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About This Game

AQUANOX 2: REVELATION is a new story of the underwater world Aqua. In 2666 a young freighter pilot called William Drake sets out to search for the heritage of a mythical ancestor. He is looking for adventure - and finds greed, ruthlessness, merciless hatred ... and also unexpected help. But very soon he has to realize that he is not the only one hunting for his ancestor's legendary treasure.

AQUANOX 2: REVELATION chases the player through high-energy action and sinister underwater cities. A gripping story, striking characters and the overwhelming architecture of the underwater world are framed by an ingenious user interface. Bonus objectives as well as hidden bonus weaponry guarantee each missions' replayability. Tactics and patience complement the fast-paced dogfights. The player becomes a member of a group of eight mercenaries crossing the oceans. The crew is crammed together in the claustrophobic atmosphere of a freighter: Always on the lookout for loot and the legendary treasure... and always afraid they themselves might become the victims of their unknown enemies.

Key features:

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- Mission based action underwater roadmovie with stunning and violent individual and teambased combat
 - Superbly crafts 3D graphics in a real-time, richly rendered underwater world using the "krass" - engine
 - Atmospheric 3D soundtrack and music

Title: AquaNox 2: Revelation
Genre: Action
Developer:
THQ Nordic
Publisher:
THQ Nordic
Franchise:
Aquanox
Release Date: 19 Aug, 2003

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Minimum:

OS: Windows 98/ME/2000/XP

Processor: Pentium/Athlon 750MHz

Memory: 128 MB (256 MB on 2000/NT/XP)

Graphics: DirectX 8 compatible 32 MB GFX board

DirectX®: DirectX 8.1

Hard Drive: 500MB

Sound: DirectX 8 compatible SFX board

Other Requirements: Mouse and Keyboard, Joystick and Keyboard

English,French,German







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Forgotten German gem with unforgettable experience.. It's like Descent 2 in the water! :P. Interesting concept. I have been thinking why there aren't more undersea games for a long time. This game is just too difficult. Too much reliance in twitchy pointlessness and too many enemies with too little ship. It wasn't even worth the \$1.00 I paid for it. There is a cheat for this impossible game, but it too proved t be too difficult to figure out as well which seems appropriate somehow.... The game is an FPS shooter with a submarine setting. I played the first AquaNox years ago and enjoyed it immensely.

However, this sequel is worse in every way:

- The environment looks duller
- The new "sniping" mechanic does not fit into a game where the submarine responds to your mouse with a lag
- You are constantly under-powered compared to your enemies
- A total of 3 voice actors, including the protagonist

And to top it off, extra lag with modern mice makes it completely unplayable. You just can't hit anything. Which is a pity since the story had some promise.

If you still want to play it, I recommend trying the easier difficulty levels. The only thing they seem to do is boost your comrades' damage levels, but that will enable you to relax and observe. Maybe throw in a shot if you feel like it.

Also, the game will try to launch with s 640x480 resolution, wich Windows 7 or newer will not support. you need to first launch the game, bail out, and then edit the configuration file in Documents\AquaNox2 or something. Look for lines with "480" and "640".

. Okay, that old review which I wrote yesterday was very short-lived. Out with the old, in with the new. Game beat. Wow.

My god. Aquanox 2 is fantastic. You just float around, doing missions of various kinds, and it stays pretty fresh throughout the whole game. You're constantly finding new weapons ever few missions with which to keep the exploding of enemy subs exciting, and while it starts off pretty easy, the game gets a bit more challenging by the end. There's even a boss fight! It's getting old, how many games today don't have boss fights.

The story is... well, let's be honest. It's interesting. The characters are interesting enough, I guess, despite the fact most of them don't really change very much over the course of the game. Once or twice the dialogue gets... weird. As in, "what the hell was the guy writing this stuff smoking" because of the way it looks, sounds and feels like the two characters are suddenly jumping between two conversations with one another that don't make any sense.

