
Lost Dimension Crack Activation



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About This Game

Taking place in the near future with the world in ruin, a terrorist mastermind known only as 'The End' threatens humanity with nuclear armageddon. A special task force of eleven young psychics each with incredible superhuman abilities and a mysterious past, are the only ones who can stop him. Together, they must climb The End's formidable tower one floor at a time and bring him to justice. Their psychic powers will be put to the test against the sinister occupants of each floor as they race against the clock – and the traitors hidden within their ranks – to save the planet.

As team leader, Sho Kasugai, you'll need to master a deep-but-intuitive combat system, build relationships with your squad and use logic to discern the traitor on each floor to progress. Only Sho has the skills necessary to weed out the traitors and defeat The End.

- Deep turn-based tactical RPG combat system. Defer turns, assist your allies and combine your team's incredible psychic powers to gain victory!
- Find the traitors! Use your psychic powers to rifle through your teammates' minds and uncover their secrets. But beware, the list of traitors is different every time you play!
- Unlock and level up a huge variety of skills. Create the ultimate tank or support builds for your characters and swap out eliminated members' Materia to unlock new high-powered Gifts.
- Uncover the truth! Multiple endings to discover. Who is 'The End'? What are his real motives? Only by gaining the trust of all your team members can you find out!

Developed by Lancarse, creators of many highly acclaimed JRPGs, and originally published by FURYU Corporation, Lost Dimension has an incredibly impressive pedigree. The game's intriguing storyline was written by Jun Kumagai, the Tower level

designs were headed up by Takeshi Oga, while the character designs were provided by Yuu Yamashita and Makoto Tsuchibayashi.

For the first time, you can now play the critically-acclaimed Lost Dimension on PC, featuring all the thrilling tactical RPG gameplay of the console original and a raft of PC-only improvements.

The world is waiting...

What the reviewers had to say about the PS3 version:

While the original console versions of Lost Dimension received highly-coveted Gold Awards from a very well renowned Japanese gaming magazine company, this is what other reviewers had to say:

“Lost Dimension is an incredible title, with a constant sense of escalation and drama.” 4.5 Stars out of 5 - Digitally Downloaded

“Lost Dimension is a unique title that tries to bring some originality to RPGs, as well as a new form of replayability. The core concept is fantastic and makes the story thought provoking.” 8.5/10 - PSU.com

"Gripping character work complements deep combat." 8.4/10 - NZGamer

“It's a genuinely satisfying and memorable tactical RPG that I won't soon forget.” 8/10 - Destructoid

Title: Lost Dimension
Genre: RPG, Strategy
Developer:
FURYU Corporation
Publisher:
Ghostlight LTD
Release Date: 30 Oct, 2017

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Minimum:

OS: Windows 7 (64-bit)

