Star Wars Knights of the Old Republic II : The Sith Lords

Star Wars Knights of the Old Republic II : The Sith Lords is a role @-@ playing video game developed by Obsidian Entertainment and published by LucasArts . It is the sequel to BioWare 's Star Wars : Knights of the Old Republic and was released for the Xbox on December 6 , 2004 , for Microsoft Windows on February 8 , 2005 , and for OS X and Linux on July 21 , 2015 . Like its predecessor , it is set in the Star Wars universe 4 @,@ 000 years before the events of the film Episode I : The Phantom Menace and is based on the d20 System developed by Wizards of the Coast . The game uses the Odyssey Engine , which was originally used in Knights of the Old Republic . The plot first started being written before the original Knights of the Old Republic was released , and development began in October 2003 , after BioWare offered Obsidian their Star Wars license due to being confident in their previous work .

Knights of the Old Republic II starts five years after the events of the first game , and follows the story of The Exile , a Jedi Knight who was exiled from the Jedi Order . During this time , the Jedi Order has been almost completely wiped out by the Sith . The game begins with the protagonist waking up from unconsciousness on a Republic cruiser . After he or she escapes with the help of their party members , they find the person who exiled them ten years ago , who sends the protagonist on a mission to seek out the remaining Jedi to fight against the Sith .

The game 's critical reception upon its release was generally positive ; praise was given to the story , characters and writing , which were noted to be more grey than the original Knights of the Old Republic . However , the game received criticism for being too similar to its predecessor in terms of graphics and gameplay systems . GameSpy named one of the game 's party members , Kreia , the best video game character of 2005 , and the game was included in the book 1001 Video Games You Must Play Before You Die .

Gameplay

Knights of the Old Republic II is a role @-@ playing video game played from a third @-@ person view that features pausable real @-@ time combat . Combat and interactions with the environment and non @-@ player characters in Knights of the Old Republic II are based on the d20 System as in Star Wars : Knights of the Old Republic . The game starts with a character creation screen with several choices to make , and there is also an option of letting the game do it automatically . There are 30 new Force powers , which are manifestations of the Force , in Knights of the Old Republic II . Like its predecessor , the game has several minigames , including swoop bike racing and a card game called Pazaak . The interface has been streamlined from the original game and party management was made easier ; for example , the player can now switch between two selected weapon sets in the menu . As in the first game , the player can choose to align with either the light side or the dark side . Choosing dialogue options that are respectful and empathetic give the protagonist light side points , while options that are egotistic and evil result in dark side points .

The combat of Knights of the Old Republic II is identical to its predecessor . Several new lightsaber crystals were added to the game . Each of them is useful for a different situation . For example , one is best for enemies using blaster weapons , while another would be good for recovering from using Force powers . The player can use a variety of melee and ranged weapons , including swords and firearms . Fighting unarmed is also an option . A new addition to the game are " prestige classes " . These are add @-@ ons to the Jedi classes that were established in Knights of the Old Republic . They let the player character practice in lightsaber combat or Force powers , depending on player choice .

The player can travel with up to two party members at a time , which gain experience points at the same rate as the player character . Equipment and perks for party characters can be selected for different statistical effects or abilities . Players can loot corpses and various environmental objects . The protagonist also has the ability to " influence " their party members ; by doing things that impress them , the player increases their influence with them . Depending on the level of influence , party members may support the player character unconditionally or turn on the protagonist . The

player can also exploit high influence by drawing party members to either the light side or the dark side .

= = Synopsis = =

= = = Setting = = =

The game takes place five years after the events of Knights of the Old Republic and 4 @,@ 000 years before Episode I : The Phantom Menace , in a time when the Jedi have been nearly exterminated by the Sith . The player 's character , a former Jedi Knight exiled from the Jedi Order , is referred to as " The Exile " or " Jedi Exile " . Throughout the game , the Exile restores their connection to the Force while , with the help of non @-@ playable companions , sets out to stop the Sith . The player makes choices that turn the Exile to either the light side or the dark side of the Force , and travels to six planets to either help or hinder the Republic 's efforts to bring peace and stability to the galaxy .

