
SteamWorld Dig 2 Download Xp



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About This Game

Adventure Waits Below the Surface...

SteamWorld Dig 2 takes you on a platform mining adventure forged in Metroidvania flames. When an old trading town is struck by mysterious earthquakes, it's up to a lone steambot and her unlikely companion to uncover what trembling terrors lie beneath.

Dig your way underground and explore vivid worlds riddled with treasure, secrets and traps.

Combat dangerous enemies at every turn of the underworld's twisted paths, including shadowy creatures and the haunted remains of an ancient electrical threat.

Upgrade your gear to forge deeper into the earth and take on bigger challenges.

Swing across large chasms with your Hookshot and fly through caves with the Jet Engine!

And finally, learn the truth about your long lost friend...

Title: SteamWorld Dig 2
Genre: Action, Adventure, Indie
Developer:
Image & Form Games
Publisher:
Image & Form Games
Franchise:
SteamWorld
Release Date: 22 Sep, 2017

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Minimum:

OS: Windows 7

Processor: 2 GHz, SSE2 support

Memory: 1024 MB RAM

Graphics: OpenGL 2.1-compatible, 512 MB video memory, framebuffer object support. E.g. Intel HD 4600 or better.

Storage: 350 MB available space

Additional Notes: You may need to update your graphics drivers for OpenGL 2.1 support.

English,French,Italian,German,Russian







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Great game :-). decent game
good graphics
smooth gameplay
good story
small character development but ok
7/10

. A really cool and relaxing game. Already I love it more than the first one, and the first one was pretty good. The soundtrack is fantastic as well. Highly recommend picking this up if you like Metroidvanias. The puzzle aspects also feel well done and don't require galaxy brains to work out (I'm still early on though I think, this could change).. Very similar to the first game with some improvements. The story was lackluster, but I really enjoyed the gameplay. Both SteamWorld games have great upgrade systems that make you want to play just a little more. Also, the combat was simple but exciting. 6/10. Great game, very good continuation to the original. If you don't know much about this series, its one of the good and fun games that makes reference to mega-man/Rock-man series. It has enough re-playability for me to play over 40 hours, till I got the last achievement. It was money well spent. If it's on sale, it's an easy buy.. Fantastic platformer with RPG elements. The experience reminds me of Ori and the Blind Forest which is an absolute classic of the genre, I imagine this will live in the memory alongside that for years to come.. It's like steamworld dig 1 but with a more finely crafted world, more content, more freedom of movement, more puzzle levels.

The soundtrack is really good, playing around with the movement system is a blast and some puzzles require serious thought.

Took me around 10 hours to complete, definitely get this on sale.. A juicy-looking platformer - that's what I thought first seeing this game. In the end, that remains true. But if you start to "dig deeper" - the game feels very repetitive. You will say - well, it's a digger. But even if it is - the map shouldn't feel like empty place. And it is. Besides the city there is Oasis. The rest is monsters and resources. Devs tried to fix that by presenting few different zones, but they feel the same. Sooner or later if you are trying to get achievements, not just progress through the story, you will get that grind feeling. If there would be NPC throughout the world, with special interactions and quests, mini-games with valuable rewards to make grind easier and faster - the Steamworld Dig 2 would be a better place.

But then again - why bother with all tasty rewards and equipment if you can complete the game with basic upgrades? I see no logic here. Grinding gives me better equipment to dig deeper and faster, but there are no exclusive zones to use that equipment (ok, 2 small zones in the whole world). Why bother? Just to complete Ultimate Trial? Oh, yeah, whoever thought of Trial of Rockets should burn themselves! He must be a sadist.

So, yeah, in the end, I'm leaning towards not recommending this game. It's well made visually, but there is no clear understanding what experience devs want players to feel.

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