jorgeton
Member
(08-06-2012, 06:42 PM)
Quote

#201

> Originally Posted by **2San**
> Damn googled the guy, I remember him(by face). Can't remember him getting molested though. I did remember the game hating church, didn't expect them to go that far. :O

Oh yeah, they went there. It was his whole subplot when you first get him in the party. I think he was trying to save his little brother from the same fate D:

This game... truly amazing.

Dynedom
Member
(08-06-2012, 06:43 PM)
Quote

#202

Some of Billy's backstory is truly some of the most generic aspects of Xenogears. He's a great endgame character though. Pretty sure he was in my final party.

Meccanical
Member
(08-06-2012, 06:45 PM)
Quote

#203

> Originally Posted by **Dynedom**
> Some of Billy's backstory is truly some of the most generic aspects of Xenogears. He's a great endgame character though. Pretty sure he was in my final party.

Never used him because I doubt he would be better than Citan.

Citan is the man.

Especially when he gets his sword, oh man those enemies were not prepared.

Canis lupus
Member
(08-06-2012, 06:46 PM)
Quote

#204

Lol, gonna play this again just because of this thread. ^_^

dinosaur_hunter2

Member
(08-06-2012, 06:46 PM)
Quote

#205

Excelent thread, OP. Remembering the first time I played Xenogears always brings tears of joy to my eyes. What an amazing game (Xenosaga too).

bigace33
Member
(08-06-2012, 06:47 PM)
Quote

#206

> Originally Posted by **Wario64**
> I thought you were gonna realize that the story didn't age well and the game is actually a piece of crap

lol

CookedChocobo
Member
(08-06-2012, 06:48 PM)
Quote

#207

> Originally Posted by **2San**
> Damn googled the guy, I remember him(by face). Can't remember him getting molested though. I did remember the game hating the church, didn't expect them to go that far. :O

Billy was the church's hunter for [redacted]

ErasureAcer
Member
(08-06-2012, 06:49 PM)
Quote

#208

Still one of my favorite games if not the best. Played through about 30 or so hours last year before stopping. The story and characters are pretty mind blowing...as is the music which I still think is Mitsuda's best. Glad you put some of the lyrics down to the final song, Small of Two Pieces. I played this remix of it for NeoGAF on the DJ plug site and it got 10, yes 10, dislikes. NeoGAF fail.

The game really excels because of its villains. They're all just so crazy. The main cast isn't bad either as they're all pretty fleshed out. I thought the dialogue was above and beyond the shit that was being released in the late 90's. Really, an emotional game.

Zulithe
Member
(08-06-2012, 06:50 PM)
Quote

#209

I love Xenogears -- both now and when it first came out -- but it's definitely the type of game that feels very profound when you play it in your early teens and kinda falls apart pretty fast once you examine it later on.

Still a must-play PS1 classic. Despite any flaws it easily tops most other RPGS in terms of its depth of story and characters.

John Rabbit
Member
(08-06-2012, 06:50 PM)
Quote

#210

for a thread that started with:

> Originally Posted by **The Praiseworthy**
> In everywhere in this world there are things we didn't know or hear about and we live a very long time without knowing what the future hold for us or what did our ancestors did and sacrifice for us... is there anyone conspiring to destroy and eliminate us? if we were happy will our happiness last forever? does those who love us from the outside also love us from the

> inside? Am I right? are everyone planning for better future for this earth? why did you save me then?... if you were willing to die for the ones you love, are you willing to kill for them too?
>
> I had a dream was it a memory from the future or a fault image from the past?

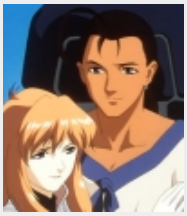
having the OP and subsequent posts praise the game broke my brain almost as hard as the 2nd disc.

Meccanical #211
Member
(08-06-2012, 06:50 PM)
Quote

Didn't they also have a Soylent Green reference in this game?

[redacted]

Taruranto #212
<3 BioWare <3
(08-06-2012, 06:51 PM)
Quote



> Originally Posted by **skylenorman**
> I've always felt that the Xeno series always had conclusion issues.

I don't think anyone will deny that. :P Both Xenosaga and Gears were a mess, in that sense.

> Disc 2 of Xenogears felt really rushed, and seemed like the story had to be wrapped up in a bow when it probably could have gone on to a third disc. The entire third game of Xenosaga felt really anticlimactic since all of the "twists" were televised as early as Ep2 [redacted] and when the twists finally came to light it almost a let down.

[redacted]

Also i disagree about the statement about ep. III feeling anticlimactic. I definitely was amazing to me, so many emotions. Shion[redacted]. The [redacted] is one of my favorite story segment ever. The battle against [redacted] is holyshitthisawesome-tier.

Arklite #213
Member
(08-06-2012, 06:51 PM)
Quote

I *loved* the lore of this game. Story spanning generations, human origins, sentient super weapons, 'wave' existence, Big Joe, everything.

Xenosaga also has entertaining lore but there's something special about the world they built for Xenogears. Also, probably one of the best intro movies on PS1.

2San #214
Member
(08-06-2012, 06:52 PM)
Quote

> Originally Posted by **CookedChocobo**
> Billy was the church's hunter for [redacted]

[redacted]

Meccanical
Member
(08-06-2012, 06:53 PM)
Quote

#215

Speaking of Xenosaga III I don't even remember much of the story of that game either.

I just remember the battle system being awesome.

jorgeton
Member
(08-06-2012, 06:54 PM)
Quote

#216

> Originally Posted by **Arklite**
> I *loved* the lore of this game. Story spanning generations, human origins, sentient super weapons, 'wave' existence, Big Joe, everything.
>
> Xenosaga also has entertaining lore but there's something special about the world they built for Xenogears. Also, probably one of the best intro movies on PS1.

