



Download >>> <http://bit.ly/2NGltA1>

About This Game

The game picks up directly after the end of the first game taking place on a mysterious Caribbean island where Heileen was shipwrecked with her friends.

Heileen soon discovers a deck of tarot cards representative of the seven deadly sins and the seven heavenly virtues. The cards have the power to change both her dreams and her reality, and will help Heileen discover many hidden things from her past, and ultimately what she wants to be? A saint, or a sinner?

The game features 15 unique endings and an enhanced version of the original quest system in Heileen with 20 quests.

Try to solve them all to get the maximum score!

-
- Lots of unique characters to interact with and fifteen different endings!
 - Quest system: get points when you discover new quests and when you solve them
 - The seven virtues and sins: what you will become: a Saint or a Sinner?
 - Discover many hidden things from Heileen's past!
 - High replayability plot with multiple branching points

If you missed the first episode, [get Heileen 1: Sail Away here!](#)

Title: Heileen 2: The Hands Of Fate

Genre: Adventure, Casual, Indie

Developer:

Winter Wolves

Publisher:

Winter Wolves

Release Date: 12 Dec, 2009

b4d347fde0

English



Please
Pick
A
Card

Wrath / Patience

Q

Score: 70



They're friends

They kidnapped me

What should I say?

Q

Score: 21



Ebele

You should not have offered him.

This is an interesting visual novel. The midpoint in the Heileen story, this one adds a new mechanic, a bit of an experiment at least to my eyes. The tarot card mechanic influences the ending you might receive (though one ending happens before the cards even come into play). As for what ending of the prior one this feeds off of... well, none of them. You are stranded on this desert island with the two would-be slaves. Lora, Marie, and John only appear in the wierd dreams that are related to the tarot deck. (And considering you have a cat that talks to you... the entire thing might be a hallucination).

And it really isn't a tarot deck at all (well, not one I've heard of), as it consists of the seven deadly sins on one side and the seven godly virtues on the other. There are fifteen endings, one for each of the sins and virtues, plus one if you are... indifferent.

This game is mainly good for both the interesting mechanic (it is... *different*), and because it introduces you to more characters in the Heileen saga. All of which (and some from the first volume) are potential love interests in the end of the trilogy.

Now, while I cannot be certain... I think the Chastity ending in this game is the most likely lead in to the final one (at the very least one of the pirate endings is).. This game is rather full of contradictions.

I get the feeling that whom'ever wrote the story didnt proof read it at all, and there are many obvious good anwsers that get turned on their head and become bad ones in this game.

The english is also rather scurvy side, one exaple of this is one of locations descriptions, they wrote: "in an Island" not "on an Island", "on the red mark" (in the middle of the water) not "Near the red mark"

Also i question the morals of whom'ever wrote this: I just went trough a Charity\greed event, with 2 choises do nothing or warn your uncle about the impending theft.

I naturally chose to warn my uncle as someone how knows that it is wrong to steal, and the game promtly awarded me with the Greed outcome. I my mind that had nothing to do with greed, Untill the game decided to tell me that there was a large diamond in my uncles possession, wich came after you chose your response.. A considerable improvement over the first entry in the series, with some interesting enhancements to gameplay, Heileen 2 is still...not that great. Oh, it's not unbearable by any means, but it's got some definite weak points, even though it shows promise. I wish I could give it points for effort but I'm afraid the rating system here on Steam, where one is limited to recommend\don't recommend, isn't the best place for that sort of thing.

Like the first game in the series, Heileen 2 mostly suffers in the writing. That isn't a good thing for a VN, but it's not quite as clumsy as the previous Heileen game, so...hoorah! That said, there are some problems.

*A lot of the plot depends on you stirring\to make drama happen, and even then the drama that does occur is wildly out of proportion for the\you stir. It feels very inorganic. Your character's two main companions throughout the storyline have little tiffs either with you or each other on at least a daily basis, regularly getting into snits and storming off, and it's almost always about something utterly ridiculous and irrational. In this respect, the writing would be more at home in a game about middle schoolers, not adults.

*Heileen 1 had some less than glowing things to say about sexual promiscuity and sex work, Heileen 2 unfortunately takes that up to eleven and beats it into the ground.

*The main character is threatened with sexual assault a few times, in dreams\hallucinations, and once in reality, and in most cases it's just an utterly bizarre event and makes little narrative sense.

*The art is extremely repetative, which is forgivable for an indie game company with limited resources, but it still gets visually boring after awhile. Here's Heileen lying in bed; here's Heileen lying in bed in the same position crying; now there's a tray on the bed but she still hasn't moved.

*The voiceover isn't the best, but thankfully that can be remedied with a press of the mute button.

*Racism. It's latent, not really in-your-face offensive, but it's still cringeworthy if you're sensitive to it. Your companions speak in broken English that noticably deteriorated between the first game and this one, and another character makes several offhanded, racially motivated comments about them that are insensitive to say the least. This is a historical game, so I guess it gets a little leeway

there, and on several occasions the main character thinks about how wrong racism is, and how wrong she was to ever feel negatively toward anyone because of their race, so points for at least acknowledging that, but it's still rather unpleasant and feels a bit unnecessary as it doesn't really affect the plot.

