

I'm not robot!

Diablo 2 remastered 2020

Diablo immortal гайд.

on 2020-05-10T22:02:52-05:00Removed on 2020-05-10T22:05:09-05:00As long as they don't fudge it up, like Warcraft III, I'll be happy with it. Oh, but they can't use it to override the original like Warcraft III did.
Even if Warcraft III: Reforged was good, I don't see why they needed to install on top of the original. Some people like the older graphics and what not, it's got nostalgia.
on 2020-05-10T22:07:46-05:00Removed on 2020-05-10T22:08:44-05:00As long as they don't fudge it up, like Warcraft III, I'll be happy with it. Oh, but they can't use it to override the original like Warcraft III did. Even if Warcraft III: Reforged was good, I don't see why they needed to install on top of the original. Some people like the older graphics and what not, it's got nostalgia.Probably to ensure the backwards compatibility which ended up undermining a lot of the changes they originally wanted to make with WC3. on 2020-05-10T22:09:52-05:00 on 2020-05-10T22:13:44-05:00list of WoW perks plz on 2020-05-10T22:15:22-05:00No mention of VV making crash n.sane trilogy.Exceedingly saddening :C on 2020-05-10T22:16:50-05:00Although I am not interested in Diablo 2, but it seems like a rush announcement, although I don't think it will be much of a success after the debacle of Warcraft 3 Reforged, although fingers crossed for fans! on 2020-05-10T22:19:59-05:00people already comparing it to the wc3 remaster are cringe1) no one cares about cinematics or anything like that in diablo, they want a game with up to date graphics and is grindable2) no custom games or other crap means no stupid eula %^&*3) as long as they keep it core to what diablo 2 was, it'll be just fine4) we know there wont be a real money ahchill out on the immediate hate. i dont like blizzards choices as of recently either, but immediately comparing it to a game where they themselves basically hyped the ^&*! out of and gave us fake cinematics for, is pretty god damn brain dead imo. on 2020-05-10T22:21:30-05:00The fact that they think the issue with Warcraft 3: Reforged was a communications issue is exactly why I don't expect this 'remaster' to be any good. on 2020-05-10T22:23:56-05:00Why Vicarious Visions? They've done a lot of the games for Skylanders and Guitar Hero and Spongebob, Blues Clues and Barbie: Magic Genie Adventure, Zoboomafoo too! How in the fel are you gonna get them to do something as dark and sinister as Diablo 2? You can't! I'm just filled with all the "But Why's" that any single person can muster... on 2020-05-10T22:27:18-05:00Is Diablo Immortal even going to happen still? Or was the backlash too much that they axed it? on 2020-05-10T22:30:27-05:00people already comparing it to the wc3 remaster are cringe1) no one cares about cinematics or anything like that in diablo, they want a game with up to date graphics and is grindable2) no custom games or other crap means no stupid eula %^&*3) as long as they keep it core to what diablo 2 was, it'll be just fine4) we know there wont be a real money ahchill out on the immediate hate. i dont like blizzards choices as of recently either, but immediately comparing it to a game where they themselves basically hyped the ^&*! out of and gave us fake cinematics for, is pretty god damn brain dead imo.Except there are mods for Diablo 2. You can be guaranteed that as Blizzard being under Activision's control is widely known given the choices they've made over the last three years, that there will most assuredly be an EULA lockout for mods that make them Blizzard's property. As such, I have no delusions that we'll see the likes of Eastern Sun or Median XL Σ happening with a remaster. Which sucks IMO.



