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Baldur's gate dark alliance 2 ps2

Botur Entrance: Dark Alliance IIDeveloper(s)Black Isle StudiosPublisher(s)Interplay EntertainmentProducer(s)Kevin OsburnDesigner(s)David MaldonadoProgrammer(s)Bernie WeirArtist)Jonathan HalesComposer(s)Craig Stuart GarfinkleJeremy SouleSeriesBaldur's GateEngineDark Alliance EnginePlatform(s)PlayStation 2, XboxReleaseNA: January 20, 2004[2][3]EU: February 6, Genre action role 2004[1]Genre, hack and slashMode(-s) Single player, co-op multiplayer Baldur's Gate: Dark Alliance II is a 2004 hack game and slash action role-play for PlayStation 2 and Xbox. Awakened by Black Isle Studios, the game was published by Interplay Entertainment, and released by Vivendi Universal Games in North America and Avalon Interactive in Europe. It is a sequel to the 2001 game Baldur's Gate: Dark Alliance. The game is set in the campaign settings of Forgotten Realms Dungeons & Dragons, and the game is based on the rules of Dungeons & Dragons 3rd Edition, issued in 2000. [4] Dark Alliance II is a direct sequel to the original Dark Alliance game, with the following story of five adventurers trying to save Baldur's Gate from increasing evil, and ascertaining the protagonist's fate from the first game. Dark Alliance II was well received on both platforms, although many critics felt it had not made much progress in the first game. A sequel was designed, but cancelled early in construction due to legal issues and the closure of Black Isle Studios after Interplay became muflis. [5] The use of dark alliance game permits led to a court action filed by the engine's creator, Snowblind Studios, against publisher Interplay, alleging the engine had been used in snowblind's un verdative games. The game, in the PlayStation 2 version of Dark Alliance II, shows Ysuran fighting a two-head troll. His health and which meter is at the top of the left side of the screen. The green meter between them is the meter of his experience. The gold icon below shows she has gained enough experience to level out. Baldur's Gate: Dark Alliance II is a real-time hack and slash action role-playing game unfolded in a 3D perspective, with isometric views spinning three tribes down. [6] At the beginning of the game, character statistics are preset, with players able to choose from five race/class combinations; a human barbarian (Dorn Redbear), a limp sami (Vhaidra Uoswiir), a moon-elf necromancer (Ysuran Auondril), a dwarf penyangak (Borador Goldhand) or a human cleric (Allessia Faithhammer). [7] Players can adjust their character statistics through gaining an eye for experience rather than defeating enemies. Each time the character rises in the rankings, the eye is awarded commensurate with that stage; Which character increases to stage twelve, players will get twelve points of experience to spend on spelling and character offerings. [8] For each of the four ratings rising, players are given a point of ability to spend on one of six core properties (strength, intelligence, wisdom, durability, constitution, charisma). [9] Each of the five characters has a unique fighting style and their own specific spelling and feats set. Therefore, the game strategy is different for each character. Dorn is a Barbarian, and his performance tends to focus on increasing his strength and ability to withstand damage, as well as giving him strong abilities to help in melee battles, such as the ability to use two-handed weapons in each hand. Vhaidra relies on an unsold battle, so his performance tends to focus on improving his speed and combo, as well as providing his close-range abilities, such as pushing the enemy away from him. Borador tends to be more towards archery, but is also capable of fighting melee. His spelling tends to focus on allowing him to use the shield offensively, and gives him the ability to set traps for enemies and disposal traps intended for players. Allessia is a scholar and has access to many spells of healing and defense. He can also use the melee battle. Later in the game he got the ability to scan back to death, and they fought along with him. [10] The game is semi-linear; Most major searches can be done in different massages, but only from within the given search group. For example, in Act I, players can choose to deal with a series of kidnappings or investigate a spate of murders, but no other major searches are prepared until both searches are complete. There is also an optional side search, which does not need to be resolved immediately. There are more NPCs than in the first game, and players can interact with a lot of them. Depending on which character the player uses, this NPC may or may not provide information and assistance. Weapons, armor and goods can only be purchased from one location throughout