And what really blew me away when I played it as a kid, is that it all starts out on such a small/cliche scale. Amnesiac martial arts master trying to save/avenge his small village. And then shit gets crazy. Blew my damn mind.

zkylon
zkylewd
(08-06-2012, 06:54 PM)
Quote

#217

My favorite JRPG of all time. I was just watching my brother play it today and it brings back such great memories.

Of the Xenosaga games I've only played 2, and actually liked it back in the day, but can't really remember a thing. Are those games worth it, 'cause I'm in a PS2 revisiting phase?

Dynedom
Member
(08-06-2012, 06:54 PM)
Quote

#218

> Originally Posted by **Meccanical**
> Never used him because I doubt he would be better than Citan.
>
> Citan is the man.
>
> Especially when he gets his sword, oh man those enemies were not prepared.

I think my on ground party was Billy, Fei and Citan (or Emerelda, Fei and Citan, can't remember). Within Mech it was Billy, Fei and Emerelda.

I also destroyed the last boss. No challenge whatsoever. =\

Meccanical
Member
(08-06-2012, 06:56 PM)
Quote

#219

Yeah, I distinctly remember Emeralda being good too, [redacted]

CookedChocobo
Member
(08-06-2012, 06:57 PM)
Quote

#220

> Originally Posted by **2San**
> [redacted]

Yeah....that shit was something else. I liked all shit got even worse and more depressing in Disc 2.

Screw the haters, I know I was mind blown'd with the story.

> Originally Posted by **Meccanical**
> Yeah, I distinctly remember Emeralda being good too, [redacted]

Indeed...and if I'm not mistaken, Wasn't she the only one who was capable of casting magic in their Gear? I remember her Gear being stupid broken.

Last edited by CookedChocobo; 08-06-2012 at 07:02 PM.

ErasureAcer
Member
(08-06-2012, 06:58 PM)
Quote

#221

Can we all agree that the most shocking/saddest moment was [redacted]. Crazy...and then he goes nuts running down the hallway.

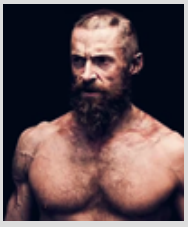
jorgeton
Member
(08-06-2012, 07:00 PM)
Quote

#222

> Originally Posted by **CookedChocobo**
> Yeah....that shit was something else. I liked all shit got even worse and more depressing in Disc 2.

Part of why I don't mind disc 2 is that thematically it's appropriate. Let's kick you in the balls some more and completely change what you were used to, both in story and in gameplay.

red13th
Go Broncos
(08-06-2012, 07:01 PM)
Quote



#223

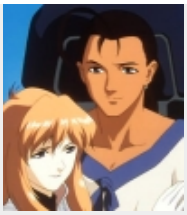
> Originally Posted by **CookedChocobo**
> Indeed...and if I'm not mistaken. Wasn't she the only one who was capable of casting magic in their Gear? I remember her Gear being stupid broken.

I think Crescens had the biggest Ether amplifier, it was pretty ridic.
Emeralda was my favourite character.

Taruranto
<3 BioWare <3
(08-06-2012, 07:02 PM)
Quote

#224

> Originally Posted by **Meccanical**
> Speaking of Xenosaga III I don't even remember much of the story of that game either.
>
> I just remember the battle system being awesome.



Ep. III gameplay was awesome. It also had fantastic dungeons with awesome visual and BGM [redacted], a very functional skill system and overall It felt like a very polished piece of work all round. Even the menus were great. ("New equip" option? Holy fuck, yes)

Too bad so many people got discourage by ep. II terribad Battle System and never got to try that. Well, at least Monolith got the recognition they deserved with Xenoblade.

Sophia
Member
(08-06-2012, 07:03 PM)
Quote

#225

> Originally Posted by **ErasureAcer**
> Can we all agree that the most shocking/saddest moment was [redacted]. Crazy...and then he goes nuts running down the hallway.

Not even close. [redacted]

Dynedom
Member
(08-06-2012, 07:04 PM)
Quote

#226

> Originally Posted by **Meccanical**
> Yeah, I distinctly remember Emeralda being good too, [redacted]

With a certain build, she was a monster in her Mech. I need to look into my old file and see what I had her equipped with.

Yoshichan
I've played over 500 hours of DMC2 and consider the game good.
(08-06-2012, 07:05 PM)
Quote

#227

> Originally Posted by **Marrshu**
> Not even close. [redacted]

What do you think is the most shocking/saddening moment in XG?

The Praiseworthy
Member
(08-06-2012, 07:05 PM)
Quote

#228

Sorry haters.... Xenogears and Xenosaga stories are AMAZING and MIND BLOWING, if you can't deal with that fact then it's your own personal opinion.

And yes... I don't enjoy good movies stories as I enjoy good RPG stories, for me to enjoy a story it's need to have a decent amount of great characters with some real characters development, also it's need to be deep and complex and emotional and full of surprises and plot twists that no one saw coming.

You can't do all that in 2 hours long story.... but it's possible to do it with an RPG games that takes hours and long hours to complete.... got my point?

> Originally Posted by **Exentryk**
> What would you give to play those games for the first time? ;]

Oh you have no idea..... oh my god I mean it, you have no idea at all.

Xenosaga Trilogy is so much more than to put in words.

Sophia
Member
(08-06-2012, 07:06 PM)
Quote

#229

> Originally Posted by **Yoshichan**
> What do you think is the most shocking/saddening moment in XG?

