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Welcome **LAWJ**

NeoGAF
BELIEVE

Post Reply

Canis lupus
Member
(08-06-2012, 12:09 PM)
Quote

#101

> Originally Posted by **Necrovex**
> You complimented Xenosaga and its story. Here's a heart for you. <3

Why wouldn't he, the story is one of the best Ive seen from any videogame. Hard to understand at times, especially at the beginning, but then everything becomes clear. :P

Haunted
fucking pineapples.
they're useless!
(08-06-2012, 12:10 PM)
Quote

#102

> 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

That's what I thought the thread was going to be about.

And that disc 2... good lord, talk about an unfinished/rushed product.

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

#103

Eh. It seemed like run-of-the-mill, overly-complicated, under-wrought, high-concept-no-execution rpg/anime dreck to me when I played it. Granted I was a bit older (20-ish?) when I finally got around to it and I did use to eat shit like MGS and Final Fantasy's stories for breakfast when I was younger.

Conclusion: When I was a child, I spake as a child, I understood as a child, I thought as a child: but when I became a man, I put away childish things.

2San
Member
(08-06-2012, 12:12 PM)
Quote

#104

> 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

Same here. I thought this would be especially interesting because the TC did have Xenosage love in thread before.

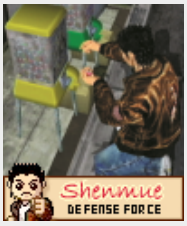
Canis lupus
Member
(08-06-2012, 12:13 PM)
Quote

#105

> Originally Posted by **Musician**
>
> Eh. It seemed like run-of-the-mill, overly-complicated, under-wrought, high-concept-no-execution rpg/anime dreck to me when I played it. Granted I was a bit older (20-ish?) when I finally got around to it and I did use to eat shit like MGS and Final Fantasy's stories for breakfast when I was younger.
>
> Conclusion: When I was a child, I spake as a child, I understood as a child, I thought as a child: but when I became a man, I put away childish things.

The story was anything but childish. Thank god I played the game when I was older, if I played it as a 14 year old I wouldnt understand a thing.

GavinGT
Member
(08-06-2012, 12:14 PM)
Quote

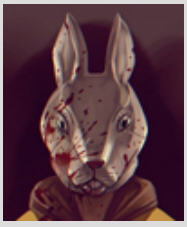


#106

> Originally Posted by **Amir0x**
>
> it's your fault dude, you're the one who thinks game stories are better than any movie stories. You set yourself up for this fall
>
> and why do we fall?

Because our shoelaces were untied?

Haunted
fucking pineapples. they're useless!
(08-06-2012, 12:15 PM)
Quote



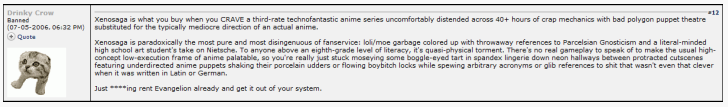
#107

> Originally Posted by **TurkishEmperor**
>
> Why wouldn't he, the story is one of the best Ive seen from any videogame. Hard to understand at times, especially at the beginning, but then everything becomes clear. :P

> Drinky Crow
> Banned
> (07-05-2006, 06:32 PM)
> Quote
>
>
>
> #12
>
> Xenosaga is what you buy when you CRAVE a third-rate technofantastic anime series uncomfortably distended across 40+ hours of crap mechanics with bad polygon puppet theatre substituted for the typically mediocre direction of an actual anime.
>
> Xenosaga is paradoxically the most pure and most disingenuous of fanservice: loli/moe garbage colored up with throwaway references to Parcelsian Gnosticism and a literal-minded high school art student's take on Nietsche. To anyone above an eighth-grade level of literacy, it's quasi-physical torment. There's no real gameplay to speak of to make the usual high-concept low-execution frame of anime palatable, so you're really just stuck moseying some boggle-eyed tart in spandex lingerie down neon hallways between protracted cutscenes featuring underdirected anime puppets shaking their porcelain udders or flowing boybitch locks while spewing arbitrary acronyms or glib references to shit that wasn't even that clever when it was written in Latin or German.
>
> Just ****ing rent Evangelion already and get it out of your system.

Canis lupus
Member
(08-06-2012, 12:21 PM)
Quote

#108

> Originally Posted by **Haunted**
>
> 
> Drinky Crow
> Banned
> (07-05-2006, 06:32 PM)
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> Just ****ing rent Evangelion already and get it out of your system.

I admire how he put it that way. :P

Eusis
Member
(08-06-2012, 12:27 PM)
Quote

#109

> Originally Posted by **TurkishEmperor**
>
> The story was anything but childish. Thank god I played the game when I was older, if I played it as a 14 year old I wouldnt understand a thing.

Maybe you undersell your 14 year old self, I understood it just fine. And I'd consider the story adolescent: it is not the kind of thing most would enjoy when they are, say, 7 years old, but in your teenage years it can come off as profound and awe inspiring. Depending on what stories you read/see afterwards it will not keep that impact as an adult, or possibly even an older teenager.

Last edited by Eusis; 08-06-2012 at 12:37 PM.

sublimit
Member
(08-06-2012, 12:27 PM)

#110

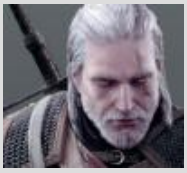
One of these days i'm going to buy some American PSN cards and buy this game (and others). Fuck You EU PSN store.

Quote

Zarx
Member
(08-06-2012, 12:42 PM)

#111

Quote



> Originally Posted by **Marrshu**
>
> Can you name any story that has a comparable 15,000 year detailed history? Besides Middle Earth that is.

Dune would be the obvious choice,Frank Herbert's Dune covers a 15k year history which is very detailed spanning dozens of different planets. If you include the expanded works written by other authors then the timeline technically covers ~30k years.