I wouldn't say it's a big deal, but if you don't like listening to and reading a lot of dialogue, this game may not be for you. There's not even that much, but you are forced to click around the ship or city, wherever you are at the time, to talk to every single possible person so you get every available job and trigger whatever other dialogue is coming your way. Or whatever. I personally can easily accept this. Not everyone else can, especially in an FPS which is otherwise considered to be completely action based.

There's no real RPG elements here. But you can choose what weapons you take on any given mission, choose what sub you're taking, as well as choose to invest in different bits and pieces from whatever arsenal you can find. There's only really three or so opportunities to buy or sell though, which is kind of a shame. There's also, like I said, a lot of clicking around before and after missions. So I can see why some might tag this as an RPG - just, you're not roleplaying any old character, you are roleplaying as Captain Drake or whatever.

Anyway, gameplay. It's immaculate. If you have a joystick, and you love your joystick, hey, you can have fun here easy. If you want to use your keyboard, same deal. The controls for both can be swapped on the fly, and you can fly sim with just your keyboard and mouse too, if you really want, for more immersion. I personally stick with the FPS thing because I know it and love it, but, hey.

Torpedoes are good fun, but I generally don't use them. Mostly because they have a relatively long cooldown, can be dodged by

buzzers (aka flares to you flight sim guys) and can sometimes just be dodged full stop. This is really kind of a shame if I'm honest, since you'd think they'd work something like bombs. But as it is, especially once you get later into the game, you end up with railguns and stuff that do just as much if not more damage than your average torpedoes.

It's weird to suggest, but the ending cutscene is well worth it. After all of that effort, and you finally get that reward, and it's a big cutscene detailing everything, ending the game perfectly, on a "to be continued" essentially, which I find pretty funny considering we never got a third game... and in fact there's little trace of the Aquanox series anywhere on the internet in terms of story, so I guess nobody will ever really know how it ends or how it even ties into the first game. Just be creative I guess.

I mean, all in all, I could recommend this for the sole reason that it's a fantastically pretty, imaginative, original game made in a genre that today has become more green and stale than hard bread.

If back in the day (like, 2003 lol) people could make games like this, why can't we make new games even half as good as Aquanox?. I really want to like this game but I just can't. It's the kind of game you'd like to replay more often than you do, but then you remember all the bad parts you have to sit through on the way. The gameplay is fun if you're doing what you would expect to be doing in this kind of game, namely fighting bad guys. Sadly, that happens maybe 25% of the time at best. Many missions in this game have you sloooowly make your way towards your destination or wait for enemies/alles to appear, followed by either a minor skirmish which is over before you know it, or an extremely difficult battle which you are likely to lose even after trying numerous times. Other missions make you navigate a maze of instant-kill lasers or attack fortified bases guarded by dozens of turrets that annihilate you if you're not as careful as can be. Almost every mission works the same way: you wait a couple minutes for something to happen; when something does happen, it's either not fun and takes up to half an hour, or it actually is fun and it's over within a minute. I'm sad to say that only a few missions make for an exception to this rule.

The story is actually pretty decent but on the way there you're given so much insignificant filler that you just tune out and don't even care about the important parts anymore. Some dialogue wants to get you thinking, some of it is trying way too hard to be smart, some of it makes no sense whatsoever. Sometimes the two characters doing conversation seem to be talking about two completely different things, which actually adds some realism to the game as that is the way things are in real life sometimes too.

Once again, I'd really love to rate this game better than I do, because somehow the first AquaNox was always a special game to me. It really isn't completely horrible but it makes you really moan about all the things that aren't fun about it..

1. What is Aquanox 2?

Aquanox 2 is the sequel to the sci-fi-underwater shooter Aquanox 1.

2. Do I have to play the first game before I start with Aquanox 2?

No, because Aquanox 2 has its own storyline and you will play as a new main character.

You will meet some characters from the first game, but you won't miss much if you didn't play the first game.

