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NOTE tt8.3Minecraft: Story Mode - Season Two - Episode 1 brings an exciting new adventure to the second season with updates accompanying the traditional version of the block game. by Rafael Monteiro on 15/08/2017 11:00Minecrat: Story Mode - Season 2 - Episode 1 begins a new season for the point-and-click version of the popular block game in the episodic format of revealing games. The first chapter: Resident Hero, takes up the story a year after the events of the first season and again presents the protagonist Jesse in great adventures. The basic structure of the game is pretty much the same as the first game, but there are some positive surprises like a deepening in the combat system to meet the latest updates from the main version of Minecraft.Minecraft: Story Mode releases first free episode; Learn to downloadA new threatThe story begins with a recap of the main episodes of the first season, the battle against the monster Wither Storm and mentions slightly the additional chapters 5, 6, 7 and 8. Jesse put his adventures aside a bit and became a kind of mayor of Beacontown while each of his friends from the new Order of the Stone took a different path. The only one who is next to Jesse is Petra, and during an adventure to reminisce about the good old days, they end up finding a mysterious glove that seems to be the center of attention this season. Minecraft: Story Mode - Season Two manages to create an exciting new adventure without changing too much (Photo: Disclosure / Telltale Games)Although the object is introduced a little abruptly into the story, it quickly becomes a catalyst for interesting events - such as unexplained holes in the ground from which creepers germinate and a trip to a submerged temple. For some unexplained reason, the glove whispers Jesse's name from the first time he saw it and, after being hit, became attached to the protagonist in a way that cannot be removed. The mystery connects to an ancient submerged temple and an adventurer named Jack, who was based on the character Jack Burton from the movie Raiders of the Forbidden Neighborhood. In this temple, players are introduced to this season's big villain, an ancient creature named Admin who, according to legend, created the entire world of Minecraft. The appearance of the monster is like that of a giant statue with traces of the iconic Cthulhu from the horror books of the author H. P. Lovecraft.New character Jack of Minecraft: Story Mode - Season Two is based on Jack Burton from the film Raiders of the Forbidden Neighborhood (Photo: Reproduction / Rafael Monteiro)The best part of this new threat is that it is truly convincing. After the whiter storm of the first game, the challenge create such a menacing new creature was very high, but the fills this space well and should be even harder to defeat. Combat updateThe gameplay of the second season of Minecraft: Story Mode has not undergone any major changes, both compared to the first season and generally telltale games. Users control Jesse and can interact with the landscape and characters by pointing and clicking. During the dialogues, it is possible to choose what to answer, which generates certain ramifications in the story - usually not very radical. At other times, the game will ask you to make an important decision that will really affect the direction of the saga. This does not always mean that the adventure will be taken in a different direction or that there will be major repercussions, but it can determine who survives or not. Any character who died in his first season except, for example, will remain dead in the second. Decisions in Minecraft: Story Mode - Season Two are not always relevant (Photo: Reproduction / Rafael Monteiro)Sometimes there are also action excerpts in which the game offers various forms of mini-games, such as a race in which you have to dodge obstacles or Quick Time Events, times when you need to press a button quickly. All these scenes are relatively easy and, although it is possible to go wrong for lack of attention, just try again without any penalty. The highlight here is for the combat system, which was already a highlight of the first season. In the first game, the action during the confrotos looked like a fencing system with approach options, to move away and attack - a little too simple. However, the coping mechanisms received a little more depth in this sequence. Since the release of the first season of Minecraft: Story Mode, a lot has changed in the original game due to constant updates. One is called The Combat Update, which has added several new features to the fight, such as endurance. Some of these elements have been introduced now in the second