[redacted]

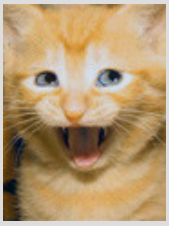
I am in no way biased due to my love of melodrama or the character sharing my name. Not at all. >_>;

Canis lupus
Member
(08-06-2012, 07:07 PM)
Quote

#230

True words Praiseworthy. :)

ronito
got my tag in the OT
(08-06-2012, 07:07 PM)
Quote



#231

I would love to play this again if it wasn't for the damned text speed.

Arklite
Member
(08-06-2012, 07:07 PM)
Quote

#232

> Originally Posted by **zkylon**
> Of the Xenosaga games I've only played 2, and actually liked it back in the day, but can't really remember a thing. Are those games worth it, 'cause I'm in a PS2 revisiting phase?

If you liked XS2, the most disliked of all three, then it's definitely worth checking out the others, which are considered to be much better.

Sophia
Member
(08-06-2012, 07:08 PM)
Quote

#233

Everyone should play Xenosaga Episode 3. It's easily one of the best RPGs on the system, only hampered by the fact that it's effectively a fraction of the entire story.

> Originally Posted by **ronito**
> I would love to play this again if it wasn't for the damned text speed.

There are Gameshark/AR Joker codes to effectively add a fast forward button like that of Persona3/4 into the game.

Yoshichan
I've played over 500 hours of DMC2 and consider the game good.
(08-06-2012, 07:08 PM)
Quote

#234

> Originally Posted by **Marrshu**
> [redacted]
>
> I am in no way biased due to my love of melodrama or the character sharing my name. Not at all. >_>;

Not bad :3

Dynedom
Member
(08-06-2012, 07:09 PM)
Quote

#235

> Originally Posted by **Yoshichan**
> What do you think is the most shocking/saddening moment in XG?

Just based on character reactions, I think [redacted]. I'd also have to put [redacted].

If you want to talk about shocking, look no further than [redacted]. That kinda came outta nowhere.

FlashbladeGAF
Member
(08-06-2012, 07:12 PM)
Quote

#236

> Originally Posted by **Meccanical**
> Never used him because I doubt he would be better than Citan.
>
> Citan is the man.
>
> Especially when he gets his sword, oh man those enemies were not prepared.

I wasn't prepared either

such a memorable "Oh Shit" moment

cosmicblizzard
Shounen Iconoclast
(08-06-2012, 07:12 PM)
Quote

#237

> Originally Posted by **Ledsen**
> Technically no one can tell him he's wrong, just like no one can say that the statement "Donald Duck has Car Trouble is way better written than Crime and Punishment" is wrong. It mainly points to an unfamiliarity with good books and movies. Considering written stories have had around 2500 years to develop, it's not that strange that other mediums struggle to come close to the quality of any good book.

I don't think that implies a lack of familiarity, just a difference in tastes. "Good writing" is not some set term, it's going to vary from person to person. Yeah, there are some basic guidelines like "don't make plot holes", but even stuff like that can be defended and in some cultures, aren't even considered a problem as the "present" plotline take precedence rather than its retrospective value. Even the classics get their fair share of criticism.

jorgeton
Member
(08-06-2012, 07:13 PM)
Quote

#238

> Originally Posted by **Marrshu**
> Everyone should play Xenosaga Episode 3. It's easily one of the best RPGs on the system, only hampered by the fact that it's effectively a fraction of the entire story.

Truth. It has a very expansive datalog to catch you up with the whole trilogy.

Sophia
Member
(08-06-2012, 07:13 PM)
Quote

#239

> Originally Posted by **Dynedom**
> If you want to talk about shocking, look no further than [redacted]. That kinda came outta nowhere.

That was almost practically unheard of for RPGs at the time.

[redacted]

[redacted]

> Originally Posted by **jorgeton**
>
> Truth. It has a very expansive datalog to catch you up with the whole trilogy.

It... doesn't really beat playing the actual games or seeing the cutscenes online. I'm all in favor of using it to skip over Xenosaga 2, however.

ErasureAcer
Member
(08-06-2012, 07:14 PM)
Quote

#240

Was thinking of making a top 10 song list for Xenogears on youtube as one doesn't even exist. I came up with this list a month or so back(not in any order at the moment).

Bonds of Sea and Fire
My Village is Number One
Faraway Promise
The Treasure Which Cannot Be Stolen
Singing of the Gentle Wind
The Blue Traveller
Gathering Stars in the Night Sky
Wings
Small of Two Pieces

yeah, that's only 9. Probably why I never made my video I could never decide on a 10th song. There's just so many good ones.

jorgeton
Member
(08-06-2012, 07:16 PM)
Quote

#241

> Originally Posted by **Marrshu**
>
> It... doesn't really beat playing the actual games or seeing the cutscenes online. I'm all in favor of using it to skip over Xenosaga 2, however.

It's worth reading as a big chunk of it explains what happens between part 2 and 3 (rumor has it it was supposed to be its own game?). But yeah, play 1 and 3, youtube part 2.

Fine Ham Abounds
Member
(08-06-2012, 07:16 PM)
Quote

#242

> Originally Posted by **Derrick01**
>
> I have to admit I was...not expecting this based on the thread title. I was waiting for you to come to your senses and realize how awful Xenogears story is. Yeah I thought it was amazing back in the day too. I was also 10 years old then.

I was uh, 20 I think, so I don't even get to have that excuse.

I didn't remember pretty much anything of the plot. I was incredibly into it, until somewhere around the end where it just totally fell apart for me.

Last edited by Fine Ham Abounds; 08-06-2012 at 07:20 PM.

Dynedom
Member
(08-06-2012, 07:17 PM)
Quote

#243

> Originally Posted by **ErasureAcer**
>
> Was thinking of making a top 10 song list for Xenogears on youtube as one doesn't even exist. I came up with this list a month or so back(not in any order at the moment).
>
> Bonds of Sea and Fire
> My Village is Number One
> Faraway Promise
> The Treasure Which Cannot Be Stolen
> Singing of the Gentle Wind
> The Blue Traveller
> Gathering Stars in the Night Sky
> Wings
> Small of Two Pieces
>
> yeah, that's only 9. Probably why I never made my video I could never decide on a 10th song.

