Was Castlevania: Lament of Innocence for the PS2 a good game?

Posted by **TiggyTog (/profile/tiggytog/)** (205 posts) **9 months, 24 days ago**

Poll: Was Castlevania: Lament of Innocence for the PS2 a good game? (10 votes)

- Yes
- No

Cast your vote

I was watching AVGN's Castlevania marathon reviews, and remembered a game from my childhood, Castlevania: Lament of Innocence. I used to think this game was awesome, but I'm not sure how it holds up today.

For reference, here is Gamespot's review of it:

Now, I do think it's still a great game, and a great Castlevania game.

Furthermore, do you think its the best 3D Castlevania game? I found Lords of Shadow to be a shallow repetitive God of War rip-off, while this felt like a true sequel-prequel in the Castlevania franchise.

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#1 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355214553) Edited by **RSM-HQ (/profile/RSM-HQ/)** (6539 posts) - 9 months, 24 days ago

@tiggytog (/profile/tiggytog/) The sondtrack is amazing. However I would not call it a great game, or even a good CastleVania. But for what it is, it's not bad. Curse of Darkness is a little bit better but has similar bugs, technical issues, and underwhelming gameplay.

If you compare it to games of the same time (Devil May Cry and Ninja Gaiden) you will see it being a hollow 3D action game by comparison.

And if you want something a little slower paced? I personally recommend playing the Soul Reaver games over Lament of Innocence and Curse, if you just want that dark fantasy action game-feel.

But compared to Legacy of Darkness (CV64) it's a playable game, you just have to overlook a lot of problems.

It's a lot like the Splatterhouse reboot. It's a sloppy transition to 3D that keeps its soul but not its core.

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#2 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355214835) Posted by **Baron_Machina (/profile/baron_machina/)** (236 posts) - 9 months, 23 days ago

Overall, I'd say it's a good game. It's got good atmopshere and the soundtrack is really impressive. The gameplay for the most part keeps close to the other metroidvania Castlevanias, although it controls a bit stiffer. That, and some of the boss fights I found really cool. I wouldn't call it great or a standard for all Castlevanias, but I do think it's a good game. I also think it's the best 3D Castlevania, but that's not really a high bar...

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#3 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355214881) Posted by **Black_Knight_00 (/profile/Black_Knight_00/)** (21119 posts) - 9 months, 23 days ago

I've only played Curse of Darkness, but i'm told they're very similar. It's a good game, if a bit grindy.

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#4 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355214943) Posted by **TiggyTog (/profile/tiggytog/)** (205 posts) - 9 months, 23 days ago

@RSM-HQ (/profile/RSM-HQ/): I feel like it's better then Curse of Darkness, both nailed the atmosphere perfectly, but I feel like Lament has a better story and more traditional gameplay, while Curse of Darkness went more with a fast-paced feel.

I feel, taking the story, gameplay, and soundtrack at its core, you could call it a decent Castlevania game.

I love Devil May Cry, but sometimes I just felt like popping this one in for its great boss fights, some of the best 3D Castlevania boss fights, or boss fights in the series in general.

I feel like some of them are very creative and challenging.

But when it comes down to it, it all comes down to preference, and you just prefer Curse of Darkness better, which is okay, because they're both good games.

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#5 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355215669) Posted by **TiggyTog (/profile/tiggytog/)** (205 posts) - 9 months, 24 days ago

@Black_Knight_00 (/profile/Black_Knight_00/): If you're into the Castlevania story, you should check out Lament of Innocence, it's available on the playstation store, and afaik, it's cheap for the PS2 if bought online.

It is one of the most, if not the most integral story in any Castlevania ever. There are Castlevania stories that are better, but this one is probably the most important piece of story in the franchise.

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#6 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355215701) Posted by Black_Knight_00 (/profile/Black_Knight_00/) (21119 posts) - 9 months, 24 days ago

> @tiggytog (/profile/tiggytog/) said:
>
> **@Black_Knight_00 (/profile/Black_Knight_00/)**: If you're into the Castlevania story, you should check out Lament of Innocence, it's available on the playstation store, and afaik, it's cheap for the PS2 if bought online.
>
> It is one of the most, if not the most integral story in any Castlevania ever. There are Castlevania stories that are better, but this one is probably the most important piece of story in the franchise.

Cool, i mitght track down a copy. i was planning on playing it eventually anyway.

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#7 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355215717) Edited by SOedipus (/profile/SOedipus/) (10804 posts) - 9 months, 24 days ago

Yeah it was awesome. I have fond memories of that game. I put more hours into Curse of Darkness but that was because of the grinding. I think that Lament of Innocence was a better game overall.

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#8 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355215782) Edited by TiggyTog (/profile/tiggytog/) (205 posts) - 9 months, 24 days ago

@SOedipus (/profile/SOedipus/): Have to agree, it felt more like Castlevania then any other 3D game in the series, and that soundtrack...:

Thats just Castlevania incarnate, one of the best tracks in the entire series.

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#9 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355215792) Posted by TiggyTog (/profile/tiggytog/) (205 posts) - 9 months, 24 days ago

Also, a metacritic score of 79% can't be denied. For reference, thats above the best Dragon Ball Z fighting games ever made, Budokai Tenkaichi 3, and Budokai 3.

I know that may not mean much to some, but those games are legendary fighting games in the FGC for DBZ fans, and even to some who aren't DBZ fans.

I also know it's not a fair comparison, but I was only bringing up it had higher scores, not to compare them as games as a whole.