season of Minecraft: Story Mode and have made the fights much more dynamic and exciting. The fight of Minecraft: Story Mode - Season Two is deeper and more difficult than that of the first game (Photo: Reproduction / Rafael Monteiro)Now, instead of just approaching and attacking, you have to dodge the blows and manage your endurance to continue effective in the battle. Your positioning of enemies is also important, especially against groups, and on a specific occasion, you have to attack an opponent from behind to beat them. There is a lot of potential in the combat system that can be exploited in future chapters. Blocks and more blocksThere not much to say about the graphics sector since the visuals are exactly the same as those of the first season. It's something that works for the game, but but Impresses. The characters are all square as in Minecraft, but with a higher level of articulation that makes their animations more natural. Scenarios often have large detailed areas, but never leave the appearance of the block. The lighting, on the other hand, is far superior to that of traditional Minecraft and there are also several subtle effects that make the graphics more beautiful, such as lava that actually looks incandescent. The sound industry maintains a high quality with the return of almost all voices to take their characters, among them the excellent comedian Patton Oswalt as Jesse in his male version and Catherine Taber as the female version. New adventurers like Jack are also very well represented. Only the songs seem a little absent in most of the chapter, although they mark a good presence in the latter parts of the story with a great pace in action. The graphics of Minecraft: Story Mode - Season Two are of good quality, but do not impress (Photo: Reproduction / Rafael Monteiro)ConclusionMinecraft: Story Mode - Season Two - Episode 1 was a great start to the second season of the game and managed to create something fun without breaking too much its molds. The deepening of the combat system is very welcome and the presence of a character like Jack is a very positive surprise. The new threat of the admin is intriguing and the charisma of the characters keeps the player always interested until the last moment of the adventure. Watch the trailer for Minecraft: Story Mode - Season Two.To learn more about the other episodes of Minecraft Season 2, see:Minecraft: Story Mode - Under Pressure' surprises with the new formulaMinecraft Story Mode S2 Ep. 3 brings the monotonous plot and disappointsMinecraft Story Mode S2 Ep. 4 brings back the fight, but disappoints Your greatest achievement in Minecraft? Comment on the TechTudo Forum. NOTE tt 8.3 Graphics 8 Gameplay 8 Fun 9 Sound 8 Improved Combat SystemThe new threat convincesReturn of original voices NOTE tt 8.3 Minecraft: Story Mode - Season 2 - Episode 1 brings an exciting new adventure to the second season with updates accompanying the traditional version of the blocky game. This page describes a game that has been officially interrupted. The servers of Minecraft: Story Mode - Season 2 have been shut down. If you're not familiar with Story Mode, it's kind of choose your own adventure in the Minecraft universe, full of high drama, brave outsiders, legendary heroes, vile villains, incredible peril and perilous pigs. Logically, Season 2 follows Season 1, with players once again filling Jesse's cuboid shoes, and with a host of faces in towing - but new players should be able to jump on board! — Marsh Davies[20] Minecraft: Story Mode - Season Two was episodic episodic narrative graphic adventure video game that is the sequel to Minecraft: Story Mode, released in July 2017 on several platforms, with a nintendo switch release on November 6, 2018. The game was developed by Mojang Studios, the developer of Minecraft, in collaboration with Telltale Games. Music for the game was composed by Anadel, an atmospheric folk group based in California. The game follows the episodic format that Telltale used for his previous titles, where player choices and actions have significant effects on the elements of the later story. On May 31, 2019, it was announced that Minecraft: Story Mode - Season 2 would no longer be supported following the closure of Telltale Games. Story Mode - Season Two servers were removed on June 25, 2019, meaning that episodes are no longer downloadable. [21] Although discontinued, the Xbox One and PlayStation 4 versions are playable on Xbox Series X-S and PlayStation 5 respectively through rear-end compatibility. [22] [23] Gameplay[edit] Minecraft: Story Mode is an episodic graphic adventure video game focused on storytelling and clicking similar to previous Telltale titles such as Tales from the Borderlands. The