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About This Content

Upgrade from Hero Edition to Champion Edition and unlock the following content:

Digital Original Soundtrack:

This soundtrack contains many of the game's music tracks performed by a live orchestra. Contains at least 17 tracks in MP3 and FLAC formats.

Digital Campaign Almanac:

The Campaign Almanac contains everything related to the lore, history, and world of Eora as originally told by Hylsman Horag and revised by the Hand Occult. The 35 page almanac has commentary provided by a variety of authors and is an engrossing read for anyone keen to delve deeper into the world of the Pillars of Eternity.

Making of Documentary:

A video documentary of the entire Pillars of Eternity development process - from beginning to end. Includes commentary from the developers and behind the scenes footage of game shows and events.

Digital Hi-res Game Map:

A high resolution map of Eora's Eastern Reach. Details include locations that players will be traveling to and locations that they may be seen in future Pillars of Eternity products.

Wallpapers:

High resolution and multi-monitor wallpapers of cool concept art and in-game artwork.

Ringtone:

Short clips of sounds and music from Pillars of Eternity. Perfect as mobile ringtones.



Title: Pillars of Eternity: Champion Edition Upgrade Pack
Genre: RPG
Developer:
Obsidian Entertainment
Publisher:
Paradox Interactive
Release Date: 26 Mar, 2015

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English,French,Italian,German,Russian,Polish







pillars of eternity champion edition upgrade pack

Reminiscent of the old Fighting Fantasy books - and just like old times. The execution is fairly basic, but you don't play for the fancy pictures. One of the grandfathers of the modern RPG.. Super cute art? Check!

Fun Mega Man-esque gameplay? Check!

Unique Shmup-like real-time powerup system? Check!

Awesome music? Check!

Tons of replayability and a million things to unlock? Check, check, check!

If I have one gripe with this game is that it's a bit too easy but that's why there's multiple difficulties.

Definitely enjoyable and with so much content and stuff to do it's definitely worth the price.. I like the game but i am stuck, can not find the signet ring?. Probably the most enjoyable loot and shoot game I've ever played.

For me, this sort of game is made on the basis of its moment-to-moment core game-play loop. For many people, the endless dopamine drip of randomized loot is all it takes to carry a game, but I am not one of those people. This is why I can't stand Borderlands and I like this game a lot (that and the incessant Reddit-tier meme humor, which this game mercifully lacks). This game feels nice to PLAY before you get into the equipment, crafting and loot (of which there is plenty).

Movement and gun-play feels a bit like a cross between Counter-Strike and Quake. Mind you, that is a loose comparison. Unfortunately, no bunny hopping or strafe jumping is possible, as far as I know. You have a movement penalty for weapon accuracy that resets pretty much instantly when you stop moving. This means that it is possible with certain weapons to counter-strafe much like you would in CS, though you still aren't as accurate. You do have good accuracy in the air, which is nice. There are a wide variety of weapons and most of them are enjoyable to use.

Maps generally follow a pretty old-school FPS design philosophy, They are sprawling and complex. You have to collect a set of objective items to unlock to exit from the level. It also features randomized level layouts which are what I would expect from that: a lot of modular stuck together randomly. They very quickly start to feel familiar, but there is enough hand made content that this isn't much of an issue.

There are a wide variety enemies, but nothing particularly unique. Zombies that walk towards you for a melee attack. Fast zombies that do the same. "Heavy" enemies with mini-guns, grenade launchers, and rocket launchers that walk slowly toward you and fire. Soldiers with pistols, machine guns, and shotguns. And so forth. They all work pretty well, though some enemies very easily lose track of you, which is easy to exploit.

The art style, sound design, and music are adequate, but not particularly memorable to me.

Overall, recommended for people who like more old school FPS mechanics and wouldn't mind some loot management and crafting on top of that.. Really good game and awesome concept. As a fan of homeworld this game immediately hooked me. Its very early but it has all the building blocks of becoming my goto RTS game in VR. Moving the world around you with the controllers works very intuitively and peeking at the tiny spaceships zipping by is mind blowing. Also the in game ship editor is a great idea. Looking forward to what the future brings for the game. Recommended !

A easy to learn but hard to master game, that excells in co-op.

This game is all about its combat. Combat itself is quite demanding but rewarding as you get better and better down the line. The games main strenght lies within its coop-mode though, this is due to the good interplay between the different characters that players can choose from.