(I do find the broken English thing puzzling just from a writing perspective, given that the characters in question were raised from childhood in England by an Englishwoman. That's probably at least a decade of being in an English speaking country, with the benefit of learning the language from an early age, so they should probably be more fluent than they are here.)

Overall, Heileen 2 makes a lot of strides in being better than its predecessor in spite of these foibles. The Sins and Virtues system is an interesting game mechanic, the storyline tries for depth and variety even if it misses the mark, and since it's an improvement over the last entry in the series, I have high hopes that the third will be even better.

That said, I can't really recommend the game on its own. I'll say for Heileen 2 what I said for Heileen 1: if you get it in a bundle for cheap, it's a good intro to the characters and the universe, it bridges the gap between the game mechanics of the first and third games, and it's worth a playthrough on that basis. Otherwise, you can probably safely skip it. I really did enjoy the game. I know this isn't a game for everyone, but if you like a story driven game. It is for the most part a dating sim. I find it a well put together dating sim. However, this doesn't have the typical henti scenes from a dating sim. This second part of the Heileen series feature a female protagonist Heileen who is shipwrecked on an island with two of her ship's passengers Ebele and Robert which her uncle and aunt brought along on the trip to the New World. While on the island, Heileen will interact with Ebele and Robert, a mysterious set of cards that feature seven different virtues and sins and reveal more on Heileen's past as well as with the characters featured in the first part of the series and possibly with Morgan and Juliet after leaving the island. Achievements involve reaching a different ending in the island or out of the island with a band of pirates. The game has plenty of save slots to enable quicker replays to reach a different ending and the option to skip and fast-forward already read sections.

Soundtracks and overall game presentation are decent. Also recommended when game is at discount or in a bundle offer as all endings can be reached and game can be completed in less than 10 hours. first of all this game has no idea what tarrot cards actually are. second the main character is a dunce. third all the "choices" don't seem to lead to anything other than a "good/bad" ending they seem superfluous not anything like the game's description said. there are times when being sinful would help others and other times where it would hurt them but it's not like infamous where you are good karma bad karma it's just you were bad have a slap on the wrist or you were good here is a woman sad that you weren't there for her. this genre is the worst, why are they making crap like this. Heileen 2 is a ham-fisted attempt at moralizing and romance, with little to recommend it. The main character is unbearable, and the other characters in the VN are unbelievable. Really enjoy my time with this game have unlock all the endings but 5. In my opinion is a lot better story than Heileen 1 and really don't have to play 1 unless you want more background on some of the characters. My favorite character has to be Black. He's a cat that accompanies Heileen in most of the journey. The endings are mostly good some are extremely close to another but all of them by right feels different. Going to try get the rest of the endings still enjoying the story it's a nice pick up but wouldn't recommend the first one unless like I said you want a start but I feel didn't add really anything to the second part. Well let's see here Heileen 2. It's uh much longer than the first one. There are way more endings and many more things that affect the outcome of your story. The game starts the same no matter what ending you got in the first game so that was a bit disheartening. Any way I felt this one did fill in some gaps about the character's past like Otto and Lora what happened with Heileen's parents. I would say it's okay although I still hate Heileen as a character. Also this one seemed to drag on for bit.

This game is definitely better than the first one, which I found atrocious. However, the whole \u201cmagical tarot cards\u201d makes no sense, and it can be really annoying to get all the endings (it was a frustrating experience to me, not fun at all after 3 playthroughs). Heileen is one hell of an annoying Mary Sue, and I still want to beat her head with Marco\u2019s pan until she stops making dumb expressions for no reason. She is probably the most annoying MC I\u2019ve ever seen on a VN. Except on the Wrath ending tho, where I laughed but yet liked the fact that she became a pirate and tried to act all mighty and powerful.

The art style was okay, nothing amazing and nothing terrible. The VA was pretty bad in my opinion, I only liked Ebele and Robert VAs. BGM gets boring after a while too. Still, this is a \u201cgood\u201d improvement since the first game. But I don\u2019t like or recommend this VN. You can give it a try, but only get this game on a good sale if you're curious about this sequel; definitely not worth the full price.

3/10.. It's very good. I wish it was a bit longer but really it was just a space-filler between one and three.. loved this game

[Cosplay Convention Crisis download youtube](#)
[FSX: Steam Edition - Albatros D.III \(Oef\) 253 Download\] \[addons\]](#)
[Tank You! Soundtrack Torrent Download \[Patch\]](#)
[Music - Europa Universalis IV: The Rus Awakening Ativador download \[hacked\]](#)
[Road Rage Royale crack activation](#)
[Journey Of The Light - Soundtrack Torrent Download \[key serial\]](#)
[VR Retreat Torrent Download \[Crack Serial Key](#)
[Free Download CyberLink PowerDVD 18 Standard](#)
[Dwarf Block full crack \[full version\]](#)
[American Truck Simulator - Classic Stripes Paint Jobs Pack activation code and serial number](#)