Will we ever again get a powerful emotional story as Xenosaga Episode III? [SPOILERS]

The Praiseworthy
Member
(06-17-2012, 10:01 PM)

Quote

Will we ever again get a powerful emotional story as Xenosaga Episode III? [SPOILERS] #1

WARNING: The first post contains a heavy story related spoilers.

6 years has passed since the release of Xenosaga Episode III: Also Sprach Zarathustra.... and yet nothing ever Topped what that game has offered in the term of emotional deep story that was shaped so well with the soundtrack that was composed by the brilliant Yuki Kajiura.

It was an end to a trilogy full of unique great characters and many plot mysteries that ended in Episode III which results a very memorable story that contained many many unforgettable moments.

The Music Plays in This Scene - Shion's Reunion ~

We had witness the blossom of the love story between the young Shion and the young Kevin... a young boy who went through a huge loss at a young age who couldn't open his heart to anyone till the kindness of a naive little girl moved something inside of him.

> Listen, you need to understand how the world works. For humans to live we have to conquer, and destroy, and eat other organisms. That's the most basic function of an organic being. I'm sorry, Shion, but there's no point to what you're doing.

The Music Plays in This Scene - A New World (Piano) ~

A really well done love story between two who shared so many things in common and opened themself one to another which lead realistically to developing a powerful feelings and real emotions.

> I was the only one that survived. Sometimes, I don't know if what I'm doing is to atone for not being able to do anything, or to take revenge against those who took everything from me. But I can say that even if the universe desires otherwise, she is our hope.

The Music Plays in This Scene - A New World ~

They have shared everything and the scenes between these two characters makes you feel that this actually what love feels and how it's develop.

> The path I'm walking may be a mistake. I don't know for sure. Will you walk…down this path with me?

The Music Plays in This Scene - Febronia 2 ~

The game focused on many different levels of emotions and how complected the humans can be with their hearts and minds... who haven't been touched by the love story between Febronia and Luise? how he went from denial to anger to guilt to acceptances and finally moving on with the soul of his beloved.

> We do not reject this world. We just want to believe in a new order that can be born from discord. We just want to believe that a single thought can change the entire world and shape the future.

> Do you hate me? None of this would have ever happened…if you hadn't gotten involved. Why did you have to, why? It's too much to bear.

Link To The Scene in Youtube ~

OH.MY.GOD!!
If this wasn't one of the biggest (or THE BIGGEST) plot twist ever then I don't know what is it!

The Gnosis appeared in the universe killing and destroying everything... in the whole trilogy during the years everyone pointed fingers at some characters, but no one ever thought that the main heroine is THE ONE who caused them to appear!!

After watching her nanny getting killed and eaten infront of her... then her father getting murdered also and then her mother getting stabbed to death all in the same day, little Shion get a meltdown and make a connection to the Zohar which called the Gnosis.

Till this day I get chills from this scene.

> Jin… What is going on? It's a…this is a dream, right? I called—I called the Gnosis. I made them appear, didn't I? This is—some kind of terrible mistake? Right?
>
> Tell me that this isn't possible!
>
> Someone tell me what's going on!
>
> No, I don't believe it! It's a lie! Tell me it isn't true!
>
> No. No…
>
> NNNNOOOOOOOOOO!!!!!!!

The Music Plays in This Scene - When The Grief Lets You GO ~

No game ever moved me in the term of expressing the feelings of brotherhood and friendship like the story of Rubedo, Albedo, and Nigredo... the way each one of them sacrificed himself for the other one was really touching.

> You see…I was created to observe the two of you.
> The only reason why I existed was to kill you. I tried to abandon that duty, but that would have meant that I was denying my own existence.
> I…I was afraid of being separated from the two of you.
> Albedo knew from the beginning, that I was nothing more than a danger to you. I know that I never should have existed in this world to begin with.

> I'm not saying goodbye. Let's play together again sometime. Until then, take care, Rubedo, Albedo…

The Music Plays in This Scene - Hepatica 2 ~

And we finally learn the secret of KOS-MOS and her relationship with Shion and Chaos... and understand the needs of KOS-MOS to protect Shion which was one of her maidens in the past that died protecting her.

> Are those—Are those tears? Why? Why are you crying? I see…
> You've lost sight of yourself, just like me. You don't know who you are anymore. You don't even know where you stand, and you feel alone. I understand.
> Let's find out, together.

The Music Plays in This Scene - I Love You, Sincerely ~

Allen who is in love with Shion for years did nothing but watches her from far away... finally after years of anticipating he burst out his feelings and stand up for his love and risk his life fighting for winning her back after she is reunited with her old love.

> You don't understand Chief's suffering like I do.
> I understand her feelings, her pain and her sadness. And despite that, she struggled alone, to do everything that she possibly could! You don't have any idea how much she's been hurt... or how she's suffered. How could anyone like you understand? You have no idea how much she's cried!

> You see, I wanted to cry in her place. And I wanted to be the one to feel her pain. Because... I wanted to spend my life together with her. I know that I may not be able to do much in this world, but I would do absolutely anything for her!

Link To The Scene in YouTube ~

His strength inspired Shion to finally release herself from her past and build up the power of well to redeem herself and stand for what she is really believes in.

> Kevin, all I ever... wanted was to be with you, even if that meant that I was being used, even if I was being deceived, as long as I could be by your side, I thought it didn't matter. But, now I know, that's not true. It's wrong for me to sacrifice others for it. If I do that, if I run away into the past, all I'm doing is repeating the misery inside me.

> I do love you, dearly. I'm sure we would be happy together. There's nothing that I would want more. But, I can't stand the idea of being the only one who finds happiness. If I can't share it with everyone, then there's no meaning to happiness. And I don't want to be alone anymore.

After they have finally found eachothers ans shared a very emotional connection... they are forced to say goodbye to one another in a hope of reuniting again someday somewhere.

> Here you are. After all this time I finally found the real you. And now,
> we are going to be apart, again.

> The time we'll spend apart will be an instant in the flow of universal
> time. I know…we'll meet again. So please don't be sad, Shion.

A heartbreaking scene between a brother and his sister saying goodbye one to another and expressing their untold feelings... this scene was really realistic in a cruel way... it shows how humans don't express their true feelings for those who are close to them because they are either uncomfortable or made at eachothers till they realize that the chance went by them and they might never have it again.... The complicated relationship between Shion and Jin were really emotional because they IMO express a lot of cases that most of us went through in his\her life with someone close to him\her like a member of family or a very good friend.

> I know that I was never a very good brother. I did nothing but cause you pain most of the time. I always regretted not spending more time with you. So please, let me be... your brother one last time.

> But, I was the one who couldn't admit my real
> feelings. I was embarrassed or uncomfortable or something, and—so… I'm the one
> who pushed you away. I'm the one who caused you so much pain. And, I'm sorry.
> I'm so sorry for it, Jin. Forgive me. Please,
> forgive me.

The Heartbreaking and Epic Music Plays in This Scene - I Believe in You ~

The last moments of Jin life... which the actor who played him did an amazing job saying this one of the best final words I've seen for any characters ever.

> This is what I sought. And yet, now that the time has finally
> come… I long for the noise of the past. I long for those
> hectic and chaotic days that once were.

> But this, too, is pleasant, in an odd sort of way. Yes. (choking
> and dying) The time has come for me…to move on, Shion.

The Praiseworthy
Member
(06-17-2012, 10:02 PM)

#2

Quote

Of course the story wouldn't have been this emotional and epic without the A-M-A-Z-I-N-G work of **Yuki Kajiura**... here some of the Tracks in the OST:

Cut Scenes Music:
What make Xenosaga Episode III story a very high level quality of epicness and emotional is the brilliant work of Yuki.