For most of us that moved on from Battle.net long ago, the game's longevity came from the mods. It sure as hell didn't come from the core game itself. on 2020-05-10T22:35:29-05:00Hmm. i wonder how they're doing it. They've said they don't have the original source code for D2 anymore. on 2020-05-10T22:37:06-05:00Vicarious Visions did a great job on Destiny 2, not only port and "Warmind", but "Season of Opulence" also was their work - which is the best season and content for Destiny 2 to date. So I have my hopes very high for remastered Diablo 2. on 2020-05-10T22:37:54-05:00people already comparing it to the wc3 remaster are cringe1) no one cares about cinematics or anything like that in diablo, they want a game with up to date graphics and is grindable2) no custom games or other crap means no stupid eula %^&*3) as long as they keep it core to what diablo 2 was, it'll be just fine4) we know there wont be a real money ahchill out on the immediate hate. i dont like blizzards choices as of recently either, but immediately comparing it to a game where they themselves basically hyped the ^&*! out of and gave us fake cinematics for, is pretty god damn brain dead imo.Except there are mods for Diablo 2. You can be guaranteed that as Blizzard being under Activision's control is widely known given the choices they've made over the last three years, that there will most assuredly be an EULA lockout for mods that make them Blizzard's property. As such, I have no delusions that we'll see the likes of Eastern Sun or Median XL Σ happening with a remaster. Which sucks IMO.



For most of us that moved on from Battle.net long ago, the game's longevity came from the mods. It sure as hell didn't come from the core game itself.There are mods for Diablo (or more accurately, hacks), but there are no officially endorsed mods, nor is there a creation kit. Not to say they aren't very well done, but there's a huge difference between the fan made hacks and the officially licenced mod support in Warcraft 3. on 2020-05-10T22:39:19-05:00Why Vicarious Visions? They've done a lot of the games for Skylanders and Guitar Hero and Spongebob, Blues Clues and Barbie: Magic Genie Adventure, Zoboomafoo too! How in the fel are you gonna get them to do something as dark and sinister as Diablo 2? You can't! I'm just filled with all the "But Why's" that any single person can muster...They ported those games from one console to another, they didn't create the art or environments (which there isn't much to do with in a D2 remaster either, assuming no new content is being created). They also did an exceptional job with Destiny 2: Warmind. Please consider reading the article. on 2020-05-10T22:39:21-05:00wait so when shadowlands is out this year, 2 more wow xpacs will be out within 3 years? on 2020-05-10T22:40:31-05:00Although I am not interested in Diablo 2, but it seems like a rush announcement, although I don't think it will be much of a success after the debacle of Warcraft 3 Reforged, although fingers crossed for fans!As emphasized in the article, I really feel like they meant a late 2020 announcement, not release date.



on 2020-05-10T22:45:59-05:00I hope Blizzard is aware that there were more problems with Warcraft 3 Reforged than just their communication about it, like how they managed to reduce the amount of features present in the game for instance. Considering their showing there it is really hard to be excited about any more potential remasters. Fans of Blizzard Entertainment's classic franchise Diablo have waited for years for the remaster of Diablo 2. The game's successor, Diablo 3, didn't quite meet fans' expectations, with players being particularly displeased at the impossibility of having an offline gaming experience and preferring Path of Exile in its stead. Response for the mobile game Diablo: Immortal proved to be rather lukewarm, so fans were very relieved when Blizzard announced that Diablo 2 would finally be remastered.



