



I'm not robot



Continue

## Romancing saga 2 review switch

To date, there are still a number of prestigious Japanese role-playing games that western audiences have not had the opportunity to play. Until recently, Romancing SaGa 2 was one of these titles. First released in Japan in 1993 on Super Famicom, the second installment actually counts as the fifth entry in Akitoshi Kawazu's SaGa series – and originates from the Final Fantasy game line. Since being localized for Android and iOS in 2016, the title has now arrived on various other platforms, including the Nintendo Switch. RS2 is a story of war and conflict over generations, when you experience the history of a small country, as it grows and changes based on its own actions. The story begins with King Avalon, who was locked in a battle with seven heroes who turned against civilization and the surrounding lands. To anticipate his fate, the King finds a way to pass on his abilities to his successor to help the kingdom continue its generational battle against the heroes he once praised. It's out of ordinary premise, but the story and the dialogue is not on the same level as the more extraordinary series from Square Enix. What he does is laying the foundations that make him an attractive title - with the ability to entertain players for hours on end. Of course in games like this, you become attached to a small group of characters after a prolonged period of monsters kill and adventure. In contrast, RS2 keeps the audience invested by making each party member in the game for consumables. Your fighters can be permanently killed in battle, and new recruits – all different types of classes – will eventually have to replace existing members. Taking control of the emperor or emperor Avalon is at hand – when you do not lead the party of the characters into battle – making important decisions that affect the future of the monarchy. Located in the kingdom is a treasurer who keeps an eye on the reserve fund in the castle treasury. With these resources you will require the development of new spells, equipment and the creation of new services. The capital itself can also be expanded – through public works that can be financed over time. The Chancellor must also inform you of the tasks to be resolved within the world and where to go next. All these efforts are moving towards a general improvement in the kingdom. Of course, when you are not busy with the kingdom's management pages, you will spend your time talking to cities, re-stocking inventory during each adventure and scouts for your next recruiting. These are these elements that separate RS2 from more linear role-playing games. Outside the castle, there's a whole world to explore. Where to go and what will happen next depends on the areas that are accessible and the dialogue options you choose throughout the adventure. RS2 includes standard environments such as monstrously seeded sites and dimly lit caves, where you will wipe out every enemy in sight, take on the boss and gain as objects and coin as possible from the breast. In each location you can see enemies moving on the screen. Without random encounters, it means you can always try to get a jump on your opponent before the battle begins, otherwise monsters can catch their party off-guard. Battles are the main content. This is where you're going to sink the hours of your time. It's an attractive, curve-based system that initially seems too simple because of its dating shots and basic on-screen information. Over time, the depth of the game's mechanics becomes more apparent. It does not rely on a normal character-leveling system as such; instead, decide to focus on proficiency skills. If you focus on developing certain weapons or move for offensive or defensive purposes, the collective party in battle can be better. Equip the right gear and assign special skills when you start playing formations, will give your client an advantage in battle. These formations in RS2 were derived from classic Final Fantasy titles. If you stare out with only a few choices, the formations allow you to strategically position each of the party members in the fight. For example, you can place a defensive class front and range attackers, such as users of spelling or archers in the back – with more traditional characters such as a swordsman in the middle. Obviously, this depends on the classes you've selected and the formations available for use. There is a level of depth on offer between assigning skills and weapons, formations and recruiting characters associated with certain types of classes that find this game difficult to delay. A room for improvement is underway, with a game that encourages you to make changes to your client regularly. This also means that certain strategies can have vulnerabilities – which means that it is important to cover all areas of battle where possible. Don't encourage tight numbers and expect to make it easier for you to work on every monster you meet from. You're going to have to study your approach from time to time. Thankfully, it's rewarding to experiment and develop a strategy as you move forward against sections that can be challenging. There are several marked quirks that separate RS2 from other games under the same genre. After each battle, your client automatically recovers his health. As strange as it may seem, it's a welcome inclusion. Even that doesn't necessarily go away from trouble, with many enemies constantly tormenting the client. The second defining aspect is the fact that any character in battle can only be shinged so many times. Once they lose all their points of life – that is, they are permanently removed from the party. It means every action a player does in a battle counts. For example, if the weaker class or character is at the end of one too much to receive a punch, it's best to start looking for a replacement as soon as possible. All of this is packaged as a classic sprite-based experience (with some modern visual every now and then) with a soundtrack ideal for the game in the period. Canned menus and motions are the biggest obstacles to be overcome. Besides, it's a classic experience from start to finish. As an additional bonus, the game also includes choosing to play with or without additional features that