> There's just so many good ones.

Add the Ethos theme to that and you've got the essential tracklist:

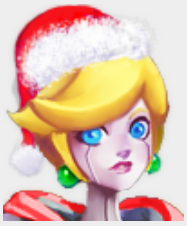
Ship of Regret and Sleep

Edit: Not going to lie. I busted out a tear or two when Small Two of Pieces played at the end. ='(

Last edited by Dynedom; 08-06-2012 at 07:19 PM.

---

zkylon
zkylewd
(08-06-2012, 07:18 PM)
Quote



#244

> Originally Posted by **Arklite**
> If you liked XS2, the most disliked of all three, then it's definitely worth checking out the others, which are considered to be much better.

Yeah, it was a long time ago, so I'm not sure I'd like it again, but I remember really liking the beginning, the combat and some other parts. I think I'm gonna see about getting my hands on X3 and 1.

Also, my alarm clock music is "My village is number one" :D Such a lovely tune to wake up to.

https://www.youtube.com/watch?v=k8_eAiO3kIE

Sophia
Member
(08-06-2012, 07:18 PM)
Quote

#245

> Originally Posted by **jorgeton**
> It's worth reading as a big chunk of it explains what happens between part 2 and 3 (rumor has it it was supposed to be its own game?). But yeah, play 1 and 3, youtube part 2.

Xenosaga: The Missing Year is debatable. Given how much the script changes and how some parts of it are dropped off the face of the planet after the beginning of Episode 3, I question how much of it was planned in the beginning. Although, yeah, most of it was probably meant to be part of the games.

It's really an eye opener when you realize that Xenosaga as we know it was only suppose to be two games (Episode 1/2) and instead it got split into four games and a sidestory (1/2/3/PP Cellphone game/Missing Year)

> Originally Posted by **Dynedom**
> Add the Ethos theme to that and you've got the essential tracklist:
>
> Ship of Regret and Sleep

Ugh, I don't actually like the ingame version of that song too much. The Orchestral Version that adds an actual choir however is one of the best songs on the soundtrack.

Yoshichan
I've played over 500 hours of DMC2 and consider the game good.
(08-06-2012, 07:18 PM)
Quote

#246

> Originally Posted by **ErasureAcer**
> -list of good songs-

Every song in Xenogears is a masterpiece, but the ultimate songs (for me) are:

Light from the Netherworlds
Forest of the Black Moon
The One Who is Torn Apart
Omen
Awakening

Yes, I'm a huge fan of ambient and id-related songs. Goosebumps every. single. time.

> Originally Posted by **zkylon**
> Also, my alarm clock music is "My village is number one" :

Thanks for the recommendation!

-Pyromaniac-
-meet me somewhere-
(08-06-2012, 07:19 PM)
Quote

#247

Xenogears is one of my favourite games of all time. Now it just serves as a reminder to show me how much the mighty have fallen.

Yoshichan
I've played over 500 hours of DMC2 and consider the game good.
(08-06-2012, 07:20 PM)
Quote

#248

> Originally Posted by **-Pyromaniac-**
> Xenogears is one of my favourite games of all time. Now it just serves as a reminder to show me how much the mighty have fallen.

As in JRPGs?

Dynedom
Member
(08-06-2012, 07:20 PM)
Quote

#249

Oh, I forgot Flight too. I love this song.

Mitsuda was in God Mode on this OST.

Telosfortelos
Advocate for the People
(08-06-2012, 07:21 PM)
Quote

#250

Terrible, terrible dialogue and a number of nonsensical story elements. In spite of that, I still love the story. It's a big, interesting world that steadily shows more and more of its depth, history, and complexity to the player.

I love the designs, and I think the 2d characters and enemies are beautiful. The soundtrack is amazing on its own, but even better in its in-game implementation. If I ever become a millionaire, I'm commissioning a custom music box that plays Faraway Promise.

The central theme of the Xeno games resonates strongly with me: the concept of humanity rejecting designed purpose in favor of living for our own flawed, beautiful lives. That's the big Nietzschean concept Takahashi wanted to convey, not all the misapplied or loosely applied philosophical and religious concepts like eternal recurrence and Gnostic epistemology that so many people love to point to when they explain how bad the Xeno stories are. Those are window dressing, and for me, fun stuff to think about, even if they're not accurate representations of historic beliefs.

I don't care for the fighting system, but I think most RPGs have overly simple uninteresting systems, and I can get past that. Loading times and an overabundance of random fights limit how often I go back to the game though.

ErasureAcer
Member
(08-06-2012, 07:22 PM)
Quote

#251

> Originally Posted by **Marrshu**
> Not even close. [redacted]

Elly [redacted].

Sophia
Member

#252

To be honest, I think the game aspect of Xenogears has aged horribly. While the story itself is still

(08-06-2012, 07:22 PM)
Quote

as fantastic as when I first played it, the game hasn't aged well at all. In retrospect, it seems kinda bad, even by the standards of RPGs then.

> Originally Posted by **ErasureAcer**
> Elly [redacted].

Luckily, [redacted]

Dynedom #253
Member
(08-06-2012, 07:25 PM)
Quote

> Originally Posted by **Yoshichan**
> Every song in Xenogears is a masterpiece, but the ultimate songs (for me) are:
>
> Light from the Netherworlds
> Forest of the Black Moon
> The One Who is Torn Apart
> Omen
> Awakening
>
> Yes, I'm a huge fan of ambient and id-related songs. Goosebumps every. single. time.
>
> Thanks for the recommendation!

