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About This Game

Story

You are Takamine Yuuto, an orphan who lives only to care for his sister and ensure they make it through their ordinary everyday lives (with a little help from their friends). One day he is suddenly interrupted by a call from beyond this Earth - he has been summoned through a mystical portal to the distant land of Phantasmagoria!

With his sister Kaori held hostage, Yuuto must fight as an Etranger - a warrior of power - and take up the sword to fight alongside the beautiful female Spirits who protect the land from the evil that threatens to consume it. With these new comrades, a tale of desperate heroism, newfound purpose and tender romance unfolds...

Features

- Gain allies with 21 playable characters.

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- Conquer 38 towns across 23 different tactical missions.
 - Experience nine unique endings based on your gameplay choices.
 - Unlock hundreds of skill upgrades.
 - Uncover secret items and 'easter eggs'.
 - Challenge yourself with three levels of difficulty.
 - Over 50 hours of RPG gameplay.

Title: Aselia the Eternal -The Spirit of Eternity Sword-

Genre: Casual, RPG

Developer:

Xuse

Publisher:

JAST USA

Release Date: 3 Nov, 2011

b4d347fde0

English,Japanese



"My name is Esperia?"



"Esperia knows who you are?"

Auto Skip Back

Umm.....





aselia the eternal the spirit of eternity sword gameplay. aselia the eternal the spirit of eternity sword

A top tier, OG Japanese eroge that combines strategy rpg and visual novel and each of these 2 sides has been masterfully crafted.. its a visual novel, i see lots of post about it being a SRPG but i have yet to get to that portion of the game. after 2 hours of nonstop dialog that wasnt even that good, i have given up on this turning into a game. i may be jumping ship to early but i get the feeling that even if it dose turn into one it wont be the kind of SRPG game it herald as being.. I played this game before it came to steam and loved it. Now that I'm replaying it in preparation for the sequel that finally came out, and I am finding that I still love it. I will also mention that this game originally had erotic scenes in it and while they weren't exactly removed gracefully, they are few enough that you can easily ignore the hints that the characters got it on offscreen.

As for the basics of the game, it's a strategy game where you place and move your units around the map to get into scripted battle sequences when they meet. In between battles, there is a visual novel style story about the main character trying to cope with being brought to another world and forced to fight for a king he doesn't trust.

Put simply, I am a huge fan of the story and the battle system was fun enough that I actually turned up the difficulty after each playthrough when I was replaying the game to go through other routes instead of powering through lower difficulties to get the battles over with.

The first thing I have to mention is the beginning of the game right after the prologue. I'm going to gush a bit about a stylistic choice made early on, so feel free to skip this paragraph. Now, I've found that very few developers have the balls required to actually have the language of the fantasy world NOT be English (or in this case, Japanese). The foreign characters in this game initially have lines voiced (and written in) in a made up language that, while obviously unknown to the player at first, is very clearly translatable. The main character is implied to spend a very long time just picking up the language when he comes to the world, but the game goes one step further by asking the player if *they've* actually managed to start picking some simple stuff up (That might sound like a horrible decision, but they don't throw you entirely into the frying pan and the results barely matter if you really don't care enough to bother; it's just for scoring a few points with the girl taking care of you). Now, the dialogue boxes eventually switch into English when the main character gets better at the language, and by your first battle, the character voices are all in Japanese instead of the fantasy language, indicating that Yuuto is fluent now. You can also switch character languages to Japanese for the whole story when you get to New Game+, but that entire process shows a level of care and dedication to the story that is honestly very rare in the games and shows I've experiences and I have to give it credit for that.

Anyway, the prologue starts us off pretty slowly, but the rest of the story is quite enjoyable with multi-dimensional characters and some fun twists throughout. As mentioned before, I enjoyed both the story and gameplay immensely, though a walkthrough of choices to make to get each ending would probably be a good thing to look up on your second and subsequent playthroughs. Combine this with a multiverse lore that is just ripe for sequels and spinoffs and you have a great game to spend some time with. This is seriously a great game to check out.. i like this game ..

i like the story but im still♥♥♥♥♥♥♥♥♥♥bout the animation ..

i played this game 5 years ago ...

now i can support this game with buy original ...

