
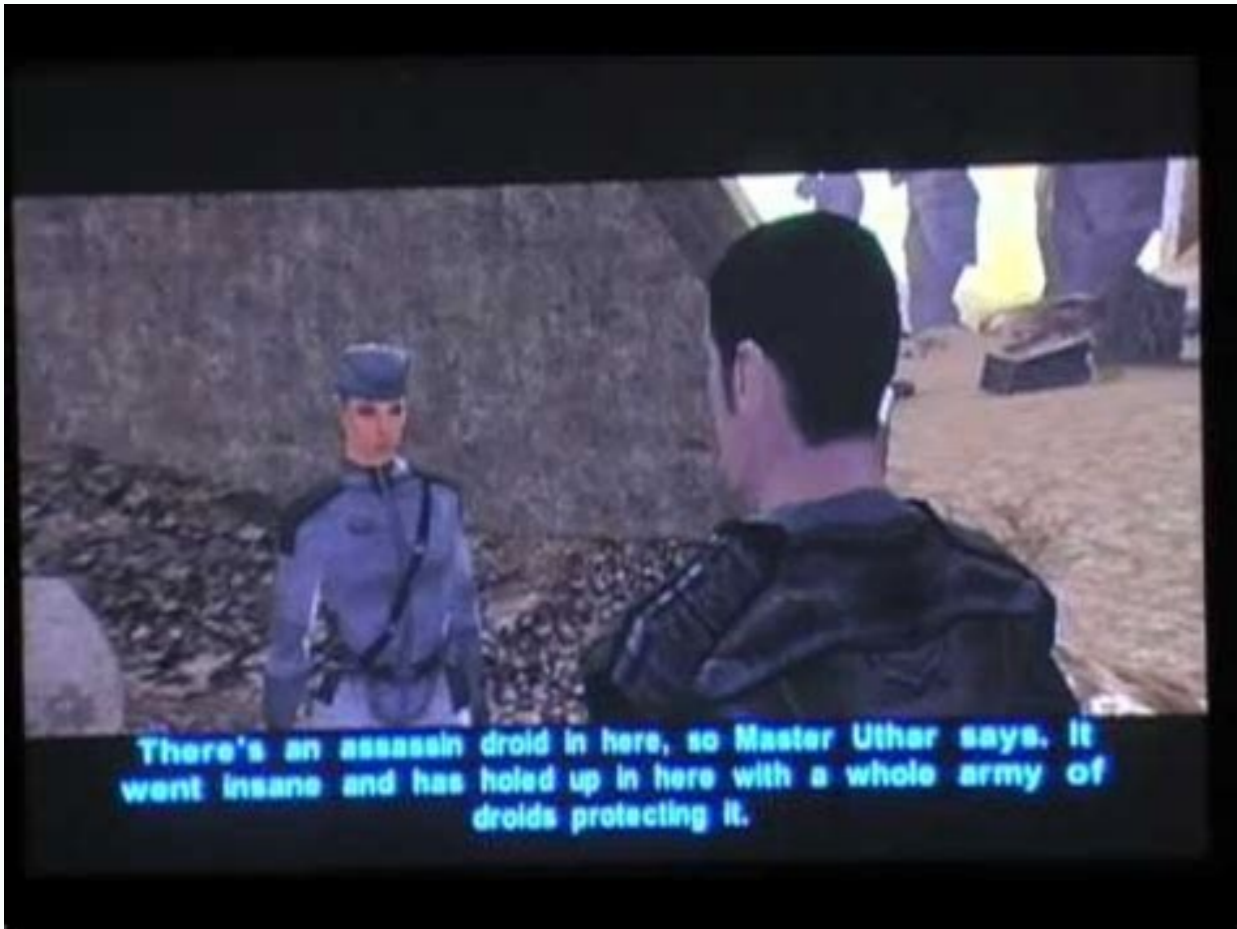


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Starwars KOTOR 2: The Sith Lords(Xbox)

THE LEVEL UP GLITCH for XBOX
with
Equipment Tripler
by
MODO N8r

Version 1.8

a.
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-----Intro-----



Kotor 2 prestige classes level. Kotor 2 prestige class guide. Kotor 2 prestige classes bonuses. Kotor 2 prestige classes requirements. Kotor 2 best prestige class for guardian.