Isaac Asimov's Foundation series also covers a 20+ year timeline. And Iain M. Banks' The Culture series doesn't quite cover the same breadth of time with a 1,670 year timeline, but it's scope is also incredibly vast.

Lafiel
と呼ぶがよい
(08-06-2012, 12:52 PM)

#112

Quote

> Originally Posted by **Zarx**
>
> Dune would be the obvious choice,Frank Herbert's Dune covers a 15k year history which is very detailed spanning dozens of different planets. If you include the expanded works written by other authors then the timeline technically covers ~30k years.
>
> Isaac Asimov's Foundation series also covers a 20+ year timeline. And Iain M. Banks' The Culture series doesn't quite cover the same breadth of time with a 1,670 year timeline, but it's scope is also incredibly vast.

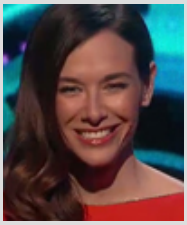
The scale of **Xenogears** is pretty standard-fare when you compare it to sci-fic / fantasy novels, honestly.

I do fucking love the whole [redacted]

Plywood
NeoGAF's smiling token!
(08-06-2012, 01:04 PM)

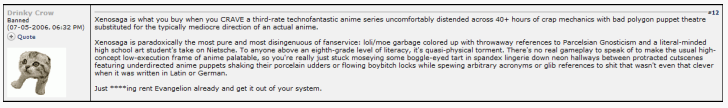
#113

Quote



> Originally Posted by **The Praiseworthy**
>
> **Nothing IMO can top the story of Xenogears (and Xenosaga of course)** and how it can relate to anyone of us... the amazing set of characters and the complex story that take events for thousands of years and how it make you ask yourself questions you never asked and thought of before.

Hahaha... what.

> Originally Posted by **Haunted**
>
> 
> Grisky Crow
> Banned
> (07-05-2006, 06:32 PM)
> Quote
> #12
> Xenosaga is what you buy when you CRAVE a third-rate technofantastic anime series uncomfortably distended across 40+ hours of crap mechanics with bad polygon puppet theatre substituted for the typically mediocre direction of an actual anime.
> Xenosaga is paradoxically the most pure and most disingenuous of fanservice: loli/moe garbage colored up with throwaway references to Parcelsian Gnosticism and a literal-minded high school art student's take on Nietzche. To anyone above an eighth-grade level of literacy, it's quasi-physical torment. There's no real gameplay to speak of to make the usual high-concept low-execution frame of anime palatable, so you're really just stuck moseying some boggle-eyed tart in spandex lingerie down neon hallways between protracted cutscenes featuring underdirected anime puppets shaking their porcelain udders or flowing boybitch locks while spewing arbitrary acronyms or glib references to shit that wasn't even that clever when it was written in Latin or German.
> Just ****ing rent Evangelion already and get it out of your system.

flowing boybitch locks

That piece still slays me to this day.

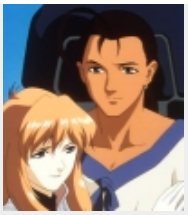
Last edited by Plywood; 08-06-2012 at 01:07 PM.

Taruranto
<3 BioWare <3
(08-06-2012, 01:22 PM)

#114

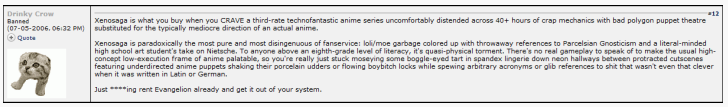
Quote

> Originally Posted by **Marrshu**
>
> Maybe not in terms of script writing (HELLO XENOSAGA 2... ugh), but the sheer scope and detail isn't one replicated even among other mediums such as books. Can you name any story



> that has a comparable 15,000 year detailed history? Besides Middle Earth that is.

I dunno, the Foundation + The Robot series? Hell, even "recent" series such asoiaf. I love Xenogears, Xenosaga is my favorite gaming series, but calling them "THE BEST PLOTS IN EXISTENCE" is horseshit. They have great stories for jrpg, but when compared to other mediums the writing and the plot are... well, let's say, not so fantastic. The only videogame that can compare to a book is Planescape.

> Originally Posted by **Haunted**
>
> 
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> Just ****ing rent Evangelion already and get it out of your system.

I always replace Xenogears and Xenosaga with Persona 3 and 4 is this picture, then it actually makes sense.

ElyrionX
a melancholic piano
a sea-blown wind
(08-06-2012, 01:27 PM)
Quote

#115

Completed it when I was 16. I remember the story as being really complex. Does anyone have a brief and spoilerish recap?

Oh, and Grapf has got to have the most badass villain theme of all time across all mediums.

Canis lupus
Member
(08-06-2012, 01:33 PM)
Quote

#116

> Originally Posted by **sublimit**
>
> One of these days i'm going to buy some American PSN cards and buy this game (and others).
> Fuck You EU PSN store.

Screw PSN option, I'm going to buy the game on PS1, costs something but its destined to be a museum piece in a couple decades.

Assanova
Member
(08-06-2012, 01:35 PM)
Quote

#117

Loved Xenogears, but couldnt bring myself to complete the first Xenosaga game. From what I remember, Xenosaga just couldn't compare, was disappointing, and so I quit playing it.

---

squall211
Member
(08-06-2012, 01:38 PM)
Quote

#118

> Originally Posted by **Laughing Banana**
>
> Xenosaga series >>>>>>>>>> Xenogears in almost everything, except maybe its music.
>
> Completing Xenosaga 1 to 3 provided me with one of the most satisfying emotional payoff in my history of gaming. Simply just unforgettable.

Agreed. I finished my 6th playthrough of the trilogy last week. Finishing the third game is still feels very satisfying, even six playthroughs later.

