
Etherlords II Download For Pc [torrent Full]



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About This Game

The saga continues! Etherlords II takes you back to the world of Ether and into a whole new realm of fantastic possibilities. Lead your hero on an unforgettable journey through lands filled with unsurpassed beauty and danger to unlock the ultimate mystery.

Etherlords II is an exciting mix of role-play and tactical turn-based combat in the best traditions of fantasy trading card games.

This version of the game supports co-op battles via Internet, including Round Table mode: round robin elimination tournament with random set of cards.

Key Features

- Five campaigns covering a magnificent fantasy world
- Hundreds of spells and creatures combine to create nearly unlimited tactical possibilities
- New monsters and magic that can be used by any of the four races
- Enhance your Hero's skills throughout each campaign with new spells, creatures and abilities.
- Non-linear missions with multiple paths to completion

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- Thorough tutorial system to help you learn basic and advanced dueling tactics
 - 4 multiplayer modes. A dedicated master server that calculates and maintains your statistics and ratings

Title: Etherlords II
Genre: Adventure, Indie, RPG, Strategy
Developer:
Nival
Publisher:
Nival
Release Date: 1 Oct, 2003

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Minimum:

OS: Windows

Processor: Pentium III 600 MHz

Memory: 128 MB RAM

Graphics: 3D-accelerator AGP with 16 Mb RAM

DirectX: Version 7.0

Storage: 2 GB available space

English,Russian







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It's like a terrible-graphics 3D form of Magic The Gathering.. pro:

- + challenging turn based cardbased combat
- + can get easy 50 hours playtime out of this (especially if you do both campaigns, I only did 1)
- + lots of ways to create card decks, lots of cards
- + much improved single player experience over etherlords 1
- + had no major technical problems (see cons for what occurred rarely)

cons:

- outdated visuals all around, low res , low quality, it heavily shows its age here
- the difficulty curve is rather odd, I played on hard and the most difficult part was always the start with a new hero, due to having no choice but use the starter deck and hope for the correct draw
- I had to repair the gamefiles with steam 3 times because a file would get corrupted and the game wont start anymore
- the 'crafting' of artifacts is very difficult (except for the venom one...) and unless you get the trait to be able to use artifacts alot then its not worth it at all, if you find a recipe, write it down because you wont get a chance to read it again... and even if you think you have done everything right and wasted an hour to beat the enemy with a horrible adjusted deck it might not work and you wont know why

still worth its price. Decent simple little old dos game. nothing amazing, but very playable and once you get past the first couple pure luck fights in a scenario, the strategy is engaging.. Etherlords is Magic The Gathering meets Heroes of Might & Magic. There is a lot to enjoy here and it's one of my all time favourites, something I just keep coming back to over the years, each time getting a little bit further. When I saw it was on Steam I couldn't resist picking it up. I recommend playing it on Easy as some of the battles are extremely tough even then, and playing as Vitalis first as it seems to be the easier campaign.

While the English voice acting could be better, the in-battle voices are all in fantasy languages which sound great! some of the animations can take a little too long and the AI can make some weird decisions, but these don't take away from what is a very relaxing and enjoyable game, with a nice, if sometimes erratic, difficulty curve. Great music, sound and creature designs (*seriously, what happened to good creature designs like this?*) come together to create a rather under-appreciated experience.

Highly recommended for the MTG or other card game enthusiasts out there.. Etherlords 2 is bad. Rating: 4 out of 10

I liked it when it came out but I can't recommend it these days.

The voice acting is cringeworthy, the story is boring, the gameplay too restricted and the animations too slow.

There are even free to play games that are better.. A seriously badly balanced game. In the beginning of the campaign you are faced with a enemy that is almost unbeatable. The orc shaman took several tries and only by luck was I able to win eventually. There is no way the developers even bothered to playtest their own game. Several encounters in this game could use balance to fix the difficulty.. Someone remaster this or do a proper reboot. This game is a great mix of strategy, resource management, deck building and really fun turn based combat.. As an oldschool MTG player I love this game. I just wish each race's campaign lasted longer, or you could stick with one all the way through. I started as Chaot (red/black) but after completing that campaign it switches over to the winged race (blue/white maybe) which has a playstyle I don't care for at all. I will probably force myself to play through it, because I wan't to see what happens, but it's a bit of a downer that after all that work you just go back to level 1 of a race you don't get to decide on. Still, great game, even if the graphics haven't aged well.. I

love this game!