I do agree that Xenogears has arguably some of the best atmospheric music in jRPG's. Once again, hail Mitsuda.

The Praiseworthy #254
Member
(08-06-2012, 07:31 PM)
Quote

> Originally Posted by **Dynedom**
> Edit: Not going to lie. I busted out a tear or two when Small Two of Pieces played at the end. ='(

OMG the same thing happened to me yesterday, I don't know why.... there is just something very emotional when it plays when you are finishing the game yourself and watching the ending!

TEJ #255
Member
(08-06-2012, 07:38 PM)
Quote

> Originally Posted by **The Praiseworthy**
> Sorry haters.... Xenogears and Xenosaga stories are AMAZING and MIND BLOWING, if you can't deal with that fact then it's your own personal opinion.

way to be dismissive of other peoples opinions. you're just as bad, if not worse than amirox and wario64 in this topic.

legacyzero #256
Member
(08-06-2012, 07:40 PM)
Quote

Love this game so much.

Shame that the Xenosaga entries didn't have the same level of quality IMO.

Yoshichan
I've played over 500 hours of DMC2 and consider the game good.
(08-06-2012, 07:40 PM)
Quote

#257

> Originally Posted by **TEJ**
> way to be dismissive of other peoples opinions. you're just as bad, if not worse than **amirox** and **wario64** in this topic.

Ouch. That's just insanely harsh.

The Praiseworthy
Member
(08-06-2012, 07:47 PM)
Quote

#258

> Originally Posted by **TEJ**
> way to be dismissive of other peoples opinions. you're just as bad, if not worse than amirox and wario64 in this topic.

So it's ok to get my opinion and test mocked in this thread.... but it's not ok for me to defend it?

It's all opinions and I respect all of them :\

disrespecting others opinions isn't my thing.

Refreshment.01
Member
(08-06-2012, 07:48 PM)
Quote

#259

> Originally Posted by **Dragon**
> If you have the time, I suggest you play the game on a PSP. Then decide instead of going for what you believe the majority opinion to be.

Of course that's the most reasonable think to do, experience it in the flesh.

But to expand on it, the individuals who i've talk about it are really down to earth people. Also they don't say the game is sub standard just that it's one of those games that don't age quite well, something like say Zelda: ALTTP, which is timeless.

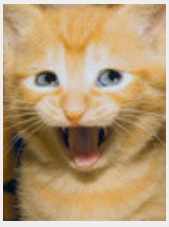
It was an intriguing game back in the day due to it subject matter and the themes it touched which weren't very common in games plots at the time. The outdated game mechanics are a hard pill to swallow right now.

Also they say the enjoyment of the game was amplified in yester days due to the individuals playing being more into anime thatn they are right now.

But i did always find the game aluring, too bad i didn't had the oportunity to give it a go in the past.

---

ronito
got my tag in the OT
(08-06-2012, 07:49 PM)
Quote



#260

> Originally Posted by **Marrshu**
> There are Gameshark/AR Joker codes to effectively add a fast forward button like that of Persona3/4 into the game.

Really? Do these work on CFW PSP?

TEJ
Member
(08-06-2012, 07:50 PM)
Quote

#261

> Originally Posted by **The Praiseworthy**
> So it's ok to get my opinion and test mocked in this thread.... but it's not ok for me to defend it?
>
> It's all opinions and I respect all of them :\
>
> disrespecting others opinions isn't my thing.

1: You can defend it without being dismissive of others who don't like it. Calling others haters just because they disagree with you is very dismissive.

2: Throwing around the word "fact" didn't look very respectful to me.

jorgeton
Member
(08-06-2012, 07:51 PM)
Quote

#262

I mean, the game is as dated as FF7 or any other PS1 JRPG. It's essentially town-dungeon-town with random battles and an interesting-ish combat system. And platforming. More RPGs need a jump button. Which is to say, still enjoyable (to me anyway).

truly101
I got grudge sucked!
(08-06-2012, 07:51 PM)
Quote

#263

Ever noticed at the end when Krelian becomes a disembodied spirit, he looks like Kurt Cobain?

Sophia
Member
(08-06-2012, 08:09 PM)
Quote

#264

> Originally Posted by **ronito**
> Really? Do these work on CFW PSP?

I have no idea. Given what CFW can do, I'm sure there's a way to make them work. :P

tokkun
Member
(08-06-2012, 08:10 PM)
Quote

#265

> Originally Posted by **Meccanical**
> Didn't they also have a Soylent Green reference in this game?
>
> [redacted]

Yes. They did the same thing in Chrono Trigger.

As I said earlier in the thread, the game has a ton of science fiction references that I didn't understand until I replayed the game as an adult. For example, the character Hammer and his entire story arc is cribbed from the taxi driver in the original Total Recall movie.

Sophia
Member
(08-06-2012, 08:13 PM)
Quote

#266

We'd be here forever if we listed all the homages, references, and plot points that Xenogears borrowed from science fiction.

The general plot is Childhood's End + 2001 A Space Odyssey + Melodrama. Lots of Melodrama.

fallingdove
Member

#267

(08-06-2012, 08:27 PM)
Quote

> Originally Posted by **Dynedom**
> Some of Billy's backstory is truly some of the most generic aspects of Xenogears. He's a great endgame character though. Pretty sure he was in my final party.

I always liked Billy's character, but his DEF+HP was a tad too low to use him over Citan and Emeralda. I remember I was excited to see Jr. in Saga because I thought he was going to be the new Billy, but for some reason, I didn't think he was as cool. (Maybe it was because he didn't have a shot gun hiding up his sleeves.)

fates
Member
(08-06-2012, 08:28 PM)
Quote

#268

I liked Xenogears but Xenosaga disappointed me something fierce.