---

braves01
Junior Member
(08-06-2012, 01:39 PM)
Quote

#119

I just bought this on PSN because of this thread.

This game better be magnificent.

I should be doing hw
Member
(08-06-2012, 01:51 PM)
Quote

#120

> Originally Posted by **Guillo**
> I always replace Xenogears and Xenosaga with Persona 3 and 4 is this picture, then it actually makes sense.

I don't see how it could given how specific it gets to referencing its influences.

Hyuga
Banned
(08-06-2012, 01:58 PM)
Quote

#121

> 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

This!
I was already prepared to flame him.

Sir Garbageman
Member
(08-06-2012, 02:00 PM)
Quote

#122

> 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 expecting the same... :/

Eusis
Member
(08-06-2012, 02:05 PM)
Quote

#123

> Originally Posted by **braves01**
> I just bought this on PSN because of this thread.
>
> This game better be magnificent.

If you're expecting THAT from this thread then you skipped all the posts that'd keep expectations down to Earth!

CookedChocobo
Member
(08-06-2012, 02:11 PM)
Quote

#124

> Originally Posted by **braves01**
> I just bought this on PSN because of this thread.
>
> This game better be magnificent.

Game is legendary and don't let the negativity influence your opinion of the game.

Last edited by CookedChocobo; 08-06-2012 at 02:19 PM.

PatrickLyons

#125

Member
(08-06-2012, 02:13 PM)
Quote

> Originally Posted by **Guillo**
> I dunno, the Foundation + The Robot series?

Um, yeah, so the thing about Isaac Asimov is that it's pretty hard to recommend to a modern audience, even if it remains great for the fact that he was one of the first. I mean sure, his combined and extended foundation/robot universe is fairly big, but the only interesting book in that entire universe is Caves of Steel, and that only because his conception of the future of human civilization was so creepy and eerily believable. Foundation did ruin The Usual Suspects for me though, so maybe I'm bitter.

Also, someone else mentioned dune. There's no accounting for taste, but (and I love Dune) those books were very uneven and got worse the more "epic" they became. I don't know how that man got 6 books deep with only 2 interesting characters and a lot of smoke and mirrors. I think that might generally be a good rule for fiction, the more epic your history and story gets, the worse it gets. It's certainly been the downfall of many authors, with George R. R. Martin one of the more recent victims of epicness/lore-hubris.

I remember watching a friend play xenogears back in college. He had played it years before, and he was really stoked. Even as an observer, I wasn't able to stomach the slowness of it, and I left after like 5 hours. RPG designers need to take their cues from shakespeare - 3 hours or less!

Last edited by PatrickLyons; 08-06-2012 at 02:15 PM.

Krauser Kat #126
Member
(08-06-2012, 02:13 PM)
Quote

> Originally Posted by **braves01**
> I just bought this on PSN because of this thread.
>
> This game better be magnificent.

Im sorry get ready to waste countless hours on boring first and and 2nd acts of a pretty nonsensical shit story about god and gods and psychology. The combat system and every other rpg element is still pretty fuck awesome though.

To the op. Read some books. Seriously, there are magnificent stories to be told in the world, some written hundreds of years ago.

Canis lupus #127
Member
(08-06-2012, 02:16 PM)
Quote

> Originally Posted by **braves01**
> I just bought this on PSN because of this thread.
>
> This game better be magnificent.

Lower your expectations, dont expect anything from the game, and by the time you beat it you'll be blown away.

Stand tall and shake the heavens!

Meccanical #128
Member
(08-06-2012, 02:18 PM)
Quote

Really?

Never found it that good myself.

Definitely one of the most unique stories I'll give you that.

Then again I've never been one to get really invested in video game stories.

NinjaBoiX #129
Member

Read about half the OP, then my brain started to throb.

(08-06-2012, 02:20 PM)
Quote

Are you English OP? That's some fucked up sentence structure.

Effect #130
Member
(08-06-2012, 02:29 PM)
Quote

> 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

This. Well not crap but the story isn't what people really have made it out to be after all these years. Revisionist nostalgia glasses and all that. It's okay enough (played originally as a teen back when it first came out. Like so many things at that time how I look at them have changed) but a lot of it doesn't make any sense (not that it's complicated.). There are better games with better stories more worthy of praise from that era. I like to include Xenogears with the anime Neon Genesis Evangelion. Both wrongly overpraised for their story because of the themes the authors tried to use and threw around, sometimes just because. Not that they can't be enjoyed but they're both put on a pedestal they really don't belong on.

Last edited by Effect; 08-06-2012 at 02:38 PM.

Patryn #131
Member
(08-06-2012, 02:30 PM)
Quote

> Originally Posted by **Antiwhippy**
> Complexity and big amount of details does not equal a good story.
>
> Though I haven't played xenogears so I'm not talking about it. Just saying. :P

All I can really remember is a lot of stealing and utilization of Christian imagery and a lot of nonsense.

Basically, Evangelion done as a videogame. It's trying way too hard to be deep, and the effort shows.

I think this quote from MacBeth sums up my feelings on the matter: "it is a tale/Told by an idiot, full of sound and fury/Signifying nothing."

Canis lupus #132
Member
(08-06-2012, 02:32 PM)
Quote

I loved Xenogears but hated NGE, search "pretentious" and you get eva.

Krelian91 #133
Junior Member
(08-06-2012, 02:42 PM)
Quote

I recently replayed Gears as well, I agree with everything you say. It's my favorite plot of all time together with Asoiaf. (Sorry, haters.)

Xenogears is immortal.

The amount of hate the Xenoseries gets on GAF is ridiculous.

Daante #134
Member
(08-06-2012, 02:46 PM)

I might be one of the very "few" but i really, really LIKED DISC 2!

