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DRAGON BALL XENOVERSE 2 - Super Pack 2 Crack 32 Bit



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### About This Content

Expand your experience with new exciting content, including characters and quests from the latest series, DRAGON BALL SUPER!

- 2 new playable characters: Champa and Vados
- New story quests from DRAGON BALL SUPER!
- 1 Additional Stage
- 8 New Attacks
- 3 New Costumes
- 1 Additional Vehicle, the Space Pod!
- Super Souls and Emotes!

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Title: DRAGON BALL XENOVERSE 2 - Super Pack 2  
Genre: Action, Adventure, Casual, Massively Multiplayer  
Developer:  
QLOC, DIMPS  
Publisher:  
BANDAI NAMCO Entertainment  
Franchise:  
FRANCHISE  
Release Date: 28 Feb, 2017

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**Minimum:**

**OS:** Windows 7 and higher (64 bit only)

**Processor:** Windows 10 (64 bit only)

**Memory:** 2 GB RAM

**Graphics:** GeForce GT 650 | Radeon HD 6570

**DirectX:** Version 11

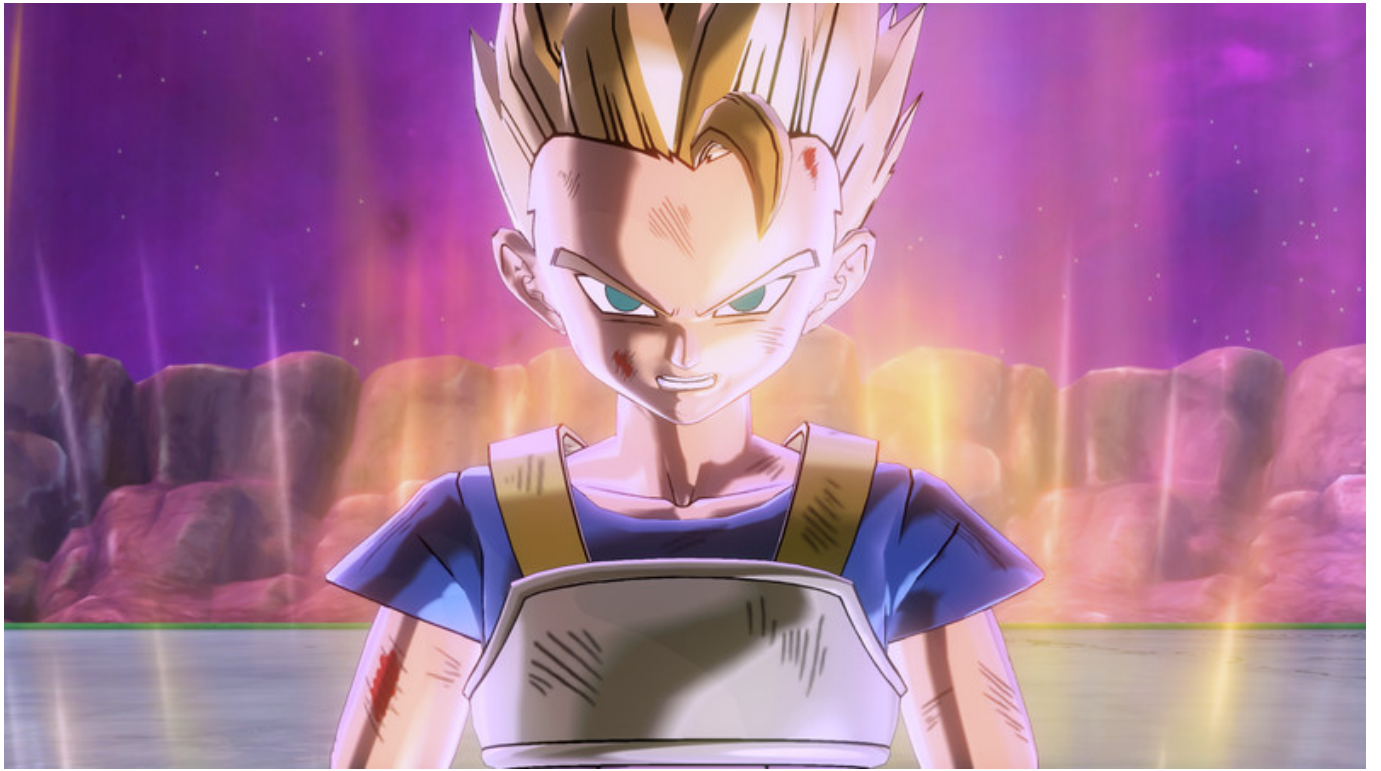
**Network:** Broadband Internet connection

**Additional Notes:** For Windows 7, service pack 1 is required

English,French,Italian,German,Korean,Polish,Russian,Traditional Chinese,Japanese,Simplified Chinese







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This is a joke. Bought the Season pass to get access to 2 more characters I couldn't give about.