> I thought you were gonna realize that the story didn't age well and the game is actually a piece of crap

IMO the story aged just fine but the presentation did not. Disc 2 was a nearly unplayable mess. Thankfully the plot was interesting enough to plow through it but damn it was a chore.

One of the things I always liked the about the plot was [redacted] I usually never like bishonen villains but he was pretty great.

Oh right, and the soundtrack. One of the rare instances of when I actually imported a soundtrack (CT and Chrono Cross, despite not liking the latter game, as well).

Ghost_Protocol
Member
(08-06-2012, 09:01 PM)
Quote

#269

Why do so many people like the story in Xenogears?

- It is my firm belief that in any story involving "heroes" and "villains" that the strength of the villains makes or brakes the impact of the story (film, television, books, or video games). A strong threat HAS TO be established and believable in order to pull the user into the narrative.

Having said that, Xenogears is widely regarded as having the best ensemble cast of villains in any JRPG, to this day. That cast is comprised of shadow organizations orchestrating political actions of entire kingdoms behind the scenes, a secret special forces military unit waging a war for ancient technology used in a global conflict centuries ago, powerful alter-egos of characters on both sides of the battle who manifest themselves wreck havoc on the world, and a incomplete, sentient, genesis machine, the origin of humanity, who created an entire civilization in order to harvest its people.

It's all incredibly interesting, super ambitious, thoughtful, and something you won't ever forget after you've finished it. Also, when people say the story is good, they aren't necessarily saying the *storytelling* is good. It's not. You have to fight to understand what's going on, and 2 playthroughs are mandatory.

I was going to write more, but I don't have the time right now. I will say the main characters are very good as well. Fei and Elly's relationship, the idea that personas and relationships can survive over generations, the idea that memories of past lives can be found in present day incarnations of people who lived thousands of years ago.....was all incredibly interesting....You really need to play the game.

Unfortunately, there are way to many "controversial" references to religion and god for a true, complete, remake of the game to happen in the US.

Last edited by Ghost_Protocol; 08-06-2012 at 09:04 PM.

fates
Member
(08-06-2012, 09:11 PM)
Quote

#270

As far as the characters go I have to say I found Fei and Elly rather weak. They had rich and interesting history, but I found [redacted] to be relatively dry.

Maybe that was the point though, [redacted]

zkylon
zkylewd
(08-06-2012, 09:24 PM)
Quote

#271

> Originally Posted by **Refreshment.01**
> Of course that's the most reasonable think to do, experience it in the flesh.
>
> But to expand on it, the individuals who i've talk about it are really down to earth people. Also they don't say the game is sub standard just that it's one of those games that don't age quite well, something like say Zelda: ALTTP, which is timeless.
>
> It was an intriguing game back in the day due to it subject matter and the themes it touched which weren't very common in games plots at the time. The outdated game mechanics are a hard pill to swallow right now.
>
> Also they say the enjoyment of the game was amplified in yester days due to the individuals playing being more into anime thatn they are right now.
>
> But i did always find the game aluring, too bad i didn't had the oportunity to give it a go in the past.

I wouldn't say the game mechanics have aged worse than almost any other JRPG of the time. If that's what's stopping you from playing it, rest assured you won't find this terribly different than playing FFVII or something...

Eusis
Member
(08-06-2012, 11:23 PM)
Quote

#272

> Originally Posted by **The Praiseworthy**
> Sorry haters.... Xenogears and Xenosaga stories are AMAZING and MIND BLOWING, if you can't deal with that fact then it's your own personal opinion.

You wouldn't appreciate it if someone said "sorry lovers, but it's a fact Xenogears and Xenosaga are just pretentious piles of crap!" Like stated, you're coming off as dismissive of other opinions, at least the likes of Wario seem to be trying to be funny or just coming out straight with what they expected, and especially after my own experience with replaying FFIV (though I don't hate it) I was expecting something along the lines of what he said, rather than "this is going to spoil me on everything else!"

> Originally Posted by **The Praiseworthy**
> And yes... I don't enjoy good movies stories as I enjoy good RPG stories, for me to enjoy a story it's need to have a decent amount of great characters with some real characters development, also it's need to be deep and complex and emotional and full of surprises and plot twists that no one saw coming.
>
> You can't do all that in 2 hours long story.... but it's possible to do it with an RPG games that takes hours and long hours to complete.... got my point?

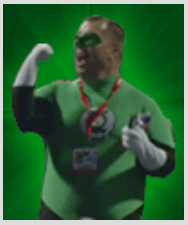
If you want is a nice long story, look into stuff like Lawrence of Arabia, that offers a HALF WAY BREAK at the 2 hours point. If you want something mind bending you could check out Memento, or Inception for that matter if you haven't. And while it may not be as long as a book, game, or TV series I do think Dark City's going to have a good chunk of the stuff that appealed to you here so it should be watched. Admittedly half the reason that example jumps to mind is that it too was released in 1998, so even if it took me a decade+ to watch it the two are kind of linked in my mind.

Then there's the fact that twists for the sake of twisting really aren't that good, but that's more a spoiler topic.

Actually, while I really loved it at the time I don't think it even held the crown of "best JRPG story" for

all that long, I was blown away with Suikoden II the VERY NEXT YEAR. More likely if I replay that I'll regret playing it when I can better see how utterly wretched the localization is, much like how re-reading Xenogears script bits is kind of painful, though now that I understand the circumstances behind its localization I'm giving it a pass there.