the game, a store in Baldur's Gate, despite stock changes at the start of each act, with weapons rising in spending and power. HUD has the option to use either a transparent map that includes most screens, or mini maps, with players also given the option to turn off the map completely. The game also features cooperative games with other players. Both players share the same screen, and therefore how far they can move away from each other. In co-op mode, both players get 50% experience for each murder, no matter which player makes a murder. In addition, unlike in the original game, all treasures are shared 50/50 between the two players, regardless of which player collects them. [11] A new feature in the Dark Alliance II gives players the ability to create custom weapons and shields. Player Player improve items using runestones and gems. [12] To increase the strength of an item, at least one mile of rats must be used. Gems are optional, although adding gems increases strength further and increases the specific characteristics of the item. Players can't put more gems on items than runestones; If a player wants to put four gems, they must have at least four runs attached. Each item can have two different types of gems attached at a time, in addition to the required runestones. There are several different types of gems and each has different effects on different types of items. For example, pearls attached to an armored piece gave +1 drop of extra treasure, attached to a weapon giving +1 Critical Enhanced, and attached to a trinket giving +1 Wisdom. [13] The game contains four levels of difficulty; Simple, Normal, Hard and Extreme. Extremes are unlocked as soon as the player completes any of the other three stages. Extreme mode takes the form of New Plus Games, and can only be played by importing saved characters from other games. The game also contains two secret characters; Drizzt Do'Urden and Artemis Entreri. Drizzt can be used in key games when beating any level of difficulty. Artemis was unlocked when defeating Extreme. [14] Plot See too: Baldur's Gate: Dark Alliance § Plot Setting and characters While the original game focused on three areas on Sword Beach and Western Heartlands on the continental Faerûnian, the second game was mostly based in and around the city of Baldur's Gate itself. The game features five playable main characters; Dorn Redbear, Ysuran Aundril, Borador Goldhand, Vhaidra Uoswiir and Allessia Faithhammer, who have each come to Baldur's Gate for different reasons. Dorn is seeking fame and glory. Vhaidra has come to seek revenge against those who have tried to destroy his family. Ysuran suffers from amnesia and has come up with hopes of finding clues to the past. Borador came to wealth, to release his faction from his debt to drowning. Allessia came to spread Helm's words and advanced to become a high-level priest. [7] The Story of the Game began by revealing the fate of the three protagonists from the first game; after jumping through the portal at the top of the Onyx Tower, Vahn, Kromlech and Adrianna were taken prisoner by seLanmere's Mordoc vampire. Meanwhile, outside Baldur Gate, fortunes brought Dorn, Vhaidra, Ysuran, Borador and Allessia together. When meeting the Trade Way, they learned that since guild fall the route has become increasingly dangerous due to the rise of the Red Marauders Fang, a goblin army that falls prey to tourists. After infiltrating the nearby Marauders cave, and freeing the Randalla caravan guard, heroes head to Wayfork Village, a nearby fiefdom. There, they saved the village from the Marauders and their hobgoblin leader, Harnak. When entering Baldur's Gate, to help them in getting some money, Randalla hired them to investigate a series of murders in the city. At Bloodmire Manor, they learned that Luvia Bloodmire had incorporated various body parts of the creatures in an attempt to make a new species, and had given her creation to Lady Aragozia Firewind. His first invention, Argesh, has established the Glory Hands, a faction of the Marauders thief's association. Heroes killed Argesh, disabled The Glory Hands, and infiltated the Marauders' main base. There, they beat but did not kill the Red Queen, the leader of the Marauders. They followed it up with the manor of Lady Arogazia, and learned that Arogazia was actually a member of Zhentarim, an index of criminal networks on Faerûn. He has used the Marauders in an attempt to bring back the Onyx Tower. Along with his associate Kharne (a former member of the Xantham Society, who is thought to have been killed in the first game), Arogazia escaped from heroin, turned into a Fire Dragon, Aizagora. Impressed with their efforts, Jherek, a member of Harpers, approached the heroes and their demands of getting four element objects. At the same