And I just found out that I have to pay extra for Black because I didn't get pre-order. Me.. Vados is pretty good, but Champa is useless, Champa is very boring character to play. Better than DLC 1, but still not worth it!. TLDR: Waaaaaaay better than the first DLC pack. Still a little bare on content but what's in there isn't bad at all. Whether it's worth the money or not is up to you but it's certainly not a complete waste either. Pick it up in a sale if you're on the fence.

First off, I have a funny feeling that the first DLC pack and this one were both part of the same package at one point before getting split up. Cabba and Frost feature heavily in the story content of this pack, but are only actually playable if you bought the first one. Combined with the general lack of content, Cabba and Frost's movesets being heavily based on Vegeta and Frieza respectively and the general lack of balance in the first DLC lead me to suspect that it was originally part of this pack before being split up and rushed out the door, either due to time constraints or just to make more money. Can't say I approve either way. This leaves both packs a bit bare on content and the inescapable feeling that Bandai just want you to pay for two halves of the same thing. A pity really, because it overshadows this pack and it's actually alright. What's there anyways.

The two new characters are pretty decent. While Frost in the first pack was a very clear moveset clone of Frieza and Cabba played near identically to Vegeta, Vados and Champa have enough differing them from the rest of the cast to feel like their own characters. Champa plays like a weird combination of Beerus and Mr. Satan with several attack strings of his own and a couple of new (if a little underwhelming) moves, whereas Vados plays a lot like Whis at first glance but has quite a bit to separate her when it comes down to gameplay.

In general, while Champa is a bit meh (and I kinda wish they'd gone a bit more Danny Devito with his English VA) Vados is a lot more fun to play. While her moves are pretty impractical, she has a unique setup based gameplay style none of the other characters share and her attack strings are pretty fun to use. Most importantly they're not just a copy-paste of an existing character, so thumbs up there.

The new chapters in the story are likewise pretty okay. While I would have liked Botamo and Auto-Magetta to be playable, I'm not too broken up they didn't make the cut (Botamo's stone wall abilities would be difficult to balance in gameplay and Magetta straight up can't fly, which is kinda necessary in this game). Basically you get drafted into the universe 6/7 tournament and the usual Xenoverse shenanigans happen. Their handling of the player fighting in the tournament isn't bad and they handle the majority of the events of the tournament arc pretty well. It's short but really not too badly done. It's on a par with the original Xenoverse story DLC if nothing else and manages to do things better in some cases as well. All in all, fairly decent.

The parallel quests introduced here are thankfully way, WAY less than the ones in the first DLC pack. They're difficult in the standard XV2 way but nothing I felt the urge to jump up and down and yell "This is!" at. Honestly, they could have used more than just 3 (almost like the content was split up or something), but there's nothing offensive about them (for me anyway). So another improvement there.

The moves in this pack are probably where the DLC is at its weakest. Champa's moves are kinda meh. Not bad, just not really useful either. While Vados' moves are a lot of fun to play around with and are definitely nothing like any other characters, they're not too useful either. I mean, they're strong, but a little gimmicky. Fun to play around with, but not exactly "I need the best moves in the game to beat that utterly broken Broly expert mission" material.

Then there are the new equipables. I really like the Android 13 movie gear. It's actually new, and gives me a chance to fly around yelling "look at my trucker hat" in online missions. The super souls are also good without doing something that other super souls do better/worse to some extent. I mean, it's just cosmetics and buffs, but they're not bad. I like them anyway. Bearing in mind you do need to beat the new PQs a few times to fully unlock that stuff, it's not just available at the start. While I don't like that approach (I already paid real money for it, why do I need to jump through hoops for it?) the PQs aren't painful to the point that I'm hating the game for it. Just be warned.

In summary, DLC2 is a lot better than DLC1 (then again so are a lot of things). The stuff in there is honestly pretty good and I don't have much to complain about really, especially with new story content at long goddamn last. HOWEVER I do think that there should be more in here. Just because it's all fairly good doesn't mean that you get a good amount of it. Whether or not DLC1 and DLC2 were part of the same package at one point, it still feels like I'm getting a bit less than I should be here. It's a

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pretty good package, but I would not fault you if you didn't consider what's here to be worth the asking price. It's on a par with the XV1 DLC anyway, even if it does feel a little lacking.

