

## Pillars Of Eternity - The White March Part I Free Download

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## **About This Content**

Pillars of Eternity: The White March - Part I is a large sprawling expansion pack with hours of gameplay integrated into the main adventure. Along with the new quests and area content, the team at Obsidian continues to support and make improvements to the entire game, including the additions of Player Party AI and Enhanced Enemy AI. Even if you haven't played Pillars of Eternity, now is a great time to jump in and experience the hardcore classic RPG with The White March - Part I.

## Main features

- Raised level cap: Your party of six adventurers can now progress beyond level 12 to 14. The additional levels add powerful new spells, abilities and talents for all 11 classes.
- New areas to explore: Largely focused on the snowy environments inspired by Icewind Dale, the expansion will feature a new quest hub, and many additional quests and dungeons.
- Soulbound weapons: The expansion features mighty artifacts that grow stronger over time. These weapons gain different powers and attributes depending on the character class that binds to it.
- New companions: Part 1 of the expansion introduces two new companions you will be able to use throughout all of your adventures. The Devil of Caroc, a rogue, and Zahua, a monk, will be available to join you on your quest in The White March and will travel back with you into the base game.

- Multi-class talents: Classes will now have additional options to diversify and take on some of the abilities of other classes.
- Party AI: Now you will have the option to set AI scripts for your party, allowing you to focus on controlling the characters you care about most.
- Enhanced Enemy AI: Enemies and monsters are now smarter than ever. The new AI makes the entire game more of a challenge, and spell casters will use a wider variety of their spells in more devastating ways.
- Respec: At any inn or tavern the player can re-level their party members. It gives flexibility for the player to experiment with the RPG systems and try out builds with the newly added multi-class talents. If you aren't completely satisfied with your character, you can now do a rebuild and start over fresh.

Title: Pillars of Eternity - The White March Part I Genre: RPG Developer: Obsidian Entertainment Publisher: Paradox Interactive Release Date: 25 Aug, 2015

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## Minimum:

**OS:** Windows Vista 64-bit or newer

Processor: Intel Core i3-2100T @ 2.50 GHz / AMD Phenom II X3 B73

Memory: 4 GB RAM

Graphics: ATI Radeon HD 4850 or NVIDIA GeForce 9600 GT

Storage: 5 GB available space

Sound Card: DirectX Compatible Sound Card

English, French, Italian, German, Russian, Polish







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the Sequence] is a logic puzzle game based on placing modules to move things from one place to another. It is similar to SpaceChem in feel and design, but much less complex, which for me is a good thing because man did that game get a bit too involved at times.

There are a few quality of life issues that could easily be fixed. First, even on the fastest speed, playing your sequences can still take a very long time. This can be rather irritating when you're trying to test minor variations of a solution repeatedly. Second, fiddling with module properties like polarity and sequence timing could have been easily improved with adding the option to use right click and mouse wheel, but instead you have to manually go into each module's submenu to get that done. Lastly, when you finish all the levels, you're greeted with a congratulations screen that says "Click to continue", but it doesn't actually work and apparently has not for at least a year and a half according to the discussion forums. Kind of ridiculous that whatever ending, how minor it may be, is completely inaccessible and will probably remain that way forever.

Nonetheless, this is still a great game and its puzzles will likely keep you thinking long enough to far more than justify its already inexpensive price.. The BGMs are fairly varied, and work for both modern and futuristic settings. A few of the tunes stand out, including a couple for battle. The Sound Effects and MEs are varied enough for many modern/future scenarios. It's worth the price.. Really fun, really hard. The solo is epic and the chords have you going all over the place.. I have to admit, I wasn't expecting too much from this game, given the low price point and its status as a mobile port. But make no mistake, this game is absolutely the real thing. Perfectly balanced difficulty, an AMAZING soundtrack, interesting bullet patterns, and great controls. If you're a shmup fan, you definitely need this in your library.. abandonware. NO, THIS IS NOT ANOTHER SPACE ENGINEERS CLONE!

(even using ship exteriors that look like voxels)

At first, I was skeptical. Then, I gave it a try... and I don't regret I did it. The game is still in alpha, but it is awesome and full of potential. For the ones who remember, this game resembles "Battlecruiser Millenium", where you had to manage a ship, fly it, engage in combats, etc. The difference: at that game, everything was too complicated and too full of numbers; here at Interstellar Rift, things are way easier and - best of all - first person.

You build your ship (in an editor, not in real time) and run it. The game lets you build your ship from scratch or edit a preexisting model, and the building scheme is NOT voxel-based, just look like it. It seems a bit boring at first glance, but when you notice you are building a custom ship which you will be piloting, you become involved in a quest for the excellent ship for your needs.

After that, you gather ingame resources by operating machines (a miner - called extractor - and a refinery to smelt the ores) in your starting space station to build your ship. The amount varies according to the mass (the size) of your ship, with each component included in ship's design adding to the total. In case you are not prepared for this, you can simply purchase an initial ship with your initial U-nits (ingame currency) and begin piloting immediately.

Depending on the size of your ship, the game becomes better played with a crew. Player Community seems to be a bit shy at the moment, since we can't easily find a crew, but as I said, you can fly your ship alone. In fact, it seems the game is still growing and that everyone wants his own ship, so that's why we still need some time to let things settle down.

The game is enjoyable in its current state. The staff is present in forums and due to game updates we can see they are working hard to make a great game, fixing bugs and including content. Despite of the ships "blocky appearence", the graphics are very good (in fact, only ships are blocky, ship interiors are very detailed). The price is great for an early development title. Recommended.. As a young person who isquite far in on the autistic spectrum, I can happily say Dinosaur Hunt First Blood has completely cured it!

The gameplay is mind blowing, the sounds make your ears have an 0rg3sm. This game is so beautiful I cried when I got the 2000th achievement.

Can I have my own achievement please developer?. Still one of my favorite surprise gem games. Original and unique, beautifully laid out with plenty to do. Great game. Wish for a sequel still this many years later.. i like the idea but it wasnt implemented very well, mainly the movement system

you have to hold your hands in a weird position like your tentacles are thrusters, which makes sense but it isn't comfortable. also moving makes you feel nauseous

Great VR game fast paced cool graphics. Great airship combat game. There are aspects where its much better than the more popular Guns of Icarus. Here you are able to jump over to the enemy ships, fight against the crew and take over the ship. I bought the game back when it wasnt free and I didnt regret it.

Don't complain about the lack of players.

Its free. Invite a few friends and try it out!. They took my money and ran. Why did I buy this?

I Should really discard it tbh.

0/10. I recommend this game. It's extremely well put out, unuique, not a ton of money, and fun. The bad thing is that it does take some practise to be good at it.. Very funny game so far :). Hey everyone. I am the creator of Superfight. So I am clearly biased in this review, but it's worth saying that I think they did a great job recreating my game. Thanks, Berserk!. NIce artwork. Keep up making this game, dev!

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