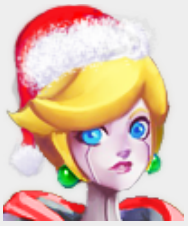
U n i o n 0015
Member
(08-06-2012, 11:26 PM)
Quote



#273

I want to go back and play Xenogears but I think I'd have to do it with an emulator. Hard to go back to the insanely small resolution of PS1 games. What's the best emulator out there?

zkylon
zkylewd
(08-06-2012, 11:34 PM)
Quote



#274

> Originally Posted by **U n i o n 0015**
> I want to go back and play Xenogears but I think I'd have to do it with an emulator. Hard to go back to the insanely small resolution of PS1 games. What's the best emulator out there?

~~http://www.pcsx.net/~~ http://www.epsxe.com/ for PS1 and http://pcsx2.net/ for PS2 I believe.

Last edited by zkylon; 08-07-2012 at 01:32 AM. Reason: georaldc is rite

Adam Prime
hates soccer, is Mexican
(08-07-2012, 01:18 AM)
Quote

#275

Good story but bad story telling presentation.

Yeah this game was really cool and all when I played it when I was 16~, but this game's story writers has their heads up on their own ass with all the religious nonsense.

Anime fan boys love to play this game, read all the weird quotes from the Bible and then like to get on message boards, "NGUYGH THIS GAME MAKES YOU THINK ABOUT LIFE ON ANOTHER LEVEL! LIKE... THERE'S NO GOD OR SOMETHING MAN!"

Give me a freakin' break. This game had an interesting story but people praise it on another level for its philosophical drivel.

Last edited by Adam Prime; 08-07-2012 at 01:23 AM.

papersleeves
Member
(08-07-2012, 01:21 AM)
Quote

#276

Whoever loves both Xenogears and Xenosaga is my bro.

georaldc
Member
(08-07-2012, 01:27 AM)
Quote

#277

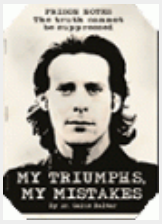
> Originally Posted by **U n i o n 0015**
> I want to go back and play Xenogears but I think I'd have to do it with an emulator. Hard to go back to the insanely small resolution of PS1 games. What's the best emulator out there?

ePSXe should give you the best looking visuals, but for compatibility I think this:

http://psxemulator.gazaxian.com/

is one of the best.

Tony Redgrave #278
Member
(08-07-2012, 01:31 AM)
Quote



I love Xenogears, or better said I love the storyline, I would not go and say "it was the best video game story ever" but it certainly was much more sophisticated, complex and dark than most in it's time and it is IMO still better than most games today.

That said I'm a big fan of Gainax and always loved the big conspiracies and spiritual themes and many of those are present withing Xenogears, along with sci-fi, which is my favorite genre.

Killer OST as well October Mermaid is in all my playlists, ever and I love hearing it while reading.

demosthenes #279
Member
(08-07-2012, 01:32 AM)
Quote

> Originally Posted by **The Praiseworthy**
> HIGH FIVE Xeno Fans :D

HIGH FIVE

Refreshment.01 #280
Member
(08-07-2012, 01:34 AM)
Quote

> Originally Posted by **zkylon**
> I wouldn't say the game mechanics have aged worse than almost any other JRPG of the time. If that's what's stopping you from playing it, rest assured *you won't find this terribly different than playing FFVII or something...*

Exactly, people were into that type of game, like your FFVII example, more because cinematics and plot, which were magnified in comparison to other games at the time than the play mechanics.

For example, i always saw it as absurd that Square had already released games like the Seiken Den series and Chrono Trigger could still relay in random encounters in something like FFVII.

carfo #281
Banned
(08-07-2012, 01:36 AM)
Quote

Phew. I thought I came in here about to have to lay a smack down on the op. thought it was gonna be negative towards xg. Yea. Best story in a video game ever.

DoctorWho #282
BOSS
(08-07-2012, 01:40 AM)
Quote

Waiting for Vita PS One support to give it another play through. Haven't played it since US launch.

thebaroness #283
Member
(08-07-2012, 01:44 AM)
Quote

Few can compare.

AlphaDragoon
Member
(08-07-2012, 01:50 AM)
Quote

#284

Xenogears was one of the best games I ever had the privilege of playing. It's far above FFVI for me, it's Chrono Trigger level. Played it like three months ago and still loved it just as much.

Xenosaga makes me want to kick things, in comparison. Especially Episode 3 with its Bamco-written storyline. [redacted]

InfiniDragon
Member
(08-07-2012, 01:51 AM)
Quote

#285

> Originally Posted by **DarknessTear**
> Xenogears is amazing, and Xenosaga Episode 3 is a Chrono Trigger/Final Fantasy 6-tier classic. If Episode 1 and 2 were as amazing as 3, the series would have survived.

Uh no. Ep.3 doesn't even approach either of those. Xenogears on the other hand very much does.

> Originally Posted by **luca1980**
> When people despise the Xg plot I would love to ask: which jrpg did it better?
> Matsuno aside

Xenoblade.

staticneuron
Member
(08-07-2012, 01:55 AM)
Quote

#286

It warms my heart to see a thread like this. I loved that game!

El Sloth
watch me play my flute
(08-07-2012, 01:56 AM)
Quote

#287

> Originally Posted by **I should be doing hw**
> That OP makes me nostalgic for GFW Radio and Heroes of the Web...

I was thinking the same thing! I miss humorous dramatic readings on my podcasts.

> Originally Posted by **Adam Prime**
> Good story but bad story telling presentation.
>
> Yeah this game was really cool and all when I played it when I was 16~, but this game's story writers has their heads up on their own ass with all the religious nonsense.
>
> Anime fan boys love to play this game, read all the weird quotes from the Bible and then like to get on message boards, "NGUYGH THIS GAME MAKES YOU THINK ABOUT LIFE ON ANOTHER LEVEL! LIKE... THERE'S NO GOD OR SOMETHING MAN!"

> Give me a freakin' break. This game had an interesting story but people praise it on another level for its philosophical drivel.