On September 23, 2021, the gates of hell reopened. Diablo 2: Resurrected is a fresh look at an old classic, but updates many aspects that have grown outdated with time. Many have been seen as improvements, whereas others haven't been quite as welcome. 11 The Outstanding Graphics Are A Huge Step Forward Diablo 2 remains a great game even in its original form, but graphics have seriously advanced since 2000 and the game's visuals are no longer a match for its revolutionary and exciting gameplay. Diablo 2: Resurrected is the answer, and the revamped graphics are a huge step forward. The game preserves the feel of the original Diablo 2, but it's crisper and clearer than ever. The new animations look beautiful and the difference is staggering, especially when it comes to casting classes like the sorceress. Interestingly enough, the transition from the 2D of the original game to 3D has opened a chance to introduce assets previously created during planning. The archangel Tyrael's new wings, for example, are crafted after his original model, which was used in his Diablo 2 sprite. Even in the original game, the cinematic cutscenes made a huge difference. Marius' disastrous meeting with the Dark Wanderer, their subsequent journey into Lut Gholein, Tyrael's confrontation with Baal, the Prime Evil's descent on Kurast, and Diablo's demise at the hands of the player – all these are elements that form part of a much-appreciated storyline that gamers have rehashed many times over the years. The new cutscenes refresh the events without changing the story, the visuals so detailed they occasionally seem live action. When it first came out, Diablo 2's sound effects were praised as revolutionary, with details like the sound of footsteps or the rustling of equipment adding a lot to the experience. Over the years, some audio effects have become part of popular culture and even memes. Deckard Cain's classic "Stay awhile and listen" is so iconic, fans wear the quote on T-shirts. Diablo 2: Resurrected has preserved the old audio effects but has brought them to surround sound. With all the redesigns made to the game's graphics, it stands to reason that the playable classes would also receive an update. They have, but in this case, feedback hasn't always been positive. The look of the Amazon class has been the target of much criticism, with some Internet users commenting her face looks like Willem Dafoe's. Blizzard did take into account player feedback and the Amazon's final design is different from the first option. However, this didn't completely reassure users, as it was clear that classes had been deliberately made unattractive. Many details have been censored, which was once again an unpopular decision – particularly in the wake of Blizzard Entertainment scandals. However, the redesigns have been made more diverse in some cases. The Asian background of the assassin is a particularly nice touch. One of the first things players notice before they launch into their journey is that Diablo 2: Resurrected includes a lot of accessibility options. It's far friendlier to those with mobility impairments. There are also a lot of options that take into account colorblindness or low vision, making it possible for more players to enjoy the game.
Diablo 2: Resurrected takes advantage of larger screens to include a minimap that can permanently stay on-screen without cluttering the gameplay. Additionally, instead of having to individually click on all the coins that drop, players now have the auto-gold pick-up option. This saves a lot of time and it's very convenient. Hack and slash games like Diablo 2 live and breathe monsters. Players are often swarmed by countless mobs of unholy creatures, ranging from undead to demons or hostile animals. The 25 FPS frame rate of the original game may have been great for its time, but one cannot deny that it just wasn't good enough on occasion. When in a desert tomb surrounded by the skeletons and ghosts, or even fighting fallen imps that are constantly being resurrected by their shamans, problems can happen. The 60 FPS frame rate of the remaster fixes that issue and players can travel through all the hordes of the Prime Evils without fear that their screen will suddenly act up. Part of the experience in games like Diablo 2 is sharing the fight against evil with friends. Fans were looking forward to the day they could do that again, this time in style. Unfortunately, Diablo 2: Resurrected doesn't have TCP/IP support like the original. That means the only way to play with friends is through the Battle.net servers. While this doesn't have to be a bad thing, many players have expressed dismay over the change. Since the release of Diablo 2, countless different platforms have become big players in the gaming industry. Resurrected takes that into account and is available not only as a PC game but also on PS5, Xbox, and Nintendo Switch. Not only that, but the game makes cross-progression possible, as players will be able to transfer save files from one platform to another. It's a useful element, suited to the current gaming market. When it comes to RPGs, everything is most often about the equipment. Diablo 2 included so many potential combinations that it was often very difficult to choose. Resurrected adds the option to compare an equipped item with one in the player's inventory.



This doesn't give suggestions on the superiority of an item, as creators felt item synergies are too complex to make that kind of decision in the player's stead. Still, it's a very useful tool that comes in handy.
One of the biggest problems in Diablo 2 was the limited stash size, which became a significant problem by the time players ventured into the Burning Hells to defeat Diablo. The charms would take up much of the inventory space, and the stash size didn't help matters. The game's creators chose to leave the inventory at its original size, as it was part of the game's mechanics. However, they significantly expanded the stash. The additional shared stashes make item sharing between characters much easier, but can also act as regular inventory stashes, at least at first. For the most nostalgic of players, Blizzard chose to include an interesting addition. The legacy option will revert the game to its original graphics, allowing players to relive their previous experiences. It's worth noting, however, that the legacy option isn't completely identical Diablo 2 as it was released. There are some slight differences, particularly in the design of the classes. NEXT: Which Blizzard Character are You Based on Your MBTI®