Quote

Would go as far to say that disc two and how it is structured made Xenogears even more awesome and special.

Also loved the truly EPIC story that is in this game, totally in a league of its own.
The Soundtrack is up there with Chrono Cross as one of the best ost:s ever made, my avatar ;)

Melhisedek
Member
(08-06-2012, 02:50 PM)
Quote

#135

Ok with so many Xenosaga fans here can anyone give me some basic setup in order to play this game in ePSXe ?
I mean to make it as good looking as possible :)

Canis lupus
Member
(08-06-2012, 02:55 PM)
Quote

#136

> Originally Posted by **Krelian91**
> I recently replayed Gears as well, I agree with everything you say. It's my favorite plot of all time together with Asoiaf. (Sorry, haters.)
>
> Xenogears is immortal.
>
> The amount of hate the Xenoseries gets on GAF is ridiculous.

Legend of Dragoon gets lots of hate aswel here, 2 of my favourite rpgs.

@Melhisedek: just run Petes plugin, 1080p, use one of the custom shaders.

Jarnet87
Member
(08-06-2012, 03:02 PM)
Quote

#137

Hated every second of Xenosaga. Every 30 seconds there was a boring 5 minute cutscene. Oh you entered this door? Cutscene. Oh you moved to the 2nd area of this dungeon/zone? Cutscene. It felt like an interactive movie, one I cared nothing for. Xenosaga episode 1 was where I first learned to despise voice acting in JRPGs and I can never get the bad taste out of my mouth.

luca1980
Banned
(08-06-2012, 03:20 PM)
Quote

#138

When people despise the Xg plot I would love to ask: which jrpg did it better?
Matsuno aside

Last edited by luca1980; 08-06-2012 at 03:35 PM.

Protocol7
Member
(08-06-2012, 03:23 PM)
Quote

#139

What awesome adventure/experience/story this RPG was/is... I really want to do it once more, it'll be my third time... but on Vita I think this time.

Zwei
Member
(08-06-2012, 03:28 PM)
Quote

#140

This thread forced me to re-buy Xenogears from the PSN.

F--- you all.

:|

ultron87
Member
(08-06-2012, 03:29 PM)
Quote

#141

I really should play Xenogears at some point. I've enjoyed every Xeno- game I've played so far. Even Xenosaga II wasn't nearly as bad as everyone claims.

Dragon
Member
(08-06-2012, 03:33 PM)
Quote

#142

> 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

This isn't twitter. People on here are supposed to expand upon their opinions, not write 160 characters of crap.

Say what you want about the story but the game itself is not a piece of crap. The battle system is quite good actually. The game is very long (first play throughs for people can be upwards of 60 hours) and the characters are memorable.

You just aren't a man of the sea.

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

I think most people don't like very complicated things. I'll spoil this because it seems like there are people in this thread that still haven't played the game (FF7 and FF6 spoilers also): [redacted]

> Originally Posted by **Meccanical**
> Yes it was.

Kid: Mortal Kombat, on Sega Genesis, is the best video game ever.
Billy Madison: I disagree, it's a very good game, but I think Donkey Kong is the best game ever.
Kid: Donkey Kong sucks.
Billy Madison: You know something? YOU SUCK!

Yeah...why not go into why you think so?

Last edited by Dragon; 08-06-2012 at 03:38 PM.

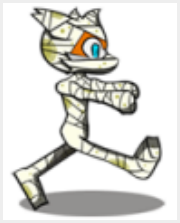
Meccanical
Member
(08-06-2012, 03:36 PM)
Quote

#143

> Originally Posted by **ultron87**
> I really should play Xenogears at some point. I've enjoyed every Xeno- game I've played so far. Even Xenosaga II wasn't nearly as bad as everyone claims.

Yes it was.

Dark Octave
Banned
(08-06-2012, 03:37 PM)
Quote



#144

> 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

A HHHUUUUURRRRRR!!!

Good for you OP. I'll probably play through this again in a couple of years once I get through my milti-generation backlog. I want to see for myself just as you did.

Last edited by Dark Octave; 08-06-2012 at 03:39 PM.

Z3M0G
Member
(08-06-2012, 03:37 PM)
Quote

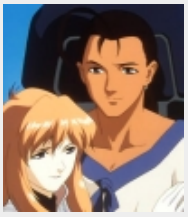
#145

I'm man enough to admit that I balled like a little girl at the end of Xenosaga III... If I ever had a "religious experience" in gaming (as others sometimes put it), that would be mine. It was such an emotional investment into these completely lovable characters over the course of many years... and the subtle connections to Xenogears in the end (even if not official), just blew my mind.

Two years ago I replayed through all 3 games, but didn't get to the end of part 3... it burned me out pretty bad to replay through all 3 back to back like that. Then my BC PS3 died and I lost that save, and my ability to play the games. I need a PS2... just for these titles, if nothing else.

I'm very happy to see this thread made. ^^

Taruranto
<3 BioWare <3
(08-06-2012, 03:39 PM)
Quote



#146

> Originally Posted by **I should be doing hw**
> I don't see how it could given how specific it gets to referencing its influences.

I'll admit i was trolling a bit, but i'm always baffled to see how much shit Xenogears (and Saga) gets for the "animu feeling" and the religious references, when pretty much every jrpg in existence suffers from the same problem. Hell, sometimes they are even worse (last time i checked Xenogears had no harem or Hot spring hijinks)

---

ultron87
Member
(08-06-2012, 03:39 PM)
Quote

#147

> Originally Posted by **Meccanical**
> Yes it was.

What did you actually think was bad about it? The only real problem I had with it was that the battle system (which was awesome for bosses) made regular fights take too long.

The story is amazing. The backstory of Jr and Albedo is probably some of my favorite story telling in a game.