Processor: Intel Core 2 Quad 2.4GHz or comparable

Memory: 4 GB RAM

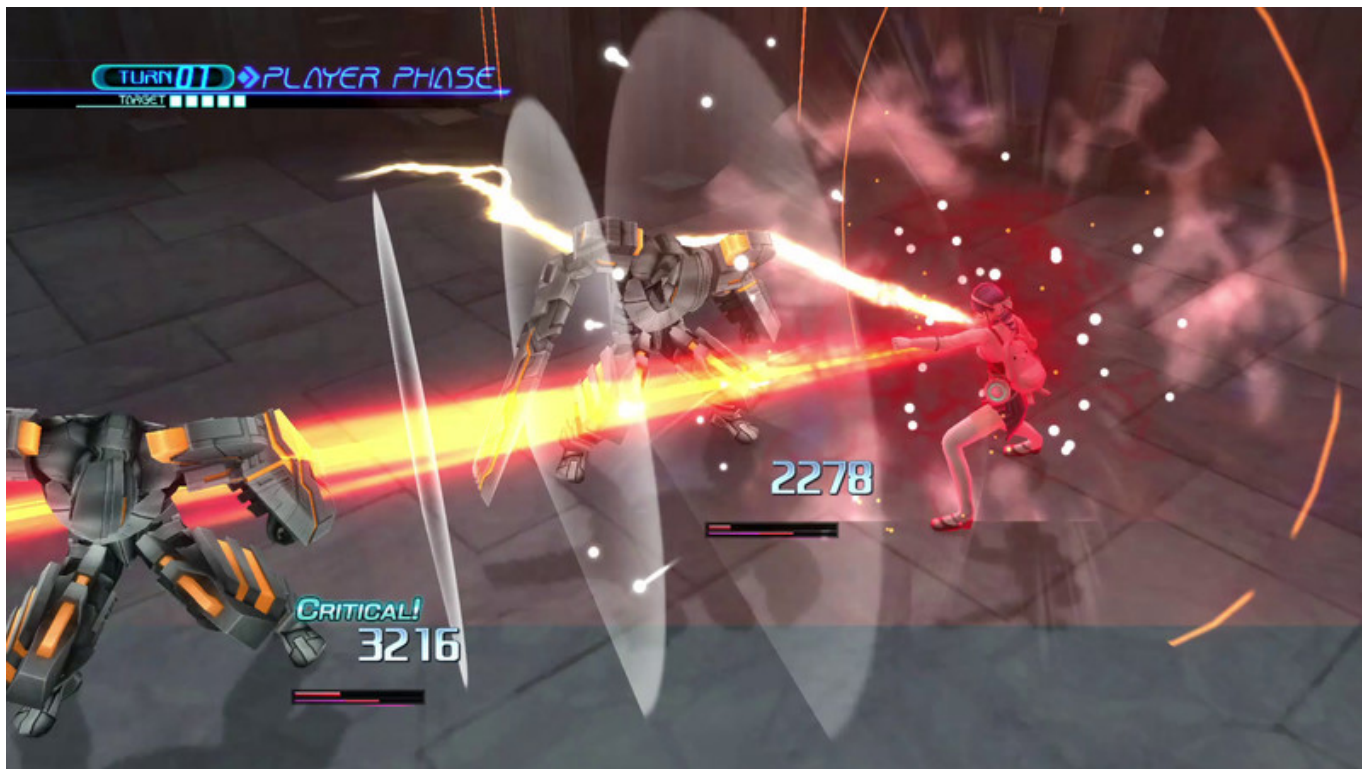
Graphics: NVIDIA GeForce 8800 or comparable

DirectX: Version 11

Storage: 1100 MB available space

Sound Card: Windows compatible sound card

English







This is a strange one, but in a good way.

PROs:

Main story is very interesting

Character customization and skill trees are VERY amazing for at least 2 playthroughs

The traitor mechanic is very interesting, and ties into the story well (eventually)

Multiple endings (true good ending takes a little work)

Graphics are very good, although perhaps not modern

Combat is very deep (although it may not look it at first) - this can actually turn into a CON for some people as the game becomes extremely easy once you master combat (hint: check guides about deferring)

CONs:

Character chatter about the traitor gets very annoying after a while (it's like a bad soap opera)

Minigame is lame

Learning which screens lie to you about the traitor's identity is upsetting (can PM me if you want more info - just need to friend add me first)

Voices are not the greatest, although I can't blame them for how uninteresting their lines are most of the time

Some parts of the game are not explained at all, and should be

TLDR; worth a buy, due to the main story, customization of story characters, and gameplay.. A decent strategic rpg/visual novel that's worth picking up on sale. One playthrough takes around 12-15 hours, but you need to play it twice if you want to get the true ending.

The main draw of the game is that you have to pick who the traitor is in your team - by first narrowing it down to 3 suspects and then using a limited number of dives into the suspects to find the actual person.. Summary: A typical anime in a form of a game with elements of both TBS and VN. Features some minor choices, but overall linear. Far from perfection, but will grant you several not boring evenings. Worth getting on sale.

Detailed:

1. Gameplay 7/10

Typical for JRPG. Turn-based, very gear-depended, a bit grindy. Main story battles are very easy, side missions are harder but only because enemies there has multiplied lvl and stats. AI is dumb as a stump anyway.

2. Story and worldbuilding overall. 5/10

Again, typical anime nonsense with few details, but do you really need them in such a game?. Don't take it too seriously and you'll be fine. Anyway, process of Judgement is kinda fun - as long as you doesn't try to find any logic in this. Just enjoy the process :)

3. Characters. 10/10

The main value in this game. At first, most personalities seem bland and stereotypical, but as you progress the main storyline and raise you affection with teammates, you will see how really unique and uncommon are almost every one of them. With few exceptions, chars are mature despite their young age, able to think really out of the box, and really are "Not all gold that is glitter". Some char's personalities change drastically during the course of the game, and that is awesome.

