
Serious Sam 2 Download For Pc [PC]



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About This Game

The iconic Serious Sam brings his trademark relentless intensity to this bigger, bolder, more colorful sequel to the classic Serious Sam: First and Second Encounters! Tasked with rescuing the universe one bullet at a time against overwhelming hordes of time traveling enemies, Serious Sam must battle through thick jungles, murky swamps, frozen tundra, and futuristic cities to bring down Mental and his vile armies. Serious Sam 2 is a shot of adrenaline to the hearts of first-person shooter fans across the world. This is serious!

Key Features:

- **Frantic Arcade-Style Action** - Hold down the trigger and lay waste to a never-ending onslaught of bizarre enemies pursuing Sam from every angle and around every corner.
- **Fearsome Enemy Creatures** - Take up arms against 45 outrageous enemies and 7 intimidating bosses from bomb-toting clowns and windup rhinos to zombie stockbrokers and the iconic beheaded kamikazes!
- **Spectacular Environments** - Battle across more than 40 beautiful, expansive levels spread out over 7 unique environments and gain the support of the quirky native tribes.
- **Destructive Weapons** - Unleash Sam's classic arsenal with the shotgun, minigun, rocket launcher, and cannon or square off with new guns like the Klodovik. Also, for the first time ever, use the alternative fire button to lob a grenade into an oncoming crowd of monsters and what the bad guys go boom!

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- **Powerful Turrets and Crazy Vehicles** - Use powerful turrets to wipe out the relentless hordes of enemies and engage in heart-thumping action atop wild, mountable animals and intense, death-dealing vehicles.
 - **Helpful Native NPCs** - Meet different races inhabiting environments and even fight side by side against enemies, to experience an additional bit of cooperative play feeling within the single player campaign.
 - **Co-Op and Deathmatch Chaos** - Go to war against Mental's horde with up to 16 players online and annihilate everything that moves across 45 levels of mayhem or drop the gauntlet and face off in brutal Deathmatch.

Key updates since official release:

- **Steamworks for online play** - It eliminates the need for Gamespy for online play since the service has been announced to be officially closed.
- **Controller support** - Xbox 360 gamepad is now supported!
- **Improved wide screen support.**
- **Fixed enemy spawning issues.**

Title: Serious Sam 2
Genre: Action, Indie
Developer:
Croteam
Publisher:
Devolver Digital
Franchise:
Serious Sam
Release Date: 11 Oct, 2005

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Minimum:

OS:Windows XP

Processor:1.5 GHz Athlon XP or Pentium M or 2 Ghz Pentium 4

Memory:256 MB RAM

Graphics:DirectX 8.0/8.1 compliant or low-end DirectX 9 3D accelerator (nVidia GeForce3 and 4 series (not MX), GeForceFX 5200 through 5700 series, ATI Radeon 8500 through 9200 and X300 series, S3 DeltaChrome or XGI Volari)

DirectX®:8.0

Hard Drive:3 GB HD space

Sound:Any DirectSound compatible sound board

English







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tons of button mashing action with no reload and nonstop action.

. One thing you need to do : Don't stop pressing left click. Of course you need to take aim while pressing button.. Pure awesome action packed run n gun carnage. IMO every bit as good as the original First & Second Encounters.. Heavily Underated

I will admit, some of the asthetics, like the villagers, are displeasing, but this feels like the logical step for a serious sam sequel to go in.

Gameplay is almost like the previous games but with a multitude of additional (or appropriately reskinned) enemies with some old enemies (like the arachnoids) being rebalanced for good measure. The addition of grenades allows combat to be more "tactical" since they're basically a second rocket launcher and vehicles bring some much needed variation to the combat.

If there is anything to complain about other than the villagers, it would be the new hitscanning enemies and some enemy spawnings being unfair.

As someone who has spent countless hours playing the first serious sam, I highly recommend this sequel.. My favourite bit was when there were guns..... I forgot this existed. Great enviroments and music, funny secrets, interesting weapons, cool enemies, lots of fun. Definatly worth the \$10. Serious Sam 2 really stands out from the rest of the games for being colorful and you actually have some allies that try to help and bring you stuff. Buy it now.. Great music, great gunplay.

Some sam fans hate this game for some reason, but there's nothing wrong with it, aside from being sillier then the others. Honestly, i think croteam were onto something here. Desert gets boring quite quick, and for a points game. Who cares.

9/10. This review will be bashed. I ate a bowl of soup and blew up a house afterward, followed by catching some natives in the 'act'...