Pinko Marx
Member
(08-06-2012, 03:39 PM)
Quote

#148

All these Xenogears haters make me sad. OP might be laying it on a little thick but XG is, at the very least, one of the best stories told in a game. I've replayed the game about 4 times thru out the years, the last time being about 2 years ago and I think the story still stands up. I'm 23 for reference.

Yoshichan
I've played over 500 hours of DMC2 and consider the game good.
(08-06-2012, 03:40 PM)
Quote

#149

> Originally Posted by **Amir0x**
> and why do we fall?

:lol no one answered this? I'm surprised.

Agate
Junior Member
(08-06-2012, 03:40 PM)
Quote

#150

A timeless classic, with an intricate and impacting storyline. Sucks to say but I don't think any RPG will match its presentation and progression. A hallmark in the PS1 era of JRPGs...I've been playing it on and off on my PS3 lol.

isual
Banned
(08-06-2012, 03:42 PM)
Quote

#151

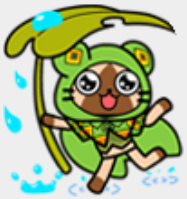
Hmmm. was thinking of buying this again on the NA psn store.

Also, i remember that I sold Fei's hand weapons during my first playthrough just over 12 years ago.

Does anyone recall if you can re-buy his weapons again ?

I don't think that's possible

suzu
Member
(08-06-2012, 03:42 PM)
Quote



#152

I like Xenogears, although I haven't replayed it since it was released.

Dragon
Member
(08-06-2012, 03:42 PM)
Quote

#153

> Originally Posted by **Guillo**
> I'll admit i was trolling a bit, but i'm always baffled to see how much shit Xenogears (and Saga) gets for the "animu feeling" and the religious references, when pretty much every jrpg in existence suffers from the same problem. Hell, sometimes they are even worse (last time i checked Xenogears had no harem or Hot spring hijinks)

I think Persona 4 doesn't take itself as seriously as Xenogears. I think that's why the Tales games get a pass also.

SniperHunter
Banned
(08-06-2012, 03:44 PM)
Quote

#154

Disc 1 is sooo good! Lahan village, amazing music, redrum prison mystery with creepy music, Yggdrasil with Bart and Co, that desert town....so many amazing memories! I loved this game back in 1999.

amrihua

Member
(08-06-2012, 03:46 PM)
Quote

#155

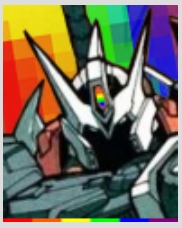
The best game I've ever played. Now I need to replay it and replay Xenosaga too.

Lactose_Intolerant
Member
(08-06-2012, 03:46 PM)
Quote

#156

OP just hasn't experienced enough good stories from other sources than video games. I would say Xenogears has an ambitious storyline.

Omegasquash
Member
(08-06-2012, 03:47 PM)
Quote



#157

Xenogears was awesome back in the day, but I do recall finishing the game out and thinking that the game wasn't actually finished, like it was just too rushed at the end.

Pinko Marx
Member
(08-06-2012, 03:49 PM)
Quote

#158

> Originally Posted by **Omegasquash**
> Xenogears was awesome back in the day, but I do recall finishing the game out and thinking that the game wasn't actually finished, like it was just too rushed at the end.

It wasn't finished and it was rushed. It's pretty well known.

> Originally Posted by **Lactose_Intolerant**
> OP just hasn't experienced enough good stories from other sources than video games. I would say Xenogears has an ambitious storyline.

Why does this argument always come up? Is it not possible that XG just hit all the right notes for OP?

SniperHunter
Banned
(08-06-2012, 03:50 PM)
Quote

#159

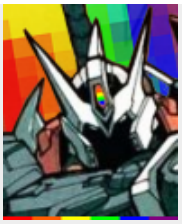
> Originally Posted by **Omegasquash**
> Xenogears was awesome back in the day, but I do recall finishing the game out and thinking that the game wasn't actually finished, like it was just too rushed at the end.

Yea disc 2 was just a wall of text...best thing about disc 2 was, raiding that super expensive item in Shevat after it crashes on land.

Omegasquash
Member
(08-06-2012, 03:51 PM)
Quote

#160

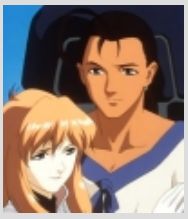
> Originally Posted by **Pinko Marx**
> It wasn't finished and it was rushed. It's pretty well known.



Then there's my answer. Oh well. Maybe one day it'll see a proper life, but I'm not holding my breath.

Taruranto
<3 BioWare <3
(08-06-2012, 03:52 PM)
Quote

#161



> Originally Posted by **Dragon**
> I think Persona 4 doesn't take itself as seriously as Xenogears. I think that's why the Tales games get a pass also.

The main plot definitely takes itself seriously, and the game is filled with animu bullshit.
Hell, the Japanese Goodness [redacted] but no one raised an eyebrow about it.

Jrpg have always been full of religious references, Valkyrie Profile uses the Norse Mythology, Glory of Heracles uses the Greek pantheon, SMT makes use of shitons of religious figures and whatnot (Sup Yahweh), but only Xenosaga gets attacked for it.

Patryn
Member
(08-06-2012, 03:55 PM)
Quote

#162

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

I'd rather have a more light-hearted plot that doesn't try to be more than it needs to be (see: Chrono Trigger) than a plot which tries to act very deep but ends up being rather shallow.

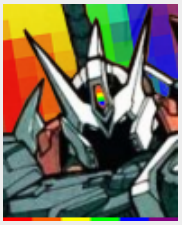
Bennettt2
Member
(08-06-2012, 03:58 PM)
Quote

#163

loved all Xeno games so far. Music, story and artwork are all excellent. The denouement of Xenosaga 3 was fantastic. Unfortunately I didn't see 'gears to the end. 'Blade should also be lauded.

