Torchlight II Activation Keygen

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About This Game

The award-winning Action RPG is back, bigger and better than ever! Torchlight II is filled to the brim with randomized levels, enemies and loot. Capturing all the flavor and excitement of the original, Torchlight II expands the world and adds features players wanted most, including online and LAN multiplayer. Once again, the fate of the world is in your hands.

Key Features

CHARACTERS
With four classes to choose from, you'll have a variety of play styles at your fingertips. Each class can be played as either male or female, with customized cosmetic features and looks to make your hero stand out.

MULTIPLAYER
Play co-op with your friends via LAN or over the Internet for free. Our matchmaking service lets you connect and play games with people around the world.

OPEN WORLD
Explore the vast overworld and multiple hub towns of Vilderan. Fight through rain, snow, day and night. Level randomization ensures new layouts, paths, loot, and monsters every time you play.

MOD SUPPORT
Torchlight II supports Steam Workshop, allowing for automatic mod subscription and synchronization. Choose from over a thousand mods and bend the game to your will. Or use GUTS, the Torchlight II editor, to create and share your work with the

entire world!

NEW GAME PLUS
In New Game Plus, the game's not over until you say it is. Once you've beaten Torchlight II's primary campaign, you can start again with the same character for a significantly greater challenge. You'll keep all the skills, gold, and gear you worked so hard for!

PETS & FISHING
These popular features make their return in Torchlight II in improved form. More choices, better effects, and your pet will still make the run to town to sell your loot so you don't have to.

Title: Torchlight II
Genre: Action, Adventure, Indie, RPG
Developer:
Runic Games
Publisher:
Runic Games
Release Date: 20 Sep, 2012

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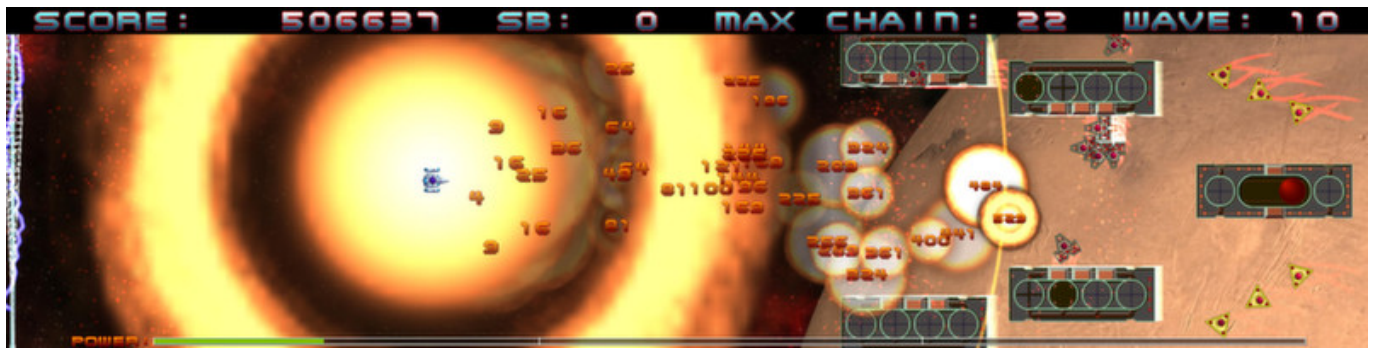
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While i personally love the game i think alot of people would find it boring. its an endless grind of beating a boss getting new and better armour and weapons buffing them and then replacing them after you kill the next boss. Untill you finish the game and make a new character and do it alllllllllll over again.
5\/10
with mods that let you play as the bosses
8.5\/10

. I've only played 70 hours but they've been SO MUCH FUN. Similar to Diablo III and a nice getaway. Time disappears while I play. It's a lot of fun.. https:\/\/steamcommunity.com\/games\/593110\/announcements\/detail\/1808664240333155775. Honestly on of my favorite games to just chill out while playing.. i did not like it.. Over the years I keep trying to revisit this game, modded and unmodded, but it's an incredibly draining experience and the longer I play the more I find myself facing an existential crisis over how empty the core gameplay loop that underlies every RPG is. Compared to other ARPGs Torchlight 2 has a lot more engagement in its combat, there's no sense of floatyness a lot of other in its genre are guilty of. Unfortunately, every other aspect of the gameplay is a massive chore.