(waitin the series 2). They made an entire fictional language. What's more, it's entirely voiced. I totally expected the voices to swap to Japanese after the protagonist learned it enough, but nope - it's actually consistent, or at the very least what appears inconsistent at first is given an explanation.

Once you pass the prologue of the first hour or two, the story becomes rather engaging through its attention to detail and setting, to the point where even the everyday slice-of-life parts manage to become more engaging than those of Clannad, at least prior to its full-on nakige/crying game moments it's known for. The gameplay elements, while not frequent enough to be the only reason to play if you want to ignore the story (which would be very unfortunate) manage to be challenging enough to remind me of a simplified version of the cores present in games such as Etrian Odyssey or the SMT franchise.

Definitely worth a purchase. The art quality is shaky even compared to others of its era, but if you can get past that, it's a great game that manages to stand tall alongside similar stories at least twice its price. As an introduction to the genre something like Katawa Shoujo might be less difficult, but if you're interested in VNs at all I feel at ease giving it a recommendation from my current experience.. Played it years ago and loved it. Now i'm back to complete all the routes and still loving it.

Great story and a gameplay that forces you to think or feel pain.. I bought this game on a whim because I saw it was on sale.

The Prologue I found to be fairly generic and unimpressive, but I can think of a LOT of fantasy games in this style and presentation like that and quite a few of them have turned out to be gems. So I decided to stick with it and see what happens. And once the game hits Chapter 1, I think it really starts to find its groove. I actually really like the presentation of Esperia teaching you how to speak the local tongue of the course of some months, but I may be a sucker for the Florence Nightingale effect.

When they finally gave me some gameplay beyond the visual novel, I was quite surprised by the depth of the tactics and planning I had available to me. I do think the UI could use a little more polish but it has a sort of GBA FE7 feel that appeals to me. It's clear to me that the game is a bit old and using some retro looking effects, but I found it charming enough to go through the game twice.

The cool thing about this game is that the first couple of NG+'s add new story material. For example, you don't really understand the bully's motivations the first time through. You get a hand-wave explanation, but it's all alluded to and it isn't really talked about until the end of the game. When you start your first NG+, the game adds an emotional scene that finally makes the bully something beyond a one-dimensional rival because they know you already know about this exchange.

There are...a lot of different ending routes but Aselia's is the "canon" one but I've only seen hers and Esperia's (because I really like Esperia).

This game is definitely not for everyone, but the gameplay is definitely unique and I do recommend it.

I don't know if there's a sequel to this game, but I really hope there is.. The tale forgotten with the Sage's awakening

10/10. The story is a big focus in a game like this. Everyone and their mom has written something about it, so if you're interested in that, check out someone else's review. What I'm going to focus on is the actual gameplay.

I'm about halfway done throwing a guide together for the missions and mechanics of the game as of writing this review, so I won't go too much into what strategies are optimal or anything like that, here.

I would reckon that if you're not familiar with permadeath strategy games a-la X-com and fire emblem, you WILL have trouble. The game will make you pay for every mistake you make, and there's very little foreshadowing on what you need to have and when. There will be times where the game spits an enemy at you with a spell too high for you to counter without you having any ability to see it coming. Your whole squad will eat♥♥♥♥♥and you'll get very familiar with the game over screen by the end of your first playthrough.

SAVE OFTEN. S A V E O F T E N. I can't say this enough. Experimentation is key to success here, and sometimes things don't work out. Losing lots of progress sucks, and there's 50 save slots so go nuts.

In terms of progression, there's no indication of who gets what spell at what level. Check the forums for a Google Doc which can help guide your character growth if you don't feel like experimenting.

The game uses negative feedback rather than positive to get you to try your best. There's big rewards for winning in a timely manner, and failing to do so can make it difficult to progress later on.

One thing the game does an AWFUL job of telling you is that every 10 levels your characters get a class-up, and these class-ups can make the game a LOT easier. The details for this are in the Dakkodango guide for the game, so make sure to take a look at it.

