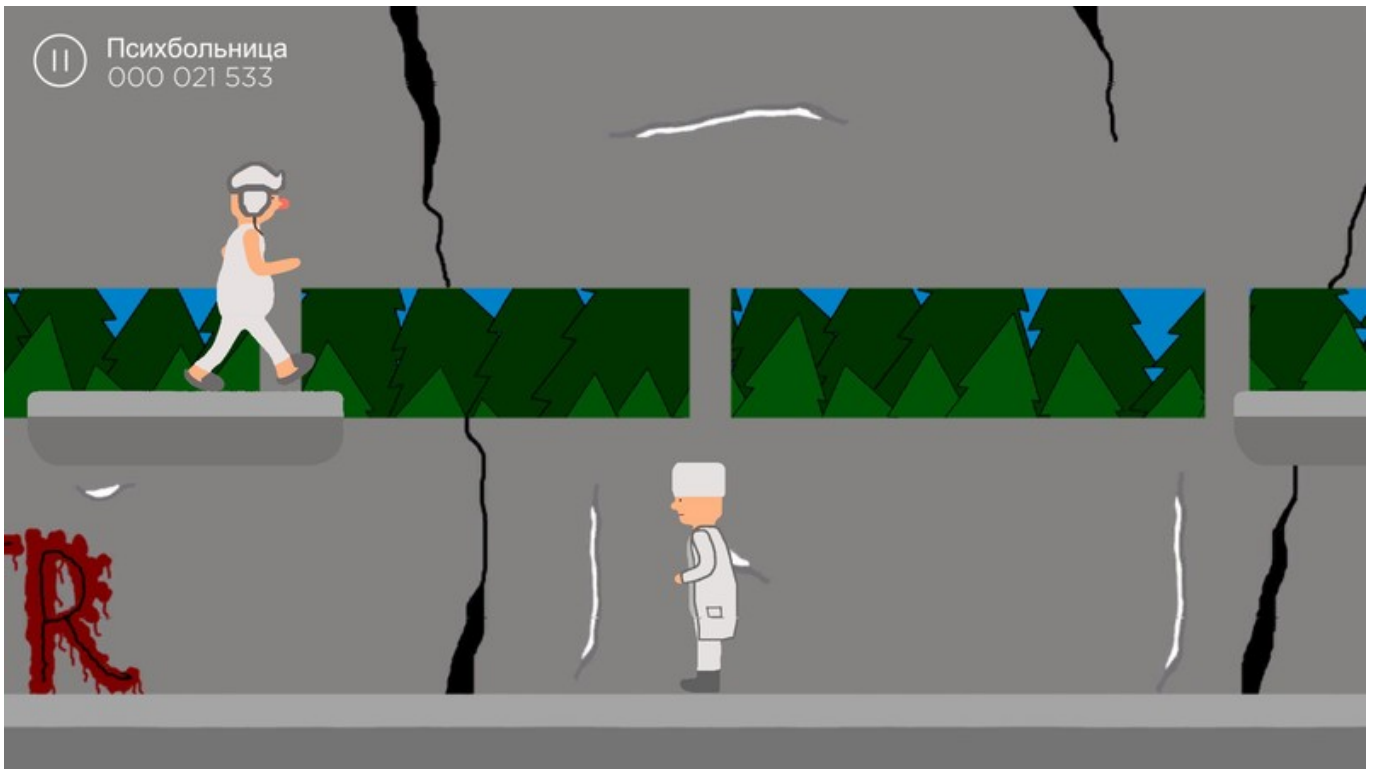

Risen 2: Dark Waters Download For Windows



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About This Game

Set several years after the end of Risen, raging titans have devastated the world and pushed humanity to the brink of existence. Subsequently, monstrous creatures have risen from the watery depths of the sea and their attacks have brought all seafaring to a grinding halt. The hero, now a member of the Inquisition, is sent out to find out how to stop the chaos caused by these creatures from the deep. His quest begins with rumors that the pirates who frequent the southern islands are the only ones who know a way to get rid of the creatures once and for all and end their reign of terror.

With an all-new pirate-based theme, Risen 2: Dark Waters aims to combine the most loved classic RPG gameplay mechanics of the original Risen with a fresh theme and setting on a huge variety of themed island locales. A third-person role-playing game set in a dark and gritty universe, Risen 2: Dark Waters maintains the most immersive features of the original Risen, with multiple approaches to every challenge allowing players to shape the game world based on their own decisions. These choices will serve to unlock new paths, features and additional skills for the character. Together with a highly interactive environment and a full day/night-cycle affecting countless aspects of the game world, Risen 2 will be set in the most immersive RPG game world so far.

Title: Risen 2: Dark Waters
Genre: RPG
Developer:
Piranha Bytes
Publisher:
Deep Silver
Release Date: 26 Apr, 2012

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Minimum:

OS: Windows XP (with Servicepack 2)

Processor: Dual Core with 2.1 GHz

Memory: 2 GB System RAM

Hard Disk Space: 5.5 GB

Video Card: 512 MB Radeon 3870 / GeForce 8800 GTX

DirectX®: 9.1c

Sound: DirectX compatible soundcard

Additional: Keyboard/mouse or gamepad required Internet Connection required for online activation

English,French,German,Italian,Russian,Czech,Polish





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For some reason, the incompetent employees over at Paradox decided to disable achievements if you so much as want to change a ruler's name, before starting a game. I don't see how customizing a name or changing a flag can affect your gameplay, but apparently Paradox is too much out of the loop with its own players, to care.