time, Zhentarim also tried to reach an object in an attempt to reactivate the Onyx Tower. During their trip, heroes discovered Sleyvas, a humanoid lizard betraying the protagonist at the end of the Dark Alliance. He also worked for Zhentarim, despite his killing heroes. Having successfully found four objects for Jherek, each hero then pursued their own personal efforts. After killing the Baragoth dragon, the druid inside Dorn was raised. Ysuran is aware of his horrific past and his hate crimes against humanity, determining that he will not worry about the past, but rather builds a good name for himself in the future. Borador freed Gandam Holdings and reclaimed the name Goblinbreaker for his tribe, who began working on a new fortress to free themselves from their debt to fey people. Vhaidra travelled to Cloud Top and got a grudge over the murderous black elf that helped in the fall of his family's home. Allessia freed Helm Church in Baldur's Gate from Goreth Vileback, a Cyric cleric. After five returning to the city, Jherek listed them again, to travel to each Elemental Aircraft to activate the Elemental Foundation using the four objects they recovered earlier. In each aircraft, they were attacked by Zhentarim, who controls the Foundation. Two of Zhentarim who attacked them were Luvia Bloodmire and Aizagora, but both were defeated. However, upon returning from the final plane and talking to Jherek, they were all surprised when they were approached by Kharne. tell them Zhentarim no longer wants to reactivate the Onyx Tower, and that Harpers and Zhentarim have the same enemies; Morocco Morocco believes he can use the Tower to bring about the fall of Baldur Gate, which will herald its allies in the east. His stewards, Xanhast, interrogated Vahn, Adrianna and Kromlech, found they knew little of the larger scheme of play. However, Kharne, Jherek and five adventurers raided Morocco Save The Pale Night. They saved the adventurous trio, which replaced Morocco to accelerate its plans, and moved the Onyx Tower to Baldur's Gate ahead of schedule. Now called Moroccan Doors, the entire city's population turns into zombies. Five adventurers attacked the Tower and killed Xanhast, eventually attacking Morocco in the Elemental Shadows Aircraft. After killing him, they destroyed Onyx Hearts, supposedly destroying the Tower indefinitely. This escaped the people from their zombies, and led by Randalla, they gathered to thank the heroes for saving the city. Meanwhile, in a room with ancient Egyptian milieu, a slave told a stone sarcophagus that Morocco had failed and Baldur's Gate still stands. Sarcophagus says that moroccan failure will not interfere with my sacred mission, and ordered his slaves to provide troops and prepare his sun barge. Like the first game, the Dark Alliance II ended on the cliffhanger. The development and cancellation of the Dark Alliance II sequel was first mentioned as early as 17 April 2001, when Interplay Entertainment confirmed that if the first game was successful, the sequel would enter development immediately. [15] However, the game was not officially announced until March 24, 2003, when Interplay revealed they were working on sequels for PlayStation 2 and Xbox. The only information available at the time was that the game would introduce an item craft, had five playable characters and scheduled for a simultaneous PlayStation/Xbox release in winter 2003. [4] On May 6, IGN published an interview with Kevin Osburn, head of the development team at Black Isle Studios and a game producer. Osburn revealed the developers had taken criticism on board the first game, and addressed the problems in the sequel, as well as making everything bigger, with more enemies, characters, weapons, location and quests. [16] At E3 in May 2003, Interplay showcased an Xbox version of the game, revealing three new characters: a human barbarian, a moon-elf necromancer and a sleepy monk. Interplay states that if the PlayStation 2 and Xbox versions are well sold, they will consider moving the game to GameCube. [17] In July, a demo for both the PlayStation 2 and Xbox versions was released. The five characters are available to play, and their character-specific shallows have been finalized. Creation also on display, such as co-op mode. The game was set for release Oct. Both IGN and GameSpot were impressed by the demo, although both expressed concern that the graphics were essentially the same as The first game. [19] In Gen Con 2003 in July, Interplay revealed the game was 90% complete and on schedule for an October release. [20] However, on September 29, Interplay announced it had canceled its distribution agreement with Vivendi Universal Games, for alleged violations of work agreements and payment failures. Herve Caen, CEO of Interplay, states in the interests of