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BELIEVE

Post Reply

Eusis #301
Member
(08-07-2012, 03:38 AM)
Quote

> Originally Posted by **Nickiepoo**
> That's even deeper than the third matrix film!

Ok, that might actually be true.

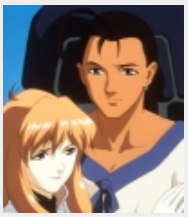
Llyranor #302
Member
(08-07-2012, 03:38 AM)
Quote

That powerful scene must have had such an impact on people that they've been repressing the memories all these years.

Ingueferroque #303
Member
(08-07-2012, 03:45 AM)
Quote

What about the scene when the orphanage morphed into a mech-base? That was cool.

Taruranto #304
<3 BioWare <3
(08-07-2012, 03:45 AM)
Quote



People always shit over Xenosaga for having Jesus, but they don't even realize the one with actually Jesus in its party is Gears.

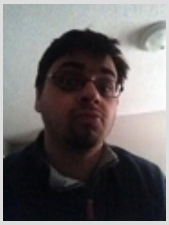
A big, pink and fluffy Jesus.

"Father, forgive them, for they do not know what they chu."

> Originally Posted by **Ingueferroque**
> What about the scene when the orphanage morphed into a mech-base? That was cool.

I believe that was a shout-out to some mecha show? (Both Takashi and Saga are huge fans of the genre)

Pachinko
Member
(08-07-2012, 03:47 AM)
Quote



#305

I think the game was everything I wanted in a JRPG when I was 15 , being a hardcore anime nerd meant that the more a game I played looked like anime the higher the chance was that I was going to enjoy it. Xenogears , at the time had this awesome , super epic storyline with what I thought were amazing plot twists and a redonkulous amount of anime fan service.

I think back on it now and I don't think I ever want to play through the game again, I really doubt I could get past the multitude of flaws present in this once great story and the gameplay was completely broken. There are multiple bosses near the end of the game that were essentially unbeatable (much like final fantasy tactics actually) had you failed to equip your characters appropriately.

I mean, ... okay, let's break down the classic JRPG equation - you have a bunch of character archetypes interacting in a typically generic setting that usually ends with fighting either a god , THE god or a devil , whatever. Added to this are exploration elements that allow the player to traverse a world map, towns and dungeons , a conversation system to talk to people and flip event triggers to progress through the game and finally and perhaps most importantly for a JRPG- the combat system. Xenogears still followed much of the same story tropes but it had an enormous cast of characters and literally tried to do everything that the creator liked about some of his favorite anime storylines. I still think this was kind of neat. It got too ambitious (going by the elimination of exploration on disc 2) but it was , at the time different... arguably still is unique in its scope. The characters within the story were a wild and crazy bunch that again, drew obvious inspiration from dozens of shows and comics the creator must have enjoyed but it suited the story. Exploration elements within the game were pretty standard 16 bit level zones , it wasn't any more complex then chrono trigger in that regard. It was plagued by random battles that had some annoying load screens much like the rest of the psone era RPGs. Combat though, at the start of the game the combat system is pretty cool, tossing your party sprites on a field against a bunch of other enemy sprites and using an innovational combo system to throw out ever more powerful attacks. Even now that exact idea has only been stolen a handful of times. Sadly the meat of the game was spent inside of giant robots- a portion that could have been pretty cool that was instead dull and mechanical , having to constantly worry about fuel and hit points to do anything in your gears , not to mention that the games graphics went full polygon for those sequences meant even more load times and just a generally slow pace. Not to mention the games biggest fallacy- you can jump around while exploring- perhaps the sole innovation here but they forgot to code in an exception on combat while you were airborne so it's frequently possible to get in a fight while in mid jump and then after combat fall down , there's only one infamous section of the game that this is a real problem but oh man is it frustrating for that one area.

Basically I can best describe xenogears as a lovable mess. It's a mess that I really don't need nor want to return to (it's a 70 hour game fer crying out loud) but in some ways I think anyone that likes the genre will find a fair bit to like about it , flaws and all.