As an ARPG the story is understandably going to be minimalistic. With what little story there is I'd argue the game's overall aesthetics clash with the grim tone it sets up for itself, but that can be ignored. The main gameplay loops I want to look at are the levelling progression, exploration, loot and enemies.

Levelling
On average it takes about an hour and a half to level, but the rate of progression in your skill unlocks means a lot of levels will feel unsatisfying. You're stuck with the same couple of active skills at the start of the game until you hit level 30 or so, which makes you feel trapped doing something dull. The higher level skills are quite cool to use, but weak when you get to them since you aren't able to put as many points into them, meaning once you get there you have to wait even longer to use them.

Exploration
The environments look great, but it's basically wasted because the game does nothing interesting with those areas to give it a sense of intrigue and the camera angle is just a bit off so you can't appreciate a sense of scope of the regions, which ends up making it feel empty. There are no enemy respawns until you reload, so getting from point A to B is dull if you're playing in one session. There's only one portal per zone to teleport to (unless you expend a resource to make your own), so going through an area again whether because of death or a reload makes it more of a slog. Since the zones are so large I felt the need to clear out the map, so even though there are dungeons to spice things up they become more of an annoyance when found sparking interest. The final nail in the coffin is the movement speed of the characters, thinking about how slow it will take to just go somewhere is enough to make me close the game down upon loading it.

Loot
So for every pack of enemies there might be an elite that takes a bit loner to kill. Most of the time they don't drop anything unique. Credit to the game, they feel a lot more personal than the regular mobs despite only having one or two extra effects and abilities, but all that does is contribute to the sense of disappointment when you get a pittance of gold and a low rarity item for another class. It's the same for big treasure chests at the end of long dungeons. Sure the first few times it spits out screen-filling gold drops it's invigorating, but then the numbers sink in and I realise I just picked up 50 gold and some common gloves. It exacerbates the exploration issue, why spend an hour trudging through a dungeon just for that?

Now with some mods this aspect mostly gets fixed, although it might swing it a bit far in the other direction and make inventory management more of a hassle than it's worth. Still, a lot of the time you find gear for other classes and if you're playing a modded game which adds classes (such as Synergies) the lootpools will become even more saturated with unusable gear. Overall, loot is more of an occasional chore to deal with rather than an exciting part of the gameplay loop.

Enemies

The one aspect this game does better than any other ARPG is enemy cohesion. You get a real sense for what you're fighting, even when there are swarms of enemies it doesn't become a garbled mesh of enemies and visual effects, unlike newer titles like Grim Dawn. For the most part you feel in control of your character and no other ARPG comes close to feeling like your attacks make an impact as this game does. Also the mechanics of the game are refreshingly straightforward and well-written too, there isn't a sense of hidden mechanics working against you and there aren't ridiculous amount of numbers to keep track of. If there would have been a reason to stick with Torchlight 2, it's these aspects.

What drags the game back into terrible territory are the random mobs that break your difficulty setting and annihilate you relatively early in the game. Torchlight's difficulty scales fairly well, but these mobs are basically certain death encounters unless you play in a really tedious manner (better hope your class gets an escape skill early, sorry Engie). Some can be casters that spell certain death and spam the same spell over and over. Others can just land a stupidly unfair DoT on your with no way to mitigate it. Special shoutout goes to the Hulking Slasher, who blends in with really basic mobs in the second act, but has a high chance to crit you. That crit will insta-kill a character even with high armour and vitality, why this creature never got nerfed in a patch is beyond me. Some people mod giant spiders out of their games, I'd much sooner mod this monstrosity into oblivion.

Conclusion

So if you're still slightly curious about this game even after all the flaws, the only way I could see this game having a chance is if do NOT play it vanilla. A lot of the community insists on trying it vanilla first of all, but I reckon this is some form of advanced gatekeeping by the community. As it stands the loot drops and level progression alone will break your spirit, especially if you've played anything remotely modern to compare it against. Get some variation of the following mods:

- A loot drop enhancer, anything that provides more drops than vanilla and maybe restricts the class drops to your current class would work

- Something to make levelling more convenient, anything that lets you unlock skills earlier is a must.

- Base Movement speed increase, unless you like spamming dash skills

- Anything to remove Hulking SlasherThe first couple of points are covered by Synergies, Torchlight's biggest mod. That mod might change a bit much though, so keep an eye out for alternatives. I joke about the community gatekeeping earlier, but honestly they have contributed a lot of mods that could salvage this game. As for me though, I need something that doesn't make me feel like I'm transparently going through the motions.

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