New playable locations in Knights of the Old Republic II include war @-@ ravaged Telos , a Telos bunker and the orbiting Citadel Station , the port Iziz , Onderon and its jungle moon Dxun , Nar Shaddaa and Goto 's orbiting yacht , Peragus , the starships Harbinger and Ravager . Malachor V , Korriban and Dantooine from the original game are revisited , which are both now with ravaged buildings and intensified problems . The Ebon Hawk , the main character 's ship in the first game , is also the player 's transportation in Knights of the Old Republic II .

= = = Characters = = =

The Exile 's back story reveals that the character served under Revan during the Mandalorian Wars and ordered the activation of a devastating weapon at the climactic battle over Malachor V. The deaths that ensued created such a substantial " wound " in the Force that the character was forced to sever all connections to the Force , and the Jedi Council ordered the character exiled from the Jedi Order . As the game progresses , the Jedi Exile rebuilds a connection to the Force and creates unusually strong Force Bonds with other characters and places , while unknowingly sapping Force powers .

Among the characters who join the Jedi Exile are Kreia , who can act as the Exile 's mentor ; pilot and former Sith assassin Atton Rand ; technician and Mandalorian War veteran Bao @-@ Dur and his droid remote ; the criminal droid G0 @-@ T0 ; and the Sith apprentice Visas Marr . T3 @-@ M4 and Canderous Ordo (now identified as " Mandalore ") , both featured in the first game , also join the Exile 's team . Other characters join the Exile 's party under certain conditions . HK @-@ 47 , who appears in the first game , joins the quest if the Exile collects and uses the parts necessary to reactivate it . A Wookiee known as Hanharr , a bounty hunter , joins if the Exile is aligned with the dark side of the Force ; Hanharr 's competitor , Mira , joins if the Exile is light @-@ aligned or neutral . If the player 's character is male , Brianna the Handmaiden can join the player 's quest , while Mical the Disciple joins a female Exile .

The game features three main antagonists : Darth Traya , a mysterious assailant who remains in the dark through most of the game ; Darth Sion , an undead Sith Lord with a murderous hatred for Jedi ; and Darth Nihilus , a Sith Lord whose physical being was destroyed due to his immense affinity to the Force .

= = = Plot = = =

While hiding on the Harbinger , a Republic cruiser , the Exile is sedated by HK @-@ 50 , an assassin droid , to be delivered to a crime syndicate called the Exchange , who have put out a bounty on live Jedi . They are rescued by Kreia , with whom they form a Force Bond , and the droid T3 @-@ M4 on the Ebon Hawk , and flee the Harbinger as it is hijacked by a squad of Sith

assassins . However , their ship is damaged by the Harbinger 's gunfire during escape , and they eventually arrive at the Peragus mining facility . Teaming up with smuggler Atton Rand , the group escapes to the planet Telos IV . While hiding out on Telos , they encounter Atris , a surviving member of the Jedi Council who sentenced the protagonist to exile ten years prior . After settling a dispute regarding the Exile 's past sentence , Atris forms an uneasy alliance with them , instructing them to seek out other surviving Jedi to combat the Sith . The Exile then travels to four worlds to find reclusive Jedi Masters and either begs their aid or kills them in revenge over their treatment , depending on player choice . As the Exile continues their journey , they meet several individuals that join them in their quest .

After finding all the Masters , the Exile travels back to Dantooine and learns that the countless deaths at Malachor V resulted in the Exile unconsciously giving up their connection to the Force , which then became the teachings of the new Sith . As the Masters feared that these teachings could result in the actual death of the Force , they prepare to strip the Exile of their Force connection permanently , but Kreia reveals herself to be the former leader of the Sith and murders them all in retribution . Tracking Kreia to Telos , the Exile fights and defeats a corrupted Atris , from whom they learn that Kreia plans to destroy the Force by strengthening a massive wound that the Exile had caused ten years ago during the Mandalorian Wars ; when the Exile ordered the activation of the superweapon that ended the battle , thousands of simultaneous deaths ensued and subsequently caused a wound in the Force . Before following her to Malachor V , where Kreia had since rejoined the Sith as Darth Traya , the Exile stops a Sith invasion of Telos , defeating one of Traya 's former apprentices , the Sith Lord Darth Nihilus . On Malachor V , the Exile is separated from their companions and fights their way through the hordes of monsters that inhabit the planet 's surface , then through the inhabitants of a large Sith Academy that survived the cataclysm . On the final floor of the academy , the Exile kills the Sith Lord Darth Sion and confronts Darth Traya in the planet 's core .

