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About This Game

Those tones, those colors...
Featuring a uniquely Game Boy-like design
and all-new adventures and tales.

- A seasoned world adventurer who can travel anywhere with his extensive wisdom.
- An old knight with the world's greatest swordsmanship skills.
- An aristocrat with the resources to buy anything in the world.

Custom-build your own team of powerful allies to join you
as you freely traverse the vast and unique open world!

Your own choices lay the foundation for the future...
Three years later, upon your arrival in the world of the future,
will the choices you made bring you happiness? Or misfortune? Or something else altogether...?

Immerse yourself in the Game Boy-like design and 2D open world while making choices that freely shape the scenario itself as you progress through this JRPG.

The choices you make are all up to you. But don't forget: the decisions you make just might end up providing you with invaluable help three years in the future, upon the arrival of an impending disaster...

Embark on an adventure in which you sew the threads of your own future.

Developer Comments

Artifact Adventure Gaiden, in which you lay the groundwork for your own future, features the "choose your own adventure" elements carried over from the original Artifact Adventure.

- Simple yet fun battles
- Myriad artifacts to be freely customized to your liking
- Improved playability
-

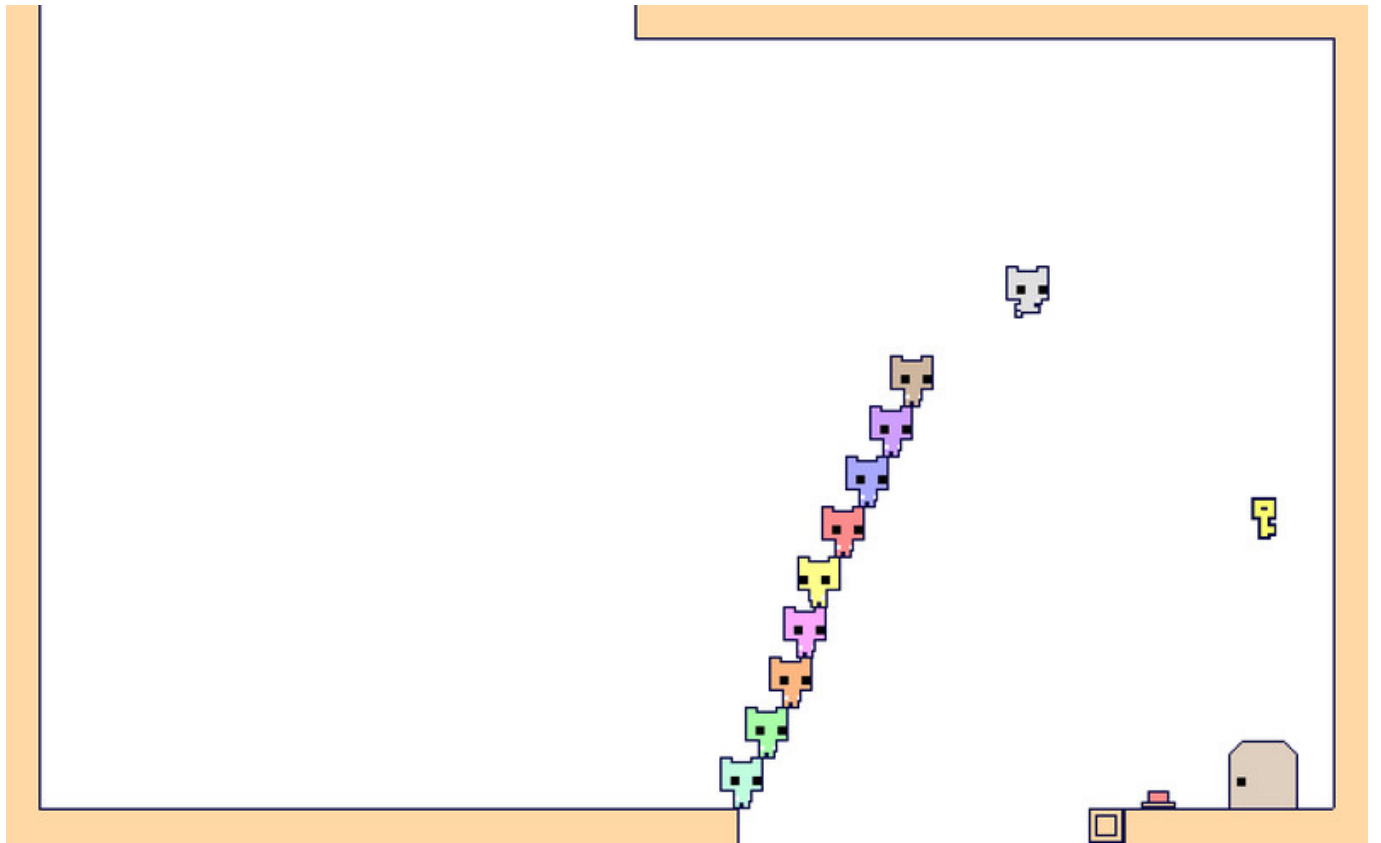
All of the above have been carefully implemented to maximize replayability.

While the "Gaiden" part of the title insinuates a sequel or spinoff, Artifact Adventure Gaiden has been painstakingly crafted to ensure that both seasoned veterans of the original Artifact Adventure as well as first-time players alike can fully enjoy the game with absolutely no rookie hurdle".