10/10 would do it again (not real rating)

Sorry, had to throw that out there... So far, the game seems great. For it's time, it's great graphics, and it's my perfect blend for a run-n-gun game : lots of violence with a mix of comedy... and lots of reasons to sidetrack.

Definetly worth the 10\$ this is worth so far, and i'm only on level 4 of the game (though I got this game for 99 cents, only double the price of my common homecooked meal, so that's a bonus on my end... dont know about the people who have to spend 5 dollars on a compact french meal, though...)

on my rating though... 8/10 is my real rating (the game engine's physics throw it off, you will rage about 50 dozen times trying to get one of the secrets on the 4th bloody level.). This game has an awesome gameplay ! A whole lot of levels, 42 in total. Serious action. Even if it isn't like other serious sam games i like the most this game because it was my childhood game, i played

it first when i was 2 years old. This is my favorite game and nothing can change it !

Serious Sam 2 much to the dismay of feeling less intense like it's previous games, it still manages to deliver a funny and exciting adventure with everybody's favorite hero Sam Serious Stone. The gameplay is smooth, the weapons work great, the soundtrack is beautiful, and the graphics are pleasing to look at. It isn't very serious on the story but who plays this kind of game for it's story anyway? Serious Job, Croteam and Co.!. It's a very cool game, if you don't know what to do, just play Serious Sam 2 . I would recommend !. Fun game, I love how I can run around and pretend I'm actually there! To bad the AI are quite bad, all-in-all, great game!. in hell yah~! one of the funniest FPS games around. The serious Sam's franchise was, and remains one of the most important games that influenced the computer industry. This franchise has captivated the hearts of millions of players around the world, and was the leading player in the genre of fatal action in 2000. In these games there is an invincible hero, Sam, who, in his charisma, destroys billions of monsters that are thrown on him. This game is super hardcore and does not allow you to stand in one place for more than 15 seconds. To understand the Franchise of Serious Shem, you just have to play it once. You are destroying millions of monsters, you have 2 percent of life left, you think: Have I experienced it; You take the first-aid kit, cartridges, and at this moment, in three times more monsters are thrown on Serious Sam.

But in the second part of this meat shooter, the game developers greatly redefined with the experiments and turned Meat Sem into the cartoon. They made from Sam the usual hero clown, without charisma, which jokes very bad and gets into silly situations. Also, the mechanics of the game itself, changed not to the better side.

My score for this game is 6.9 / 10. I recommend this part of Sam only for real fans, or for players who love meat shooters!. I find this game an amazing part of the Serious Sam series, it has great gameplay and decent controlls. Like any other game it has it's downsides such as glitches here and there, enemies getting stuck in random places making it hard for you to progress through the game, and controlls that may need some getting used to at first. This entry in the SS series is a great one and I reccomend it to anyone who has played a SS game before but if you haven't this isn't a good SS game to start with, you should start with a older game but you don't have to.. The best Serious sam game in the whole serious sam franchise. Totally a serious thumbs up. It's like painting, but instead of a brush, you use a stream of gunfire to mow down hordes of aliens.

Beta update promoted to main:

The beta update 244138 has been promoted from public beta to main.

- Added "Use auto jump" player profile option.
- Fixed overlapping text in customize controls menu screen due to 3 lines being possible due to the addition of controller support.
- Fixed improper controller button icons showing for Netricsa menu.
- Loading screen menu continue message now lists both buttons that can be used to continue.
- Fixed some issues with the controller setup menu screen not always showing axes and button info properly.
- Fixed not being able to interrupt boot intro movies with controller.
- Improved using of the cheats menu by having it exit back to the game, except unlock levels, where it seems more appropriate to exit back to the in game menu.
- Removed cheats button from main menu.
- Moved vehicle health HUD element down and more to the side.
- Fixed an issue with manual save naming when the only save is the "QuickSave".
- Fixed manual saves not loading.
- Created and implemented new 'Select Mod' menu.
- The InSamnity! 2 mod is now an official mod and can be selected from the "Select Mod" menu available in the Main Menu.

. Croteam games available at discounted prices – check it out!:

For all you Sam fans out there we have some great news: as a part of Devolver Digital Weekend Sale (August 13-17th) ALL Croteam's games are on sale NOW!

This is the time to complete your Serious Sam collection and a chance to try something different and challenge your mind even more with critically acclaimed puzzler The Talos Principle and it's DLC, Road to Gehenna.

Here's what we offer for you:

- Serious Sam Series 90% off
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Share this great news with your friends and go buy yourself some great games. You deserved it!

http://store.steampowered.com/search/?snr=1_5_9_12&term=croteam



. Beta update 252822 promoted to main:

New Serious Sam 2 Steam update 252822

The beta update 252822 has been promoted from public beta to main.