The Exile defeats Traya who , before dying , delivers a prophetic vision of the future pertaining to the player 's companions and the worlds that were visited over the course of the story . Depending on the Exile 's alignment , they either order the destruction of Malachor V , escaping before it is destroyed , and travel into the Unknown Regions in search of Revan (light side) or remain on Malachor V as the new Dark Lord of the Sith (dark side) .

= = Development = =

Knights of the Old Republic II was developed by Obsidian Entertainment and published by LucasArts . It is the sequel to BioWare 's Knights of the Old Republic . The game uses the same Odyssey Engine from the original Knights of the Old Republic . BioWare offered Obsidian the Knights of the Old Republic license due to them being familiar with Obsidian 's past work and their good relationship with them . The PC version of the game was developed along with the Xbox version , but due to the Xbox version being released two months prior to the PC version , the latter received multiple bug fixes .

Development of the game started in October 2003 . The overview of the game 's story was originally drafted before the first Knights of the Old Republic was released , after which it saw many revisions and also some major redrafts . To help him write Knights of the Old Republic II , Chris Avellone , the game 's lead designer , tried to read as much about the Star Wars universe as possible , including books , guides , modules , and graphic novels , and the Obsidian team also relied on the first Knights of the Old Republic and the original Star Wars films for inspiration . Avellone said that Obsidian recognized one of the things that made Knights of the Old Republic great was the story and the companions , and that they tried to expand upon this by adding more depth to them .

When Obsidian were preparing to present Knights of the Old Republic II at E3 2004 , they tried to fit as much information as they could , saying that it would need to be a duration of 30 minutes as it was the only E3 event it would be showcased at ; however , due to the limited time frame , they would have to cut it down to a five- to ten @-@ minute presentation . During this time , none of the

levels Obsidian designed were ready to be shown , so they picked three levels , and put them through a schedule to finish them on time . The demo was finished a few days before the event , and the game was presented in May 2004 . The first trailer for Knights of the Old Republic II was later unveiled in July 2004 .

Knights of the Old Republic II uses the same d20 System as the first Knights of the Old Republic with some changes , and the level cap has also been removed . Obsidian put much work into the game 's graphics , including the appearances of non @-@ player characters , and they also increased the sizes of areas . Knights of the Old Republic II 's lead artist was Aaron Meyers ; he decided which people would join the art team after looking through " tons of applications , resumes , and demo reels " , and he said that he was pleased with the amount of people who wanted to work for Obsidian . Meyers also complained about the short deadline the development team had to deal with . Obsidian 's COO , Chris Parker , said that the schedule set for the development team was " extremely aggressive " , and that the team felt a lot of pressure because they were " making a sequel to the game of the year for 2003 " .

For the music , the development team felt that symphony orchestra would work best for Knights of the Old Republic II . The musical score was composed by Mark Griskey , who developed music and themes for characters and places , including the Jedi 's theme , Darth Sion 's theme and Darth Malak 's theme (which both have many similarities with the Emperor 's theme from The Return of the Jedi) . He also created a theme for the main character , which is heard occasionally when he or she experiences internal conflict . The 70 @-@ minute score was recorded by the Sinfonia Orchestra in Seattle . The opening crawl utilizes the version of John Williams ' main Star Wars theme that was re @-@ recorded for the prequel trilogy .

When looking back at Knights of the Old Republic II in a 2013 interview , Avellone said that LucasArts forced Obsidian to finish the game in a 14 to 16 months time frame that ended up in the game being in an " unfinished " state . However , Avellone said that Obsidian was at fault for this due to not cutting out enough things ; he noted that all minigames should have been removed , and also said that there were too many in @-@ engine cutscenes . Obsidian 's co @-@ founder , Feargus Urquhart , said that the game was originally going to be released in 2005 , but it was later moved up to December 2004 after E3 ; according to him , Obsidian had to choose between " get [ting] in trouble or get [ting] it done " .

