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King's Quest - Chapter 2: Rubble Without A Cause Download] [Patch]



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## About This Content

[King's Quest - Chapter 1: A Knight to Remember](#) is required to play this content and is available to download and play for *free*.

*King's Quest - Rubble Without A Cause* is the second of five chapters in the new, critically acclaimed reimagining of the classic *King's Quest* game series. In this latest adventure, King Graham takes players back to his first test as ruler of Daventry. When a mischievous horde of goblins takes his kingdom hostage, a newly crowned and woefully unprepared Graham must rise up to free his people and prove himself the leader he was destined to become.

Will Graham and his friends unearth a way to escape their rock-brained captors? Will he take for granite everything he learned as an adventurer? Does he have the stones to reclaim his mantle and lead his kingdom to safety? Will the hat make it out ok? It's time to tell your story.

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Title: King's Quest - Chapter 2: Rubble Without A Cause

Genre: Adventure

Developer:

The Odd Gentlemen

Publisher:

Sierra

Release Date: 15 Dec, 2015

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**Minimum:**

**OS:** Windows XP, Windows Vista, Windows 7, Windows 8

**Processor:** Intel Core 2 Duo E6300 @ 1.86 GHz or AMD Athlon 64 X2 4800+ @ 2.4 GHz

**Memory:** 1 GB RAM

**Graphics:** GeForce 8800 GT or Radeon HD 4770 / 512 MB

**DirectX:** Version 9.0c

**Storage:** 13 GB available space

**Sound Card:** DirectX 9.0c Compatible

English,French,German









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Anyone saying "Oh this only took half as long as the first chapter" are forgetting the only reason it's shorter is because you can actually skip dialogue. When you replay the first chapter you realize how much time you spent actually listening to people talk. This chapter is excellent and now that dialogue is skippable, you spend less time blankly staring at your screen listening to people talk. Try and play this episode without skipping any cutscenes and see how much longer it really is.. Jesus frickin' Christ. I'm not sure if I've ever reviewed a game on Steam before, but I feel the need to say *something about this garbage right here. I loved the first episode and I figured the reviews for this one might have been blown out of proportion or something. Unfortunately, that was not the case. As of now I have yet to finish this chapter, but so far I can easily say that this is the worst chapter in any episodic game I have ever played. Easy. No question. This chapter is devoid of any fun, it's repetitive as all hell and the episode just seems random in general. Feels out of place here. Like a different team made this one compared to the first one or something. Luckily I got it on sale so I saved a couple bucks? I'm not sure if I even want to play the rest of the episodes now.. Not as long or as good (puzzle wise, I feel the story is as strong as ever) as the first chapter but is still very good.*

*. The second chapter is very short. I completed it in only a couple of hours. This includes the restart that I used when I unintentionally killed of the characters I wanted to save.. just a wasting of time.. Chapter 1 was amazing, it looked gorgeous and had a large cast of colourful characters and plenty of humour.*

*Chapter 2 was a chore, it takes place underground in a dungeon entirely, and there's only a handful of characters that you can interact with that actually talk back, and 90% of them are from chapter 1. The only reason I kept playing was because chapter 1 was so good, and I intend to play the remaining 3 chapters.. Bought as part of the entire package when it first came out. Absolutely love the first episode, a good 4 hours worth of walking around beautiful landscapes and solving fairly basic puzzles.*

*I hoped in episode 2 they would expand on the puzzles a bit (like lack of puzzles that need items to be combined) but instead it seems like they got even easier, with the only real puzzle being how to keep everyone alive (turns out you don't even need to worry about this, your "choices" have NO consequences in this episode!). The game world, although beautiful, is too small in this episode.*

*Overall far too short for a "full episode" (expect to complete in about an hour) and i hope they get back to being more like episode 1 in parts 3 - 5, both in terms of length and variety.*

*Seeing as episode 1 is currently on sale for 69p i would wait until this one is too if you dont already own the whole season like me.*

*Edit: playtime is not being shown on this as i guess it's showing on "Kings Quest" the entire series.. Not as funny as the first chapter ; just a dark cave as only environment, and barely someone to talk to.. Even old Graham and his grandchildren seem to talk less, sadly. Your only goal is to find a way out of this place, the storyline is way less diversified than the previous game's, it is so redundant.. and too short as well, I didn't expect the cave to be the WHOLE game.*

*This chapter II lacks of the care that made the first one so enchanting imo. For its price it tastes to me more like a lazy DLC that relies too much on the last chapter's success. It has some good points though but is definitely too weak compared to its predecessor, which I really enjoyed a lot. I hope the next one will be less disappointing !. First, let me start off with the negative factors of this game:*

- 1. Too short in comparison to the first episode.*
- 2. As another reviewer mentioned, I replayed Chapter 1 and saved the Merchant of Miracles from the Goblins. From his conversation, I expected at least some sort of discount or perk at the very least. Yes, its true that the character is duplicitous by nature but I still feel as if we should have been rewarded some how.*
- 3. Lack of larger scale action events and death sequences as was seen in the first game. Ex. Dragon escape \first person sequences and goblin hord rush when saving the merchant*
- 4. The game felt rushed. I would have welcomed additional content even if it took longer.*

*The positive factors:*

- 1. Excellent puzzle design like in the first game and branching story mechanics. There are some different endings as well which was a nice touch (can't go into too much detail so as to not spoil anything).*
- 2. Excellent artwork and atmosphere.*
- 3. Great humor.*

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4. Great storytelling.... I am hoping that they start telling stories about Dark Wizards and genies like in the original games. I loved adventuring in Mordack's castle in King's Quest 5... if we could have a setting similar to that I'd love it. The same old Daventry and caverns are being used... they should switch up the game settings and even up the character variety as well.