Omegasquash
Member
(08-06-2012, 03:58 PM)
Quote

#164



> Originally Posted by **Patryn**
> I'd rather have a more light-hearted plot that doesn't try to be more than it needs to be (see: Chrono Trigger) than a plot which tries to act very deep but ends up being rather shallow.

I didn't feel like the plot was shallow in XG at all, but I did feel like it tried too hard at certain points. Few and far between, though. Something about the hand to hand combat just pushed all my buttons.

jorgeton
Member
(08-06-2012, 03:58 PM)
Quote

#165

Nice. Glad the game holds up for you. I haven't played it in 5 or so years, but I remember really enjoying my last playthrough. And the story is legendary. It truly changed my DNA after I played it way back when it came out.

Don't be so sad about us not getting all the chapters. I think Xenosaga ended on a wonderful note, and Xenogears does not need a sequel. OP, have you played Xenoblade yet? It is full of shout outs to Xenosaga and Xenogears. You need to play it ASAP if you have not already.

Patryn
Member
(08-06-2012, 03:59 PM)
Quote

#166

> Originally Posted by **Omegasquash**
> I didn't feel like the plot was shallow in XG at all, but I did feel like it tried too hard at certain points. Few and far between, though. Something about the hand to hand combat just pushed all my buttons.

Oh, I wouldn't criticize the gameplay in Xenogears. I think the battle system is actually very well done, and barring the few platforming sections, I think it plays great.

I just can't help but roll my eyes endlessly due to the story.

Princess Cadance #167
Member
(08-06-2012, 04:03 PM)
Quote

I remember putting in the next disc and it started a 2-hour-long cutscene gauntlet with sparse saves between. Also the game play and music were both amazing by what I recall.

OP brings up a good point: different games age differently for different players. Some more gracefully than others.

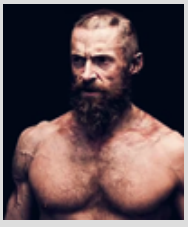
Hesemonni #168
Junior Member
(08-06-2012, 04:18 PM)
Quote

> Originally Posted by **The Praiseworthy**
> The story of Xenogears was WAAAAAY ahead of it's time.... still do, it's so depressing to know that it's almost impossible to get something as dark and complex as Xenogears and Xenosaga stories again in gaming, over time I see developers losing interest and talent to create something on the same par as this story :(

I see someone hasn't played Nier.

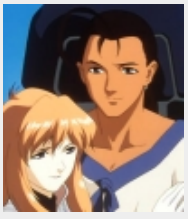
E: Fuck me skimming. Nier isn't really complex, but it sure is depressing!

red13th #169
Go Broncos
(08-06-2012, 04:19 PM)
Quote



Every now and then I get the itch to replay Xenogears but then I think of going through Babel Tower again... no thanks.

Taruranto #170
<3 BioWare <3
(08-06-2012, 04:25 PM)
Quote



I actually [redacted] Babel Tower.

Amazing design.

Swordy #171
Junior Member
(08-06-2012, 04:30 PM)
Quote

I replayed the PSN version before some months and have to agree with your post. :)

Zwei #172

Member
(08-06-2012, 04:31 PM)
Quote

ZWEI

> Originally Posted by **red_13th**
> Every now and then I get the itch to replay Xenogears but then I think of going through Babel Tower again... no thanks.

Babel Tower isn't that bad. There's just that one thing that [redacted]

IIRC

Yoshichan
I've played over 500 hours of DMC2 and consider the game good.
(08-06-2012, 04:32 PM)
Quote

CHAN

#173

> Originally Posted by **Guillo**
> I actually [redacted] Babel Tower.
>
> Amazing design.

The art design, the pace of the story, the music:

http://www.youtube.com/watch?v=qzhWuriX9Ws

The moment you reach (almost) the top. **Perfection.** Xenogears is perfection.

Zwei
Member
(08-06-2012, 04:34 PM)
Quote

ZWEI

#174

> Originally Posted by **Yoshichan**
> The art design, the pace of the story, the music:

And then there's the realization that it's the f*cking [redacted] Magnificent.

Yoshichan
I've played over 500 hours of DMC2 and consider the game good.
(08-06-2012, 04:37 PM)
Quote

CHAN

#175

> Originally Posted by **Zwei**
> And then there's the realization that it's the f*cking [redacted] Magnificent.

Yup! But you pretty much knew that before you reached the top, I'm pretty sure it was explained even before entering the tower, right? Still amazing nonetheless.

edit: Also, I can't get enough of Miang. Straight up one of my favorite characters of all time, for multiple reasons.

Last edited by Yoshichan; 08-06-2012 at 04:40 PM.

Utako
Banned
(08-06-2012, 04:41 PM)
Quote

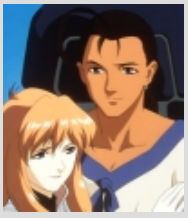
#176

My all-time favorite title. It might never be topped.

> Originally Posted by **SniperHunter**
> Yea disc 2 was just a wall of text...best thing about disc 2 was, raiding that super expensive item in Shevat after it crashes on land.

The Lighthouse was decent also. There was actually stuff to do!

Taruranto
<3 BioWare <3
(08-06-2012, 04:41 PM)
Quote



#177

No, it's not explained. Though, once you replay the game it becomes very obvious. [redacted]

Yoshichan
I've played over 500 hours of DMC2 and consider the game good.
(08-06-2012, 04:44 PM)
Quote

CHAN

#178

> Originally Posted by **Guillo**
> No, it's not explained. Though, once you replay the game it becomes very obvious. [redacted]

Also, [redacted]

[redacted]

Last edited by Yoshichan; 08-06-2012 at 04:47 PM.

