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About This Content

Pillars of Eternity: The White March - Part I is a large sprawling expansion pack with hours of gameplay integrated into the main adventure. Along with the new quests and area content, the team at Obsidian continues to support and make improvements to the entire game, including the additions of Player Party AI and Enhanced Enemy AI. Even if you haven't played Pillars of Eternity, now is a great time to jump in and experience the hardcore classic RPG with The White March - Part I.

Main features

- **Raised level cap:** Your party of six adventurers can now progress beyond level 12 to 14. The additional levels add powerful new spells, abilities and talents for all 11 classes.
- **New areas to explore:** Largely focused on the snowy environments inspired by Icewind Dale, the expansion will feature a new quest hub, and many additional quests and dungeons.
- **Soulbound weapons:** The expansion features mighty artifacts that grow stronger over time. These weapons gain different powers and attributes depending on the character class that binds to it.
- **New companions:** Part 1 of the expansion introduces two new companions you will be able to use throughout all of your adventures. The Devil of Caroc, a rogue, and Zahua, a monk, will be available to join you on your quest in The White March and will travel back with you into the base game.

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- Multi-class talents: Classes will now have additional options to diversify and take on some of the abilities of other classes.
 - Party AI: Now you will have the option to set AI scripts for your party, allowing you to focus on controlling the characters you care about most.
 - Enhanced Enemy AI: Enemies and monsters are now smarter than ever. The new AI makes the entire game more of a challenge, and spell casters will use a wider variety of their spells in more devastating ways.
 - Respec: At any inn or tavern the player can re-level their party members. It gives flexibility for the player to experiment with the RPG systems and try out builds with the newly added multi-class talents. If you aren't completely satisfied with your character, you can now do a rebuild and start over fresh.

Title: Pillars of Eternity - The White March Part I

Genre: RPG

Developer:

Obsidian Entertainment

Publisher:

Paradox Interactive

Release Date: 25 Aug, 2015

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Minimum:

OS: Windows Vista 64-bit or newer

Processor: Intel Core i3-2100T @ 2.50 GHz / AMD Phenom II X3 B73

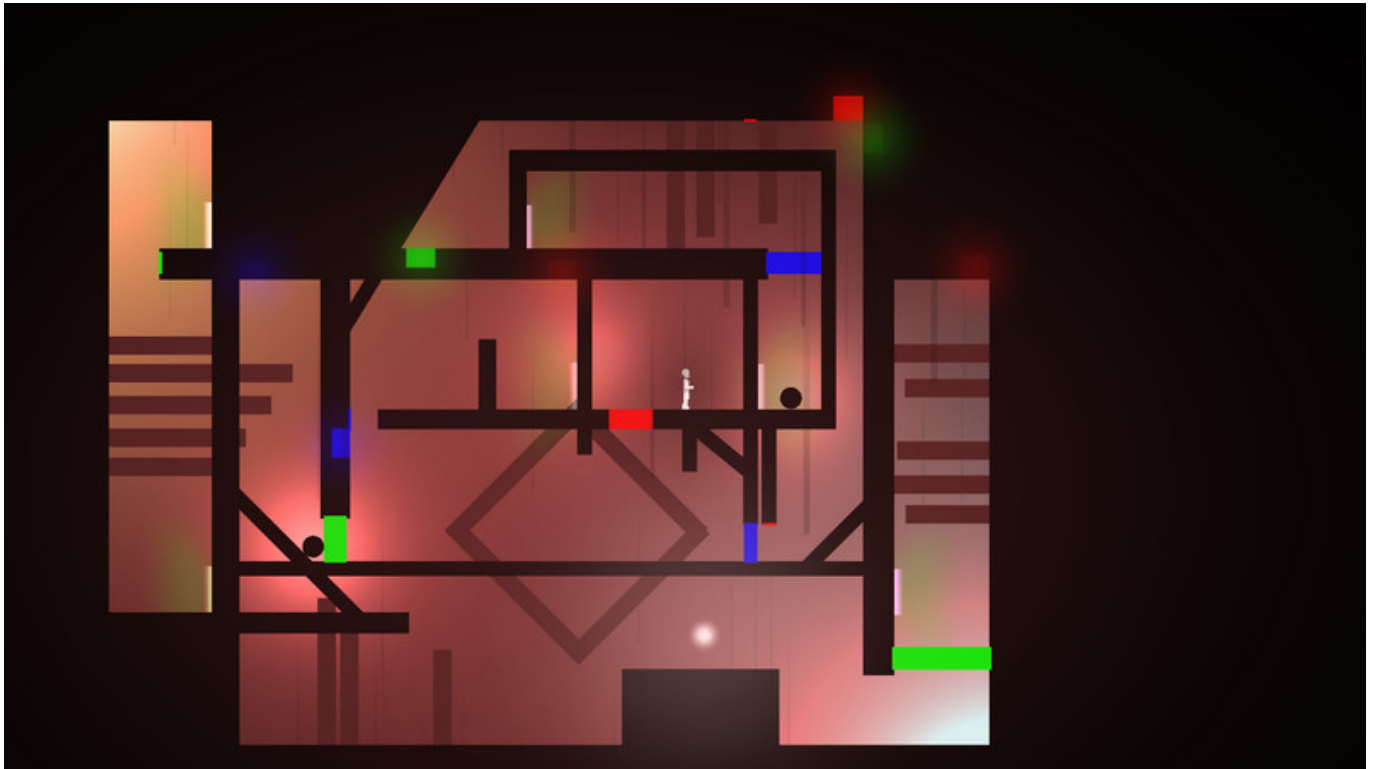
Memory: 4 GB RAM

Graphics: ATI Radeon HD 4850 or NVIDIA GeForce 9600 GT

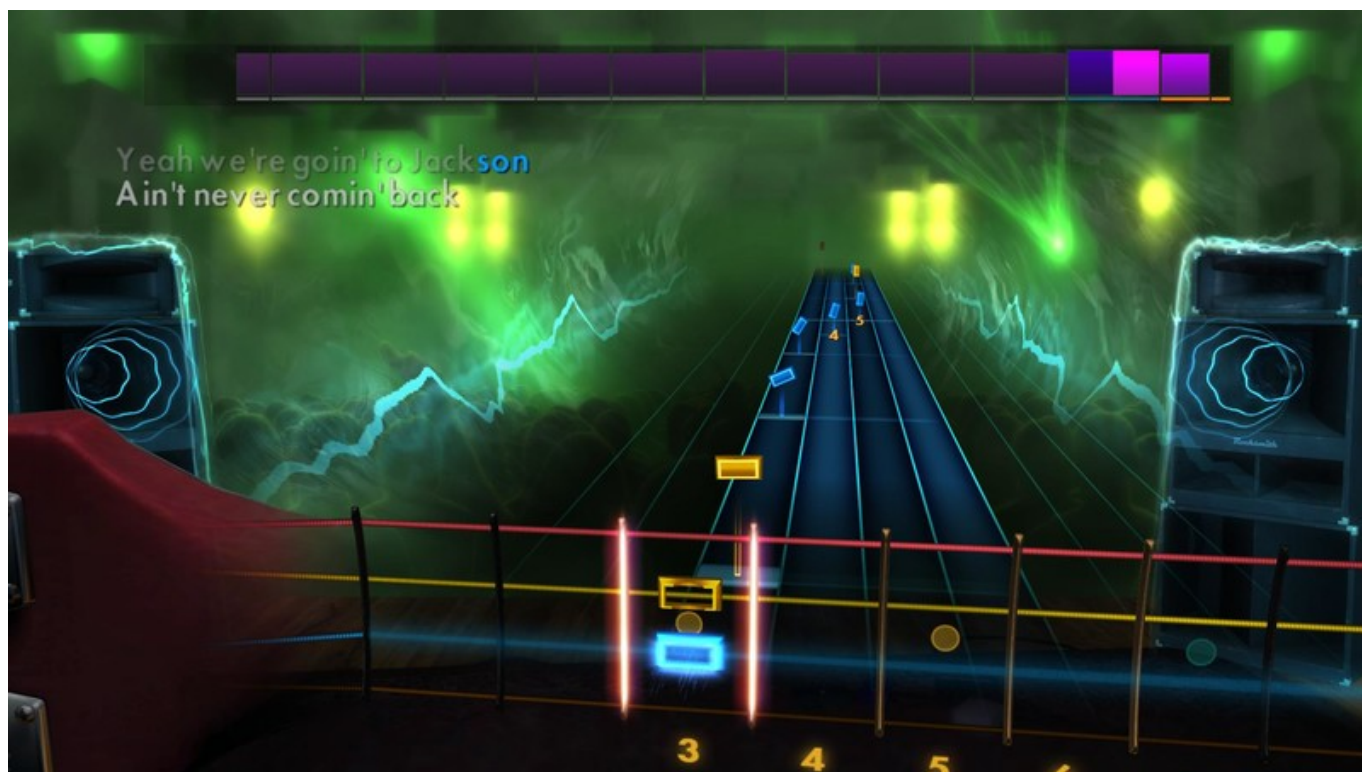
Storage: 5 GB available space

Sound Card: DirectX Compatible Sound Card

English,French,Italian,German,Russian,Polish







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A classic! The gameplay is great, the story and quests are great. Simply amazing.. The puzzle solutions were usually obvious, the only difficulty was the random results from the physics.
Nothing to bad, just a bit frustrating.

I got about 1 1/2 hour of gameplay for it's \$.54USD cost.
It's close to one dollar per hour of gameplay.

Nothing really wrong with the game, nothing really stands out about it.
If you like simple physics puzzles, go ahead and buy it **on sale.. The game is currently filled with tons BUGs**

Devs prefer more DLCs rather than fixing BUGs

Do not buy till the game gets stable. a fun old school fps an even better online MP DMas I have played 100s of hrs in DM kingpin. If you like the new x-com you'll like this, if like me you hate the new x-com you'll probably hate this too. One of the reviews says this game is like x-com/fall out tactics... it's pretty much a reskin of the newest x-com game and NOTHING what so ever like fall out tactics.. Works fluid with an Oculus. While this is not something I would play regularly on my spare time, it is something that looks pretty awesome with VR, and makes it much more entertaining than it normally would be!
For anyone with a VR headset looking for a pretty cool experiance to try it out with; I'd really recommend giving this a shot!

Very neat industrial crafting game. I'm a big fan of these. However it is not Factorio or Enterprise. The conveyor belts do not queue items, everything is felling off and you have a mess. Machines are producing items regardless if there is output space or not, again, mess on the floor. You have to use barriers to avoid all that. Really? The game is very short and there is not enough options to automate production lines, like pack it and despatch to sell. I will not request a refund because I believe the game has a potential, however the price is a bit high for what it offers. At the current stage, not recommended.. If you like these kind of tycoon style games this is a very nice game with lots of content, levels, animals etc.