Knights of the Old Republic II went gold on November 23 , 2004 ; it was later released on the Xbox on December 6 , 2004 , and the PC version was released on February 8 , 2005 . The game was later re @-@ released in August 2012 on the digital distribution platform , Steam , and in January 2015 on GOG.com. On July 21 , 2015 , OS X and Linux versions were released along with new support for Steam Workshop and other Steamworks features , controller input , and modern widescreen resolutions up to 5K .

Along with several official patches , a fan @-@ released unofficial patch by a modding community fixed around 500 remaining bugs , along with restoring most of the content that was cut from the game . There were also methods found by the community for improving compatibility on modern PC operating systems .

= = Reception = =

Knights of the Old Republic II was met with positive reception upon its release ; on Metacritic , it has an aggregate score of 85 / 100 and 86 / 100 on the PC and Xbox versions respectively , indicating " generally favorable reviews " according to the site . IGN said that there is a bulk of pressure involved with developing the sequel to a game from a different developer which won several " Game of the Year " awards , and that Obsidian delivered . The review also said that it won 't disappoint fans of the original game and that it is mostly similar to it in terms of the model . GamePro praised both the first and second Knights of the Old Republic and said that the second game continues the series ' tradition of not fixing what is not broken . GameSpot echoed this statement , also saying that both the good things and the shortcomings from the first game are present in Knights of the Old Republic II .

GameSpy compared the game to The Empire Strikes Back from the original Star Wars film trilogy in that it is the best of the series in terms of story , and also said that the game has the best story in a video game since Planescape : Torment . 1UP.com wrote that Obsidian surpassed the original Knights of the Old Republic in terms of the writing , saying that the plot is more consistent , the dialogue is edgier and the moral choices are more significant . Eurogamer said that compared to the original game , Knights of the Old Republic II 's plot is " far more grey " . The review also said that planets are " better developed and paced " . GameZone wrote that the game is a " Must Buy " for people who like well @-@ written characters and story .

The combat was generally well @-@ received , with some reviewers noting that it is mostly unchanged from the original Knights of the Old Republic . GameSpot compared the combat from the first Knights of the Old Republic to the second , saying that it isn 't well @-@ balanced in both ; however , the reviewer wrote that it helps the combat remain spontaneous . GameZone said that the combat is not changed from the first Knights of the Old Republic to the second , but that this is a good thing since the combat in the original was enjoyable . IGN praised the game 's AI , saying that it is easy to control the main character alone without controlling the party members . GameSpy 's reviewer , on the other hand , said that he encountered problems with the combat AI that were not present in the original Knights of the Old Republic .

GameSpot criticized Knights of the Old Republic II 's graphics , calling them " lackluster " . GameSpy 's reviewer felt that the game 's graphics were disappointing , calling them " a little dated " and " half @-@ baked " . The reviewer further criticized the graphics for looking the same as they were in the first game of the series , saying that they could only be considered " good " during the release of that game . GameZone said that the game looks exactly the same as the original Knights of the Old Republic , and that it doesn 't compare to the majority of mainstream games released at the time . GameSpy called the music in the game " excellent " ; however , the reviewer noted that some of it is re @-@ used from the first game of the series . The GameSpy reviewer also said that while the majority of the voice @-@ acting is good , there are " a few more examples of bad voice @-@ acting " than in the first Knights of the Old Republic . GameZone said that the " top @-@ notch " voice acting complements the game 's very well @-@ written dialogue , and also praised the game 's sound effects .

The game was criticized for its glitches ; several players reported having problems with pathfinding bugs . 1UP.com 's reviewer condemned Knights of the Old Republic II for having the same bugs and technical issues as in the first game , saying that his party " still had a tendency to warp and skip around the map at times " , and he also criticized the pathfinding in the game . GameSpy said that the game 's bugs are " hard to forgive " , and that these issues didn 't occur in the first Knights of the Old Republic . In a different article , GameSpy said that the game is incomplete , and attributed this to its rushed deadline .

GameSpy called Kreia the best video game character of 2005 , saying that she was " easily the most intriguing , complicated , enigmatic , well @-@ designed and nuanced character in a video game this year " . In 2010 , the game was included as one of the titles in the book 1001 Video Games You Must Play Before You Die .