3. Is it worth buying?

If you liked the first game or games like X-Wing vs Tie-Fighter or Wing Commander, you should give this one a try.

4. I played Aquanox 1, what is the difference between the first and the second game?

As I mentioned you will play a new main character. The new storyline is pretty good, more serious and not as cheesy as the first game. The graphics are not as colourful as the first game, but with better textures and its a little darker now with brown colours. The voice acting also improved a bit.

5. Can I still choose different ships and upgrade my weapons?

Yes there are not as many ships anymore in the game, but still enough to have a decent variety. The weapons from the first game return and are more easy to shoot (higher bullet velocity and shorter travel speed). You can still upgrade your ships and weapons. You can now sell your equipment or store it outside your ship.

6. What are the missions like?

You will be able to speak to your crew members often before or after the missions. You can prepare yourself and read the mission text before you start. The missions also vary between exploration, destruction, escape or protection. Often you will have

some wingmen to help you out.

If you liked this review be sure to hit the like button to help other players with helpful reviews. Thanks!. Forgotten German gem with unforgettable experience.. I played the game long time ago.

All i can say is that the storry is great and the combat/misions are good.

Play it for the storry line, it worths it.. I first played it when i was 14. this game was one of my fav. Now as the gaming industry just grown awesome this game dosen't keep me playing again and agin. But for a game in 2004, Thq really did a nice job with this one and i am hoping the "DEEP DESCENT" to be an amazing underwater game like this one in 2004

Better than the first. Bought on basis of good reviews however none of them said how slow and boring the combat was. Gave up after the third mission. Probably unfair to review it? But I am. Basically the story seems ok, graphics are nice but old, but that's not the biggest issue. The biggest turn off was the combat. It's really really dull and boring.

And that's it really, I can't recommend it, didn't grab me, didn't make me want to do another mission.. If you're looking for something different in a world dominated by shooters and MMORPGs, the Aquanox series is a good choice. Set in the depths of the ocean, in a post-apocalyptic world where mankind was forced to give up the light of the sun and the dryness of the land, Aquanox 2: Revelation has you playing as William Drake, a young freighter pilot who is sucked into an adventure that he only dreamt of as a kid.

THE GOOD: The game is pretty unique, and it allows you to play using either FPS controls, or a more realistic mode in case you like a challenge. The story is great, and draws you in. The game doesn't require powerful hardware, you can play it on any potato PC.

THE BAD: The save system is ancient and you have to finish a mission before you can make a new save - however this makes it more challenging and thus more rewarding for people who like it that way. The dialogue is tedious at times, and although you can skip it, it's better if you go through it, as plenty of story elements don't come through pure gameplay. Graphics are also ancient, but there's a new game that will bring that to the table pretty soon (check Aquanox: Deep Descent).

TLDR: Buy if you want something different than the current crop of FPS and MMORPG games. Set your expectations for graphics and gameplay mechanics aside, this is an old game - but a worthwhile one.. One of the best games I have played in my life. Normally I just play multiplayer competitive Games and I am not interested in singleplayer Story games.

Beside Bioshock 1-3,
Desperados 1,
and ScummVM games,

Aquanox 1 and 2 are games I played for the Story!. A little better graphics than its predecessor but even shorter missions and more awkward combat system. Again you'll spend your time waiting for a mission to load or reading the lengthy explanations. Aquanox 2 sets a new high water in graphics. single player campaign just isn't all that long. There are not many ships to choose from. However you get plenty of weapons.. Okay, that old review which I wrote yesterday was very short-lived. Out with the old, in with the new. Game beat. Wow.

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If back in the day (like, 2003 lol) people could make games like this, why can't we make new games even half as good as Aquanox?. Due to terrible controls this game is preactically unplayable.. when it came out back on 2003 I loved it. 11 years later just buyed it now on steam and its still such an amazing game. The graphics on FullHD now are obv not the best anymore but considered that this game is 11 years old it still looks quite good. Especially the water. Totally worth playing it nowadays.

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