*Overall Impression:*

*It was a great game that made you use your brain and really forced you to make choices that mattered (mostly). The game had excellent puzzle design and told a compelling story. It was a bit of a let down at the end as I somewhat expected it but maybe a larger overarching villain that we haven't seen would be nice. If they change up the setting and heroes/villains of the stories a bit as well as make the next Episode longer, that would be my desire.*

*I would recommend this game to fans of the adventure genre. Just don't expect it to be as lengthy or engaging as the first game.*

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A fraction of the content of chapter 1. Boring, and no actual storyline to this chapter at all.

This is just a huge rip-off. I am so sick of these developers releasing partial games and pre-selling the rest. Good chance it will never be finished.

This chapter should be comparably priced. There is about 1/8th the content, the price should reflect that.. Chapter 1 was really good I thought, Chapter 2 was the worst garbage waste of money I have spent in awhile. (IMO). Really bad and unforgiving until the end. If you do one thing wrong or in the wrong order people die. And with the save system like it is it isn't easy to try again. Even if you could you don't realize you did something wrong until suddenly you don't have enough food to feed everyone. Very frustrating.. Chapter 1 was great.

Chapter 2 is boring and very short. Would not recommend it.. (I don't know why Steam says I have 0.0 hours logged. I played for at least 5 hours last night).

I was absolutely blown away by the quality of the first episode and how absolutely spot on it was as a Kings Quest adventure brought into a new era and could not recommend it enough. Sadly the second chapter doesn't hold a candle to the first outing. The gameplay boils down to "The Sims" light where you spend 90% of the chapter making sure your friends don't starve to death while trying to figure out which of them you're going to have to sacrifice for the good of the entire mission and then running around in incredibly boring fetch quests trying to find items to aid in the progression of the main story. It literally takes zero intellect to figure out what to do - there are literally no puzzles - you just have to slog your way from area to area pretty much in order until you get the item you need to move on to the next area. A huge let down when compared to the first chapter.

Its also incredibly short. I beat it in a single evening and I probably would have beat it in less than 2 hours if I didn't keep quitting and manually reloading a save game so I could keep everyone alive (which ultimately I failed to do anyway).

If it wasn't for the first chapter being absolutely amazing, I'd have stayed far far away from this reimagining. Now that I've played both, I just have to say I hope the next chapters are more in line with the first in terms of quality, imagination and design because if they're even remotely like this one, the series is going to be ruined.

Chapter 1 rating - 9.5/10. Chapter 2 rating - 2/10. Alright, let me start off by saying: I recommend this chapter still, cause it's still fun to play while playing it but it does have issues.

First of all: The length. It's super short compared to the first one, and honestly, isn't as good. You walk around, grab something, give it to Person A B or C and repeat and very few times was there a puzzle that wasn't related to "Bring item A to person B". This is naturally a part of the game, but I felt like in the first chapter it was more difficult to figure out where you bring what item, which also felt more rewarding. At the start of the chapter, you get faced with a huge decision, which is GREAT. I loved it. I thought I did anyways, until after I made my choice, played through the chapter and saw my choice didn't really matter at all since it had no consequences (unless something changes in chapter 3 based on this decision).

There are a lot of good things too, though. You have to manage your resources at the start in order to accomplish your job, most of the NPCs are HILARIOUS, and well, WHILE you're playing, the decision you're making is actually a super cool idea. This chapter is much more about explorations than puzzle solving, which gives this chapter an unique feel (for better or worse, it's mostly preference.) The art is very pretty, as always, the voice acting is good, and it's still FUN.

As I said, it's not bad, it's just not as good as the first one and left a bad aftertaste due to them pushing that your decision is very important, but in the end it kind of becoming meaningless.

7/10. I don't see why people harsh on this episode so much. True, it does not do much to forward the plot or deepen the story, And it has a much darker tone than the first episode, which some may find undesirable.

However, it does feature the cleverest game flow puzzles and most replay value of any episode in the series. There are so many paths and ways to get through this chapter, you'll want to immediately go back and try it a different way. You cannot see everything on one or even two playthroughs.

All these multiple paths makes for a shorter chapter if you only play it once, but if you line up all the possible paths and solutions, I believe it's a fairly equal amount of content to the first episode.

I realize this "multiple solutions" thing may not be everyone's favorite style of play, but that doesn't mean the chapter is bad.



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Every chapter is different. Some are linear, some are more hard-puzzle oriented, some are more plot-heavy. This one is pure logic-based, and from a gameplay perspective, it's fantastic.. The game is ok but is a bit sad but i guess you have to play it to play the next game. Like i said before its a bit sad and i was not sure if i was actually going to buy the game but i just thought how bad can it really be? Its not as hard and puzzling as the first game but when you think about it the creators would of put in alot of effort into this game, i have done a bit of coding myself (simple stuff) and i did (i think) more than 100 hundred lines and all that happend was a circle and Ready? came up and yes if you were wondering what i was using it was the raspberry pi. I personally enjoyed the game but you do what you want im not telling you to buy it (or am i he he) I hope this has helped you ooh and i almost forgot there was a couple references in the game i have no idea what they meant since this is the only set of kings quest games ive played. Now im going to go and play the next one is it vee or neice?

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