If you're in doubt there's no shame in passing on it (it certainly won't change your life and how you play XV2 anyway), but personally I found it alright and give it a tentative recommendation. As above, maybe wait until it's going cheap if you're undecided.. I have mountains of college debt, work a minimum wage job, live by myself off my own money, and I still don't find 8 bucks to be as big a deal as some of the entitled whiners in the review section make it out to be, what do you want for only 8 dollars? A full game added on? \u2665\u2665\u2665\u2665 off.

-Characters are nice, my only beef is Champa's Ultimate, we really don't need another Spirit Ball,\u2665\u2665\u2665\u2665\u2665s as annoying and brainless as damage can get. Vados is an oddball character with a style all her own, but it works and with the right amount of skill she is pretty cool.

-Costumes are pretty nice, especially since QQ Bangs are a thing so you can actually wear whatever you want without destroying your stats. Worth.

-New stage. Pretty cool, not a huge deal, but new scenery is always nice, even if you do get used to it fairly quickly.

-More story, standard stuff really, insert Time Patrol MacGuffin Incarnate into story, save day, win, leave. If anyone expected more, they must have missed the TWO ENTIRE GAMES leading up to this DLC.

-New attacks are always nice, all the better to beat a buddies\u2665\u2665\u2665\u2665with.

-New vehicle is the only real negative I see, as since you gain flight reasonably early there is literally no need for the vehicles we have, much less a new one...aesthetics I guess?

-Super Souls, cool, most of the ones in the game feel pretty bland and underpowered compared to XV1, new ones should spice things up a bit.

-Emotes. Whatever.

No reason at all to downvote this DLC if you aren't an entitled\u2665\u2665\u2665\u2665\u2665who always wants more for less...I'd rather pay 8 bucks now than get it as part of an entire other cash-grab game for \$60. I gave XV2 a negative review overall, but seriously, this DLC is fine...cheap, stuff for basically every kind of player, and it takes us further into the story of Super, which I personally have been waiting for.. Adds a whole lot of cool stuff. But not enough. The quest, while very fun, seems too short. I would suggest waiting until the next few dlc packs come out before you buy it..

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I liked this DLC pack, but I hate how they tried to weasel out of not putting Magetta or Botamo in the game by having the Piccolo vs Botamo fight happen off screen, and their excuse for Magetta not showing up which was Champa insulting him.

(Also give us Rose Black and Zamasu already. Hue.). While Champa was just a reskin of Beerus with some modified moves, he was still pretty interesting. Had a great ultimate and came with pretty cool story V Paralel quests.

Vados was also quite unique and interesting to play as bringing a whole new set of strategy to the table.

However for the price it brings, the game is far from worth its price.

A 5/10 at best.. It's not much content for the price but I already have the Season Pass. Pack 2 is basically the rest of what should've been included in Pack 1; neither one is much alone but together they're a decent addition.. Not worth the money.. This is a company that is totally inept in understanding what goes in a dlc.. Sweet, but too short. Maybe a 5\$ DLC from 2010. Not an 8\$ DLC. Clothes were ugly, moves were bad. Only real addition was the miniscule story continuation, which, while nice, was tinnnnnnnnny. New characters are always welcome, but, 3 months for 2 characters, pretty boring. Make it 4 characters and either some decent clothes or moves and I'd give it a recommend.. A bit of a short story but satisfying non the less, enjoyed every bit of it and the fun changes(if you like gang bangs that is).

The new characters, Champa and Vados are really fun to play and both have a unique style of fighting with new moves(champa only has 2 new moves in his moveset but SLEDGEHAMMER), although Vados takes a bit of practice as she takes more brains to use properly in a fight.

Overall score I would give? 7/10, I feel like they could've gave us a lot more but I'm still happy and grateful with what we got..

This pack is better than the first one but i still think that it needs a little more content to justify the price

Other than that Champa is pretty good (except for his ultimate) and Vados is just pure fun. The stage is great in my oppinion because its expansive and the camera behaves pretty well in it. This DLC is overall pretty good. The characters are fun and the little story part is very nice.

I'd say get it on a sale though.. This got more content than the previous, it's not amazing, but it's not bad. The zero mortal will be much better. I kinda miss that we can't get Hit Awakening and many other things.



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