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

#179

Xenogears had a fascinating universe and characters. The deep plot background was an interesting aspect about the game.

If you don't want to play the game to find out, then listen to the hip-hop version.

Also this one.

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

#180

> 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

I haven't had the chance to experience the game yself, but this seems to be the reign opinion of those who played the game recently.

Back in the Square golden Age the game was something special, today it isn't. Or so the people i know that replayed it recently think.

Chacranajxy
I paid good money for this Dynex!
(08-06-2012, 06:12 PM)
Quote

#181

> Originally Posted by **Refreshment.01**
> I haven't had the chance to experience the game yself, but this seems to be the reign opinion of those who played the game recently.
>
> Back in the Square golden Age the game was something special, today it isn't. Or so the people i know that replayed it recently think.

Nah, it's still great. It's just kewl to hate on it.

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

#182

> Originally Posted by **Refreshment.01**
> I haven't had the chance to experience the game yself, but this seems to be the reign opinion of those who played the game recently.
>
> Back in the Square golden Age the game was something special, today it isn't. Or so the people i know that replayed it recently think.

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.

Yoshichan
I've played over 500 hours of DMC2 and consider the game good.
(08-06-2012, 06:12 PM)
Quote

#183

> Originally Posted by **Refreshment.01**
> I haven't had the chance to experience the game yself, but this seems to be the reign opinion of those who played the game recently.
>
> Back in the Square golden Age the game was something special, today it isn't. Or so the people i know that replayed it recently think.

I played it recently. *It's even better today* because you realize how shit everything else is this generation.

Yeah, I'm salty.

edit: Also, this:

> Originally Posted by **Chacranajxy**
> It's just kewl to hate on it.

2San
Member
(08-06-2012, 06:23 PM)
Quote

#184

> Originally Posted by **Chacranajxy**
> Nah, it's still great. It's just kewl to hate on it.

Nah it was even bad back then. The utter shit that the 2nd disc is, was even apparent when it got released. It's almost like people block out their memories of the 2nd disc.

Dragon
Member
(08-06-2012, 06:25 PM)
Quote

#185

> Originally Posted by **2San**
> Nah it was even bad back then. The utter shit that the 2nd disc is, was even apparent when it got released. It's almost like people block out their memories of the 2nd disc.

Or some people like the 2nd disc for what it is. It wasn't utter shit, it had some incredibly memorable scenes. And the ending is perfect.

TEJ
Member
(08-06-2012, 06:26 PM)
Quote

#186

Is it kewl to hate on it, or do people just genuinely dislike it?

I genuinely disliked it, but i'm not going to be dismissive of other people who like it.

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

#187

> Originally Posted by **2San**
> Nah it was even bad back then. The utter shit that the 2nd disc is, was even apparent when it got released. It's almost like people block out their memories of the 2nd disc.

I don't even remember anything about this game except for the battle system.

I bought it again on PSN like a couple of months ago, but I lost interest.

The only thing I would say I truly remember from this game is the walrus captain talking about how he's a "man of the sea" a lot and it being hilarious, turning that green haired girl who weighed way too much into a woman somehow, fighting in those kick ass robots, and having your limiters removed giving you super powers or something.

And there was this guy named Billy who used a guns who was a prostitute at some point I think...I remember that too.

bangai-o
Banned
(08-06-2012, 06:27 PM)
Quote

#188

SquareEnix does 3ds remakes right. maybe this game is on the to do list.

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

#189

> Originally Posted by **Yoshichan**
>
> **I played it recently. *It's even better today* because you realize how shit everything else is this generation.**
>
> Yeah, I'm salty.
>
> edit: Also, this:

Well...a lot of **console** RPGS of this generation have below average storylines, so I agree to your sentiment to some extent.

Gameplay has definitely improved tho, by a ton. But I guess that's only natural that gameplay would improve with better hardware along with graphics.

> Originally Posted by **bangai-o**
>
> SquareEnix does 3ds remakes right. maybe this game is on the to do list.

You mean Handheld remakes right? I agree nonetheless tho....my psp library has bunch of Square Enix remakes (along with Atlus, NIS, etc remakes).

Tho...they might have to fix the game lil bit tho.

> Originally Posted by **Meccanical**
>
> I don't even remember anything about this game except for the battle system.
>
> I bought it again on PSN like a couple of months ago, but I lost interest.
>
> The only thing I would say I truly remember from this game is the walrus captain talking about how he's a "man of the sea" a lot and it being hilarious, turning that green haired girl who weighed way too much into a woman somehow, fighting in those kick ass robots, and having your limiters removed giving you super powers or something.
>
> And there was this guy named Billy who used a guns who was a prostitute at some point I think...I remember that too.

Um... [redacted]

Last edited by CookedChocobo; 08-06-2012 at 06:34 PM.

Dynedom
Member
(08-06-2012, 06:34 PM)
Quote

#190

> Originally Posted by **Refreshment.01**
>
> I haven't had the chance to experience the game yself, but this seems to be the reign opinion of those who played the game recently.
>
> Back in the Square golden Age the game was something special, today it isn't. Or so the people i know that replayed it recently think.

As someone who played it for the first time when it was released on NA PSN, the story and characters

are pretty good. The soundtrack is up there as one of the best too.

All the complaints about the battle system and the nature of Disc 2 are valid, imho. The game being unfinished is largely recognized and I agree. Some of the platforming was horrible and completely unnecessary and it has some of the worst dungeons you may ever have played (it did for me).

It's a flawed masterpiece, if that means anything. Perhaps with a bigger budget and certain better design choices, it may have been one of the greatest of all time. I cannot, in good conscience, ever call it that in its current form.