Ingueferroque
Member
(08-07-2012, 03:55 AM)
Quote

#306

> Originally Posted by **Pachinko**
> snip

I agree with this post. I might just try to replay it on my Vita one day though.. but the beginning of Xenogears is so slow!

I think I'd rather play Breath of Fire IV again.

Grayman
Member
(08-07-2012, 04:00 AM)
Quote

#307

> 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 is exactly what I expected too.

ferr
Member
(08-07-2012, 04:02 AM)
Quote

#308

> Originally Posted by **Grayman**
> This is exactly what I expected too.

Same here. We're such -Lamb-

woahjeez
Banned
(08-07-2012, 04:06 AM)
Quote

#309

Xenoblade was a bit long, but still good

-tetsuo-
Unlimited Capacity
(08-07-2012, 04:20 AM)
Quote

#310

> Originally Posted by **The Praiseworthy**
> because I have so much regret now for raising the story par again in gaming or ANY other media and I have feelings I will be let down again.

You need to step up your media game.

I should be doing hw
Member
(08-07-2012, 04:21 AM)
Quote

#311

> Originally Posted by **Leos**
> If you don't want to play the game to find out, then listen to the hip-hop version.
>
> Also this one.

I can get behind this.

-tetsuo-
Unlimited Capacity
(08-07-2012, 04:26 AM)
Quote

#312

> Originally Posted by **Leos**
> 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.

This is amazing

ferr
Member
(08-07-2012, 04:28 AM)
Quote

#313

> Originally Posted by **_tetsuo_**
> This is amazing

I would buy this

Meccanical
Member
(08-07-2012, 04:29 AM)
Quote

#314

> Originally Posted by **Leos**
> 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.

Every series needs its story retold through hip hop.

A law must be passed.

IdreamofHIME
Member
(08-07-2012, 04:35 AM)
Quote

#315

Never played it, it was never released in the UK.

I often think about buying the US version from PSN, but then I dont. Lol. Too lazy to find a decent priced $10 code online.

---

hteng
Banned
(08-07-2012, 04:36 AM)
Quote

#316

they should remake the game the way they originally planned

---

encephalon
Member
(08-07-2012, 04:39 AM)
Quote

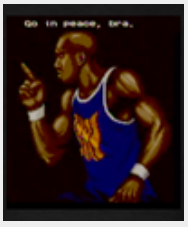
#317

Can we have a recap of how many JRPGs where the party battles "God?"

[redacted]

... This is all I've got.

Meccanical
Member
(08-07-2012, 04:39 AM)
Quote



#318

> Originally Posted by **CLOUDsea**
> Can we have a recap of how many JRPGs where the party battles "God?"
>
> [redacted]
>
> ... This is all I've got.

[redacted]

Last edited by Meccanical; 08-07-2012 at 04:46 AM.

Eusis
Member
(08-07-2012, 04:41 AM)

#319

> Originally Posted by **CLOUDsea**

Quote

> Can we have a recap of how many JRPGs where the party battles "God?"
>
> [redacted]
>
> ... This is all I've got.

"God?" covers a fairly large spectrum actually I believe. But I think only [redacted] straight up pits you against THE Judeo Christian God. However, [redacted]

B.K.
Member
(08-07-2012, 04:41 AM)
Quote

#320

> Originally Posted by **AlphaDragoon**
>
> Xenosaga makes me want to kick things, in comparison. Especially Episode 3 with its Bamco-written storyline. [redacted]

That was planned and hinted at since the beginning of the series.

Retne
Member
(08-07-2012, 04:42 AM)
Quote

#321

> Originally Posted by **CLOUDsea**
>
> Can we have a recap of how many JRPGs where the party battles "God?"
>
> [redacted]
>
> ... This is all I've got.

There's also [redacted] Those are the titles that lept to my mind immediately. I'm sure there are plenty of others. Does [redacted] count?