^ Reiner. July 8, 2004. "The First Trailer for KOTOR II - The Sith Lords". Retrieved April 21, 2018. ^ a b Thorsen, Tor (November 23, 2004). In between the events of that game and this one, the Sith have launched a largely successful genocide campaign against the Jedi Order. 12 (4): 30-36. "ChartSpot: February 2005". November 16, 2004. Archived from the original on June 15, 2014. It entered their chart for the month at number 11, and at number 3 on the Xbox-only chart.[50][51] After its North American release on Windows, it debuted at number 2 on the PC chart for the month of February.[52] In the United Kingdom, the game debuted at the top of the weekly chart, beating Blizzard Entertainment's much-anticipated online game World of Warcraft, which was released in the same week. Retrieved June 15, 2015. If the player killed the Jedi Masters, Kreia attacks the Exile and leaves. Archived from the original on February 23, 2005. CBS Interactive. Retrieved June 16, 2015. ^ a b c Vicious Sid (February 11, 2005). ^ Thorsen, Tor (August 5, 2004). January 2, 2013. They allow the player character to practice in lightsaber combat or Force powers, depending on player choice.[1] The player can travel with up to two party members at a time, who gain experience points at the same rate as the player character.[1] Equipment and perks for party characters can be selected for different statistical effects or abilities.[11] Players can loot corpses and various environmental objects.[11] The protagonist also has the ability to "influence" their party members; by doing things that impress them, the player increases their influence with them.[10] Depending on the level of influence, party members may support the player character unconditionally or turn against the protagonist. "KOTOR 2: Meet Your Team". ^ "Star Wars: Knights of the Old Republic II - The Sith Lords for PC". Tracking Kreia to Telos, the Exile fights and defeats a corrupted Atris, from whom it is learned that Kreia plans to strengthen a massive "wound" in the Force made ten years prior. Archived from the original on June 24, 2007. BioWare trademarks new game engine. IGN. "Xbox / Review / Star Wars: Knights of the Old Republic II". If you are confident that you are not using a web host, you may appeal this block by adding the following text on your talk page: {{unblock/reason=Caught by a colocation web host block but this host or IP is not a web host. This block will expire on 16:49, 1 August 2024. Retrieved June 20, 2017. PC Gamer. ^ "Best Character -- Kreia from KOTOR II". Eurogamer reported that in the UK Knights of the Old Republic II sold much more in its first week than the first game, which the website speculates was helped by the former's simultaneous release on Windows and Xbox in PAL regions, as opposed to the latter's initial Xbox-only release.[53] During 2005 alone, the Xbox version sold more than 60,000 copies in the region.[54] By early 2006, Knights of the Old Republic II had sold almost 1.5 million copies.[55] Its sales in the United States alone reached 1.275 million by 2008.[56] Critical reception ReceptionAggregate scoresAggregatorScorePCXboxGameRankings86%[64]86%[65]Metacritic85/100[66]86/100[67]Review scoresPublicationScorePCXbox1Up.comB[10]CGW90/100[57]Eurogamer8/10[58]GamePro4.5/5[8]4.5/5[59]GameSpot8.5/10[60]8.5/10[1]GameSpy4/5[61]GameZone8.9/10[7]9.3/10[62]IGN8.7/10[14]9.3/10[63] Knights of the Old Republic II was met with positive reception upon its release; on Metacritic, it has an aggregate score of 85/100 and 86/100 on the PC and Xbox versions respectively, indicating "generally favorable reviews" according to the site.[66][67] IGN said that there is a bulk of pressure involved with developing the sequel to a game from a different developer which won several "Game of the Year" awards, and that Obsidian delivered.[63] The review also said that it will not disappoint fans of the original game and that it is mostly similar to it in terms of the model.[14][63] GamePro praised both the first and second Knights of the Old Republic and said that the second game continues the series' tradition of not fixing what is not broken.[59] GameSpot echoed this statement, also saying that both the good things and the shortcomings from the first game are present in Knights of the Old Republic II.