The Evangelion effect?

Llyranor
Member
(08-07-2012, 03:24 AM)
Quote

#288

Did you enjoy the part where [redacted] as much as I did? So *deeep*!

Meccanical
Member
(08-07-2012, 03:25 AM)
Quote

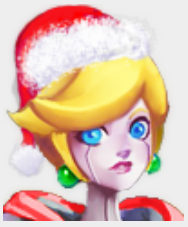
#289

> Originally Posted by **Llyranor**
> Did you enjoy the part where [redacted] as much as I did? So *deeep*!

I have seen pictures of that, but I honestly don't remember that happening.

I don't think I would have forgotten something like that because it is hilarious.

zkylon
zkylewd
(08-07-2012, 03:29 AM)
Quote



#290

> Originally Posted by **Llyranor**
> Did you enjoy the part where [redacted] as much as I did? So *deeep*!

So a game can't be deep and still have flaws? Chu-Chu is very shitty and out of place but that doesn't invalidate everything else in the game.

Pinko Marx
Member
(08-07-2012, 03:30 AM)
Quote

#291

> Originally Posted by **Llyranor**
> Did you enjoy the part where [redacted] as much as I did? So *deeep*!

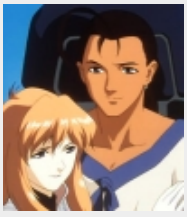
Well the game is japanese so theres no avoiding some weirdness every now and again.
It doesn't ruin the story, but it is a "WTF" moment.

> Originally Posted by **papersleeves**
> Whoever loves both Xenogears and Xenosaga is my bro.

The ending to Xenosaga III was the closest I've come to crying from a video game.\

Not saying that its the best story told in a vidya, but after following the characters through all 3 games, the ending got to me a bit.

Taruranto
<3 BioWare <3
(08-07-2012, 03:31 AM)
Quote



#292

> Originally Posted by **Llyranor**
> Did you enjoy the part where [redacted] as much as I did? So *deeep*!

I blame Kato for that.

Last edited by Taruranto; 08-07-2012 at 03:34 AM.

Llyranor
Member
(08-07-2012, 03:32 AM)
Quote

#293

> Originally Posted by **zkylon**
> So a game can't be deep and still have flaws? Chu-Chu is very shitty and out of place but that doesn't invalidate everything else in the game.

Wait, flaw? Maybe you don't understand the symbolism behind that scene, but don't speak for the rest of us from the Xenogears Lovers' Club.

Nickiepoo
Member
(08-07-2012, 03:32 AM)
Quote

#294

I thought it was pretty deep because I too, am a Man. Of. The Sea!

Eusis
Member
(08-07-2012, 03:34 AM)
Quote

#295

> Originally Posted by **zkylon**
> So a game can't be deep and still have flaws? Chu-Chu is very shitty and out of place but that doesn't invalidate everything else in the game.

There's probably better examples to tear apart the "so deep" angle, but that topic is ALWAYS a minefield almost irrespective of the work. Especially for games I'd rather avoid analyzing whether it's deep or just pretentious.

Last edited by Eusis; 08-07-2012 at 04:03 AM.

Ingueferroque
Member
(08-07-2012, 03:35 AM)
Quote

#296

One of the last JRPG's I truely enjoyed. The story was amazing for me at the time, I'm afraid going back to it because i'll see its faults.

I loved the atmosphere in some of the cities, such as the one in the desert (with the fishtank in the tavern)

The pixel art, albeit limited in resolution and animation, was really enjoyable. That one fight with the Elvis-like character (where the audience threw stuff at him, IIRC) reminded me a lot of Silhouette Mirage.

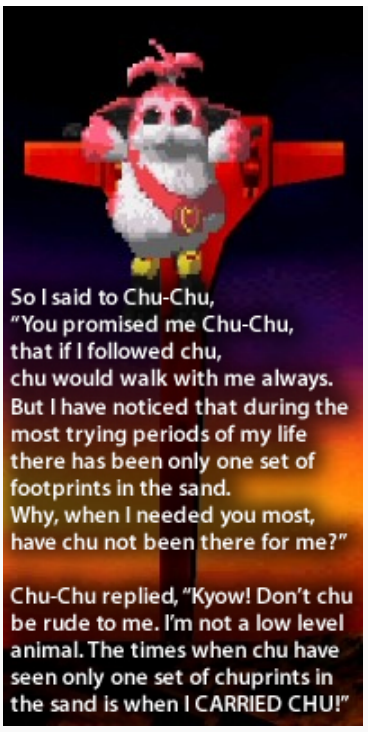
> Originally Posted by **Guillo**
> I blame Kato for that.
>
>
>

I...I don't remember that.

Meccanical
Member
(08-07-2012, 03:36 AM)
Quote

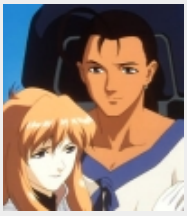
#297

> Originally Posted by **Guillo**
> I blame Kato for that.



That picture is goddamn amazing.

Taruranto
<3 BioWare <3
(08-07-2012, 03:37 AM)
Quote



#298

> Originally Posted by **InfiniDragon**
> Uh no. Ep.3 doesn't even approach either of those. Xenogears on the other hand very much does.

But ep. III has better gameplay [redacted] than Gears.

Actually, having replayed both FFVI, Xenogers and ep. III recently I say ep. III is better than all of them but CT.

Nickiepoo
Member
(08-07-2012, 03:37 AM)
Quote

#299

That's even deeper than the third matrix film!

Sophia
Member
(08-07-2012, 03:37 AM)
Quote

#300

> Originally Posted by **Guillo**
> I blame Kato for that.

Oh my god this is amazing. o_o