
Orcs Must Die! 2 - Fire And Water Booster Pack Ativador Download [Xforce Keygen]



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About This Content

Leap back into the action and battle fearsome new enemies with this booster pack for Orcs Must Die! 2

Key Features

- Three all-new levels!
- Three additional Endless Mode conversions!
- Three new traps – Web Spinner, Floor Portal, and the deadly Dart Spitter!
- Two new elemental enemies bring devious new tricks to the battlefield!
- New “Trapless” skull award!

Title: Orcs Must Die! 2 - Fire and Water Booster Pack

Genre: Action, Strategy

Developer:

Robot Entertainment

Publisher:

Robot Entertainment

Release Date: 29 Aug, 2012

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Minimum:

OS:Windows XP, Windows Vista, Windows 7

Processor:2GHz Dual Core

Memory:2 GB RAM

Graphics:NVIDIA GeForce 6800 or ATI Radeon x1950 or better with 256MB VRAM

DirectX®:9.0c

Hard Drive:9 GB HD space

Additional:Broadband Internet connection recommended for co-op play.

English,German,French,Italian,Russian,Japanese,Polish







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What is Orcs Must Die! 2 - Fire And Water Booster Pack?

A DLC for the game Orcs Must Die! 2, a Tower Defense-Action game by Robot Entertainment.

Did you like it?

Yes, I did.

Why should I buy it?

The DLC gives you 3 new well designed levels with 2 new enemies, the fire and water elementals. Some new traps and endless levels.

Are there any flaws?

The price is probably too high for just 3 new levels and 2 new enemies. I would recommend to buy the Orcs Must Die! 2 Bundle or when there is a sale.. A nice addition to an already great game, this booster pack rounds out the elemental ranks a bit more with fire and water (surprise, surprise) elementals. Though not the most challenging opponents, they each have their own quirks that makes the gameplay interesting. So here are some pros and cons I got while playing.

PROS

- Two new enemies with fairly unique mechanics (praise for the water elemental in particular)**
- The three new levels aren't the most challenging but they aren't easy, either, and are overall enjoyable.**
- I can easily say that I've used the three new traps in enough maps to count them as a pro.**
- And, of course, the new skull award provides some compensation for the daring warmage.**
- Three new Endless mode maps (always good)**

CONS

- No air elementals, we got three out of the four classical elements, and who wouldn't want to see the mechanics they could cook up for an air elemental? Besides, it would give them an excuse to make another map.**
- The new elementals only spawn on certain maps. Though this may be more of a con for the game as a whole as most levels have a predetermined roster of enemies (which can be both a pro and a con, depending). Fortunately, we have Endless mode.**

Anyways, that's it from me. I enjoyed it; you'll probably enjoy it. These new elementals really make a neat addition to the roster, and all the other addons make this DLC worth its pricetag.. LOVE THIS GAME!!!!!!!!!!!!!!!!!!!!!!!!!!!!1.

TL;DR: Not enough content for \$5.

In my opinion, it isn't worth the money. I got this with the complete pack on sale, so I didn't pay too much. I was just disappointed in the new content. I thought there would be.. more. I beat all the three levels with a friend in about an hour. An hour of gameplay for \$5? I'm not sure about that.

There are only two new enemies. Two! And they are basically the same, just from a different element. The three levels you will play will spawn the same enemies over and over again. Not much variety. I had much more fun playing the regular campaign than this.

If it's on sale and you are a fan of the game, then it is worth looking at. It does add three new traps which were fun to play with. But I just had to voice my own opinion as so far, the dlc has 100% positive ratings and I don't think it's worth it.. Good stuff in this pack but it should've been a free update rather than paid DLC.. oh yaa buy it. The three maps it adds are pretty fun. The new traps it adds though are the main source of extra fun since you can use those on other maps as well. This gives you a whole host of new strategies you can try out.

The new enemies also sometimes turn up in other maps.

All in all this DLC is worth adding to your Orcs Must Die experience.. Good stuff in this pack but it should've been a free update rather than paid DLC.. There isn't much you would miss out on even if you give this DLC a pass; personally, I waited for a sale before I bought it. While the content it brings (new enemy types with new mechanics and new maps), out of everything offered, I liked the Floor Portal the most. It's especially helpful on Endless maps.

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Anyways, that's it from me. I enjoyed it; you'll probably enjoy it. These new elementals really make a neat addition to the roster, and all the other addons make this DLC worth its pricetag.. Playing OMD 2 without this booster pack is about as fun as Skyrim on consoles.. oh yaa buy it

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