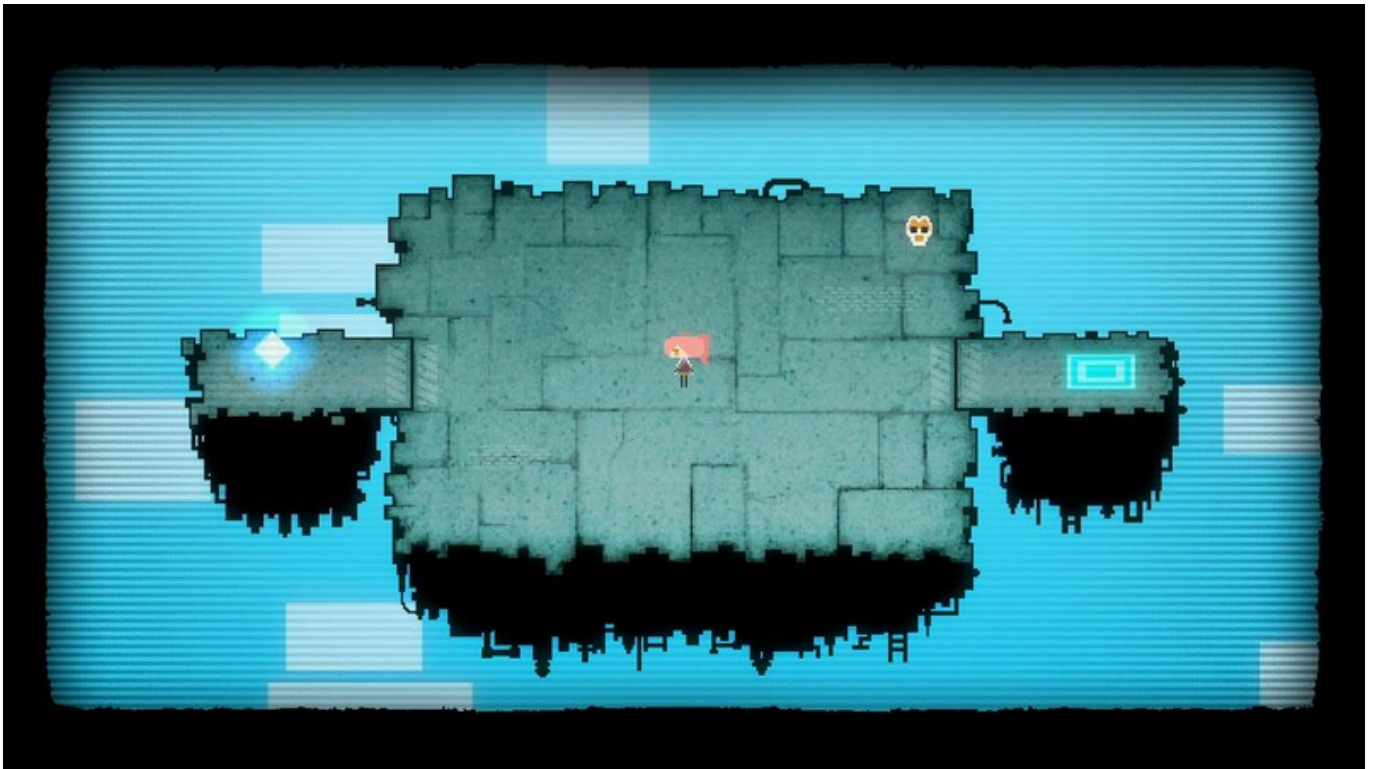

XBlaze Lost: Memories Download Without Verification



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About This Game

Collect the mysterious Memory Fragments to unravel the truth!

XBlaze Lost: Memories is a visual-novel game based in the BlazBlue universe and the sequel to XBlaze Code: Embryo! Play as the enigmatic pink-haired protagonist as she navigates through a weird and wondrous alternate reality with the help of the mysterious girl Nobody in order to save her sister, who disappeared into this unknown world! While there she is tasked with finding “Memory Fragments”, crystallized memories that not only serve as keys that will help her move on and find her sister, but also uncover the identity and story of the person those memories belong to!

Title: XBlaze Lost: Memories
Genre: Adventure
Developer:
Arc System Works
Publisher:
Aksys Games
Release Date: 10 Aug, 2016

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Minimum:

OS: Windows 7 / 8 / 8.1

Processor: Intel Core2 Duo

Memory: 1 GB RAM

Graphics: nVidia GeForce 7900 GT or better / AMD Radeon X1900 / nVidia GeForce GT 620 (Windows 8.1)

DirectX: Version 11

Network: Broadband Internet connection

Storage: 7 GB available space

Sound Card: Direct Sound

Additional Notes: Compatibility with Xbox 360 Controller

English,Japanese

There are four questions! The rules are simple:
get them all right! Miss one and you lose!







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I like how Xblaze looks as a visual novel as the sprites and backgrounds blend in and have a lot of angles, the constant moving during action scenes and eye movement. As for the story you can play this without the first game since they practically recap the story from a different perspective for the first half of the game.

As a sequel I feel like the new characters were simply a plot device that even the creators were too lazy to give them a name, not that they were bad but simply outshined by the previous game's characters and under developed.

The mechanic where we collect memory fragments is better than reading certain articles on Toi in the first game to get on someones route but getting a bad end in the second half of the game was as ridiculous as the curry side story lol.. The sequel XBlaze Code: Embryo, an even more awesome visual novel than the already amazing first game.. A sequel to Xblaze Code: Embryo, this game was a pleasant surprise.