Although some elements of romance are present during gameplay, there is really no romance routes, so dont expect much in that alley, but this is not needed here - instead, when out of 12 random NPC bodies (at start), you get 4-5 persons who you really care about in the end (and whose skills and loyalty you can trust), this is great experience. Go team! :)

P.S. Himeno Akatsuki is the best waifu anyway <3

Just sad that girls with personalities like hers don't exist in real world T_t

4. Music 7/10

Its 10/10 for OP, END and battle OST's , but.... whats with that gay porn music during every dialogue with companions?! So annoying, have you ever tried playing that yourself ,devs? ffs

5. Art 8/10

It is actually better, than you can judge from screenshots. Although enemies are boring and lack in variety, main characters are very well drawn, both in cutscenes and in tactical battles.

Total: 7/10, if you don't mind JRPG games with all their bads and goods, and dont have anything better on your list, then you should give this one a chance.. Played the ps3 version, this is a Fantastic port of the game would recommend it.

Also for those wondering if there is replay value, EVERY playthrough there will be a new set of traitors.. The story of the game is going up the tower to kill the "Final Boss". You are able to do sub-missions to get extra exp and talk to your 11 team members when you come back from the mission (the lobby area). This reminds me of Persona quite a lot but you don't get to roam around the city since you are stuck in that "tower" persona.

There are traitors among the 11 members and you have to figure out one by one throughout the chapters and get "rid of them". Yes IT IS RANDOM which makes it more fun. This affects the ending as you might pick the wrong person and the traitor is still among you at the final boss. It does have "some" re-play value too.

It is a turn based game as seen in the video and I would say get this game when it is on sale :). It runs smoothly on my Surface Pro 2 with i5-4200U 1.6GHz, 8 Gb RAM and integrated HD Graphics. Capped at 60fps, no stuttering or frame drops. High refresh monitors @ 4K supported.

<https://youtu.be/pqkquMu7sIU>

Not exactly sure what it's about, the sci-fi world with Zero Escape vibes had me intrigued. Visual novel (2d & 3d) chatter followed on to equipping multiple party members for turn based battles. Would suggest using a gamepad but all controls could be remapped to personal preference. Main reason why it's cheaper is the lack of voicework. Much like 'Idea Factory' games only the main lines were voiced and did seem a little lighter then usual. As a fan of the genre the launch week discount sold it for me. Enjoying the game thus far so I'll give it a thumbs up for the price. Cheers.. Lost Dimension. This game is made by FURYU and published by Ghostlight. IMHO, Ghostlight has the talent to publish games like hidden gems. Lost Dimension was originally released as a PS VITA platform. The game itself is already proven to be somewhat good. Especially, this Steam PC version is a perfect porting with improved version of VITA.

This game deserves a lot of attention because of its innovative system and action. The key to this game is 'betrayal and voting'. Players struggle with their peers to prevent the end of the world. But among these colleagues, there is a traitor. The game system is really unique in that this traitor is randomly set as the game plays. And as such traitors are associated with the voting system, the game becomes more exciting.

Gameplay itself is also quite impressive. All characters have unique and special skills. Trying one by one is another pleasure in this game. The battle is turn based. Moreover, because action is gorgeous, there is no time to be bored. Because of the variety of skills, it is fun to nurture your characters. Story volume is also sufficient. Especially, the game title symbolizes the story well. Furthermore, in order to reach a true ending, the player needs to start a second game. So even though it is an RPG game, there are some replay values too. The story is definitely exciting. You can expect it.

To sum it up, Lost Dimension is a hidden masterpiece with innovative systems. All characters are special & attractive. The story is quite interesting. Considering its price, you will not regret buying this game. Highly recommended!

*Nyanco Channel (Steam Curator) <https://store.steampowered.com/curator/33855818/>

<https://youtu.be/9nULDJW9zvg>

<https://youtu.be/9nULDJW9zvg>

. UPDATE: You're *supposed* to play it twice to see the ending! You need to get comradery with all 10 allies. (You may or

may not need get all the correct "traitors" as well... I had them all correct, so don't know if that's a req.) The store actually makes some sense if you see the ending.

Final boss is lvl 40... and your level VS their level makes dramatically more difference than your gear. I went in at lvl 33... and kill him in one turn, with zero deaths. (Gotta love Daydream x2 + berzerk)

The game is fun.

