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About This Content

THE COMPLETE STRATEGY GUIDE FOR THE TWO WORLDS II EXPANSION PIRATES OF THE FLYING FORTRESS

The world of Antaloor is huge – and now it's even larger!

An entire Archipelago has been added for only the most daring adventurers to explore... The official strategy guide will help you not to miss one iota of detail in this exciting world: quest lines, secrets, and of course acts of piracy! Every Antaloorian adventurer will enjoy the fully packed 128 color pages. Insightful map material, quest descriptions directly from the developer and detailed equipment descriptions with statistic values will aid your quest. The bestiary features description of enemies and their weaknesses, and there are descriptions and values of new alchemy ingredients as well. An alphabetical index is giving an excellent oversight.

Features

- Your travel guide to the archipelago of pirates and a mysterious Flying Fortress hovering over the sea
- Maps for each island and quest-related maps.
- Multiple routes through the main story quests as well as side quests.
- Bestiary with statistics and description of weaknesses of the different monsters

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- Weapons, armor, alchemy ingredients fully with illustrations and statistics

Title: Two Worlds II - Pirates of the Flying Fortress Strategy Guide

Genre: RPG

Developer:

Reality Pump Studios

Publisher:

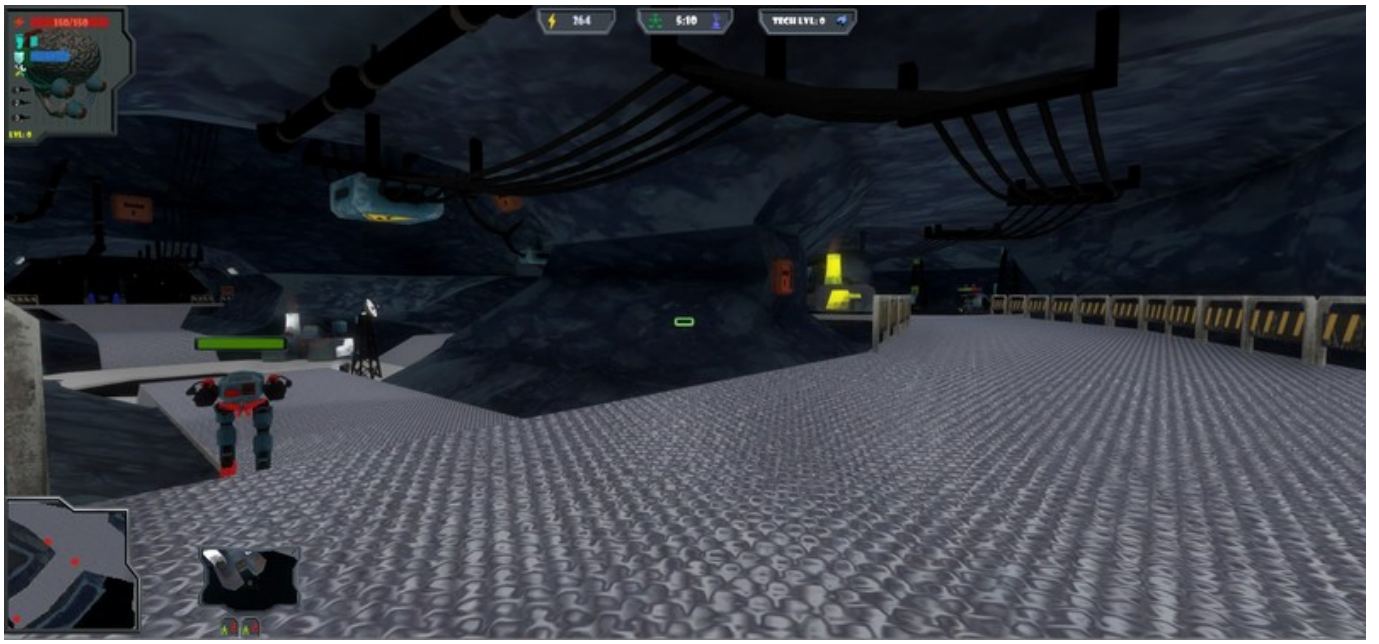
TopWare Interactive

Release Date: 22 May, 2015

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English,German







Strangely enough, I still like this game. For all the reasons mentioned in the other reviews, it looks to be a very enjoyable game ... except for one minor detail: yes, the random card drops.