enhance the overall experience, and is also a new game plus mode included. Square Enix has a legacy of RPG big enough to tackle each year, with more or less improvements, classics from the 90s. Romancing SaGa 2 has just been released and in two months will do a deeper examination – with 3D graphics – The Secret of Mane. We are on the anniversary of Final Fantasy and the news is promised as early as 2018 related to the saga, which is why we think the end of nostalgia will continue for years. Ran in 1993 for Super Nintendo, Romancing SaGa 2 tells us about the struggle of the seven heroes who wiped out the demonic forces, but after their success disappeared and the event became a legend. After peacetime, these heroes return, but that's not very good news: they're our enemies now. In Romancing SaGa 2, we take control of various characters in the next kind of rulers of the empire, and with every death – in battle or in history – we will be able to choose a successor who will inherit techniques from his family. This approach was one of the most original points against most RPGs of the time, when we controlled a single character, usually un significant, who for some reason became the savior of mankind. Here we are the manager of a kingdom that has been expanding for decades. The heroes who once saved the world have returned, and now they are our enemies. Romancing SaGa 2 suggests exploring the world, defeating monsters, taking part in the side paths and improving our kingdom. Fairly free development allows us to grow our kingdom, but if we want to, we can also forget about this aspect and focus more on the narrative. At the time it wasn't so often to find RPG with as many options as it is. The question of inheriting and integrating death into the story – you can lose and continue with another hero who will try to take revenge – are those who make a special game that is otherwise very traditional: a role based on a turn. Jails and scenarios with enemies – visible – lead us to fight with our group, using attacks with weapons, martial arts, special techniques and magic. Our comrades have a permanent system of death, and if they die more often, you will lose them. In this game the protagonists come and go, but progress will be inherited. In order to give a little more depth or strategy to battles it must be said that the formation has the weight in changing the attributes of each character and the ability to receive attacks, and that it also affects the type of weapons Use. In addition, you can create new techniques and spells by talking to soldiers, forging weapons or buildings that promote development in the empire. Romancing SaGa 2 doesn't stand out much in action, but it's not just a clone of Final Fantasy here as well. The current version is part of a remake for iOS and Android. From there he made a jump on PS Vita, and in the west he expanded the number of platforms to PlayStation 4, Switch, Xbox One and PC, in addition to PS Vita himself. The adaptation brings novelities and the first jumps into view: more detailed graphics, preserving 2D essence, but with many more definitions for scenarios that are beautiful. Instead, the characters are more pixelated and somewhat pointless with the details around them. Scenarios have been significantly improved, but the characters do not increase their resolution in an equivalent way. Without limitations of the color palette, with multiple resolutions and transparency effects, we visually liked the game during scanning. However, the conflicts that solve something accurate, where animations have been applied to enemies, are a sin that would not be as static as the originals, so they attract less attention. The steer that no better effects or more animation frames have been used that have given life, which these conflicts are not. But the computer wasn't limited to updating the spric, and there's new content. At the beginning of our game, we will be asked during an enhanced experience – which is recommended – or play without news, as original was. New jails, classes, locations, and New Game+ mode have been added to move data from our game to a new one; For example, if you find difficulty high, you can start over with those attributes and objects reached from the beginning to smooth out the first few hours. As the name suggests, Romancing SaGa 2 is another romance saga, but it is the fifth in the SaGa series, which also includes three The Final Fantasy Legend, SaGa Frontier, Unlimited Saga, Emperors SaGa, Imperial SaGa and SaGa: Scarlet Grace. They are characterized by a lot of freedom of exploration, nonlinear stories and sometimes unconventional play. On the other hand, there are some aspects of this review that we did not like so much. The interface is clearly designed for mobile devices and is too intrusive for huge text boxes that occupy half the screen during the fight. It is funny that, despite these needlessly large sources, at first glance, we miss basic information, such as the lives of other characters - activated by pressing a button. Control isn't very comfortable. The move works on some kind of invisible grid, so the steps progress to a certain distance. It is difficult to get used to and in small spaces - the interior of the rooms - it becomes vague and with some reass. V is that this is also happening in the jails, and because they are heavily populated by enemies – who move even at high speed – it will sometimes not be possible to avoid confrontation, which was one of the advantages of having visible enemies. The battle interface is too intrusive and doesn't even give us all the information you need. Conclusions A quick look at Romancing SaGa 2 may remind us of many other RPG times, but it has different and original aspects in its development. And while Square Enix has released better genre exponents, it's always good news that the West can enjoy this title on many current platforms. The scan gives us one lemon and one sand. The new graphics faithfully inearn and improve it, the music retains a classic style, there is more content, and on the other hand, the control and interface designed for the smartphone prevent it from being rounded. This analysis was carried out in our version of the PS4 with the download code provided to us by Koch Media. Average.