StMeph
Member
(08-07-2012, 04:44 AM)
Quote

#322

My favorite game, ever. There are flaws, but I don't care.

encephalon
Member
(08-07-2012, 04:45 AM)
Quote

#323

I haven't played [redacted] yet. :(Btw, let's keep these things in spoiler tags.

> Originally Posted by **Retne**
>
> Does [redacted] count?

No. [redacted].

Onemic
Member
(08-07-2012, 04:47 AM)
Quote

#324

I got all the way to the final boss [redacted] and stopped playing. Then my save got deleted. Now I'll never know what happens at the end unless I replay it :(

Cloudy
Banned
(08-07-2012, 04:50 AM)
Quote

#325

I love both but if I had to choose, I'd take a remake of Xenogears over FF7

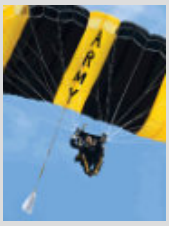
encephalon
Member
(08-07-2012, 04:50 AM)
Quote

#326

> Originally Posted by **onemic**
> I got all the way to the final boss [redacted] and stopped playing. Then my save got deleted. Now I'll never know what happens at the end unless I replay it :(

You can always consider watching a playthrough if you don't feel like going through it again.

ag-my001
Member
(08-07-2012, 04:53 AM)
Quote



#327

I'd like to thank this thread for reminding me of the Xenogears Thumbnail Theater. Who knew that it was still being updated?

encephalon
Member
(08-07-2012, 04:53 AM)
Quote

#328

I never paid much attention to Chu Chu, but have we established that Chu Chu is meant to be a parody?

Trojita
Member
(08-07-2012, 04:56 AM)
Quote

#329

I almost got worried about coming into this thread because of the title.

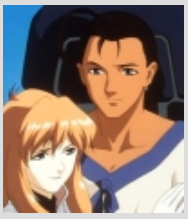
B.K.

Member
(08-07-2012, 05:02 AM)
Quote

#330

I'm going to go through Xenogears again as soon as Vita gets PS1 compatibility. I haven't played it in four or five years. From 1998 to about 2007-ish, I played the game at least once a year. Sometimes, I played it twice a year. I love the Xenogears world and the mythology behind it all. I really wish Square would have greenlit Episode I.

Taruranto
<3 BioWare <3
(08-07-2012, 05:04 AM)
Quote



#331

> Originally Posted by **onemic**
> I got all the way to the final boss [redacted] and stopped playing. Then my save got deleted. Now I'll never know what happens at the end unless I replay it :(

Or watch a 10 minutes youtube video, it's not like you missed this huge story segment. :P

> Originally Posted by **CLOUDsea**
> I never paid much attention to Chu Chu, **but have we established that Chu Chu is meant to be a parody?**

As much i'd like it, i don't this so.

B.K.
Member
(08-07-2012, 05:08 AM)
Quote

#332

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

Exactly. As much as people hate Chu-Chu, she was Kato's idea, not Takahashi's.

> Who did actually write the script of Xenogears? (03/03/05)
>
> Gears? Mainly Tetsuya Takahashi did. I wrote the part of (the script about) Bart and his family, Billy and his family and the former Elements*. (I like the Jesse's gun.) Mr. Kato wrote the part of Maria, Chu-Chu and Lahan village and Shevat.
>
> (Lahan village sequences are many Xeno fan's favorite, also Maria's sortie scene was very impressive.) Mr. Tanegashima wrote the part of Esmeralda, the yggdrasil's crews and Elements girls. (I love Esmerald's cuteness.)
>
> A long long ago, back in 1994, I wrote a story about a young soldier of fortune with multiple personalities. Takahashi proposed the plan to our boss. Though the plan was rejected because

it was too sci-fi for RPG, the boss kindly gave us an advice "Why don't you make it into a new game?". Then I came up with an idea about a deserted A.I. with feminine personality who becomes an origin of new mankind in the unexplored planet. Takahashi refined the idea into more deeper and mystic love story.