player is able to collect objects, solve puzzles, and talk to non-player characters if the conversation trees to learn more about the story and determine what to do next. Like other Telltale Games, the player's decisions have an impact on the elements of the story in future episodes. However, unlike Telltale's previous games that have more mature or emotional accents, including the death of major characters, Story Mode is known as a family title, so decisions are always crucial and emotional, but do not involve mature imagery or themes. [24] Elements of craftsmanship and construction, at the center of Minecraft, are included in the gameplay, following a similar approach. The game features combat sequences and other action sequences, performed through both fast time events similar to telltale's other episodic games, and more arcade-like controls, such as steering around debris on a road. [25] [26] The game also mixes new characters with original themes to make an entirely original minecraft experience. Plot[edit] Spoiler warning! This section contains detailed information about Minecraft: Story Mode - Season Two that can spoil your enjoyment of it. Read at your own risk! Voice cast[edit] Jesse and Friends[edit] Other characters[edit] Joseph Garrett as Stampy Cat[27] Stacy Hinojosa as stacyplays[27] Frederick Tatasciore as Jack, Brick, et Fred Mark as Nurm, Rob and Kent Ashley Albert as Stella, the leader of Champion City[20][30] Jean-Benoît Blanc as Vos and The Admin (Romeo) Wanda Howell as Tripwire Julianne Buescher as Nell Katrina Carras as a fangirl Donovan Patton as the director of the Sunshine Institute April Stewart as Xara , held at the Sunshine Institute Bigbst4tz2 Bigbst4tz2 lui-même Greggory Berger comme Oxblood, un détenu au Sunshine Institute Shane Snider comme Carmine et Terry Katie Chonacas comme soupe, l'un des gardes à Romeoburg Kimberly Brooks comme Binta, le chef de facto de Fred Keep Maile Flanagan comme PorkChop, l'une des personnes qui « renifler pour les étrangers » Paul Reubens comme Ivor, le garde qui a été appelé à traquer Jesse Kari Wahlgren as Val Voix supplémentaires [modifier] Michael Gambino Roger L. Jackson Episodes[edit] Le jeu est séparés en cinq épisodes, publiés dans des intervalles de 1 à 2 mois. Lol Titre réalisé par Written by Original release 1 « Hero in Residence » Jonathan Stauder[31] Eric Stirpe[32] July 11, 2017[27] 2 « Giant Consequences » Sean Manning Meredith Ainsworth 15 août, 2017[3] 3 « Jailhouse Block » Christopher Reiser[33] Adam Esquenzai Douglas[34] Septembre 19, 2017[4] 4 « Below the Bedrock » Daniel Rosales[35][36] Nicole Martinez, Meredith Ainsworth et Doug Lieblich Novembre 7 , 2017[5] 5 « Above and Beyond » Mark Droste[35][36] Adam Miller, Meredith Ainsworth, Doug Lieblich et Nicole Martinez Décembre 19, 2017[6] Trailers[edit] Episode 1 - Hero In Residence Trailer Episode 2 - Giant Consequences Trailer Episode 3 - Jailhouse Block Trailer Episode 4 - Below the Bedrock Trailer Episode 5 - Above and Beyond Trailer Il ya trente réalisations en mode Histoire - Saison Deux (31 sur PS4) , d'une valeur de 1 000 Gamerscore sur Xbox et Windows 10. Icon Achievement In-game description Xbox Points PlayStation Trophy Bienvenue à Beacontown Chapitre complet 1 de l'épisode 1 20G Bronze There Can Only Be One Complete Chapter 2 of Episode 1 20G Bronze See a Guy about a Thing Complete Chapter 3 of Episode 1 20G Bronze Open Sesame

Complete Chapitre 4 de l'épisode 1 20G Silver A Gift From The Deep Complete Chapitre 5 de l'épisode 1 20G Silver Colossal Trouble Complete Chapitre 6 de l'épisode 1 100G Gold The Battle for Beacontown Complete Chapter 1 of Episode 2 20G Bronze A Company Divided Complete Chapter 2 of Episode 2 20G Bronze Winter is Coming Complete Chapter 3 of Episode 2 20G Bronze Rocked the Blocks Complete Chapter 4 of Episode 2 20G Silver Trials and Tribulations Complete Chapter 5 of Episode 2 20G Silver Ultimate Showdown Complete Chapter 6 of Episode 2 100G Gold Bedrock Blues Complete Chapter 1 of Episode 3 20G Bronze No Free Lunch Complete Chapter 2 de l'épisode 3 20G Bronze Carry the Torch Chapitre complet 3 de l'épisode 3 20G Bronze X marque le spot chapitre complet 4 de l'épisode 3 20G Silver Down et Dirty Complete Chapitre 5 de l'épisode 3 20G Silver Not-So-Great Escape Complete Chapter 6 of Episode 3 100G Gold Behind and Underneath Complete Chapter 1 of Episode 4 20G Bronze Poetry in Motion Complete Chapter 2 of Episode 4 20G Bronze A Friend in Need Complete Chapter 3 of Episode 4 20G Bronze Not What You Expected Complete Chapter 4 of Episode 4 20G Silver Out of Time Chapter 5 of Episode 4 20G Silver Tougher Than Than Complete Chapter 6 of Episode 4,100G Gold Into the Ruins Full Chapter 1 of Episode 5 