We've got to believe in something - Epic Vocal Music ~

Mother I Miss You - Sad Violin Music ~

The Harsh Truth - Emotional Violins and Piano Music ~

Boss Battles:

Because Xenosaga Episode III was the end of the Trilogy... MOST of the boss battles were an epic battle with an important character in the story so most of the Boss themes in the game were Epic and special to capture that final show down moment between the characters we got to known for years.... here some additional tracks to the ones posted above with the cut scenes.

Godsib - Epic Vocal Boss Fight ~

Promised Pain - Epic Vocal Final Boss Fight ~

Testament - Epic Vocal Boss Fight ~

Fatal Fight - Epic Vocal \ Piano Boss Fight ~

Outrageous - Electric Guitars Boss Fight ~

Hepacita KOS-MOS - Emotional Vocal Boss Fight ~

Levels Music:
Honestly since Xenosaga Episode III till this day I haven't seen any game with this rate of quality of music playing in the levels.. of course this is my own personal opinion:

Assault ~

Labyrinthos - Search for Shion ~

Abel's Ark ~

The Praiseworthy
Member
(06-17-2012, 10:03 PM)
Quote

#3

In the end.... many people turned away from Xenosaga Episode I by comparing it to Xenogears.... and Many more turned away from the series after The mess Xenosaga Episode II did (even with the amazing story it had)... Which sadly lead us to almost only 350K copies sold of Xenosaga Episode III worldwide.

It's really Sad that many out there didn't experience this amazing and once of a time universe of Xenosaga.

There are many great games out there with a good story.... and maybe Xenosaga Episode III isn't this kind of a game who wins awards and get high reviews score.

But one thing is a sure... Xenosaga is kind of game that offers so many hearts and souls in it's universe of characters and story that I grantee you to never find something a like in any other game these days.

Xenosaga is a story about Love and Hate... forgiveness and revenges... Brotherhood and Friendships... Despair and Hope... parenthood and mystery... betrayal and sacrifice... faith and believing in something good.

This may sound tacky and corny... but this what Xenosaga was really about, it's simply a story about being human and the philosophy of life

I've spend 3 hours making this thread... and while I was doing so I went back with my memories with this trilogy, and couldn't help myself to feel really grateful for knowing it and being a part of it.

I'll end this with the final words Shion said at the very end... because I couldn't find a better closure than it.

> Jin, now I think I understand what Wilhelm wanted to do,
> just a little bit better. His methods may have been wrong, but now, I think I
> understand the logic behind his reasons. Living the same life over and over
> again, but living those lives without any regrets is what really matters.
> That's probably what the ideal vision of being human is all about. However, we

> humans are really not that strong. And we know that we can't live like that. We're creatures that are much more flawed, weak, and smaller than that. We hurt others, we lie to ourselves, we hate, we blame others, we regret, but, even if we are weak, and even if it is our fate to disappear entirely. I think the will to change the future is still an important one. We must try to change the things around us, little by little. Even if it is one step at a time, and even if everything is already pre-determined, it's not something for us to be sad about. No. On the contrary, the future is overflowing with hope. And we have infinite paths to choose from. Isn't that right? chaos? KOS-MOS?

Edit:

Honorable mention of a **"must see"** scene from Xenosaga Episode I as it was requested:

The Best VILLAIN scene EVEEEEEEEEER ~

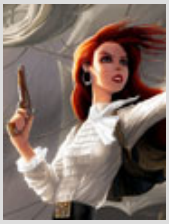
Last edited by The Praiseworthy; 06-17-2012 at 10:37 PM.

Dragoon En Regalia
Member
(06-17-2012, 10:03 PM)
Quote

#4

The key to success—is more Nietzsche!

Ceebs
Member
(06-17-2012, 10:05 PM)
Quote



#5

This is begging for an avatar quote isn't it?

Eusis
Member
(06-17-2012, 10:05 PM)
Quote

#6

> Originally Posted by **The Praiseworthy**
> Will we ever again get a powerful emotional story as Xenosaga Episode III?

Mother 3 came out, like, half a year later.

EDIT: Nope, more like two months before the Japanese release. But, uhh, yeah, we already saw stuff like Nier.

Last edited by Eusis; 06-17-2012 at 10:07 PM.

EmCeeGramr
where did you come from spider-man, where did you come from dog police
(06-17-2012, 10:05 PM)

#7

The Greatest Story Since The Renaissance.™

Quote

EmCeeGramr
where did you come from spider-man, where did you come from dog police
(06-17-2012, 10:09 PM)

#8

Quote

The Praiseworthy... your posts have enkindled my soul. I long believed that the only way to salvation for mankind was in the -Golden Gaming Age-, and it was for this reason I activated -Gafrchon-. But I think humanity can be stronger than that. Our posts are proof of this. Go now, and fulfill the destiny of you and of those you love. Aeonmaestere waits for you in the eight circle of Neo-Asgard. You are his mirror image, the id to his super shadow. Prove the "justice" of your philosophy.

Last edited by EmCeeGramr; 06-17-2012 at 10:11 PM.

SouthernDragon
Member
(06-17-2012, 10:09 PM)

#9

Quote

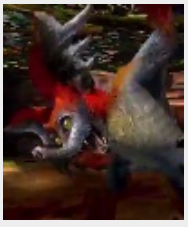
> Originally Posted by **EmCeeGramr**
> The Greatest Story Since The Renaissance.™

NeoGAF Approved

walking fiend
Member
(06-17-2012, 10:10 PM)

#10

Quote

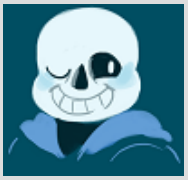


I only have the the Episode 3 (someone at a random place had it and I bought it long time ago); will I still enjoy it?

Peff
Member
(06-17-2012, 10:13 PM)

#11

Quote



> Originally Posted by **EmCeeGramr**
> The Praiseworthy... your posts have enkindled my soul. I long believed that the only way to salvation for mankind was in the -Golden Gaming Age-, and it was for this reason I activated -Gafrchon-. But I think humanity can be stronger than that. Our posts are proof of this. Go now, and fulfill the destiny of you and of those you love. Aeonmaestere waits for you in the eight circle of Neo-Asgard. You are his mirror image, the id to his super shadow. Prove the "justice" of your philosophy.

But what about the turmoil that seems to be afflicting much of the continent, the rise of radical splinter groups such as SCHUSE and Silhouette?

Eusis
Member
(06-17-2012, 10:14 PM)

#12

Quote

> Originally Posted by **walking fiend**
> I only have the the Episode 3 (someone at a random place had it and I bought it long time ago); will I still enjoy it?

After reading this thread it's too late, move on to Xenoblade.

... Alternatively, if you still care just read the synopsis on the disc, or watch the cutscenes on Youtube. Or both, whatever.

How About No
Member
(06-17-2012, 10:14 PM)
Quote

#13

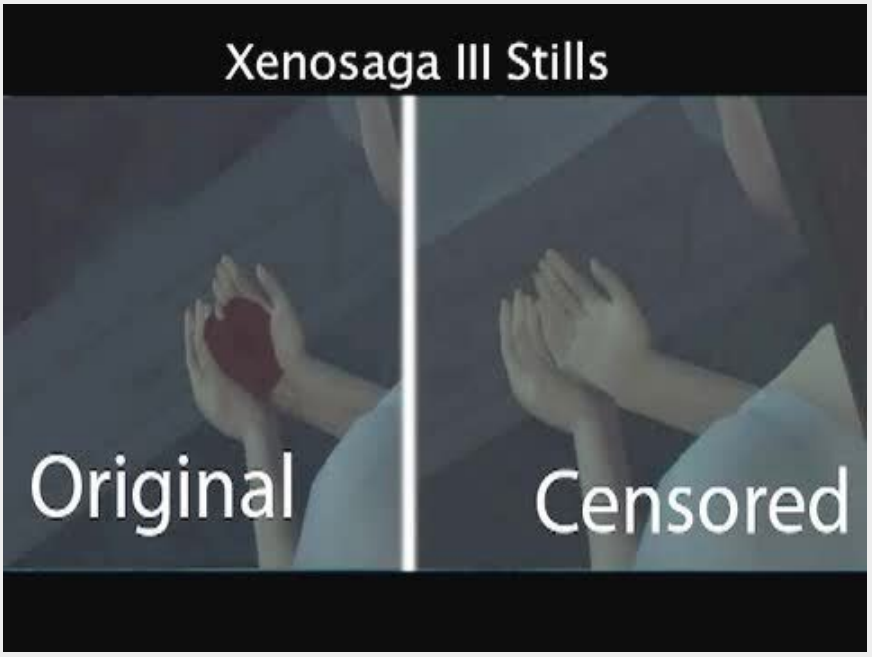
It's a shame I never really got into Episode III. Played Ep1, it was eeehhhh and the consensus was to stay away from Ep2, so I did. Got Ep3 used years later and got to some sort of mine after going back in time. I wasn't even stuck or anything, but my mind suddenly said "You know what? I don't like JRPGs anymore." And I never went back :/

Fukken loved Xenogears though.