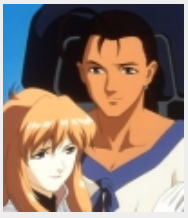
Tanegashima applied a sense of humor and his knowledge about science and military hardwares. Kato added a poetic and mysterious touch to Maria's story.
An alchemical reaction of various creativity made the game enjoyable like
a plate of all-you-can-eat. (I decided to answer this question because endless rumors about it have been around for a long
time. 03/05/05)

*Takahashi wrote Citan side. Saga wrote Hyuuga side.
** I have NO intention of claimimg credit for Xenogears, Xenogears PW, Xenosaga. Takahashi deserves credit for those works.
Especially the history of Xeno-universe is attributed to him.

encephalon #333
Member
(08-07-2012, 05:09 AM)
Quote

If you watch the jp track with subtitles you might not have to deal with terrible VA.

Taruranto #334
<3 BioWare <3
(08-07-2012, 05:15 AM)
Quote



> Originally Posted by **B.K.**
> Exactly. As much as people hate Chu-Chu, she was Kato's idea, not Takahashi's.

This reminds me, Kato also wrote CC, where we can find Chu-Chu long-lost sister...

zkylon #335
zkylewd
(08-07-2012, 05:17 AM)

> Originally Posted by **Llyranor**

Quote

> 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.

I speak for myself, as do you, and yes, I think Chu-Chu as a character is a flaw in an otherwise lovable cast of characters. Thankfully I have the ability to separate a singular flaw from the complete game and consider it for what it is, in all its shittiness and greatness.

> Originally Posted by **Eusis**
>
> 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.

I haven't played Xenogears in a while and can't really say whether it's deep or pretentious. Probably like in most cases, there's a bit of both, but I think it's really dumb to discredit its merits because Chu-Chu.

The Praiseworthy
Member
(08-07-2012, 05:22 AM)

#336

Quote

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

I totally blocked that moment deep into my mind... it was such a good moment till they showed Chu-Chu crucified on a cross -_-"

> Originally Posted by **Guillo**
>
> This reminds me, Kato also wrote CC, where we can find Chu-Chu long-lost sister...
>
>

OMG LOL XD

Tigel
Member
(08-07-2012, 05:24 AM)

#337

Quote

I don't understand what the big deal about Chu-chu is.
It is pretty obvious that it's a joke/comic relief character.

GillianSeed79
Member
(08-07-2012, 05:25 AM)
Quote

#338

I loved Xenogears to death. It kind of helped that when I played it I was a freshman in a public university after surviving 12 years of Catholic school. I liked the religious symbolism and I was just going through the phase of being exposed to modern existentialism, which I ate up whole heartedly. It blew my mind when I found out a year later about Freud's theory on the Ego, Superego and Id. I'd probably be let down if I played it again, but damn if it isn't one of my favorite RPGs of all time.

I played all the Xenosaga Episodes, but they just don't hold the same greatness that was Gears.

Parfait
Member
(08-07-2012, 05:36 AM)
Quote

#339

Holy fuck I miss this series.

The money I would pay for it to be finished...

Oh well, for sci-fi rpgs there's always Star Ocean! Sure cant wait for V to come out!

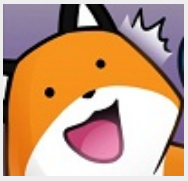
sob

> Originally Posted by **CLOUDsea**
> Can we have a recap of how many JRPGs where the party battles "God?"
>
> [redacted]
>
> ... This is all I've got.

[redacted]

Last edited by Parfait; 08-07-2012 at 05:40 AM.

AJSousuke
Member
(08-07-2012, 05:47 AM)
Quote



#340

> Originally Posted by **speedpop**
> I'll play it again someday. Some of Mitsuda's best music.

this was my favorite part of the game actually, this is what recent jrpgs are lacking now

DiipuSurotu
Blind
(08-07-2012, 05:48 AM)
Quote

#341

What's amazing is that the entire game is based on a huge plothole:

Everything in the game's 15,000 years worth of story happened because [redacted]

B.K.
Member
(08-07-2012, 05:48 AM)

#342

Who else has a copy of Perfect Works? I bought a copy around 1999 or 2000 for $50. It's one of my favorite gaming items. I'll never get rid of it. I got a copy of Thousands of Daggers a couple years

Quote

ago for $20 and want to get the OST and Myth whenever I have the extra money.