Code: Embryo was, in my opinion, a reasonably decent read despite its cliches and other issues. This game, Lost: Memories, presents itself as a much more unique experience that not only builds upon and improves the previous game's story, but also throws a few surprises that fans of BlazBlue will certainly appreciate.

While I was a bit disappointed with the ending, the journey was definitely a worthwhile one. Recommended for anyone who read Code: Embryo or simply wants to delve further into the world of BlazBlue.. I think this game is an excellent Addition to its Predecessor.

The new characters tell an interesting story on their own but i mainly came to this to hear more about what happend after the End of XBlaze Code : Embryo.

In this regard i must say you should rather look to the former before you begin this novel cause otherwise you would miss out on some events mainly the other possible endings, since the game retells only one ending from its Predecessor.

I found it very interesting to hear the events from XBlaze Code : Embryo with the focus from different characters, even if it were only the ones belonging to the main cast. I'll definetly replay this game at some point.

. A fun and entertaining sequel to XBlaze Code: Embryo.

(Recommended to view all endings (bad ends included) of Code: Embryo to avoid some small confusion throughout the story of Lost: Memories).

Pros

-
- Characters, both returning and new, are just as interesting and fun as they were.
 - While some cutscenes from the previous title are reused, the emphasis is more on each characters point of view (depending on which one is being viewed).
 - Story is interesting.
 - Decent amount of comedy.
 - Good length.
 - Enjoyable music.
 - Minimal gameplay elements that works for what the player has to do to progress.
 - Japanese VO.
 - Weekend cartoon feel.

Cons

- Title seems to start on 720p resolution although that 1080p is saved in the settings, changing it back and forth fixes the display resolution (could notice since playing on streaming with info displayed on screen). Not that big of a deal but still.
- Can't save or open textlog when viewing optional cutscenes. Great, pudding urge still accounted for.

9/10. This has been my favorite Visual Novel so far because what it does is extremely unique to turn what would be an otherwise ordinary story into a magical experience. There are about three layers of interactivity between the characters and the original story of XBlaze Code: Embryo to make you curious about the entire world before the War of the Black Beast.

Again, the art is alright, I'm not going to say I suddenly liked it between then and now and honestly think they upped a bit on the fanservice but it's still not as bad as others do with showing cleavage or thighs and miniskirts. I really suggest this over the first game as you'll find out the full, real story and then some without needing to find all the different paths. Yet I think it's better to see if you like that before trying this as it can be daunting with how much is packed into this.

Characters have just a tiny bit more depth to them though that's like saying you've stapled an extra page of dialogue to a cardboard cutout. Some people were toned down while others were toned up for whatever reason. While it's not an original story, it does put the player through tasks such as finding pieces, answering trivia, and making decisions that keep the player at least invested enough to carry on.

Some of my other complaints include a lack of a pause V save feature when you view Crystal Memories (I mean, at least pause would have been nice) and some riddles being a bit too difficult due to obscurity. This is not a VN for an afternoon, this is more for people who, like me, love to just Discover things even if it has little to no value overall. Like opening a box only to find another box and so forth.

Having finished this finally, I think I can fully appreciate the characters and story of Centralfiction at the very least as I know the main character from here was a bit of a controversy from the start.. the game has no voices wtf?. This has been my favorite Visual Novel so far because what it does is extremely unique to turn what would be an otherwise ordinary story into a magical experience. There are about three layers of interactivity between the characters and the original story of XBlaze Code: Embryo to

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"Lost...Memories!"

In another world, where things look seemingly normal, where 2 young girls by the name of "Me" and "Watashi" and "Little Sister" and "Imoto" just having a normal day where things couldn't go wrong, but in actuality, it does happen. For some reason the little sister goes missing, "Me" is trying to look for her, but ends up in some place called the Phantom Field and surprisingly meets "Nobody" who is of unknown origin, and both of them are ready for an adventure to find "Me"'s sister and collect "Memories" along the way for someone's distant past.

XBlaze Lost: Memories is the sequel to Code: Embryo in which more of the "BlazBlue" lore is explored, more or less depending. And for those complaining about the Toi system from the first game will find out that its been done away, so that the game plays on its own way. The "TIPS" makes a return here as well (though most entries will require you to talk to the "Brain Cat" character in all areas of every Phantom Stage).

The game plays in 2 ways, the first half being with "Me" and Nobody finding "Memories" in the Phantom Field with the story being an abridged version of Code: Embryo from Es's point of view, right to the point where they find "Little Sister". The second half continues from after the first XBlaze were Es returns back to Earth and tries to stop a returning villain, the second half plays like an actual Visual Novels where in each chapter, you're given a choice, one part continues the story, the other is either the bad/gag ending depending on chapter. (Don't worry, you can continue from these and not load progress again. But can save from the choice segments if you wish to 100% the unlockables and such.)

As it was from the previous console ports (PS3/Vita), the port, like how it was in Code: Embryo, runs real great and also loads scenes fast. You can also unlock extra scenarios and other bonuses by completing the game, and Sechs scenario, which was originally DLC from the Console versions is now unlockable too, so don't worry. Unfortunately, the Steam version doesn't let you name your protagonist as it was in the Console versions and leaves it as "****" as the game (Nobody) gives it to you. Either way, the story continues.

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