TLDR: Using the Ruler Designer disables achievements.. It's a game you play for a while, then you beat it and you won't go back to it unless you're an achievement hunter.

The Mage class is far and away the best class. Usually mages suffer from the issue of being squishy and easily wrecked, but in this game stats are affected solely by items. They will affect each class the same way, so this completely mitigates the whole "squishy mage" archetype right there. Now, this is a huge issue because every class has 4 attacks: A basic attack you will spend the bulk of your time on, and three situational abilities that take MP to use that are more powerful, but are limited by of course your MP (which does regenerate quite quickly.)

The Mage's attack is a long range, rapid-fire arcane bolt that lets you hit enemies from near anywhere without needing to get up close and have them chase you. As they get closer to you, you can switch to your more powerful Flame Breath and finish them that way. This puts the mage well outside of anything's distance, allowing you to pretty much breeze through the game with little effort.

The Cleric, in contrast, has a short-range "volley" that is slow, has a long range Vampirism spell that minorly heals you, and then has two healing abilities that are useless outside a multiplayer game, and even then it's questionable as one is long-range targeted and one is a shockwave-style spell centered on you. But potions are not only plentiful to excess, they are usable at the push of a button, so this pretty much renders the Cleric completely useless.

The Fighter has a very short range basic attack, guaranteeing you will eat a lot of damage from enemies. A longer range attack is a dash that collides into enemies and damages them, which also puts you into strike range for your basic attack... and into their strike range. He does have an ability that reduces damage dealt to him, but it only lasts half as long as it takes for the cooldown to wear off. Now remember how stats are a nonfactor and that you need to power up through the items you equip... this means there is absolutely no compelling reason to play a Fighter in this game when you have the range of the Mage to work with.

The storyline is your basic "go and kill the bad guy masquerading as a good guy" trope. It takes about 10 hours to beat and then because there is no compelling reason to play through with characters other than a mage, this game will remain in your library, sit there and collect e-dust. The replayability is counting on you to be an achievement hunter, to do such mind numbing tasks like collect one million gold, or kill 1,000 enemies in PVP (as of this writing) or level up each class to level 30 (when I finished, I was level 15. This involves basically screwing around and redoing areas in the multiplayer game.) These tasks are more tedious and time-consuming than fun, and are there to basically artificially inflate the playtime of the people who just have to have every achievement unlocked. Since I personally don't give a monkeys about achievements, there is currently nothing bringing me back to this game right now.

It makes for a couple interesting gaming sessions, then you're done and it's on to the next game. It's the Chinese Food of video gaming: Satisfying at first but soon you will be looking for something else.

Do I recommend it? If you have 5 bucks laying around and need something new to do for a couple nights, sure. If you want something of substance, this won't hit that spot. I can't give it a "thumbs middle", so I would have to say considering I have not touched it since I played through to the end, no, I could not recommend it based on that. But YMMV.. This Game used to be fun, but all the recent updates have bugged up the physics, and the game seems to have way more input lag now. Buy "Stick Fight: The Game" instead.

<https://store.steampowered.com/app/674940/>

[. Not a bad game, but the AI is incredibly dumb. This becomes a major issue in harder races because the challenge comes not from better AI, but by having to dodge dead trucks as you overlap opponents on longer races: for harder races, the trucks just go faster without any other adjustments resulting in them knocking themselves or each other out.](#)

[As others have been stating, the game's achievements are not hard to obtain with the exception of the online achievements since no one is ever online.. First : Do yourself a favor and install Content Manager. Thank me later](#)

Second : Yes, you can't drive with a keyboard. It's not an arcade game but a controller does work just fine with some basic tweaking. Just remember that you need finesse.

Besides that, it's a very nice simulation experience. Game looks a bit dated by now but thankfully it has a good modding community. Do not get it if you like "racing games" only, cos. AC needs patience and perseverance to be enjoyed. The learning curve is rather steep and you might be frustrated once you get in game and realize you can't just smash the breaks and jank the steering wheel side to side to make things happen.

But, once you get past that and finally manage to make some laps, things get more rewarding than any other game and it's very interesting that you can watch IRL videos to learn the racing lines of tracks and then actually apply them in-game.

Tough to get into, and unpolished, but a few mods and some patience later you have a decently solid experience that can be very customizable. Only for people that are willing to spend time learning how to drive and really like cars and racing.

As others have said, this game feels and plays like a cheap, uninspired flash game. I really don't understand why it has 75% positive reviews; gameplay gets stale by the third level, art is awkward and tacky, main character is the embodiment of stinky Texan redneck stereotypes... I've put 3.3 hours into it, completed 100%, achievements included.

Got it for free and I tell you I'd be angry if I had paid for it. Avoid.. This game was IMMENSELY fun, i remember wishlisting this awhile back after watching the preveiws and falling in love only to seemingly lose it in the store and forgot the name due to benefit of the doubt or possibly dev recall i don't know... the disappointment i remember feeling was great, yet when i stumbled upon it once again in one of my many queue i almost instantly went out and got steam cash, the gameplay was amazing, the puzzles were fun yet challenging and the premise was straight forward.. SURVIVE.

if you do manage to do just that all the way to the last stage, completing the game you'll look back at the last 2 hours it took getting there and feel more sadness than relief realizing this game was FAR too short for such a beauty. i recommend this game however ~{<[BE WARNED]>}~ ones opinion on how worth the game is for it's current price (\$17) will vary GREATLY.. Not bad at all.

Mechanics are a bit confussing.. mark you have to put a code in. Obnoxious Music! Lemme get this straight... you're some guy who got horribly face painted, and must shoot those breasts that are shooting at you?

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