Aeana
Medal Princess
(06-17-2012, 10:14 PM)
Quote

#14

The NA version was especially emotional.



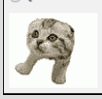
I was filled with intense emotions

of confusion when Shion was on her knees trying to catch absolutely nothing in her hands.

CO_Andy
Member
(06-17-2012, 10:15 PM)
Quote

#15

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.

Dragoon En Regalia
Member
(06-17-2012, 10:16 PM)
Quote

#16

No, Drinky. This is so much better than Evangelion. It has Nietzsche and references to Judaic mysticism.

Eusis
Member
(06-17-2012, 10:17 PM)
Quote

#17

Actually yeah take Drinky Crow's advice. Along with playing Xenoblade instead.

Dark Stalkers
Member
(06-17-2012, 10:17 PM)
Quote

#18

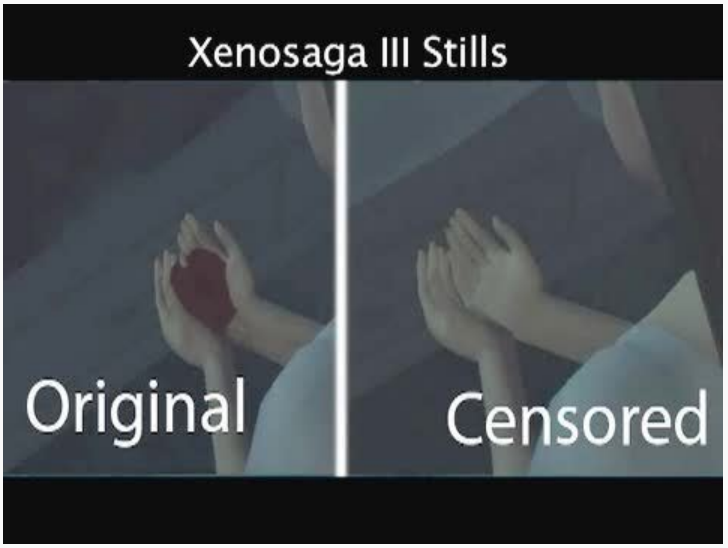
it also has a hot robot girl

B.K.
Member
(06-17-2012, 10:17 PM)
Quote

#19

> Originally Posted by **walking fiend**
> I only have the the Episode 3 (someone at a random place had it and I bought it long time ago); will I still enjoy it?

No, you won't. You really need to play all three games.

> Originally Posted by **Aeana**
> The NA version was especially emotional.
>
> 
>
>
> I was filled with intense emotions
>
> of confusion when Shion was on her knees trying to catch absolutely nothing in her hands.

The edits in Episode III were ridiculous. I'm glad I went through all the trouble to make an uncensored

English version. It was a pain, but I haven't played the official release of the game since.

Swag
Member
(06-17-2012, 10:18 PM)
Quote

#20

Last fight with Tel-os with hepatica playing was one of the most enjoyable moments I had with my ps2, playing through all three games in succession was amazing

Except for episode 2, fuck that game

EmCeeGramr
where did you come from spider-man, where did you come from dog police
(06-17-2012, 10:19 PM)
Quote

#21

> Originally Posted by **Peff**
> But what about the turmoil that seems to be afflicting much of the continent, the rise of radical splinter groups such as SCHUSE and Silhouette?

No... it is too late for them. Their use of "GREED" has bound them to the Forger, and they will fall into ignorance, too. It was too late 4,000 years ago, when they were called "Zaradus," and their leader walked openly. Those were the days before the -Consciousness Drive- had begun to work.

The Praiseworthy
Member
(06-17-2012, 10:20 PM)
Quote

#22

I should have known that breaking my back for 3 hours writing this thread will bring some funny wanna be members posting unfunny posts.

Can we at less have a nice discussion?

If you haven't finished the trilogy then you may leave the discussion for someone who have.

You don't have to post joke posts... really.

Thank you.

> Originally Posted by **walking fiend**
> I only have the the Episode 3 (someone at a random place had it and I bought it long time ago); will I still enjoy it?

Well lucky for you here links that contain the whole story for the first two games... if you had the time and watched it all, then you will enjoy episode III A LOT.

But if you jumped directly to Episode III... then you will feel COMPLETELY lost.

Xenosaga Episode I - Full Movie

Xenosaga Episode II - Full Movie

Ganondorfo
Junior Member
(06-17-2012, 10:21 PM)
Quote

#23

The way you write so passionately about this game, this means that you are the biggest xenosaga fan out there, even more than the original director, damn.

Really, mostly you hear people talk about videogames in a boring non passionate way, but the way your op reads its like, damn this is a love letter from the biggest fan to the creators.

I am impressed.

Eusis
Member
(06-17-2012, 10:22 PM)
Quote

#24

> Originally Posted by **B.K.**
> No, you won't. You really need to play all three games.

> Originally Posted by **Sebulon3k**
>
> Except for episode 2, fuck that game

And this is why I simply can't recommend playing through all three games, except maybe if you can find an Action Replay and decimate Episode 2. This isn't like Mass Effect where all three games are good (or good enough anyway) gameplay-wise to bother, Episode II is AWFUL and Monolith Soft's low point for gameplay design in a console game, if not period.

Ironically, while I brought up ME as a better series for gameplay consistency, I thought XS3 was a much better finale. Figures that they each get right what the other didn't.

B.K.
Member
(06-17-2012, 10:23 PM)
Quote

#25

> Originally Posted by **Ganondorfo**
>
> you are the biggest xenosaga fan out there, even more than the original director, damn.

That isn't really fair. Takahashi and Soraya Saga were forced out of the series. What the series became really wasn't their fault.

> Originally Posted by **Eusis**
>
> And this is why I simply can't recommend playing through all three games, except maybe if you can find an Action Replay and decimate Episode 2.

You don't even need an Action Replay. There are two points in the game where you can power level and make the game really easy.

Aeana
Medal Princess
(06-17-2012, 10:24 PM)
Quote

#26

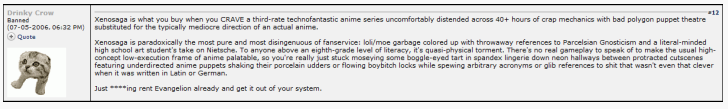
I actually had a pretty good time with Xenosaga 3. It was the first game in the series that had a serviceable battle system, and I think the story works the best of the three games. Aside from the hilarious censorship, I don't really have many bad memories of the game outside of the dungeon design.

I actually found an old blog post I made years ago after finishing Xenosaga 1 that was pretty positive, which surprised me. But considering that I haven't played the game since then, I'll defer to my younger self and say that I liked that game too.

---

sp3000
Member
(06-17-2012, 10:24 PM)
Quote

#27

> Originally Posted by **CO_Andy**
>
> 
> 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.