I played it 10years ago about hundreds of hours and its still awesome.

Pros: Great campaign

Many different cards and playstyles

Good difficulties from casual to really challenging (Magic2015 on highest difficult is superezmode vs etherlords normal)

Stable Master Server

Cant do anything wrong for 5 euros :)

Cons: Its an rather old game so dont expect too much for the resolutions

The multiplayer server is nearly empty

This is a fun game. Nothing earth shattering, but it's well worth the price. I do wish it had more resolution options, but that's a small quibble.

You have 18 (or 16, can't remember) spell V card slots and as you progress through the story you build your deck. In combat, you get a random hand from that pool with additional cards each turn. I do like the mana system - it's not cards like a lot of card games. Your mana increase over time and can be boosted with spells (and you can reduce your opponent's). Feels nice.. This game simply came out at the wrong time, if it came out now in the time where Hearthstone is so well known it would have surely gained a lot of popularity.

For me, it is the card game I enjoyed the most.. Old but very good game.. I got this game due to its price and the many glowing reviews. They left me a little concerned as they seemed to be mostly based on nostalgia for this game or for the genre/era.

It starts off a little rough with few actual tactical (per encounter) or strategic (long ranging) choices. The card management interface is clunky which is exasperated by the constant need to devise specialty decks. Each new non-grind opponent comes with his own specialty battlefield that harmonizes with their decks leaving you to more often than not have to rebuild your deck. About halfway through the first half every fight was pretty trivial using one or two decks, with no way of being able to anticipate which deck was the the good choice for the encounter. As you cannot ascertain what the specialty battlefield will be until you suffer it the first attempt.

Minor Spoiler

About halfway through you switch up your POV taking on a new Protagonist and resetting your deck. At this point the game lost what little enjoyment it had for me. You get zero options as far as deck configuration, so you have to play it as is, and it is not designed to handle the next few opponents. The battles were not complex or interesting, but as the battlefield was designed for them it became a long odds roll of the dice to win.

In the end I would say unless this was one of your early fell-in-love with games or you massively love the genre of early card games give this one a pass.. Good old classic game right here! Solid gameplay, and pretty fun if you're into the whole turn based strategy game genre.. Video Review:

<http://youtu.be/vxB8jtzB6ATg>

[Etherlords 2 is a collectible card game very similar to Magic: The Gathering. The player collects cards to build a deck of spells and creatures. When you approach enemies on the world map you have the opportunity to fight them. This is where the actual card game starts. The player takes turn with the enemy casting spells and attacking. Victory is achieved by killing the opponent. The card game is surprisingly complex and it feels rewarding when your deck works. In addition your character levels up and can choose perks that will influence your strategy. If you enjoy these types of table top games you will probably have fun with Etherlords 2.](#)

[The problem is...everything else outside the card game. The voice acting is sub par and the movement/animations on the world map are jerky and frustrating. There is no camera angle that let's you properly see where you're going and there are no resolution options that I could find.](#)

[I rushed through the poor dialog and map navigation as fast as possible so I could get back to actually playing the card game. If you like card games then I will grudgingly recommend Etherlords 2 because it can be quite fun, but everything else almost spoils the game.. PC Steam](#)

[Duration:](#)

[28 hours to complete full vitals story line \(3 heroes\)](#)

[The campaign, when you think it is completed after about 18 hours takes you to a different character in the story who you then control and take them through their perspective.](#)

[The Vital story line has you playing life magic, then synthet \(machine\) then a character that combines all four schools.](#)

[The Chaos story line starts with a chaos character then the most difficult air campaign.](#)

[This is a great strategic card game. You will constantly get better cards and need to change your deck. Also some enemies will require you to alter your deck \(ie a deck full of flying creatures will require flying defense etc\). This is one of the games strengths as it keeps the game challenging and the decks from getting repetitive. the multiple characters also let you fully explore a wide variety of deck types and combinations.](#)

Although "old" it is still a great game. One suggestion is to turn off casting and movement animations to speed up the duels.

8/10 - Air campaign is a 5/10. I just don't like the cards.. great game. i'm not a fan of magin-like card games but this one it's really great! I absolutely suggest it!. How can i play the missions?. Etherlords II crashes way too often to continue playing. If I could get my \$1.50 back I would.

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