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## Strangers Of The Power 2 Hack

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### About This Game

The castle within the town of Cloudfall has been taken over by an evil demon. Prince Helios has offered a huge bounty to anyone who's able to clear his family's castle and 5d3b920ae0

Title: Strangers of the Power 2  
Genre: Casual, Indie, RPG  
Developer:  
Tuomo Laine  
Publisher:  
Tuomo's games  
Franchise:  
Strangers of the Power  
Release Date: 21 May, 2018

#### Minimum:

**OS:** WindowsR 7/8/8.1/10 (32bit/64bit)

**Processor:** Intel Core 2 Duo or better

**Memory:** 2 GB RAM

English

strangers of the power 2. strangers of the power 2. stranger things 2 power rangers. stranger things 2 power rangers. strangers of the power 2 steam. strangers of the power 2 steam

A worthy successor to Strangers of the Power. Very fun, interesting plot, nice characters, and a unique rivalry system. More to the point, the relationships of your characters can affect how well you do, and the ending you reach. Worth the price, though perhaps getting the full bundle would help, as you can see where the game has come from, and how it has advanced.. Okay, so I

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Strangers of the Power 2 is, first of all, a sequel. However, its story is fully contained within the game and you can play without having any prior knowledge of the first game or its story. I personally found it a bit short, and the story was there, but could have used fleshing out to give it more oomph . However, it did have elements that made it interesting. When you start, you pick a main character, and then three supporting characters, and that can affect what happens with the story itself and what kinds of endings you get. Back on it being short: the Dev told me it was the kind of game meant to be played more casually/pick up and play it in a single sitting, or in little chunks. There was also a character, Bedpan, that gave quests based on what floor you were on in the game (itu2019s kind of like Diablo 1, in the regard you go to fight a demon while advancing deeper and deeper into its domain, floor by floor). The only downside is you had to get back to town using a consumable or spell to go see if he had a new quest after completing the old one, after advancing to a new floor. Personally, I would have liked it if the quests advanced on their own, without your progression to trigger them. IE: You complete one, he gives you the next. +8 Main Characters to select from, each with different abilities +Excellent Voice Acting for almost all characters. Almost unheard of for an RPG Maker game +Straightforward Gameplay and means of advancing; getting lost or sidetracked was never an issue +Multiple Endings +Attentive, reasonable Dev who is happy to fix errors and bugs if you report them. (I reported two major ones and they were addressed within hours ) =Default art on some added engines used with MV. I personally couldnu2019t tell/care, but some who u2018knowu2019 about this stuff may be put off by it =Some characters are more u2018optimalu2019 than others to pick for your party = You have to use a consumable item to get back to town. One that soon becomes easy to aquire. Would have rather seen this as a learnable skill, etc Spoke with the Dev. All the magic users get this as an ability, I just never noticed them learning it, and thought it was only an option because I had the item in my inventory. =Quest system gives new quest on almost every new floor, but you HAVE to go back to town to get it AFTER you visit the new floor, and after youu2019ve finished the current quest. - No way to skip text if there is voice acting with it. Slightly annoying when playing scenes/game over again. (Or talking to the Inn Keeper for the 50th time) Spoke with the Dev. To enable skipping you simply have to set text to the fastest in options. -While designed to be a single session kind of game, there is no indication of this on the gameu2019s store page. It can be beaten in 1-3 hours. -Possible spoiler, but also a negative aspect: Without any prior knowledge of the classes or what they do, easy to make a party that makes progress difficult, or to make an ANTI-Party (those you didnu2019t pick you will eventually fight) that is VERY difficult to fight against. TLDR: There are some issues, and it feels like a short entry/demo for a much larger game rather than a fully contained game in and of itself. Still, itu2019s worth getting, especially on sale.. I was just browsing the store for a cheap game and found this wonderful game. I had no idea what the game was like and immediately saw the art style which already settled the deal for me. I enjoyed the overall gameplay the most however. It was your standard RPG game except for the fact where you get to pick your main character and 3 others to follow which will later on impact your game. I also enjoyed the aspects of the rivalry system the game had to offer and the different ending that you can achieve in the game . The game had several unique aspects to it that really made me happy when i bought this game. I plan on playing this game more and grinding up those achievements! This game really is a game that will stick with me for a long time.. Strangers of the Power 2 is, first of all, a sequel. However, its story is fully contained within the game and you can play without having any prior knowledge of the first game or its story. I personally found it a bit short, and the story was there, but could have used fleshing out to give it more oomph . However, it did have elements that made it interesting. When you start, you pick a main character, and then three supporting characters, and that can affect what happens with the story itself and what kinds of endings you get. Back on it being short: the Dev told me it was the kind of game meant to be played more casually/pick up and play it in a single sitting, or in little chunks. There was also a character, Bedpan, that gave quests based on what floor you were on in the game

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