Perfect

Ganondorfo
Junior Member
(06-17-2012, 10:25 PM)
Quote

#28

> Originally Posted by **B.K.**
>
> That isn't really fair. Takahashi and Soraya Saga were forced out of the series. What the series became really wasn't their fault.

Didnt that guy made xenoblade? That game didnt even had a deep storyline like the xenosaga games... (or even xenogears)

CSX
Member
(06-17-2012, 10:25 PM)
Quote

#29

> Originally Posted by **Dragoon En Regalia**
>
> The key to success—is more Nietzsche!

and less fukking Shion.

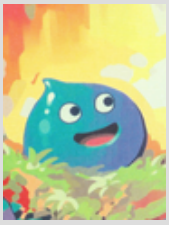
B.K.
Member
(06-17-2012, 10:26 PM)
Quote

#30

> Originally Posted by **Ganondorfo**
> Didnt that guy made xenoblade?

What's your point? Monado isn't a Xeno game and doesn't deserve the name.

Aeana
Medal Princess
(06-17-2012, 10:26 PM)
Quote



#31

> Originally Posted by **Ganondorfo**
> Didnt that guy made xenoblade? That game didnt even had a deep storyline like the xenosaga games... (or even xenogears)

His philosophy with Xenoblade was quite different. Check out the interviews with him pre-release. But you can still tell it's a Takahashi game. There are many scenes in the game that scream his name, and show that he didn't quite have it all out of his system yet.

Eusis
Member
(06-17-2012, 10:28 PM)
Quote

#32

> Originally Posted by **Aeana**
> I actually had a pretty good time with Xenosaga 3. It was the first game in the series that had a serviceable battle system, and I think the story works the best of the three games. Aside from the hilarious censorship, I don't really have many bad memories of the game outside of the dungeon design.

Yeah, I may be kind of snarky here, but that's mainly because of how loaded a topic title that is. Putting that aside XS3 is the installment I'd consider best, and made me optimistic for Monolith Soft's future output after being disappointed with Baten Kaitos 1 and Xenosaga II.

> Originally Posted by **B.K.**
> What's your point? Monado isn't a Xeno game and doesn't deserve the name.

It is, however, a successor thematically. It's similar to System Shock and Bioshock really.

The Praiseworthy
Member
(06-17-2012, 10:28 PM)
Quote

#33

> Originally Posted by **Aeana**
> of confusion when Shion was on her knees trying to catch absolutely nothing in her hands.

The worse censored job EVER!

> Originally Posted by **Sebulon3k**
> Last fight with Tel-os with hepatica playing was one of the most enjoyable moments I had with my ps2, playing through all three games in succession was amazing

Xenosaga Episode III really had a memorable boss fights that I'll never forget <3

> Originally Posted by **Ganondorfo**
> The way you write so passionately about this game, this means that you are the biggest xenosaga fan out there, even more than the original director, damn.
>
> Really, mostly you hear people talk about videogames in a boring non passionate way, but the way your op reads its like, damn this is a love letter from the biggest fan to the creators.
>
> I am impressed.

You have no idea how much I love this trilogy... how effected I got by it's story and how moved I was by it.

> Originally Posted by **B.K.**

> That isn't really fair. Takahashi and Soraya Saga were forced out of the series. What the series became really wasn't their fault.

I wish we can get an epic focused story game by these two... it's not fair we didn't get to see their version of the story :(

Swag #34
Member
(06-17-2012, 10:30 PM)
Quote

> Originally Posted by **Eusis**
> And this is why I simply can't recommend playing through all three games, except maybe if you can find an Action Replay and decimate Episode 2.

First disc of episode 2 was tolerable, but by the time I got to the final area of disc 2 I was so frustrated that I just put in episode 3 and read in the encyclopedia what happened. Surprised OP didn't post the video of Albedo and Momo.

Arabian Mage #35
Member
(06-17-2012, 10:31 PM)
Quote

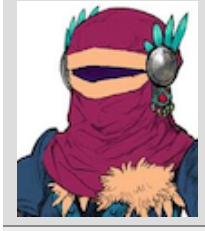
Man , so many religious references in that game.

BlueTsunami #36
there is joy in sucking dick
(06-17-2012, 10:32 PM)
Quote

> Originally Posted by **The Praiseworthy**
> I should have known that breaking my back for 3 hours writing this thread

That isn't exactly praiseworthy

ivysaur12 #37
a real-life Hollywood big shot
(06-17-2012, 10:33 PM)
Quote



> Originally Posted by **EmCeeGramr**
> The Greatest Story Since The Renaissance.™

You needed to get here quicker.

Eusis #38
Member
(06-17-2012, 10:33 PM)
Quote

> Originally Posted by **BlueTsunami**
> That isn't exactly praiseworthy

He didn't even get properly formatted screens, it's not a widescreen game!

The Praiseworthy #39
Member
(06-17-2012, 10:35 PM)
Quote

> Originally Posted by **Sebulon3k**
> First disc of episode 2 was tolerable, but by the time I got to the final area of disc 2 I was so

> frustrated that I just put in episode 3 and read in the encyclopedia what happened. Surprised OP didn't post the video of Albedo and Momo.

Because this thread is about Xenosaga Episode III..... but here is the video for those who want to see how A TRUE VILLAIN should be:

The Best VILLAIN scene EVEEEEEEEEER ~

Seda
the worst pokemon
(06-17-2012, 10:35 PM)
Quote

#40

I've always found the URTV plotline much more interesting and engaging than the Shion/Kevin/Kos-mos one.

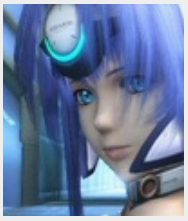
Boogiepop
Member
(06-17-2012, 10:35 PM)
Quote

#41

I enjoyed the games quite a bit at the time, but I'm not sure I would want to go back to them after having recently watched friend try to replay the first one not too long ago. It was just so slow, uneventful, and awkward.

III looks like it probably holds up the best, but I definitely recall it having real issues plot-wise as a result of being forced to cram in far more content to get the "complete" story out while not matching the originally planned number of games, IIRC. At the very least, having to read through what felt like a whole missing game's worth of backstory text that fell between the games at the start was awkward, and the way they just said "screw it" and had everyone's plots abruptly resolve out of nowhere at the end was kind of embarrassing. Now that I think about it, the fact that Episode I seems so slow kind of makes it worse that episode III feels so incredibly rushed.

Shahed
Member
(06-17-2012, 10:36 PM)
Quote



#42

Amazing game. The first game was quite good. The second was okay. The last was amazing and one of my favourite games of all time. I would go as far as to say that it has the best story I've ever experienced in a game.

By that I don't mean it doesn't have faults, or that it's the best written. I'm sure if you analyze it properly than it'll have holes and things that don't make sense. It's just nothing has ever affected me on an emotional level quite like this. It's powerful and gripping and I absolutley loved it.

KOS-MOS and Jin are two of ky favourite characters of all time in any medium. Especially the former

---

apana
Member
(06-17-2012, 10:37 PM)
Quote

#43

Kind of random but I would have loved to see Yamauchi's reaction when Iwata told him he bought MonolithSoft. Those are the people that made this game right?

CO_Andy
Member
(06-17-2012, 10:38 PM)
Quote

#44

I concur with the sentiments around here that Xeno 3 is actually quite outstanding. (that Drinky post was made before Xeno 3 btw)

Eusis
Member
(06-17-2012, 10:39 PM)
Quote

#45

> Originally Posted by **apana**
> Kind of random but I would have loved to see Yamauchi's reaction when Iwata told him he bought MonolithSoft. Those are the people that made this game right?

Correct.

> Originally Posted by **CO_Andy**
> I concur with the sentiments around here that Xeno 3 is actually quite outstanding. (that Drinky post was made before Xeno 3 btw)

Well, I do feel that there's a point in that, while not exactly literary masters or anything, I DO feel Gainax is stronger and more experienced in telling a story, at least when they don't run out of budget. But this and "read a book" are mainly relevant when stuff like this gets put on too high of a pedestal, it's practically begging to be toppled over.