[11] GameSpy compared the game to The Empire Strikes Back from the original Star Wars film trilogy in that it is the best of the series in terms of story, and also said that the game has the best story in a video game since Planescape: Torment.[61] 1UP.com wrote that Obsidian surpassed the original Knights of the Old Republic in terms of the writing, saying that the plot is more consistent, the dialogue is edgier and the moral choices are more significant.[10] Computer Gaming World agreed, writing, "your decision making, as you pursue a light or dark path, is more ambiguous, with more unexpected consequences".[57] Eurogamer said that compared to the original game, Knights of the Old Republic II's plot is "far more grey".[58] The review also said that planets are "better developed and paced".[58] GameZone wrote that the game is a "Must Buy" for people who like well-written characters and story.[62] The combat was generally well-received, with some reviewers noting that it is mostly unchanged from the original Knights of the Old Republic.[6][7][8] GameSpot compared the combat from the first Knights of the Old Republic to the second, saying that it is not well-balanced in both; however, the reviewer wrote that it helps the combat remain spontaneous.[60] GameZone said that the combat is not changed from the first Knights of the Old Republic to the second, but that this is a good thing since the combat in the original was enjoyable.[62] IGN praised the game's AI, saying that it is easy to control the main character alone without controlling the party members.[14] GameSpy's reviewer, on the other hand, said that he encountered problems with the combat AI that were not present in the original Knights of the Old Republic.[61] GameSpot criticized Knights of the Old Republic II's graphics, calling them "lackluster".[11][60] GameSpy's reviewer felt that the game's graphics were disappointing, calling them "a little dated" and "half-baked".[61] The reviewer further criticized the graphics for looking the same as they were in the first game of the series, saying that they could only be considered "good" during the release of that game.[61] GameZone said that the game looks exactly the same as the original Knights of the Old Republic[62] and that it does not compare to the majority of mainstream games released at the time.[7] GameSpy called the music in the game "excellent"; however, the reviewer noted that some of it is re-used from the first game of the series.[61] The GameSpy reviewer also said that while the majority of the voice-acting is good, there are "a few more examples of bad voice-acting" than in the first Knights of the Old Republic.[61] GameZone said that the "top-notch" voice acting complements the game's very well-written dialogue, and also praised the game's sound effects.[62] The game was criticized for its glitches; several players reported having problems with pathfinding bugs.[14] 1UP.com's reviewer condemned Knights of the Old Republic II for having the same bugs and technical issues as in the first game, saying that his party "still had a tendency to warp and skip around the map at times", and he also criticized the pathfinding in the game.[10] GameSpy said that the game's bugs are "hard to forgive", and that these issues did not occur in the first Knights of the Old Republic.[61] In a different article, GameSpy said that the game is incomplete, and attributed this to its rushed deadline.[68] GameSpy called Kreia the best video game character of 2005, saying that she was "easily the most intriguing, complicated, enigmatic, well-designed and nuanced character in a video game this year".[69] The game received runner-up placements in GameSpot's 2004 "Best Role-playing Game", "Best Voice Acting", "Best New Character" and "Best Game Based on a TV or Film Property" award categories across all platforms.[70] In 2010, the game was included as one of the titles in the book 1001 Video Games You Must Play Before You Die.[71] References Footnotes ^ Aspyr ported the game to Linux and OS X, as well as serving as developers of the 2015 re-release on Steam. After the player escapes with the help of their party members, they find the person who exiled them ten years ago, who sends the protagonist on a mission to seek out the remaining Jedi to fight against the