> Originally Posted by **DiipuSurotu**
> What's amazing is that the entire game is based on a huge plothole:

That's not a plothole. It would have likely been explained in Episode I or Episode VI. From Takahashi's afterword at the end of Perfect Works:

> [redacted] So many mysteries are wrapped up into the world of Xenogears and are still not understood."

Last edited by B.K.; 08-07-2012 at 05:50 AM.

cheststrongwell
my cake, fuck off
(08-07-2012, 05:51 AM)
#343
Quote

I remember playing the fuck out of this game to two weeks. Finally got to the ending movie and my game froze up on me. This was before youtube, so I couldn't easily look the ending up. Still have never seen the ending.

DiipuSurotu
Blind
(08-07-2012, 05:57 AM)
#344
Quote

> Originally Posted by **B.K.**
> That's not a plothole. It would have likely been explained in Episode I or Episode VI. From Takahashi's afterword at the end of Perfect Works:

It's still a massive flaw in the story when a sequel has to explain the previous's game *introduction* instead of just expanding on its ending.

HomerSimpson-Man
Member
(08-07-2012, 06:06 AM)
#345
Quote

I loved it back in the day as a teenager, but don't think I can really tolerate going through again as an adult, game can be pretty tedious and even then I absolutely hated how disc 2 turned out as a kid. It's a shame the game wasn't able to be truly be completed as it was envisioned and had to be cut short in production; it was really ambitious, 2nd disc could have easily turned in another potential 40-50 hours like the first disc.

B.K.
Member
(08-07-2012, 06:08 AM)
#346
Quote

Here are a couple videos I haven't seen in a LONG time.

http://www.youtube.com/watch?v=xUKUO..._video#t=0m34s

http://www.youtube.com/watch?v=xYAgL..._video#t=2m39s

b3b0p

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

#347

OP, convincing.

How long did it take you to complete? How complete were you? How much grinding did you end up having to do? I remember starting and quitting when this came out because it made no freaking sense, but I was impatient at the time.

Thinking of giving this a chance. PSP-1000 + CFW + bed time play instead of reading books. I've always wanted to play it for the heck of it. Xenosaga, I gave up on completely.

Sblargh
Member
(08-07-2012, 06:31 AM)
Quote

#348

So, if I played, for the first time, all of xenosaga and then xenogears... would it make sense, story-wise?

B.K.
Member
(08-07-2012, 06:33 AM)
Quote

#349

> Originally Posted by **Sblargh**
> So, if I played, for the first time, all of xenosaga and then xenogears... would it make sense, story-wise?

You don't have to play Xenosaga to understand Xenogears and vice versa. The two aren't connected.

Astral
Member
(08-07-2012, 07:13 AM)
Quote

#350

I wish I could remember the story better. I remember being blown away by it though. One thing that's bothering me is that I've forgotten Grahf's identity. Can someone tell me who he is?

Also, FUCK the sewers and the robot tournament thing. Those were the only parts of the game that I absolutely hated. I hate them so much that they're keeping me from replaying the game.

BeEatNU
WORLDSTAAAAAAR
(08-07-2012, 07:32 AM)
Quote

#351

I'm actually waiting for SOny to get its ass in gear so I can replay Xenogears on my Vita again during crunch lol

B-Dex
Member
(08-07-2012, 07:47 AM)
Quote

#352

I realyl wish I could run it on my Vita but sony still hasn't implemented ps1 :(. Guess I can play it now on the ps3 and again on the Vita. It is my fav RPG.

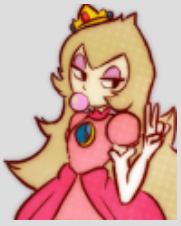
<3 Bart, Billy and Rico.