General Fixes/Improvements

- Removed the ability to start a vote while another vote is in progress.
- Fixed voting for next map in Coop not working.
- Fixed original demos crashing when played.

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- Removed "Local Network" option. All multiplayer games are now "Internet" only. If you want to play a "Local Network"/LAN game, just start and join as you would any other server. If you are playing inside the local network, packets will be routed locally. The experience should be the same as it was before Steam was implemented.
 - Fixed an issue with profiles for different mods interfering with each other and damaging them.
 - Fixed difficulty and friendly fire info not being set properly for dedicated servers in the server list.
 - The Mental Institution model can no longer be used as a player model.

Serious Sam 2 Fixes/Improvements

- Added "Respawn in Place" option for cooperative games.
- Made it so a yes vote is automatically entered when votes are called by a player.

InSamnity! 2 Mod Fixes/Improvements

- Fixed issue with difficulty not being set properly when single player menu is created.
- Fixed vertical weapons list not handling the 'No weapons' weapon properly.
- Fixed single player in game menu buttons being too low for all the options.
- Fixed Bone Yard level not ending.

. All Serious Sam games -90% off for 24 hours!!!:

Grab a chance and complete your Serious Sam game collection with this unbeatable Holiday Sale offer! And while are you at it why not buy some as gifts to your friends and play the best Co-op together!

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Be sure to check out new Croteam game, The Talos Principle, it is getting [rave reviews!](#)

<http://store.steampowered.com/app/257510>

Release trailer:

<http://youtu.be/m8oxVPeTUnU>

You can try free The Talos Principle Public Test here:

<http://store.steampowered.com/app/330710/>. **Beta update promoted to main:**

The beta update 243026 has been promoted from public beta to main as of today.

- Fixed texture stretching on HUD elements.
- Adjusted HUD elements so they are farther out to the sides and top and bottom.
- Movies are now rendered with a fixed aspect ratio of 1.333 to avoid distorting their already low resolution.
- Fixed 1st person weapon models arms showing edges of arms with wide screen.

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- Fixed enemies not appearing on Kwongo level and other places.
 - Removed wide screen video option.
 - Adjusted margins for Netricsa HUD element description text so it looks better.
 - Added Cooperative settings option to disable serious bombs. When disabled bombs will not show up in the game at all.
 - Fixed auto aim option and cheat not working without a controller.
 - Fixed the oddness in how mouse hovering acts in the Advanced Video Options menu on the topmost and bottommost options. This also fixes arranger up / down arrows not working as expected.
 - Added advanced profile settings option that allows players to choose the type of weapons list they want to see in the HUD, either Horizontal or Vertical.
 - Adjusted LOD distances so the helicopter Minigun is visible at longer distances.
 - Menu button bars and Netricsa buttons now show XBox controller icons when using a controller.
 - Changed loading screen loading text, and continue text from 'Please press Enter to continue' to 'Please press a key to continue'. The loading text is now removed when level has finished loading.
 - Fixed issue with entities not always falling to the ground when frame rates are high.
 - Raised duke armor and hat on the Forsaken Compound level up some so they won't fall through the ground.
 - Added NPC subtitles and voice game options.
 - Fixed turret camera so it doesn't drop below the model when looking up.

. Beta update 243904 promoted to main:

The beta update 243904 has been promoted from public beta to main.

Changes:

- Added "Toggle last weapon" control.
- Added 'Use lives' cooperative option, defaults to YES.
- Fixed stretching of Netricsa icon texture and moved icon position so it doesn't overlap Armor element.
- Increased forced shoot period for Mental Institution fighters bomb drops so player stands a better chance of defeating Mental Institution without Serious Damage.
- Fixed force field for Jungle Stadium loop that was too small and made it hard to make the loop.
- Fixed a place where players can get stuck at the end of Doomed Canyon level.
- Fixed vertical weapons list not switching weapons when shortcut keys are used.

. New Serious Sam 2 Steam update 269486:

New Serious Sam 2 Steam update 269486

General Fixes/Improvements

- Fixed issue with server port not getting set for dedicated servers.
- Fixed texture stretching for the Auto aim HUD element.

Serious Sam 2 Fixes/Improvements

- Fixed the possibility of the game getting stuck when a player tries to pick an item they don't need and they have the "Only pick items when needed" option enabled.

InSamnity! 2 Mod Fixes/Improvements

- Fixed a possible crash scenario when posing a posable model.

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