Last edited by Eusis; 06-17-2012 at 10:42 PM.

B.K.
Member
(06-17-2012, 10:41 PM)
Quote

#46

> Originally Posted by **The Praiseworthy**
> I wish we can get an epic focused story game by these two... it's not fair we didn't get to see their version of the story :(

Square Enix should hire them back or contract out to Monolithsoft and let them do Xenogears Episode I or Episode V for the 15th anniversary of Xenogears next year.

CO_Andy
Member
(06-17-2012, 10:42 PM)
Quote

#47

> Originally Posted by **apana**
> Kind of random but I would have loved to see Yamauchi's reaction when Iwata told him he bought MonolithSoft. Those are the people that made this game right?

Nintendo has a history with scooping up Square splinter groups (Brownie Brown being the other)

MattKeil
BIGTIME TV MOGUL #2
(06-17-2012, 10:42 PM)
Quote

#48

> Originally Posted by **B.K.**
> What's your point? Monado isn't a Xeno game and doesn't deserve the name.

Being an excellent game does kind of break the "Xeno" trend rather definitively. I can see how it could become confusing. Most people seem to have been able to look past the title, though.

The Praiseworthy
Member
(06-17-2012, 10:42 PM)
Quote

#49

> Originally Posted by **B.K.**
> Square Enix should hire them back or contract out to Monolithsoft and let them do Xenogears Episode I or Episode V for the 15th anniversary of Xenogears next year.

That would be EVERYTHING I need from the world of gaming :(

Vinci
Danish
(06-17-2012, 10:46 PM)
Quote

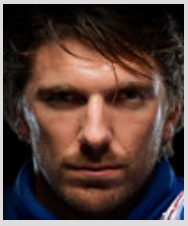
#50

The Praiseworthy - I do not agree with you about Xenosaga. I had a hard time even getting through the first game due to the rather extensive cutscenes - and, well, it did remind me a bit of Evangelion at times, which is a very difficult show for me to like.

That said, I absolutely respect your passion for the game and hope that you're able to find others who are similarly impassioned.

DarkChronic
Member
(06-17-2012, 10:46 PM)
Quote

#51



Played through all 3 games a few summers ago. Really enjoyed them.

Can hardly remember the story except for the ending, which was pretty sweet.

The Praiseworthy
Member
(06-17-2012, 10:48 PM)
Quote

#52

> Originally Posted by **Vinci**
> The Praiseworthy - I do not agree with you about Xenosaga. I had a hard time even getting through the first game due to the rather extensive cutscenes - and, well, it did remind me a bit of Evangelion at times, which is a very difficult show for me to like.
>
> That said, I absolutely respect your passion for the game and hope that you're able to find others who are similarly impassioned.

Thank you so much for this good post... :)

Jubern
Member
(06-17-2012, 10:49 PM)
Quote

#53

I have a very strange relationship with Xeno games.

I live in Europe, where Xenogears never came out, and when I finally managed to get my hands on a US import a few years after release, it didn't click and to this day I haven't finished the game. Then I played Xenosaga Episode I thanks to a friend to had bought it (import, once again) and finished it. A lot of it went over my head, but the fifteen year old in me thought it was awesome. Unfortunately, Episode II came along, and with it major disappointments despite a strong start (the opening scene was incredible). I dragged myself until the second disk where I decided I had it and had better games to play.

It should have ended here, like for a lot of people. Considering the treatment Europe was given with this series and the fact neither Gears nor Episode II clicked with me, I really had no reason to bother...

Yet for some reason, Episode III pre-release stuff got me incredibly hyped. Trailers, chara-designs (thank god they changed after II), learning that Kajiura was now alone on the soundtrack (Hosoe output for II was miserable, especially compared to hers), it all looked reeeeeeeally nice to the RPG nutcase in me. It climaxed when I managed to get my hands on the demo. Battle, music, cutscenes direction, it was all good.

I ordered the game right and experienced one of the most emotionally intense game in my life. It was that good to me.

I will totally echo the feeling of the OP when he says it looks like too few people played it. Unfortunately, it was logical after the mess Episode II was.

Last edited by Jubern; 06-17-2012 at 10:59 PM.

B.K.
Member
(06-17-2012, 10:49 PM)
Quote

#54

> Originally Posted by **MattKeil**
> Being an excellent game does kind of break the "Xeno" trend rather definitively.

There was nothing excellent about Monado though. Other than the Endless Frontier games, it's the worst game Monolithsoft has made and easily Takahashi's worst game.

Levyne
Member
(06-17-2012, 10:51 PM)
Quote

#55

I enjoyed these games. I've actually played through episode 2 more than 1 or 3

cosmicblizzard
Shounen Iconoclast
(06-17-2012, 10:52 PM)
Quote

#56

Wow, thread is relatively civil. I was expecting "lol, Xeno games have terrible stories, go read a book."

Anyway yeah, I didn't exactly get the same feeling as you did, Praiseworthy, but I had a swell time with the game nonetheless. I should replay the series.

The Praiseworthy
Member
(06-17-2012, 10:53 PM)
Quote

#57

> Originally Posted by **Jubern**
> I have a very strange relationship with Xeno games.
>
> I live in Europe, where Xenogears never came out, and when I finally managed to get my hands on a US import a few years after release, it didn't click and to this day I haven't finished the game. Then I played Xenosaga Episode I thanks to a friend to had bought it (import, once again) and finished it. A lot of it went over my head, but the fifteen year old in me thought it was awesome. Unfortunately, Episode II came along, and with it major disappointments despite a strong start (the opening scene was incredible). I dragged myself until the second disk where I decided I had it and had better games to play.
>
> It should have ended here, like for a lot of people. Considering the treatment Europe was given with this series and the fact neither Gears nor Episode II clicked with me, I really had no reason to bother...
>
> Yet for some reason, Episode III pre-release stuff got me incredibly hyped. Trailers, chara-designs (thank god they changed after II), learning that Kajiura was now alone on the soundtrack (Hosoe output for II was miserable, especially compared to hers), it all looked reeeeeeeally nice to the RPG nutcase in me. It climaxed when I managed to get my hands on the demo. Battle, music, cutscenes direction, it was all good.
>
> I ordered the game right and experienced one of the most emotionally game in my life. It was that good to me.
>
> I will totally echo the feeling of the OP when he says it looks like too few people played it. Unfortunately, it was logical after the mess Episode II was.

I'm so happy you didn't miss Episode III.... that would have been really unfortunate.

> Originally Posted by **cosmicblizzard**
> Wow, thread is relatively civil. I was expecting "lol, Xeno games have terrible stories, go read a book."

Yeah Thank GOD!!!

I hope it stays this way :)

B.K.
Member
(06-17-2012, 10:54 PM)
Quote

#58

I wish the fan translation for I&II was out. I really want to play the game in English. I managed to work my way through the Japanese version of it. I really liked all the rewrites Takahashi did for the Episode II part of the game and the battle system is the best in the series after Episode I.

Reveirg
Member
(06-17-2012, 10:54 PM)
Quote

#59

I'm glad to see Xenosaga getting some love around here. Especially for Kajiura's fantastic work.

Since then, I'd say only Xenoblade and NIER came close to Xenosaga's kind of unique storytelling. You should try them both if you haven't already. Unfortunately, most of this gen's JRPGs have been pretty poor story-wise...

VanillaCakeIsBurning
Member
(06-17-2012, 10:57 PM)
Quote

#60

One of the best games I've ever played to be honest.

Very emotional ride throughout, especially the ending.

I did like how the way they ended it kind of left it open to a sequel, based on chaos' last words.

Last time I played it I was on my second playthrough which I will probably finish some point during the year.