HD remake plz.

Weltall Zero
Member
(08-06-2012, 06:35 PM)
Quote

#191

Xenogears has always been a hugely (and i mean HUGELY) divisive game from day one, and time has, if anything, exacerbated that further. I don't think there's many people out there that don't either consider it one of the best games ever made, or a vastly overrated game with nothing special at all going for it.

I think the issue is the story. It's so complex, dramatic and grandiloquent that either you buy into it (and therefore enjoy one hell of a ride), or are utterly disgusted by it's self-importance. It's a very fine line between or the other, and once it's crossed, there's no turning back. It actually happens with a lot of Japanese games, particularly ambitious ones; this is, for example, the signature of the Metal Gear Solid saga (more so in later installments).

The unfortunate result of all of this is that discussion about Xenogears' story is incredibly boring, as it amounts to little more than two opposing camps exchanging "it sucked" "it ruled". :/ I for one am aware of the fact that the game has HUGE issues, both story-wise (that pacing) and gameplay-wise (that encounter rate), and to compound the problem many of them are further exacerbated as time goes on, but there is simply nothing like it.

> Originally Posted by **Refreshment.01**
> I haven't had the chance to experience the game yself, but this seems to be the reign opinion of those who played the game recently.
>
> Back in the Square golden Age the game was something special, today it isn't. Or so the people i know that replayed it recently think.

That's like saying that Space Invaders' graphics suck. You're probably telling a truth, but not a very ingenious one. Revisionism is not kind to the videogame medium.

Also, this long, even discussing about Tetsuya Takahashi at length, and nobody has mentioned Xenoblade yet? What's wrong with you people!?

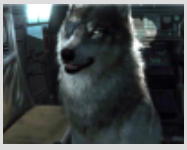
Chev
Member
(08-06-2012, 06:35 PM)
Quote

#192

> Originally Posted by **bangai-o**
> SquareEnix does 3ds remakes right. maybe this game is on the to do list.

Pretty unlikely. No one left at SE has any interest in reviving Xenogears. If it was the case they'd have done it way earlier.

skylenorman
Member
(08-06-2012, 06:35 PM)
Quote



#193

I've always felt that the Xeno series always had conclusion issues.

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.

2San
Member
(08-06-2012, 06:36 PM)
Quote

#194

> Originally Posted by **Dragon**
> Or some people like the 2nd disc for what it is. It wasn't utter shit, it had some incredibly memorable scenes. And the ending is perfect.

Sure the ending was perfect only if you care about the romance aspect of things, overall plot wise the story was already in crazy town at that point and incomplete. The 2nd disc pretty much destroyed everything gameplay wise. Even the story itself had a lack lustre presentation. Having a few good moments doesn't elevate the thing out of shit territory imo.

> Originally Posted by **Meccanical**
> I don't even remember anything about this game except for the battle system.
>
> And there was this guy named Billy who used a guns who was a prostitute at some point I think...I remember that too.

I remember people having sex, which surprised me. Can't say I remember Billy though. o_O

> Originally Posted by **Weltall Zero**
> The unfortunate result of all of this is that discussion about Xenogears' story is incredibly boring, as it amounts to little more than two opposing camps exchanging "it sucked" "it ruled". :/ I for one am aware of the fact that the game has HUGE issues, both story-wise (that pacing) and gameplay-wise (that encounter rate), and to compound the problem many of them are further exacerbated as time goes on, but there is simply nothing like it.

The major problem is that most of played it years back and if you didn't like it, you aren't going to play it again. So I can't really start a proper constructive discussion, simply because I don't remember.

Last edited by 2San; 08-06-2012 at 06:39 PM.

Meccanical
Member
(08-06-2012, 06:37 PM)
Quote

#195

> Originally Posted by **CookedChocobo**
>
> Um...[redacted]

Oh I did beat it, it was the second playthrough I lost interest in.

I remember the final boss being a bitch too, even though the last gear Fei gets is amazing.

CookedChocobo
Member
(08-06-2012, 06:37 PM)
Quote

#196

> Originally Posted by **2San**
> Sure the ending was perfect only if you care about the romance aspect of things, overall plot wise the story was already in crazy town at that point. The 2nd disc pretty much destroyed everything gameplay wise. Even the story itself had a lack lustre presentation. Having a few good moments doesn't elevate the thing out of shit territory imo.
>
> I remember people having sex, which surprised me. Can't say I remember Billy though. o_O

Billy was the priest who had guns as his main weapon.

EDIT: I thought Billy was a Priest? Well, he was some kind of holy man

Last edited by CookedChocobo; 08-06-2012 at 06:40 PM.

Pinko Marx
Member
(08-06-2012, 06:37 PM)
Quote

#197

> Originally Posted by **2San**
> Sure the ending was perfect only if you care about the romance aspect of things, overall plot wise the story was already in crazy town at that point and incomplete. The 2nd disc pretty

much destroyed everything gameplay wise. Even the story itself had a lack lustre presentation. Having a few good moments doesn't elevate the thing out of shit territory imo.

I remember people having sex, which surprised me. Can't say I remember Billy though. o_O

Yeah Billy let priests touch him. True story.

jorgeton
Member
(08-06-2012, 06:38 PM)
Quote

#198

Originally Posted by **2San**

I remember people having sex, which surprised me. Can't say I remember Billy though. o_O

Poor Billy. Wasn't it heavily implied he was molested by priests? I remember going D: at that.. first time I came across that in a game.

Meccanical
Member
(08-06-2012, 06:38 PM)
Quote

#199

Originally Posted by **Pinko Marx**

Yeah Billy let priests touch him. True story.

Yeah, I remember WTF'ing at that pretty hard.

2San
Member
(08-06-2012, 06:42 PM)
Quote

#200

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