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Darksiders 2: Deathinitive Edition is a remastered PC, Xbox One and PS4 from Darksiders 2. Taking advantage of the Hack'n Slash gaming gap in this generation, Darksiders 2: Deathinitive Edition may sound like a little value job, but the long gameplay and unique artistic style make up for investing in a game that brings together the best in the genre. Devil May Cry, God of War: Remember the best Hack n' SlashWar games at the end of WorldDarksiders 2 continues immediately, where the first game ended. The story lies after the world is devastated by the horsemen of the apocalypse. An integral part of these knights, Death, controlled by the player, goes on a mission to cleanse his brother War. With all the souls of people imprisoned, Death also plans to perpetuate the cycle of life and bring people back from the world of the dead. Remastering Darksiders 2 brings a hack'n slash adventure for those who lack something like this (Photo: Disclosure/TK) Guided by the creators of the world (Creators), part of death to accomplish a number of tasks. While this seems interesting, the story is lost at different times and relies on excuses for you to accomplish more missions. While the plot starts well and then falls into the same thing, a large dubbing combined with an exceptional soundtrack set the tone for an adventure that happens without problems about 30 hours of pure satisfaction. The mood is a long journey in the god of war style, and you can also see the strong influence of the classic Soul Reaver: Legacy Kain.No Team of Death, we face a great journey, perhaps to bring humanity back to Darksiders 2: Deathinitive Edition (Photo: Disclosure/TH) Remastering deathDarksiders 2: Deathinitive Edition, as stated above, is a remastering game released in 2012. The subtitle of the game is a joke in English with Definitive Edition. It contains all DLC and minor graphic improvements, including the ability to launch the game in Full HD 1080 with 60 frames per second. The fact that the game takes place in the most part is not such a great merit, as it is a very easy title. Remastering has not brought much visual change, but highlights the beauty of Darksiders 2 in small and small details. The new version puts Darksiders 2: Deathinitive Edition in a new generation with graphics at 1080p (Photo: Disclosure /TK) Already the artistic style of the game looks like a mix of headquarters with 3D graphics. It resembles something like World of Warcraft, but much darker. This is something that may bother those who have been waiting for games with the last generation to watch, but those who love fantasy games will not see any problems with the visual style of Darksiders 2.Free download app techtudo: get tips and technological news on Android or iPhoneGameplay oldchool is a key adventure if you remember exactly the first 3D version of The Legend of zelda, God of War and the aforementioned Soul Reaver: Legacy of Cain, Darksiders 2: The edition easily gets into the taste of those who are looking for a good game hack'n slash. You can resume opponents with combos, climb walls, call a horse to shorten distances, and more. Darksiders 2 Deathinitive Edition: very looted and places to explore make up for investment (Photo: Disclosure /TK) Anyone note that the game relies on cliches and known components of the action game. For example, when you notice a clearing with a portal in the background, we immediately know that a giant boss will appear. Complex dungeons with some puzzles followed by bosses are one of the funniest parts of Darksiders 2.Another piece that captivates, and many, explores the entire evolution of the character's tree. The amount of skills to unlock and the items to equip are impressive. The sense of character progression is very effective and rewarding. ConclusionDarksiders 2: Deathinitive Edition gives many hours of fun, which is why there is so much value in this game with a simple storyline, but a lot of content to explore. This is the perfect game for those who are orphaned by God of War and company and for some reason did not play the version released three years ago. What's the best PC adventure game? Comment on the TechTudo forum. The world was a little saturated with it. But they wanted the gods to have history written differently. Rise from the grave, hack n' slash. Yes, this brief introduction has nothing to do with the script of Darksiders II: Deathinitive Edition. If you haven't played, it's a beautiful adventure, with very cool moments and worthy challenges that ignore the cake from the current games. Darksiders, for this humble writer and gamer, is one of the top 10 games of the last generation. The sequence follows in the same style, extends too much - and even more with all the small extensions - but has a great watch genre that is hard to maintain in the new generation. PRESENTATIONDarksiders II was the late TH producer's last gasp, and is now in the hands of Nordic Games - which has already said it is a test for the arrival of the highly anticipated third chapter. After controlling the war in the first game, the sequel shows the Death Knight trying to prove his brother's innocence. Bringing the best adventure games platform primarily from the PS1 and N64 era, the Deathinitive Edition remastering increases within hours of the already long journey of the original game, with all DLCs released. Is it worth the effort? Oh, it's worth it! But after an hour he was tired... HISTORY While the war was awaiting trial of the Council in the Darksiders - if you don't remember it was at the beginning of the game, while he was handcuffed and blacked out - his brother Death tried to prove his innocence by initiating the Apocalypse without being asked. Unlike the first game, Death wanders almost exclusively through the spiritual worlds and only walks on the devastated Earth, but the essence of the game follows the line first: well-constructed dialogues, PRA CACETE places to explore, plus a lot of supernatural powers for you to take off and something too much to prepare for. SOMEsse here may be my biggest point of criticism of the game. Because it's remastered, we hope that all the problems will be solved and such, just it seems that Nordic Games have gone the other way and WORSENEDE things, even with a team formed almost entirely by those who made the original version. The sound often comes out completely synchronized and delayed, or even disappears: I came to face