So grab this for a few friends if you get it, well worth its asking price for sure (and now it is 25% off as well!!). The puzzles were interesting, but had way too wide a range of quality and difficulty in the puzzles.. Very many pretty i good like kool!.

Stunning voice acting. 10V10 would doot more loot.. The art style is really something, a nice nod to the old Castlevania series with something new and personal.

However the game is not what you can expect: it's an old school arcade, with wide single room-levels full of enemies and you mus simply kill everyone to go to the next level, similar in concept to what Bubble bobble or Snow Bros are.

And the game in these terms is pretty fun, nut it lacks a lot: you can finish it in about half an hour, there are only few levels...

There is also an "old crt view" filter that can't be disabled, it didn't bother me but some people can find it quite annoying, and you have to keep it.

But the worst thing I found among all are the controls. The character moves quite smoothly, but there is a really long delay from when you press the attack button and when the attack starts. It gets even worse: you can't attack while moving or jumping, you have to be still (or crouched) to attack. I don't know why the developer choose these controls but it's really frustrating.

The price is low, but I feel it's still overpriced at the moment.. I like match 3 and I like rpgs but this game has a battle system that favors the npc monsters and its just not fun for me. Every move you make to set up your matches charges the enemy bars and they just end up overwhelming me. Gameplay aside the weird lost saves issues I keep hearing about just adds to my apprehension about keeping this. I requested a refund.. in a nutshell if you dont want to read in detail:

cons. 1 boss- only 3 variations of sparkles- spikes make for a rage game- not mch point in having different colour nutrients.

pros. nice graphics- good ideas- one boss is fun- nice 3 designs

detailed version

the reason why i dont recomend this is because the game description is misleading, first off

.Virtually unlimited number of gene manipulation to perform- this is misleading, the only thing i noticed that changed was a tiny near invisible splodges of colour, otherwise 3 main routes, you are red, blue or green sparkle, there is no other forms except from leveling up, in sparkle 2 if you ate some red and some green, you got a sparkle with some red bits and green bits, this is just you are red form... you are blue form... you are green form... and the level up form, which is VERY dissapointing, i got sparkle 2 evo on the same day, in the first 3 mins of this game i saw more unique detailed forms of your sparkle just through what it ate.

. epic fights with epic BOSSES- theres one boss, not multiple.

if you havnt read the description, it looks like there are loads of levels, but there are 12.

there seems little point in having different coloured nutrients, the ones that you eat turn into a currency for changing your sparkle, but you will always have enough of every colour to change into whatever of the 3 forms you want, so eating doesnt cause any direct change excet giving you the option to level up, by the time i reached level 5 i had enough to set me for the rest of the game, bt you have to eat them still to level up.

A colour blind mode would be nice, evem though it doesnt really matter what nutrients you can eat role play is a thing i guess.

SPIKES!!! they are hell, with red sparkles you can speed boost into walls and die, the walls are unclear and very bouncy, meaning you will hit a spike very easily, hit boxes dont seem constant either, so if you hit yourself on a spike once in a certain place, and hit there again it may not actually count, also no checkpoints and incredibly long mazes make for a rage game which in my opinion has ruined the game completely and been the biggest factor of the negative review. this misleads the game from previous fans, that were happy playing a calm game, when this just has the oposite effects.

i completed this game in 4.1 hours, easy but very VERY VVVERRRYYY frustrating, putting a few spiky mazes to make your game 2x longer then it should be takes the P!SS.

i got this game for 99p worth that much, stretching it when it is normal cost, good if you like rage games though, but if you are looking for a more unique evolution game, where its much more calm and relaxing, then get sparkles 2 evo.. The game at its

current state is more for a quick play than it would be playing for hours on end, mostly as the purpose of it is to be a race meaning fast but in my eyes it hasn't reached that point as you must go to higher levels to fully understand the fast paced racing aspect of the game itself. My opinion is that if you like the shooter view on games and a hint of physics then this is good for you but you will need to wait as there is a lot of potential for this game.. I love this game!!! It is not too long (around one to two hours) And has great speedrunning potential. If you could add a remastered big ice tower tiny square to this game or make it a separate game that would be brilliant! If you have a spare 3 dollars lying around i definitely recommend buying this

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