There's all sorts of hidden stuff in the game that really doesn't feel very useful until after normal mode. Most of the guardians will eviscerate you if you bother to face them when they first pop up (but are pretty manageable at the end of the playthrough), and mana crystals aren't worth your time early on.

The game gives you more characters than you can use after a certain point, and inevitably a few are going to get sidelined. A lot of the best characters don't really show their utility up front, and require heavy investment to really shine. Failing to invest

wisely in your characters can cause a lot of anguish.

This game is fun, but the difficulty mainly comes from a lack of polish. Going in blind is how I did it when I played the fan-translation of it over 8 years ago, and there's definitely fun to be had that way, but a lot of people don't groove with that.

If you've read this far, here's a big tip: The "L" key will skip combat sequences in game. It works during battles during cutscenes, too, so don't hesitate to take advantage of it.. It's pretty cool.

sometimes you want a peaceful game. sometimes, you just want to incinerate hordes of angels as a loli. sometimes you want a strategy game with new game plus. sometimes you want a drama. why not all of the above?. One of my favorite games. I played it a long time ago when the fan-translation came out, and was glad to find out its on steam now ((With that same translation)) I love the story, and am looking forward to many many more replays of the game.. I think I'm in love with the blue haired girl...

(Will edit when I finish the game). The gameplay isn't bad, but it's quite linear and not really challenging. The plot is okayish, has likeable and unlikeable characters and bad guys are kinda cheezy. I believe that at some points you can actually tell that the story has been forcefully bended a little to make it all-ages. The partial blood / skimpy clothes censorship doesn't help either. And yet, despite all that... it's quite enjoyable if you are into this kind of thing. If you know japanese though, I would recommend going for different version.. I wanted to like this game, but I had to give up on the 5th mission. Way too slow and monotonous gameplay, the strategy section was boring as can be (just use the MC, a Green Spirit and a Blue Spirit, repeat all day), and the story loved to go on and on and on and on...

As it is, I finally gave up when I hit a long strategy section that I could not save in and had to quit and lose 1.5 hours of progress. I'd only recommend this game if you are really bored.. They made an entire fictional language. What's more, it's entirely voiced. I totally expected the voices to swap to Japanese after the protagonist learned it enough, but nope - it's actually consistent, or at the very least what appears inconsistent at first is given an explanation.

Once you pass the prologue of the first hour or two, the story becomes rather engaging through its attention to detail and setting, to the point where even the everyday slice-of-life parts manage to become more engaging than those of Clannad, at least prior to its full-on nakige/crying game moments it's known for. The gameplay elements, while not frequent enough to be the only reason to play if you want to ignore the story (which would be very unfortunate) manage to be challenging enough to remind me of a simplified version of the cores present in games such as Etrian Odyssey or the SMT franchise.

Definitely worth a purchase. The art quality is shaky even compared to others of its era, but if you can get past that, it's a great game that manages to stand tall alongside similar stories at least twice its price. As an introduction to the genre something like Katawa Shoujo might be less difficult, but if you're interested in VNs at all I feel at ease giving it a recommendation from my current experience.. Part Fire emblem part Clannad. This game is what set the bar for a great visual novel. The strategy portions of the game actually will effect the outcome of the story, and the interplay of the story and strategy make you pretty invested into the troops. It isn't some generic spirit mook you are fighting with it is the cute and shy Hellion, and knowing about her makes you sad if you can't bring her home safe ;;

The one thing I would say as a complaint is some of the missions are too damn long, which is ok for a pure strategy game but as the whole game is pretty much one long war campaign it seems like the missions that are super long could have been subdivided into smaller tasks with story breaking it up. Now there are some that sorta do that... kinda... but it stays in the strategy mode engine which doesn't let you save when they are talking and only gives the profile icons for people talking so it isn't as immersive as the visual novel mode engine, which has voice acting and quick saving.

Anyway. The game is great. if you like visual novels or strategy games like fireemblem or super robot wars, this is a must.

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