Cons:

Dialog is almost entirely garbage... stuff like "We have to do something" "Yes, but what" "I don't know... something" "But if we do nothing, nothing with get done!" Each of the 10 people to chime in with useless prattle each time anything happens.

There's only 5 or so different types of creatures you fight. The only real variation between maps is player starting positions.

Pro:

Combat is fun

Min-maxing is fun

Each char is *very* unique, and plays completely differently. And you randomly lose 5... you might end up saying good by to your favorites! (I lost my healer first round!)

19 hours to S rank everything, including "charater quests", in a single playthrough.

With 'new-game+', you start over from lvl 1 with nothing... except 20 skill points. ^_^ I just started it, and already see a new map... so I'll probably re-play. ^_^

Good game. Lots of fun. Super cheesy. Crashed twice in a row, each 20 minutes into the Alarms mission. Look up what's causing that crash. Leave that character out, play the mission again. Black screen on beating the mission, game crashes. Does not save clear. Look at mission screen again. This mission is called a Side mission but is the only uncleared mission on my menu. This mission is not optional. Sigh, give up, play a game I can progress in.. The tactical combat is good, but just about everything else is kind of tedious.

The "traitor-hunting" mechanic is easy to game.

The characters are kind of shallow, and their dialogue is poorly translated.

On top of all that, to reach the True ending, you have to play through the whole game an indeterminate number of times (depending on who turns out to be the traitor on which floor). And you don't get to keep most of what you earned on prior playthroughs, so speedrunning is difficult at best.. Oldie but a goldie. You start of as a team of 11 ascending a mysterious tower to defeat the enemy, only to discover on each level a traitor among your crew. Root out the traitor through a minigame because if you don't, there will be consequences.

I bought the game because I find the premise interesting, and I was not disappointed. The strategic layer of the game is intriguing, the characters refreshing (although a little cliché), and the JRPG combat and character ability system fun and engaging. Especially chain assists in combat, they are very OP and truly satisfying to pull off in the game.. It's a pretty good game, the dubbing is in most part fine, especially for the antagonist, but is laughable during the intro. Otherwise the game as some elements of tactical game, who are nice but no really developed. It can be a little bit short but the concept of the whole traitor thing make it's replayable. for less than 25 euro it was worth it.

. This game could have been good if not for Ghostlight usual habits to NOT fixing broken games. Screen, video and crash problems since day one haven't been fixed(and they won't).

If you don't want to support an editor who bring unplayable/broken game without fixing them(ever). Then do not buy this game.. I had low expectations going in to this game, but over 40 hours later all that I can say is that I strongly recommend this game.

It's a turn based strategy RPG, similar to Massive Chalice, or for more of a better known game, XCOM - And it has a pretty good soundtrack!

The story starts off with "We must kill the bad guy", but there are a few twists and turns along the way. As the game description already tells you, there's a traitor among you.

It's not too difficult to suss out who the traitor is, but it's still good fun, as is the rest of the game play.

For perfectionists and achievement hunters, the game requires you to complete it three times. The second and third clears will not take you half as long as the first.

With each clear, more of the story is revealed and more bonuses are given to you at the start of the new game plus (or plus plus)

The only downside is the optimisation of the game, playing on a fair high end rig the levels will start with a slight lag fest which clears up after you swing the camera around a bit.

I've also suffered from a few crashes (Around 4V5 in my 40 hours of play time), but the game does auto save (even though there's nothing to say it has or will do it), which has saved me a bit of time when booting the game back up.

As I said earlier, I would strongly recommend this game :). I'm not sure why this has so many positive reviews.

The writing is quite poor.

The characters are just bizarre.

Very few of the conversations make any sense (it would seem that the writers of the dialogue are unfamiliar with how 'humans' communicate).

There's very little ingame information about how the game works, nor is there any kind of manual (i.e. no explanation of your stats). The game is pretty minimalist in what's on the screen. The controls are very imprecise in combat (it's really difficult to move less than about 0.75m at a time, which is pretty goddamn huge especially when trying to put a character in range of multiple enemies at once).

And the camera..... The camera is basically stuck right behind the shoulder of the character you're in control of, really limiting your field of view. No 'zoom out' options.

So yeah, pretty crap game. Disappointing.

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