It's a great game for a low price !. This game is a waste of money. It was not fun or interesting to play. It is very simplistic and not well executed. I bought this on sale and still feel cheated.. "Achievements: Ten new achievements..." "Icons for owned V available DLCs are now shown in the Main Menu." "Graphics: Polished.." Game over..

all they had to do was take ANNO 2075's format and add updated graphics and space, then leave everything else alone.....apparently that was too hard.. This game is like an onion. It is layers upon layers of oddities, humour, and its own fascinating aesthetic. If you like Vaporwave or that Windows 98/XP feel associated with it, then you should try this out. You WILL be surprised by what you find. It is quite the journey.. Very easy to use map editor that does what it say on the tin and lets you make your own map.

I think it is fantastic being able to make your own maps to play on and having the option to upload them to steam workshop to share with everyone else so what is not to love. the only bad point is it does not show you where the edge of the map is very well. I give it 4 out of 5. It does its job :-). I actually really enjoyed this game but wish they would let you increase the resolution and it takes a bit of getting used to aiming with the mouse.. This game is surprisingly bad. I play coop games with my buddies just because the games have coop. And I have a decent amount of determination with bad games as I have fully beaten games like Arkadian Warriors with friends. But this game is a different type of orc.

Orc Attack has tons of game breaking bugs and almost no polish in most aspects. The bosses I got to quickly got pushed out of the level (by maybe the camera) and were not beatable. Hitting is unsatisfying, there are pointless invisible walls, the game crashes a lot, the difficulty is very uneven, the controls are bad, the camera swings around crazily (often looking straight down), ... even the sound levels are bad.

This is the first game where I have actually wanted a refund. Not really because I want any money back. I just don't want the developers to get any money for this. -10/10

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