My first game went reasonably well for it being my first game. I had a very cunning plan of having one attack card, one heal card and one card for handy effects. In the third dungeon however, my attack card ran out of attacks, didn't find any new attack card, ran around opening things, didn't find anything, died slowly.

My second game I decided to go with two attack cards and one for other effects. Ran into the boss-fight in the second room, explored a bit further in the hope of finding at least one fresh attack card ... found nothing. Teleported to the second dungeon, soon ran out of attacks, life quickly followed.

My third game I decided to ignore any card that didn't do damage, unless I had an open slot. Still ran out of attacks before I could complete the first dungeon ... got to teleport around the rooms a lot before I ran out of mana and life again.

I'm not sure if I want to start a fourth game.

I'm fine with having random elements in a game, but this kinda feels like the whole result is decided by which random carddrops I get, any decisions I make in game are just for show.

Apart from that it still looks very nice though.. What on earth did I just play..

The lighting is darker than my soul.

I don't know how to recommend this game really.. THIS. IS. ♥♥♥♥♥ DON'T BUY IT!. A good, but very simple puzzle game. It's relaxing and a good game for it's price, but don't buy this game looking to be challenged by its puzzles. There is a very minimal story line. Overall the game is alright. 7/10. This game teaches you about the wonders of love and life and how everyone is special. Best love story in a video game.. this app. for just listening music. and \$30.

Excellent new chapter in the New York Mysteries. Breakout! Literally. (Or "Die" Trying)

This game has a lot of charm/humour and you get to play as one two guys girls.

Basically you're climbing a castle from the dungeon to the tower, going through "levels" of the castle, each with their own theme and boss.

Gameplay is simple, but varied and challenging enough that it never seems stale. The dev is continually adding more content, and tweaking options for better gameplay. I had an issue which the dev promptly fixed in an update that rolled out more content as well.

Music and sound effects are nice, and the retrographics are sweet and much like RetroArmy's other games, which I also like.

There are different powerups for your mattress, and there is a branching ending depending on how you collect souls (I won't explain it, play it yourself). You can also collect keys to open more sections of the castle. When you die, you have the option of retrying the whole section again, or if you have souls, you can use one to gamble and retry exactly where you died, with the possibility of a powered up paddle (or instadeath/gameover, if you're unlucky). There is now a story mode, and that fleshes out the basic dialogue that was in the initial arcade mode, along with adding extra "non-breakout" gameplay/story.

The only gripe I might have is that the ball sometimes gets lost in all the crossfire of enemy projectiles sometimes. This is not particularly a bad thing, just means you need to be better!. I love this game it has a lot of content (Sandbox, campaign, Unit creator, will be added soon, Esc.)

The Maps are amazing and represent each Faction well there are 12 secret units as well as 42 Regular units & more will be added soon. The price is fair. There are constant updates. Around 2 a month some times more. you get a lot of bang for your buck. The people at landfall Work very hard and Buying the game helps them a lot. it also helps when give them feedback and report bugs. i strongly recommend this game, the community is great, the game gets better every update.. this game is a pretty great time waster, in a good way, if you need a way to pass some time, or just want to have fun setting up high scores and trying to beat them, this is a game you would like, the retro look of the game is one i have a weak spot for , but it does fit well, resembling old arcade games, definitely a game you should think of getting

6.5/10. While this is not, I prefer my VNs with depth and emotions behind them, sort of a decisions matter type of deal, and this is barely any of those. My opinion may no longer be relevant to some, though I feel as if I should still input my two cents and give my honest, genuine review. So if this type of thing is your cup of tea, IF you can nab it on a sale, or better in a bundle, by all means give it a go.

However, I cannot really recommend it. While I was lucky to be able to have it included in a bundle I purchased, it still felt like it was not really worth much to me. There are very limited slides repeated through the entire game, with your very rare change of location being different. The music is about two tracks played throughout every scene, unless its a sound queue needed to emphasize an event. Cannot say much for the characters other than they both lack emotion (visually, being they have the 3 same faces for every emotion), and you might have as well just have put a wig on a squeaky toy for Arisa, too much charge behind her energetic personality imo. As for the plot, it is literally just (what I would assume to be) your generic, lackluster, run-of-the-mill, anime style, (otaku)Japanese School Life, and thats where the only credit is due, and thats for sticking to its name.

(tl;dr : Lack of visuals and audio, Very little depth/ no hook, generic - educational purposes are long and a snore)

6/10 - While it still may be just for educational purposes, as well as found the answers to a few questions I was curious about, I Cannot Recommend.. i dont like this game

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