Psxphile
Member

#353

(08-07-2012, 07:56 AM)

Quote



> Originally Posted by **Astral**
> I wish I could remember the story better. I remember being blown away by it though. One thing that's bothering me is that I've forgotten Grahf's identity. Can someone tell me who he is?.

[redacted]

I remember wanting to know more about the 'Diabolos Collapse' when it was first mentioned in Shevat because it meant they would explain more about what Grahf was up to after the end of the [redacted] but the game never detailed it in any way besides a sparse few lines of text.

Krelian91
Junior Member
(08-07-2012, 10:20 AM)

#354

Quote

> Originally Posted by **Astral**
> I wish I could remember the story better. I remember being blown away by it though. One thing that's bothering me is that I've forgotten Grahf's identity. Can someone tell me who he is?

[redacted]

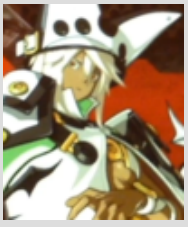
While I'm at it, I'd like to remind everyone who played Gears to read Perfect Works. It's absolutely mandatory.

Also, this site is insanely awesome: http://xenoverse.xenotensei.com/

Chev
Member
(08-07-2012, 10:29 AM)

#355

Quote



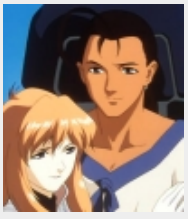
> Originally Posted by **CLOUDsea**
> Can we have a recap of how many JRPGs where the party battles "God?"
>
> [redacted]
>
> ... This is all I've got.

Several of the SaGa games, in particular the first two

Taruranto
<3 BioWare <3
(08-07-2012, 11:24 AM)

#356

Quote



> Originally Posted by **Sblargh**
> So, if I played, for the first time, all of xenosaga and then xenogears... would it make sense, story-wise?

You play Xenogears first. Xenosaga has tons of reference of reference to it and it's a shame to miss them.

Larson Conway
Member
(08-07-2012, 02:06 PM)

#357

Quote

You're one of my favorite Gaffers now, OP.

It seems we share IMMENSE love not only for Tomb Raider, but for the Xeno series as well.

<333

EDIT:

Also, let's get some Yuki Kajiura love up in here!

Last edited by Larson Conway; 08-07-2012 at 02:10 PM.

Zwei
Member
(08-07-2012, 02:10 PM)
Quote

#358

> Originally Posted by **B.K.**
> I really wish Square would have greenlit Episode I.

Much like a FF7 remake, that would be money in the bank for SE. Not sure why they haven't touched their Xeno IP since '98

Ourobolus
Keeper of the Book
(08-07-2012, 02:27 PM)
Quote

#359

God I love Xenogears. Still by far one of the best games I've ever played.

However, it still has one giant blemish that prevents me from ever finishing it again (well, I still may plow through it again one day).

Kislev.

I HATE THAT TOWN. It's the most mind-numbingly awful part of the game, and you can't leave, you can't do a goddamn thing except do the stupid battling questline. Not only that, but Redrum is a bullshit boss, Rico is fucking useless at that point, the sewers are annoying to run through, and you constantly have to return to Hammer to progress the story, bro. What the hell? I'd rather jump around Babel Tower for hours on end.

Still, despite that part of the story, the game as a whole is amazing. I really should give it a replay one of these days.

B.K.
Member
(08-08-2012, 01:41 AM)
Quote

#360

> Originally Posted by **Zwei**
> Much like a FF7 remake, that would be money in the bank for SE. Not sure why they haven't touched their Xeno IP since '98

Takahashi said that at the time, Square was going to focus more on Final Fantasy and didn't want to do any smaller, less important titles. That's why he left and started Monolithsoft. Preproduction work had started on Xenogears Episode I before their split from Square. They had several character concepts finished and likely an early draft of the script.

B.K.
Member
(08-10-2012, 01:47 AM)
Quote

#361

I'd like to have those, but they're impossible to find.

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