
The Incredible Adventures Of Van Helsing II Free Download Install



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About This Game

It all seemed so simple: defeat the mad scientist, free the land and ride into the sunset, but sometimes the fall of a villain only opens the way to more sinister foes. So the incredible adventures continue, and Van Helsing, the famous monster-hunter returns to save the day again with the help of his charming, ghostly companion, Lady Katarina. The gothic metropolis of weird science is on the brink of destruction as chaos rules the streets and a new enemy plots revenge. It's time to enter the dark side of Borgova and the forbidden wilderness, but beware: you are not the only one behind a mask.

Main features

- Three playable classes – In the sequel to this gothic-noir adventure, you can choose from three very different classes: the classic Hunter with shooting and melee skills, the magic-wielding Thaumaturge or the Arcane Mechanic, the master of deadly devices, all included in the base game.
- Hunter's Lair – The Lair returns in the sequel as your perfect hideout to stash collected loot, trade with non-playable characters, teleport between locations, forge new items, utilize the alchemy lab and accept new quests from allies who join the Resistance against the scientific scourge.
- Extended Tower defense mini-game – With enemies invading in waves, you have the opportunity to defend your Lair

and other strategic locations with deployable traps and several upgradable functions to ward off evil, now with improved gameplay mechanics and up to 7 levels presented as optional side quests.

- Resistance Management – As the leader of the Borgovian Resistance, you will participate in the micromanagement of the allied troops, improve the equipment of the Resistance fighters or find loot that makes them more powerful.
- Rage system – You can charge up to three skill modifiers called PowerUps on 8 active skills by way of spending Rage points collected from impressive feats.
- Unique companion – Lady Katarina, a ghost with snappy wit, comes to the support of Van Helsing with her own set of abilities, behaviors, and two skill trees.
- Runecrafting – Besides forging, enchanting and infusing items with essences, you'll have another option to alter items to your liking. Artifacts can be taken apart, shattered into magical fragments to be turned into purely magical runes that can be altered and put on new items, changing them into various new powerful artifacts.
- The Beast in the Lair - The Chimera is a unique creature, an artificial monster straight from the Ink. You can enhance its abilities and summon it into combat or send away to the Ink to hunt for treasure.
- Hall of Trophies - You can decorate the Lair with trophies that give global modifiers to the game world, like empowering monsters, granting more spellpower to all allies or turning Katarina into a more lethal ghost.
- Multiplayer – You and your friends can test your skills against each other via the PVP mode (8 players) or join forces and complete the story in the co-operative campaign (4 players).

Title: The Incredible Adventures of Van Helsing II

Genre: Action, Adventure, Indie, RPG

Developer:

NeocoreGames

Publisher:

NeocoreGames

Release Date: 22 May, 2014

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Minimum:

OS: Windows XP SP3, Windows 7, Windows 8

Processor: Dual Core CPU 2.0 GHz

Memory: 2 GB RAM

Graphics: GeForce 8800, Radeon HD4000, Intel HD4000 (min. 512 MB VRAM)

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 20 GB available space

Sound Card: DirectX 9.0c compatible sound card

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







This was a fun continuation of the the series. The voice work is solid, though there aren't that many speaking parts. The play style is straight out of the Diablo 2 family: point, click, kill, loot. The story continues from the first one and you have the opportunity to import your character. The character classes are the standard mage, warrior, summoner archetypes, with a steam punk theme - the summoner class is an engineer that uses a ranged weapon and can create assorted mechanical companions that follow you around, for example. As with the first game, your ghostly companions Lady Katarina follows you around and does everything from fighting to shopping for you.

Pros:

- Friendly respec process. You can practically do it on the fly for a minimal cost - as you near endgame, gold is easily attainable so you can completely change your play style as new skills become available. The same goes for character stats like dexterity and willpower, as well as your companion's stats and abilities.
- No stat limitations on equipment - there are level requirements and some class-specific gear, but generally you'll be able to use what you find.
- Plentiful stash space - multiple pages is your stash ensures you can keep just about everything you find.
- Nice item comparison - hovering over an item compares both the base stats as well as any enhanced/enchanted so you know exactly how much better something is.

Cons

- Equipment isn't that imaginative. Because stats aren't important for wearing gear, you're really just looking for the stuff that gives you the most HP, most damage, or most protection. Once you unlock the artifact forging, you can make your own gear to suit.
- End game peters out quickly The normal mode is pretty short and beating it unlocks Veteran mode - same story, but with a 60-level cap and a few different item sets. Once you reach around 57, you can play scenario mode which lets you generate a set of 6 quests (variations on kill/find). Your level is capped at 60, but once you reach it you can start earning "glory" levels that let you unlock boosts to damage, defense, and other specific facets of your character. Beating Veteran lets you play the story again (Neverending story mode), but since at this point you've maxed out everything there's no good reason to play through the same maps, quests, and monsters again. I played through Normal and Veteran, and did 20 scenarios (to get the associated achievement) in about 60 hours. This is worth a steam sale pick-up if you're an ARPG fan.. couldn't progress thanks to some crappy respawning mobs that ended up filling the whole goddam map!

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