Title: Artifact Adventure Gaiden
Genre: Action, Indie, RPG
Developer:
bluffman
Publisher:
AGM PLAYISM
Franchise:
Artifact Adventure Series, PLAYISM
Release Date: 9 Jan, 2018

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English,Japanese







Loving this game so far.

I read somewhere this is a PC version of RDR2 Online, but I think it can be much more. It also inspired me to update my potato PC I've been playing on for almost a year. It does require a fairly decent rig to play. I was running a Gen 1 Ryzen 3 1300 with 16 GB RAM and a 1050 Ti 4GB card. It ran ok on all low settings with VRAM at 2-3 GBs, but my processor was maxed out.

So far the player base is decent for open world sandbox. A few trolls and exploiters, but for the most part much better initial experience than ARK Survival and Rust at the start.

Conclusion: It's Alpha and will hopefully only improve. Already have a great time and no crying in a review if your PC can't handle a game in Alpha.. White Haven Mysteries is a typical HOPA. It's mediocre in any sense possible. Why do I still recommend it? If you get it cheap enough - i.e., at a discount of at least 50% - you'll get yourself a fairly good deal if you like that kind of game.

In detail:

It has the standard game modes: Quick hint recharge and sparkles OR slow hint recharge, no sparkles.

The graphics are good, but not amazing. The HO scenes are clear, and the objects are big enough to be spotted.

It's quite short. It took me just 2 hours to finish it, and I read every journal entry and didn't skip a single puzzle.

The story is nothing new. A spooky building, a mystery to solve, a mad scientist - standard stuff. The ending was a tad confusing, but I believe I understood it.

(Note: I can't say anything about sound or VOs, as I played it muted. Also, I finished it in one sitting, so I can't comment on the corrupted save file issue.). Another amazing story, in spite of being once again buried in internet lingo. The third installment of the series doesn't disappoint, delivering the same chuckle-worthy comedy you'd expect from Vinty and her antics, but also this time giving a soul-crushingly bittersweet tearjerker of a side story as well.

PROS:

- + Funny jokes
- + Excelia and Vinty
- + NEW cast members of relative import
- + Nice, thematic musical elements
- + Clever use of multimedia
- + An interesting new plotline and background arc
- + A valuable life's lesson
- + A low price tag
- + A funny "jumpscare" at the end.
- + "OHHH, VINITY!!!"

CONS:

- Internet lingo ahoy! Seriously though, I get that it's 2019, but really dude? You can lighten up a little there, bud.
- They STILL didn't give Excelia a decent, passable excuse as to why she risked all back in melborne.
- Not as many videos as in part two. (I think. I may be wrong on this one.)
- In one scene, there's a link to a website that my browser flagged as insecure, and that I didn't recognize. It seemed simple enough on the surface, just type up a short message and then hit submit, and it'll post the message on the board, as anonymously or not as you want it to be. But, all the same, I'm paranoid, so I'm running a full security scan and max-detail security checks even now.
- No choices. Again. I'm sorry to say, but I'm probably not gonna get part 4, if this keeps up. The bizarre array of choices was what drew me to like part 1 so much in the first place.

FINAL VERDICT:

7 out of 10, Above average.

This story did lack some things. This I cannot deny. But it's an interesting read nonetheless; I totally recommend reading it, but only if you've read the previous two in the series.. First impressions: Lots of fun so far, plays great with touch or Xbox controller. Looks really cool, awesome cartoony visual style. Looking forward to unlocking more vehicles!. After playing the first two parts, this game is a really nice way to end the trilogy.. \u2605 \u2605 \u2605 \u2605 \u2605

. Dont waste your money.

No gameplay.

No strategy.

Deep as a puddle.

Bugs everywhere.

Worst use of camera ever seen.

No fun at all.. It really grew on me. Visually its ok but its boring as hell.

[illegible]

9/10. The tag-line doesn't lie. It's made to hurt you, and it's so condescendingly smug about it.

Games were so stupidly hard back in the Gilded Age, dear Bennett, because game design philosophy was in its infancy; beyond their impressive ability to squeeze performance out of limited hardware, too many game-makers had the creative depth of children making up impossible, unbeatable board games for their friends to play. You can call it BDMS: Bad Dungeon Master Syndrome. Despite the ubiquitousness of BDMS in the Olden Days, there do exist many grand old gems for us to enjoy, decades later and maybe for all time. And there are those digital curios, ancient games that suffer from moderate-to-severe BDMS, but are worth saving from the reeking dumpster of Gaming's Past because of interesting concepts or artistic choices. BDMS is not a thing to celebrate in and of itself.

(I like to imagine that the star of the game is actually an insanely bored god who, after bugging another immortal to construct a junk mountain for him, congealed his divine essence into a limited, but still-indestructible body, climbed in a cauldron and picked up the Hammer of No Breaking. His ultimate reward for climbing to the top? He gets to experience what ten years of asphyxiation in the vacuum of space feels like!). This DLC may as well be a "pay to unlock x character". Incredibly short. No challenge. Unlocks new character.. Better.Harder than base game.

If you love base game JUST BUY IT. [On discount, of course.]

This game is tagged as both Multiplayer and Co-op, implying that it is possible to play online (since these tags are both distinct from Local Multi-player and Local Co-op). This is NOT the case - you can ONLY play with friends in the same room as you.

9 / 10

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