Jubern
Member
(06-17-2012, 11:01 PM)
Quote

#61

> Originally Posted by **B.K.**
> There was nothing excellent about Monado though. Other than the Endless Frontier games, it's the worst game Monolithsoft has made and easily Takahashi's worst game.

While I don't agree with MattKeil's trolling, saying Xenoblade is Monolithsoft worst game gotta be a joke. Come on, man. Unless you mean they only do masterpieces, which isn't really the case.

The Praiseworthy
Member
(06-17-2012, 11:03 PM)
Quote

#62

It's a heartwarming to find another gamers who share with me the love of Xenosaga and Yuki Kajiura.... because they are totally underrated and deserve every bit of love we can give them <3

Swag
Member
(06-17-2012, 11:04 PM)
Quote

#63

> Originally Posted by **Reveirg**
> I'm glad to see Xenosaga getting some love around here. Especially for Kajiura's fantastic work.

I honestly don't think that the game would've been the same without the kajiura soundtrack, especially it's uses during the different boss battles and cut scenes, one of very few soundtracks that I can listen to regularly this far after release. Was so hyped to read that she was handling the soundtrack solo, especially cause I had just heard her work in the .hack series.

> Originally Posted by **PoorFate**
> I did like how the way they ended it kind of left it open to a sequel, based on chaos' last words.

Was expecting something, but I honestly don't know what direction they'd take it considering how the events at the end of the third game shaped the universe, destruction of the UMN in particular, unless they use a new of characters in a different time setting.

Eusis #64
Member
(06-17-2012, 11:04 PM)
Quote

> Originally Posted by **cosmicblizzard**
> Wow, thread is relatively civil. I was expecting "lol, Xeno games have terrible stories, go read a book."

Admittedly that advice can be hollow if you don't pick a good example of what to read instead... so I may as well: Book of the New Sun. This is more directly relevant because after XSIII I felt I was done seriously pursuing story in a JRPG, and a few months later read this series as it intrigued me for being science fiction so far into the future the Sun's dying, civilization has largely (but not entirely) regressed, and the past is remembered loosely and inaccurately as mythology. It's hard to pinpoint any actual concrete similarities (the religious/metaphysical angle being big?), but I felt like this series scratched the itch I wanted out of Xenosaga III, and even made going back kind of hard judging by how I felt rewatching key scenes on Youtube. Then again watching cutscenes that way IS out of context and not when you're really into the game, so it's probably not the best way to gauge whether or not I can still stand it, and for awhile I was kind of sick of JRPGs.

Seda #65
the worst pokemon
(06-17-2012, 11:05 PM)
Quote

Guess I'll post my Xenosaga story.

I saw Episode 2 at Walmart one day and I bought it having heard about the series and being a sci-fi RPG. I had no idea it was a direct sequel.

I started it, loved the opening scene, and after that prologue chapter, soon enough I realized I had missed an entire game (oops).

Regardless I played through to the end. While it wasn't the best RPG I've played, I really liked the setting, as well as some of the major characters (Jr, Jin, and chaos specifically) and played through to the end. After playing through the game (Episode 2 was pretty short), I delved into wikipedia to learn more about the world, characters, and terms. At this point I actually kind of thought Jr. was the main character considering how much focus he gets in the game. All the Shion/Kevin/Kos-Mos stuff is really kind of pushed to the background in the second game.

I played through the game again, not having played episode 1 (I couldn't find it!), but with a much better understanding of who was who and what was going on. I enjoyed it a lot more the second time through, as I had really mastered the battle system and had a lot of fun with it. Because I that I think I hold Episode 2 in higher regard than most people, although I still consider it the weakest in the series.

Maybe a year or so later, I finally got a hold of the first episode. I kind of already knew what happened, but of course I wanted to actually play through it. The fact that the voices were different was weird because I was used to the episode 2 voices (backwards I know). It was a bit simpler than Episode 2, but a much more solid game overall, although a bit slow.

Before Episode 3 came out, I played through episode 2 for a third time.

And of course Episode 3 is easily the best of the bunch, although a lot of the Pied Piper and "missing year" stuff practically had to be researched to have any idea what was going on early. It did wrap up everything pretty nicely, although this game really solidified my disdain for Shion. Jr was a much better character. I really like the direction they ultimately took with the URTVs and Yuriev, as well as Margulis. As for the chaos/Mary stuff, I wasn't compelled by it but it was interesting enough.

B.K.

Member
(06-17-2012, 11:05 PM)
Quote

#66

I wish I had a PC good enough to run PCSX2. I don't know about Episode II, but I and III look great scaled up.

Yazuka
Member
(06-17-2012, 11:08 PM)
Quote

#67

> Originally Posted by **B.K.**
> I wish I had a PC good enough to run PCSX2. I don't know about Episode II, but I and III look great scaled up.

Damn! If only Namco Bandai could release an HD Collection like that. Then I would be a very happy man.

The Praiseworthy
Member
(06-17-2012, 11:11 PM)
Quote

#68

> Originally Posted by **Seda**
> Guess I'll post my Xenosaga story.

So sad you couldn't find Episode I anywhere... it's such a great game with MAAAAANY epic moments and scenes :(

> Originally Posted by **B.K.**
> I wish I had a PC good enough to run PCSX2. I don't know about Episode II, but I and III look great scaled up.

Till this day I love the way Episode I looks.... the flashy battle moves are my favorite in any RPG game.

I know NB won't even try to release the Trilogy in HD... but man I hope they do it, maybe the series can get a little more sales and love that it deserves :(

Seda
the worst pokemon
(06-17-2012, 11:12 PM)
Quote

#69

> Originally Posted by **The Praiseworthy**
> So sad you couldn't find Episode I anywhere... it's such a great game with MAAAAANY epic moments and scenes :(

I played it! 3rd to last paragraph.

Lafiel
と呼ぶがよい
(06-17-2012, 11:14 PM)
Quote

#70

What about Xenoblade? it's not as story-driven as xenosaga ep3 or xenogears. But it definitely has that emotional drive that appeals to me about Tetsuya Takashi storytelling.

Although I kind of feel like I'm outgrowing his dialogue writing.;p some of the dialogue in xenosaga is so cheesy, looking back at it from afar.

VanillaCakeIsBurning
Member
(06-17-2012, 11:16 PM)
Quote

#71

> Originally Posted by **Sebulon3k**
> Was expecting something, but I honestly don't know what direction they'd take it considering how the events at the end of the third game shaped the universe, destruction of the UMN in particular, unless they use a new of characters in a different time setting.

IIRC the reason they stopped at 3 instead of 6 was because of Square basically telling them to stop continuing the series due to similarities to Xenogears or something like that.

I took the ending as a "just in case" thing if they ended up getting the clear somehow for another game.

B.K.
Member
(06-17-2012, 11:18 PM)
Quote

#72

I wish Monolithsoft would have used the original script for Episode II instead of butchering it. It sounds like Takahashi and Saga would have wrapped up the first arc in Episode II if they had.

> * The first version of the script by Soraya and Takahashi was not religiously or politically sensitive. It had just harmless chapters like:
> o Ziggy's past history (as seen in The Pied Piper)
> o U.R.T.V.'s past history (as seen in the Episode II)
> o Shion's past history with Febronia (removed)
> o Jr's rapid growing (removed)
> o Both juvenile and grown-up Jr. available in the battle (removed)
> o The ghost of the old Miltia (removed)
> o The death of Sakura (removed)
> o Brief reunion with grown-up Citrine (removed)
> o Gaignun vs Zohar emulators (removed)
> o Jr.'s transformation/overdrive (removed)
> o Jr. & Albedo vs U-DO vs KOS-MOS 3rd armament (removed)
> o Shion's spiritual seeking/witnessing/awakening (removed)
> o The truth about KOS-MOS (removed)
> o Conversation between chaos and the red cloak man (removed)
> o Conversation between Nephilim and the boy with the blocks (removed)
> o An antimatter annihilation of Albedo (removed)

> Originally Posted by **PoorFate**
> IIRC the reason they stopped at 3 instead of 6 was because of Square basically telling them to stop continuing the series due to similarities to Xenogears or something like that.