our company and its shareholders, we have no choice other than to terminate this agreement. After several notifications to Vivendi of its failure to perform in accordance with the terms of our agreement and, in particular, in refusing to pay Interplay certain money due following our latest release, Lionheart, we still do not accept payments owed to us. We are evaluating several other distribution options. We expect to release our two most blindest titles, Baldur's Gate: Dark Alliance II and Fall: Steel Brotherhood for Xbox and PlayStation 2 in the fourth quarter. [21] In October, the EB Games and GameStop website changed its release date for the game to January 2004. Interplay initially denied the postponement, stating it was still aiming for fourth-quarter clearance, and would distribute the game itself if necessary. [22] On November 6, Interplay announced it had resolved its legal dispute with Vivendi, and had returned to their previous distribution agreements. [23] On November 12, they officially confirmed that the Dark Alliance II would be postponed until early 2004. [24] On December 8, reports reported that Interplay had closed black Isle Studios, although Interplay itself made no official statement. [25] On December 16, IGN reported that Black Isle Studios was definitely closed, and now only exists as a brand under the Interplay label. They reported that when the Black Isle director had quit, the studio was placed under The Mayhem Digital Management, but with a deal that Interplay would adopt a more hands-off approach. At this stage, the Black Isle has begun the work of the Dark Alliance III. However, the title was cancelled after Interplay failed to maintain a license to use the Dungeons & Dragons labels from the Wizards of the Coast, so black Isle shifted focus to Fall 3. They submit in a complete 95% demo, including all game functions. The next day, however, Interplay, which was a few million dollars in debt, with just over $1 million in banks, began fire people from The Digital Mayhem. Two weeks later, all but two members of the Falls team were fired. This effectively means black Isle Studios no longer exist as anything other than a brand. staff were told by Interplay that we will continue to produce titles. If we feel that the title is worth [sic] the name Black Isle Studios then it will be released under that brand. [27] However, on December 18, Interplay denied closing the studio, claiming Black Isle Studios remained open Project pending, The Falls 3 status is under review, and Falls: The Steel Brotherhood will be delivered on January 13. [28] However, the next day, December 19, a former Black Isle employee confirmed for IGN that the studio had been closed, and although the Dark Alliance II would still be released, Fall 3 and Dark Alliance III were officially cancelled. [29] On 5 January 2004 Interplay announced that Dark Alliance II was completed and will be released for PlayStation and Xbox on January 20. Interplay publishes the game, with Vivendi distribution in North America, and the Distribution of Interactive Avalon in Europe. [30] A lawsuit in November 2003, Snowblind Studios, the original developer of the Dark Alliance and the creator of the Dark Alliance engine, filed a lawsuit against Interplay. Snowblind claimed that Interplay had used game engines in some games without their permission and withheld royalties because of the sale of those games. The game is the first GameCube version of the Dark Alliance game, developed by High Voltage Software, Fallout: Steel Brotherhood, and Dark Alliance II. The lawsuit was settled on April 19, 2005, and determined that while Interplay could continue to publish materials already using the Dark Alliance engines, they were unable to use the engines in any future projects. The lawsuit also saw Interplay transfer the Trademark Baldur's Gate to Atari and temporarily transfer trademarks of the Dark Alliance to Snowblind; Interplay herely gives Snowblind a security stake in the Dark Alliance Trademark to secure the investment and expectation of Snowblind's return and its licensees in the event of Interplay bankruptcy. [31] The soundtrack for the Dark Alliance II has not been released. In September 2013, craig composer Stuart Garfinkle released an album called Dragon Songs, V2 featuring music mainly from the game. [32] Dragon Song, V2No.TitleLength1. Battle Rage (from Baldur Gate: Dark Alliance II)1:232. Dead Cave (from Baldur Gate: Dark Alliance II)2:363. Revelations in the Dark (from Baldur Gate: Dark Alliance II)1:444. Reflected in Blood (from Baldur Gate: Dark Alliance II)1:535. Good and Evil (from Baldur Gate: Dark Alliance II)2:296. Dark Dungeon (from Baldur Gate: Dark Alliance II)3:327. Red (from Baldur Gate: Dark Alliance II)3:588. Battle for Redemption (from Baldur Gate: Dark Alliance II)1:299. Lifetime Death0:4510. Bump in the Night4:01 ReceptionAggregate scoreAggregatorScorePS2XboxMetacritic78/100[41]77/100[42]Score reviewPublicationScorePS2XboxEurogamer7/10[33]Game Informer8.5/10[34]GameSpot8/10[35]35]108/10[36]GameSpy[37]IGN8.4/10[6]8.4/10[38]OPM (US)[39]OSM Baldur's Gate: Dark Alliance II received generally favorable reviews, with the PlayStation 2 version holding an aggregate score of 78 rather than 100 on Metacritic, based on forty-four reviews,[41] and an Xbox 77 version of 100, based on forty-four reviews. [42] Game of Informer's Andrew Reiner scored a PlayStation 2 version of 8.5 out of 10, calling it the happiness of playing the role. He praised various characters, missions and weapons, item adaptations, non-linear structures and various environments. Comparing the game to the original, he called it playing deeper with higher levels of interaction. [34] Ed Lewis IGN scored game 8.4 of 10, writing Black Isle Studios had made a fitting sequel to the story, but did not create enough changes that some might feel the sequel deserved. He was critical of the equality of the game for the first game; There is still all the crawling action of dungeon that has worked well in the past and still works here, but still not enough of that new to actually keep pushing the genre forward. There may be more weapons and more characters, but the real issue is that the world is still a rather linear adventure with a steady pace towards the end. [6] [38] Ryan Davis GameSpot scored game 8 of 10, writing Although not as impressive as the original game, Dark Alliance II would surely satisfy players seeking a good and accessible action RPG experience. He praised various missions, and the ability to craft new weapons, but critical of the graphics, which he felt did not really progress from the first game. He concluded Baldur's Gate: The Dark Alliance is an RPG for people who don't like RPGs, and his sequel does a good job of maintaining that design philosophy. [35] GameSpot later named Dark Alliance II of January 2004's best Xbox games. [43] Eurogamer's Ronan Jennings scored an Xbox version of 7 out of 10, writing in terms of developments, the only real difference between this alliance and the Dark was that the first game felt like it had a better structure to it. In fact, DAII feels more like an expansion pack in that regard, with players sometimes given the option of completing the search in whatever order they choose [...] It's hard not to be disappointed in the Dark Alliance II. However, it is equally difficult to criticize such polished efforts. On the one hand, it offers more big hacks and slash games that no one has emulated properly since the first Dark Alliance. On the other hand, the original miracle has definitely diluted, where it really should have been enhanced. [33] Raymond Padulla GameSpy scored a playStation 2 version 3 of 5. He praised the twists in the style of the struggles of playable characters, writing, various extras in the Alliance II is one of the few cases where more translates to better. However, he felt that when compared to the original game, although it was superior in some way, it was lower than anyone else. He was critical of the graphics, writing writing is smattering the area and the effects cooler than the original, but for the most part the visual look dated and unreal [...] That's not to say that the graphics are offensive, but compared to the original -- whose graphics are a powerful point -- it's definitely a step down. He concluded I was convinced that more great things would be a bigger thing. I think the Black Isle will do a good job with the series as did Snowblind. I was wrong on both counts. While the Dark Alliance II is a good game, it barely advances the series. [37] Writing later in 2004, Allen Raucsh said many of the same things; Black Isle Studios took over development work on this edition, and basically delivered the same game again. Unfortunately, the players have moved on [...] In short, while the Dark Alliance II isn't necessarily a bad game, it's indispensable updating before it can be relevant again.. [44] In 2015, Ian Williams of Paste rated #7 the list of The 10 Greatest Dungeons and Dragons Videogames. He commented: The console market wanted in the thriller after years RPGs Rad D&D was on the PC either exclusively or first. And that's how powerful, bold, fun as heck hack and slash RPG series set at Forgotten Realms was born. It's more Diablo than Baldur's Gate, despite his name. This means that, apart from the style of the game, you can't design your character from scratch. But playable characters offer a wide variety of playstyles, while customizations as you floor mean that you can fine tune in as you go. 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