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About This Game

Discover a hero who is more determined than ever and continue the original story adapted from the bestseller by Valerio Evangelisti.

Eymerich is asked to investigate the heresy reigning in Calcarès, a remote village inhabited by the worst demons the world has ever known. Eymerich will have to learn about its inhabitants' fiendish secrets and, with the help of a handful of survivors, attempt to cleanse this village soiled by the Devil.

KEY POINTS:

- The sequel to an epic and action-packed adventure
- More than 25 different puzzles and enigmas
- Over 31 full-detailed environments
- Original and immersive soundtrack
- Menus and Sub-titles in French, English, Italian, German, Spanish

Title: Nicolas Eymerich The Inquisitor Book II : The Village
Genre: Adventure
Developer:
TiconBlu
Publisher:
Microids Indie
Release Date: 22 Jan, 2015

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English,French,Italian,German







Oh my God. Where do I start. Maybe I should start with the Lord's prayer to absolve my purchase of this game. This game is not a game, it is a virtual flogging of your better judgement for pressing the "add to cart" button. It is filled with nonsense, bad graphics, horrible controls, bugs galore and voice acting that will make you vomit. This is a TERRIBLE representation of the Adventure Genre. I cannot put into words how bad this game is. I played through the whole thing and I need to be asylymed for it. Lord forgive me for I have sinned. Take me now.

. i liked the series the only problem is there is no news about book 3. I wish I had a different rating system than Yes/No... But don't we all?

I really liked Book 1, in spite of all its shortcomings, as you can see in my review of it. Most of what I loved about Book 1 is sadly absent from Book 2.

THE COOL:

- + Improved graphics, a lot!
- + Music and atmosphere are wonderful, dark, creepy, but not too overdone.
- + Nicolas is still a bada** snarky a**hole. His blessing of his meal is absolutely priceless.
- + Some puzzles are ok, interesting story.
- + Voice acting is ok, depending on the language.

THE BAD:

- WHY NO MORE LATIN AUDIO???? I had to settle for Italian!
- No more nerdy historical references.
- The English translation lacks accuracy (my Italian is less than basic, and even I noticed). I know word games are tough ("Dominicani... Domini cani"), but at least it should be clear in the translation/subtitle that it was an insult, or it seems like Nicolas got pi**ed over nothing.
- From Part 7, subtitles decided to disappear, and nothing I did brought them back. I had to switch the audio to English.
- Walking around can be excruciating because of the controls.

THE AWFUL:

= Sometimes, when you don't do things in the order that the game "expects" you to do, the next step never gets triggered, even if you already did absolutely everything you were supposed to do. Then you have to go back to a previous save.

= Some of the puzzles are the single most effing annoying thing I played in a long time. There is a difference between challenging (making you think, or demanding manual skill) and just plain annoying to make it last longer. Here is a spoiler that I won't even block:

At some point, you're going up a mountain with paths that work like a spiral-shaped maze. You need to find 15 stones scattered around. The maze is very long winding up and down, the priest walks at snail pace, gets stuck often, making you have to go back and forth numerous times, making this "challenge" a snooze fest. And that's not all. If you don't find the stones in a certain order, the game glitches, some disappear from your inventory (even though they were there before), and you have to start over from a previous save.

= Your character randomly recites your undone objective every time you change scene. At first, this is ok. However, near the end, this starts repeating more and more often, until it's every few seconds, which became insanely annoying. There is no way of avoiding this.

= In the same spirit, some of the NPC recite stuff that, at first, adds to the realism, but when it repeats every couple of seconds while you're examining things or whatever, it gets extremely annoying, and there is no way of skipping it.

At this point, as I was still playing probably because I'm too obsessive to leave a game unfinished, Corona yelling "I must get out of this damned place" and "I'm tired of listening to such stupidity" was so meta I just had to laugh.

I was sad about not enjoying this game, because I was really looking forward to it. I certainly did enjoy parts of it, when I could get past the annoying text repeats and the annoyance of some of the puzzles, the story was cool. But in general, the only thing that improved from Book 1 was graphics quality... and the rest either stayed the same or worsened. It makes me sad, but I will have to give it a thumb down :-(. I played the first game and sort of enjoyed it even if it had its faults (pixel hunting, weird puzzles). Curiosity got the best of me and I bought the second part just to see how the story progresses.

This time navigating around the game world is so clumsy and terrible it's practically impossible to find your way around the

game world. When you hover a cursor over a medieval village scene half of the screen says "exit". There are actually several different exits, though, but how are you supposed to tell them apart when the open scenery looks like you could go anywhere?

Solving the puzzles is awkward. Half of the time I knew exactly what I was supposed to do, but I wasn't clicking stuff in the right order. Or at the right time. Or I didn't quite find the right spot to click. Sometimes the protagonist clearly said that he can't do this or that, but sometimes he didn't. So I just fiddled around and hoped for the best, basically. Gotta give this a thumbs down, even though I like the atmosphere and the fact that the protagonist is a bit of a d1ckhead.

Oh, and the game is buggy. Better save often or you might lose an item and get stuck in a loop when a cutscene glitches.. While the game is an improvement in graphics than its predecessor, everything else goes downhill from start.

The game is very buggy. Dialog played back silently. Some puzzles, that you complete correctly, need the push of the helping cross the actually finish. Some puzzles have no meaning and are too time consuming to do (just walking around a circular rock for no apparent reason).

After completing the first game, I was eager to continue the story, back the game proved a bore to finish.

Stay away from this one. The story also does not end when you finish the game.. -for the experienced point-and-click-adventurer

-and the ones who finished the prequel

-i enjoyed the plot and story

-but for me the 2 last parts in this game have much too complicated puzzle-solutions !!!

-i hope for the next sequel. Oh my God. Where do I start. Maybe I should start with the Lord's prayer to absolve my purchase of this game. This game is not a game, it is a virtual flogging of your better judgement for pressing the "add to cart" button. It is filled with nonsense, bad graphics, horrible controls, bugs galore and voice acting that will make you vomit. This is a TERRIBLE representation of the Adventure Genre. I cannot put into words how bad this game is. I played through the whole thing and I need to be asylumed for it. Lord forgive me for I have sinned. Take me now.

. The worst adventure ever and very buggy.. When I saw this second chapter had been released I was very optimistic. There was a lot I liked about the first game.

However there is a lot about this second chapter that makes me really sorry I bought it.

Good points first:

The visuals are decent.

The story is engaging

The bad:

The hammiest voice acting I've ever heard.

The puzzles are llogical

Pixel hunting to find objects and locations is not fun.

The pace is really slow

One aspect of the plot is just weird and creepy and disturbing

Only buy this if the future episodes turn out to be more promising and you want completion of the story.

Το παιχνίδι μοιάζει ν' ακολουθεί τη μοίρα της Ιεράς Εξέτασης, στην οποία ανήκει κι ο πρωταγωνιστής του. Όπως εκείνη αποτέλεσε μαύρη σελίδα στην ιστορία της ανθρωπότητας συχνά καταδικάζοντας αθώους πολίτες, έτσι κι αυτό καταδικάστηκε απ' τους ίδιους τους δημιουργούς του ν' αποτελέσει ένα μελανό σημείο της ιστορίας των adventure game και τίποτα παραπάνω.

Just like the Holy Inquisition was a black spot in the history of mankind, due to convicting innocent people to death, TIconBLU convicts its own game to be nothing more than a black spot in the history of adventure games. A disastrous second part of an interesting opening chapter.

<http://www.ragequit.gr/reviews/item/nicolas-eymerich-the-inquisitor-book-ii-the-village-pc-review>. This game made me repent my sins.

10/10

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