No, it wasn't. Takahashi said back before Episode I came out that Monolithsoft was on good terms with Square. There's never been any official explanation of why they ended the series when they did.

The Praiseworthy
Member
(06-17-2012, 11:19 PM)
Quote

#73

WOW!

Just saw this video of Xenosaga Episode I on PCSX2 ,it's hard to believe that a game 10 years old could looks this good:

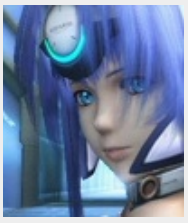
Xenosaga Episode I

Trilogy HD :(?

> Originally Posted by **Seda**
> I played it! 3rd to last paragraph.

Yay happy to hear that :D

Shahed
Member
(06-17-2012, 11:20 PM)
Quote



#74

> Originally Posted by **The Praiseworthy**
> So sad you couldn't find Episode I anywhere... it's such a great game with MAAAAANY epic moments and scenes :(
>
> Till this day I love the way Episode I looks.... the flashy battle moves are my favorite in any RPG game.
>
> **I know NB won't even try to release the Trilogy in HD**... but man I hope they do it, maybe the series can get a little more sales and love that it deserves :(

I would love that, but I know it won't happen :(

There are several HD Collections I would want. Final Fantasy, GTA, Kingdom Hearts, Tales etc. But more than any anything I would want a Xenosaga HD Trilogy.

Don't Nintendo own the rights now?

B.K.
Member
(06-17-2012, 11:21 PM)
Quote

#75

> Originally Posted by **Shahed1987**
> Don't Nintendo own the rights now?

No. Bandai Namco owns the Xenosaga IP.

The Praiseworthy
Member
(06-17-2012, 11:22 PM)
Quote

#76

> Originally Posted by **B.K.**
> I wish Monolithsoft would have used the original script for Episode II instead of butchering it. It sounds like Takahashi and Saga would have wrapped up the first arc in Episode II if they had.

We got to see some of this in Episode III... but it's a shame that they treated Saga the way they did.. I remember reading about her depression from taking her story away from her and messing it.

Lafiel

#77

と呼ぶがよい
(06-17-2012, 11:23 PM)
Quote

> IIRC the reason they stopped at 3 instead of 6 was because of Square basically telling them to stop continuing the series due to similarities to Xenogears or something like that.

Pretty sure it was due to poor sales; either that or the fact that nintendo bought monolith out.

Mxrz
Member
(06-17-2012, 11:25 PM)
Quote

#78

Woo. Share-time.

I was hyped for Episode I. I had expected Xenogears *in space,* and was then a little disappointed. But the game grew on me despite disliking *most* of the main cast quite a bit. The combat, maps, music and overall presentation were great. In some theoretical future where I have a lot of free time, I'd replay it.

Then I skipped 2 altogether. It just looked bad for reasons I can't entirely remember. Maybe it was the thought of the game being focused on the *really* annoying characters. III looked much better, but I wouldn't try it till a good while after its release. By the time I played, the plot, themes, and characters just seemed too convoluted. Like the writers were trying very hard to be "deep" moreso than actual make any sort of sense. It just started seeming more and more absurd, and I lost what little interest I still had.

Xenogears worked so well because it slowly built up the craziness. The setting had a good foundation, and the game showed it well. Xenosaga wasn't quite as smooth with that. At the end of the first game, I wasn't entirely sure what was going on any more, and I couldn't name any actual location in the game offhand. By the time I tried 3, everything just seemed completely off the rails. The series as a whole just *loved* talking over the players head, which is not only silly but annoying too.

B.K.
Member
(06-17-2012, 11:26 PM)
Quote

#79

> Originally Posted by **Mxrz**
> I was hyped for Episode I. I had expected Xenogears *in space,* and was then a little disappointed.

I think that's what most people expected. That's probably one of the reasons sales dropped so much after Episode I. A lot of people probably went into it expecting Xenogears Episode I.

Eusis
Member
(06-17-2012, 11:26 PM)
Quote

#80

> Originally Posted by **PoorFate**
> IIRC the reason they stopped at 3 instead of 6 was because of Square basically telling them to stop continuing the series due to similarities to Xenogears or something like that.

Besides what was already pointed out, if they wanted it stopped they would've been filing cease and desists along with lawsuits. As is this comes off as them working with Square specifically to not step on too many toes and to be in the clear, it ended up being sales and whatnot cutting it short.

Palette Swap
Member
(06-17-2012, 11:28 PM)
Quote

#81

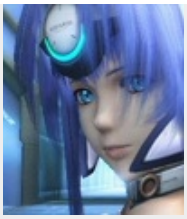
The game was by far the most enjoyable of the trilogy, on account of stuff actually happening. It's a very competent RPG with some great moments (I liked what they did with the shy dude, Allen?) but the crypto-Jesus stuff seemed really stupid to me.

Props to you for being so dedicated OP but as good as the game was, it wasn't exactly a JRPG milestone to me.

Shahed
Member
(06-17-2012, 11:28 PM)
Quote

#82

> Originally Posted by **B.K.**
> No. Bandai Namco owns the Xenosaga IP.



So I can still dream of an HD Collection for PS3 or PS4? Saying that even if Nintendo owned the IP I'd be perfectly happy with one for Wii U.

Please Namco I beg you. I'll buy three copies of each of your games! [redacted]

B.K.
Member
(06-17-2012, 11:31 PM)
Quote

#83

> Originally Posted by **Shahed1987**
> So I can still dream of an HD Collection for PS3 or PS4?

No. Bandai Namco has no interest in doing anything with the series, other than using KOS-MOS and T-elos as cameo characters in crossover games and as merchandise sellers.

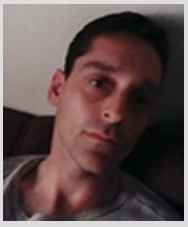
thefil
Member
(06-17-2012, 11:34 PM)
Quote

#84

Really glad this thread exists. Xenosaga was one of the formative games of my adolescence and I really agree that the combination of lot and music in the third game made for a very powerful experience. HD collection would be too lovely, it will never happen. I actually gave away my copies on GAF about a year ago; I was worried if I ever replayed it the distaste for melodrama I've developed as I got older would ruin my memories of the game. I hope whoever got the copies has put them to good use.

I remember playing the second game and wondering at the hate. I remember liking the battle system and especially the slower and more personal pacing of the story. In particular, the focus on the war experiences of all the -edos was pretty amazing to my 15 year old self. It was my favorite PS2 RPG series after Kingdom Hearts.

Dennis
Member
(06-17-2012, 11:35 PM)
Quote



#85

The Xenosaga series is one of those PS2 era RPG series that I wanted to play but never got the chance.

John Rabbit
Member
(06-17-2012, 11:36 PM)
Quote

#86

xenosaga episode I was the reason i finally stopped playing jrpgs.

Pinko Marx
Member
(06-17-2012, 11:37 PM)
Quote

#87

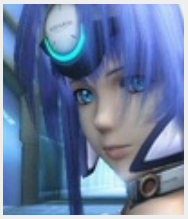
I loved the Xenosaga series, but I have to admit that its probably because I have such a hard on for Xenogears.
The 1st one was an...okay game I guess? I mean if you can trudge past the first like 2 hours of simply running around in a spaceship, with NO FUCKING SOUNDTRACK.
Then a couple hours later you get eaten by a gnosis and have to go thru one of the most annoying and long dungeons ever. Once again with no soundtrack.

But there are definitely plenty of cool moments.

Fuck Episode II, even tho I thought the battle systems was not bad.

Ep. 3 was amazing and makes trudging thru I & II ALMOST worth it. I mean, I know I'm glad I did.