dialogue scenes without sound, not even subtitles, which, for a game highly focused on the story, will never go well. Of what I've researched, the problem seems to be xbox One version that we tested. There was a fix scheduled for November 9, but so far from this review, nothing has appeared. GAMEPLAYDeath is more flexible than war, chatmore 'rascal' and has more Dante style, from the devil May Cry to revenge combos between using sickles, hammer/claws, and a gun to leave the demons to pieces. It's basically the same as the first game, only a little faster, but still, I need it. But then something very curious happens throughout the game: for some reason the personnel frequency drops just when there is nothing, absolutely nothing happens on the screen. And never when a beating eats loosely and you barely define yourself in the middle of so many characters in a beating. The programming design error is probably because you can devote more memory to performing certain actions/moments. But it does work contrary to what you expect. It doesn't stand in the way of anything, as it only happens when it doesn't matter, but it does. GRAPHICSDarksiders II: Deathinitive Edition is definitely not the next generation of the game. It's pretty much the same as the previous game, with Joe Madureira's troncosudos and heavy character design, but the graphic difference is only noticeable if you place one screen next to another (old version and remaster version). The Deathinitive Edition works at 1080p, with no jagged even with the camera in motion, but has a strange shading effect that looks like a kind of fabric with dark pixels, always visible in animated scenes and neck characters. Aside from that, the look perfectly meets what the game offers, but I confess for the seriousness of the story that if they did a version with the same style of pre-release animation, it would be Darksiders of Life! A MAISTHE DEFINITIVE edition of the game comes with all DLCs, pre-purchase bonuses and extras released for the original version, which consists of 3 more quests with about an hour each duration, but which add nothing to the script, even if they entertain those who want more. Some silly side quests and weapons packs also accompany the version, but have been inserted as part of an adventure that is pretty cool. So you can't access these new weapons right away and have to find them in chests scattered throughout the game, just like these new side quests, making it all the more organic. Additional adventures are available in a specific menu that takes you out of the main adventure and just throws you into an unprecedented setting. And the most annoying point here is that your first gameplay allows you to get to level 22 (New Game Plus expands to 30) and it's the minimum level for you to be able to take on extras in good shape. Only you earn XP on these extras and this XP goes in vain if you haven't started a new game Thinking like a developer is a great way to get a player into a new game game but it's still a guy who can start the game stronger. Oh, and if you like hunting trophies and achievements, none of the extra adventures reward you with something like this, which also looks like a grande, since the list of games has some pretty boring feats to complete. Crucible It's from here only sadomasochism. Crucible is a typical arena where you encounter wave after wave of enemies. Every five waves, the player can stop and pick up the reward, but if you stop and want to start over, it's from scratch. Only here goes up to the wave 100 (!), and finishing the game for the first time and at the maximum level (22), you male will reach the entire 50 wave. Thus, another forced braba to make the game Plus.Argul's TombThis quest just over an hour has a palace full of puzzles to solve with the help of portals and a gorge full of enemies. The premise is to uncover the story of the first king of the dead, but ultimately revealing nothing and has a terrible balance of difficulties and rewards, since even at the maximum level of the first game through (22), you will go through a few problems where only your energy potions will keep you standing because there are so many ice enemies on the screen at the same time that you only realize if you are alive or dead when the fight ends - for your fight ends with joy or sadness. And in the end, you get some items that end up completely useless, because like I said, you need the maximum level that will reach near the end of the game, only when you're around, you probably already have much higher equipment than you win in this dungeon. Abyssal Forge This adventure is very interesting and was probably created and directed by someone other than the main game. Its goal, for change, is to end up with a self-aware build that generates its own designs and dominates the place. Here the puzzles focus on the use of soul divider, a force that allows you to control two Deaths simultaneously. The highlight is the final battle, which follows completely different mechanics from others in the game and other DLCs, with the script changing and the enemy fixed and with a routine of punches. Welcome variety after many hours of main adventure. Demon Lord BelialThis DLC would be a beautiful side quest if it was inserted into the main game. But for the extra, it's a dungeon without much ingenuity and with a complicated boss battle. But at least at the end of this is the only one of the three adventures that are really worth playing to see. Finally, to close, Darksiders II: Deathinitive Edition is the same thing you've ever played on PS3 or Xbox 360. If you've played, there's no reason to play again - since none of the extras have enough stimulation to face nearly 40 hours of play again. Now if didn't play, go with faith. This is a beautiful adventure, with very cool moments and worthy trials that ignore the cake from the current games. This is just one. too big and maybe about 10 or 20 hours less, but it's still worth walking through the Valleys of Death. ☺ ☺ does darksiders 2 deathinitive edition include all dlc. darksiders 2 deathinitive edition pc save game download. what does darksiders 2 deathinitive edition come with. darksiders 2 deathinitive edition direct download. darksiders 2 deathinitive edition patch download. download trainer darksiders 2 deathinitive edition. darksiders 2 deathinitive edition beta patch download. darksiders 2 deathinitive edition save game download

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