20G Bronze A Score to Settle Complete Chapter 2 of Episode 5 20G Bronze A Light in the Darkness Complete Chapter 3 of Episode 5 20G Bronze Among Equals Complete Chapter 4 of Episode 5 20G Silver Ascension Complete Chapter 5 of Episode 5 20G Silver Poetic Justice Complete Chapter 6 of Episode 5 100G Gold Jesse Victorious Completed Minecraft Season Two Platinum System requirements[edit] According to this page Component: Windows macOS OS Windows 7 64Bit Service Pack 1 or more 10.12 Sierra or top processor Intel Core 2 Duo 2.4GHz 2.3GHz Intel Memory (RAM) 3GB or more 4GB or more Hard drive space 15GB available space 15GB of available space Graphics Drivers Nvidia GTS 450 or better with 1024MB or more VRAM (excluding gt) 1024 Mb NVidia or ATI graphics card DirectX Version 11 or more N/ A Sound Card DirectX 11 or later N/A Notes Not recommended for intel built-in graphics. Not recommended for Intel built-in graphics. Requires metal. For a full list of Macs that support Metal, please visit here. Languages Supported [edit] According to the Steam page, the following languages are available in the game: Languages Interface Full Audio English subtitles Yes English Yes Chinese Yes Chinese Yes Simplified Chinese Yes Portuguese Episode 1 - Hero in Residence Jesse, Stampy, Stacy, and his pet Wink wolf in Beacontown. Jesse runs away from the spiders in a tunnel. Jesse, Petra and Lluna discover the Prismarine Gauntlet. Jesse and Petra walking through Champion City. Jesse fend off loaded vines. The exterior of a temple of the sea. Inside a temple of the sea. Jesse fights the Admin. Episode 3 - Jailhouse Block Jesse and the Director overlook individual cells at the Sunshine Institute. Jesse is cornered by many Creeriders (a cross between a vine and a spider). Jesse is held captive by administrator Nurm preparing to fight the director. Jesse getting ready to fight a three-headed Ghast. Various Stacy and her wink wolf in front of their house. Stampy outside his house. References [edit] - Jesse's adventure continues in Minecraft: #StoryMode - Season 2, premiered July 11 on Xbox One, PS4, PC, Mac, iOS and Android devices! - @telltalegames, June 7, 2017 - a b c d e f Minecraft: Story Mode - Season Two (archived) - Nintendo Switch. a b Hey! Did you hear that? The new episode of Minecraft: Story Mode Season Two, Giant Consequences is released on August 15th! - @stirpicus, August 2, 2017 - a b c - a b It's time to go Below the Bedrock... the next episode of @Minecraft: #StoryMode premieres on November 7th! @telltalegames, October 26, 2017 - a b We're happy to announce that #StoryMode - Season Two's final, final, et au-delà », première le 19 décembre ! » – @telltalegames, 8 décembre 2017 ↑ « Minecraft: Story Mode - Season Two Gets a New Episode, a New Disc, and New Languages Today ! » – Telltale, 19 septembre 2017 ↑ ESRB rating ↑ PEGI Rating ↑ Episode 1 ACB Rating ↑ OFLC Rating ↑ Episode 2 OFLC Rating ↑ Episode 5 OFLC Rating ↑ DEJUS Rating ↑ USK Rating ↑ App Store ↑ ↑ ↑ ↑ a b c « Story Mode Season 2 trailer ! » - Minecraft.net ↑ Important Minecraft: Story Mode Information » — Minecraft.net, 31 mai 2019 ↑ ↑ ↑ a b c « Giving Minecraft a story » par Andrew Webster - The Verge , le 26 août 2015. ↑ « PAX 2015: Minecraft Vet, Rookie Each Play Telltale's Minecraft: Story Mode » de Jared Petty et Ryan McCafferty – IGN, 28 août 2015. ↑ « Minecraft: Story Mode: A chip off the old block » de Jeffrey Matulef – Eurogamer, 9 septembre 2015. ↑ a b c d e f g « Story Mode Season 2: Coming Soon » — Minecraft.net ↑ a b c d e « Welcome (Back) to Beacontown! » – Telltale, 6 juillet 2017 ↑ « Two, even! @matthewmercer était le méchant Aiden de la saison 1, et @YuriLowenthal joue l'adorable assistant radar de Jesse dans la saison 2 ! » - @stirpicus, 12 juin 2017 ↑ « Minecraft: Story Mode - Season Two - EXCLUSIVE SNEAK PEEK » - Telltale Games sur YouTube, 28 juin 2017 ↑ « Qu'en est-il d'un directeur de saison? Heureux que vous avez demandé! On a une puissance @literalpumpkin !! Il a également réalisé ep 1! C'est incroyable !! » - @stirpicus, 7 juin 2017 ↑ « J'ai écrit la première, « Hero in Residence », qui tombe le 11 juillet!! Ahh! » – @stirpicus, 7 juin 2017 ↑ « Ha, yes you're right - Chris Reiser is the director of Story Mode *Season Two* Episode 3. » – @stirpicus, 27 juin 2017 ↑ « Busy morning writing ep 2, now spending lunch hearing about the awesomeness @AdamWritesPlays & @stephenjmcmanus are bringing to ep 3. » – @stirpicus, 16 juin 2017 ↑ a b stirpicus/mcsm-season-2-creative-team-7ba3811c7d9e ↑ a b « For those asking, I put together a list of all the lovely writers, designers, and directors making MCSM this season » – @stirpicus, 21 septembre 2017 2017

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