Shahed
Member
(06-17-2012, 11:39 PM)
Quote



#88

> Originally Posted by **B.K.**
> No. Bandai Namco has no interest in doing anything with the series, other than using KOS-MOS and T-elos as cameo characters in crossover games and as merchandise sellers.

There's a reason I said dream...

B.K.
Member
(06-17-2012, 11:41 PM)
Quote

#89

> Originally Posted by **Shahed1987**
> There's a reason I said dream...

There's no point in dreaming about something that will never happen.

Lafiel
と呼ぶがよい
(06-17-2012, 11:44 PM)
Quote

#90

> Originally Posted by **B.K.**
> I think that's what most people expected. That's probably one of the reasons sales dropped so much after Episode I. A lot of people probably went into it expecting Xenogears Episode I.

Honestly wasn't XS1-3 basically Xenogears episode 1 anyway? I went into the series with that expectation and wasn't really disappointed with the result personally.

> Originally Posted by **B.K.**
> There's no point in dreaming about something that will never happen.

The nature of dreaming is the act of indulging in things that can't possibly ever happen :D

---

brandonh83
Captain of the Blockbuster Defense Force
(06-17-2012, 11:46 PM)
Quote

#91

I had no idea what was going on in the story but the last game was one of the best RPG experiences I've had. When I play games I don't take the stories seriously and I never look to them for good writing, but regardless I still find them enjoyable for the most part. I could count the game stories I find to be legitimately well written with like 3 fingers so I really don't care that most of them are horribly written. I acknowledge this and just go about enjoying them. Resident Evil has god awful writing and storytelling for example but they're still incredibly enjoyable and memorable.

Xenosaga 3's ending was just filled with memorable scene after memorable scene, it was just nuts. Again I had no idea what was going on but was glued to it. People were dying and the music was awesome and the great thing about Japanese plots is that everything feels super cathartic and poignant, lol

---

The Praiseworthy
Member
(06-17-2012, 11:46 PM)
Quote

#92

> Originally Posted by **B.K.**
> There's no point in dreaming about something that will never happen.

I'm hearing now the soundtrack of Episode III... man my heart is breaking because I know I won't get another experience like this ever again.

Thankfully NB was kind enough to give us JRPG fans a new dream to torturer us with, begging for Localized Tales game.

Still... Xenosaga Trilogy HD will top any dream I have for any HD collection :(

> Originally Posted by **brandonh83**
> I
> Xenosaga 3's ending was just filled with memorable scene after memorable scene, it was just nuts. Again I had no idea what was going on but was glued to it. People were dying and the music was awesome and the great thing about Japanese plots is that everything feels super

> cathartic and poignant, lol

The most emotional and perfect ending ever... in any media IMO.

Last edited by The Praiseworthy; 06-17-2012 at 11:49 PM.

Eusis
Member
(06-17-2012, 11:50 PM)
Quote

#93

Actually, I guess I should share more of my own experiences:

Xenogears: Hated the demo, got the full game anyway because of how people gushed about the story, loved it. Don't think I could go back now though.

Xenosaga 1: Got it out of hype for MORE XENO, enjoyed it but not as much as I hoped, and didn't really mind the gameplay TOO much.

Xenosaga 2: Wanted to see how the whole thing continued, although I was lukewarm on the changes... and after a smooth beginning came to hate it. Snapped out of the notion of playing JRPGs (or just bad games period) solely for story, it's not fucking worth it if I have to actively fight a game I'm not enjoying to SEE that story. This is where the whole read books thing becomes most valid: even if the stories are equal you don't need to fight with a book to get more, unless it's a matter of analyzing, in which case it becomes the same as playing a tough game for the challenge and thrill of it.

Xenosaga 3: Gave it another chance after positive word of mouth, particularly Bebpo's review. Wow, this is actually the most legitimately enjoyable entry! And the story quality's gone up! Though I felt like I was *done* with this, especially after reading Book of the New Sun a few months afterwards as I mentioned in my prior post.

Admittedly I don't think I've fully given up on the idea of playing a JRPG with story as a primary interest afterall, but it has to still have good enough gameplay. I enjoyed what Trails in the Sky had, so with that covered I really want to get SC and see how that continues. Monolith Soft though, after Xenoblade I'm way more intersted in seeing what they do gameplay-wise, ironically enough.

B.K.
Member
(06-17-2012, 11:50 PM)
Quote

#94

> Originally Posted by **Lafiel**
> Honestly wasn't XS1-3 basically Xenogears episode 1 anyway?

It was based on Xenogears Episode I, but it isn't Xenogears Episode I. It was basically a reboot of Xenogears. They used a lot of ideas and plot points from Xenogears Episode I for the first arc of Xenosaga. They used some of the character designs as a basis for Xenosaga too, such as this one that Soraya Saga posted on her site, which is assumed to be a character for Xenogears Episode I that eventually became Shion.

IrishNinja
My Contribution
(06-17-2012, 11:57 PM)
Quote

#95

great OP - i hate to rain on the parade, but i thought the biblical stuff was so overt this time around, it ended horribly. i have a hard time looking back on my time with the series as fondly as i did by the end of 1, particularly.

Eusis
Member
(06-18-2012, 12:01 AM)
Quote

#96

> Originally Posted by **IrishNinja**
> great OP - i hate to rain on the parade, but i thought the biblical stuff was so overt this time around, it ended horribly. i have a hard time looking back on my time with the series as fondly as i did by the end of 1, particularly.

Well, it's why doing literal Jesus stuff and not sticking with allegories is generally a story scenario where you simply can't win. You risk offending some of the more inflexible/deeply faithful people out there, and for everyone else it comes off as too banal. Either way most people aren't going to like it, at least in parts of the world where Christianity is/was a dominant religion.

B.K.
Member
(06-18-2012, 12:03 AM)
Quote

#97

> Originally Posted by **IrishNinja**
> great OP - i hate to rain on the parade, but i thought the biblical stuff was so overt this time around, it ended horribly. i have a hard time looking back on my time with the series as fondly as i did by the end of 1, particularly.

It could have been handled better, but all that stuff was planned from the beginning.

Chacranajxy
I paid good money for this Dynex!
(06-18-2012, 12:05 AM)
Quote

#98

I liked the first game, up until a point where it felt like the devs ran out of money and were just cobbling together random bullshit to pad the game out.

Xenosaga II was an abortion.

Xenosaga III... actually pretty awesome. The music was some amazing stuff, and the devs finally seemed to figure out the proper pacing. It's just a shame that it's weighed down by the first two games.

Though I was most emotional about the censorship. I still think Namco is a pack of idiots for editing it. It's not like the potential audience for this game is even gonna give a fuck about the rating.

Lafiel
と呼ぶがよい
(06-18-2012, 12:06 AM)
Quote

#99

> Originally Posted by **Eusis**
> Well, it's why doing literal Jesus stuff and not sticking with allegories is generally a story scenario where you simply can't win. You risk offending some of the more inflexible/deeply faithful people out there, and for everyone else it comes off as too banal. Either way most people aren't going to like it, at least in parts of the world where Christianity is/was a dominant religion.

Honestly I never got how Xenogears/Saga was suppose to be offensive to christianity or religion in general. I mean sure it's pretty critical of organized religion, but it's not really against the personal spiritual side of it, that and it pretty much acknowledges god's existence in both games oh and all the religiously-orientated characters are portrayed in a positive light.

Mxrz
Member
(06-18-2012, 12:08 AM)
Quote

#100

> Originally Posted by **Pinko Marx**
> Then a couple hours later you get eaten by a gnosis and have to go thru one of the most annoying and long dungeons ever. Once again with no soundtrack.

I still remember that long ass scene at the end. I think that is the point I realized the game was going off the deep end. I vaguely recall it was something like the guy's wife mistreated him because he became a vegetable (but got better?) or something, so he became a terrorist. Then he dies or whatnot and none of it means anything other than you just spent 4 hours watching/doing it.

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