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#10 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355215957) Edited by Archangel3371 (/profile/Archangel3371/) (24187 posts) - 9 months, 24 days ago

For me a good game is something that I would rate between 7 and 8 so in that regard I would say that Lament of Innocence is a good game.

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#11 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355216172) Edited by RSM-HQ (/profile/RSM-HQ/) (6539 posts) - 9 months, 24 days ago

@tiggytog (/profile/tiggytog/) said:

Despite my lukewarm comment on Lament above I do adore the soundtrack.

As for the Dragon Ball game scores, understandable. Personally don't think that franchise has had a good/ great game just yet from a gameplay perspective. They're just filled with series references fans enjoy. . However that's a whole other debate :)

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#12 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355216180) Posted by Starshine_M2A2 (/profile/Starshine_M2A2/) (5121 posts) - 9 months, 24 days ago

> @RSM-HQ (/profile/RSM-HQ/) said:
>
> Personally don't think that franchise has had a good/ great game just yet from a gameplay perspective. They're just filled with series references fans enjoy. .However that's a whole other debate :)

Then post it in a separate topic and stop trying to downplay this thread with your trolling and banter!

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#13 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355216191) Edited by **RSM-HQ (/profile/RSM-HQ/)** (6539 posts) - 9 months, 24 days ago

@Starshine_M2A2 (/profile/Starshine_M2A2/): The topic was already brought up by OP, I just added a sentence or two towards the sub-topic

> *Also, a metacritic score of 79% can't be denied. For reference, thats above the best Dragon Ball Z fighting games ever made, Budokai Tenkaichi 3, and Budokai 3*

I would recommend reading but you're just an angry soul that's taking it out on me in the GD Forums. You should be ashamed of yourself frankly.

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#14 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355216193) Posted by **Starshine_M2A2 (/profile/Starshine_M2A2/)** (5121 posts) - 9 months, 24 days ago

@RSM-HQ (/profile/RSM-HQ/): So you admit to downplaying a thread with your banter! You are a disgrace!

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#15 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355216215) Edited by **RSM-HQ (/profile/RSM-HQ/)** (6539 posts) - 9 months, 24 days ago

@Starshine_M2A2 (/profile/Starshine_M2A2/): Have you any experience with Lament-of-Innocence_

I'd love to read what you think of the Death fight, did you use the Invincibility Jar for the battle?

Or are you just insulting me further/ regardless I'm heading to sleep. Night,

*and sorry to OP for this argument leaking on your thread. It was not my intent.

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#16 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355216220) Edited by **Starshine_M2A2 (/profile/Starshine_M2A2/)** (5121 posts) - 9 months, 24 days ago

@RSM-HQ (/profile/RSM-HQ/): Well, personally I believe Lament of Innocence to be an insightful commentary post-modernism's struggle with established political traditions. However, I'm still not sure if I agree with the developers left wing politics regarding the new wave movement in northern Europe.

The death fight was clearly channelling Alan Watts theories about religion being a cultural personality but I think that is also a contradiction as it was he himself who said that culture can never be selfish for unselfish reasons.

I didn't agree with some theorists who have claimed the Invincibility Jar is a metaphor for Freud's so-called mirror effect, however.

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#17 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355216478) Posted by TiggyTog (/profile/tiggytog/) (205 posts) - 9 months, 24 days ago

@Archangel3371 (/profile/Archangel3371/): I feel like an average game is a 5, above average is a 6, and 7 (or above) is good.

If we round it out, the game is a solid 8 out of 10 from critics, with a great user score, to boot.

It also has nearly a 10% increase from Curse of Darkness.

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#18 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355216698) Posted by Archangel3371 (/profile/Archangel3371/) (24187 posts) - 9 months, 24 days ago

@tiggytog (/profile/tiggytog/): I go with how GameSpot rates them which is:

5 = mediocre

6 = fair

7 = good

8 = great

9 = superb

I did play Curse of Darkness but I don't think that I ever finished, can't really recall how I felt about that one.

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#19 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355217270) Posted by SOedipus (/profile/SOedipus/) (10804 posts) - 9 months, 23 days ago

@tiggytog (/profile/tiggytog/): Yeah, the soundtrack is superb.

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#20 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355217335) Posted by Eikichi-Onizuka (/profile/Eikichi-Onizuka/) (9105 posts) - 9 months, 23 days ago

I wish there was some more level and enemy variety but the game was pretty good. It's definitely better than Lords of Shadow imo. I rented Curse of Darkness back in the day but remember it well enough to compare, wish it would get released on PSN as well.

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#21 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355217954) Posted by TiggyTog (/profile/tiggytog/) (205 posts) - 9 months, 23 days ago

@Eikichi-Onizuka (/profile/Eikichi-Onizuka/): Yeah, it was good enough to compare for me...

But thats about it, I think Curse of Darkness is Symphony of the Night, while Lament of Innocence is classic Castlevania 1-3.

They're both good in their own ways, but Lament of Innocence did get nearly 10% above Curse of Darkness, although, scores are subjective.

I just prefer the Belmont's and their whip a lot more then the Alucard style.

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#22 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355217957) Posted by TiggyTog (/profile/tiggytog/) (205 posts) - 9 months, 23 days ago

@Archangel3371 (/profile/Archangel3371/): By that logic, then, not only is Lament of Innocence a good game, but a great game, since its basically am 80%.

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#23 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355218121) Edited by Archangel3371 (/profile/Archangel3371/) (24187 posts) - 9 months, 23 days ago

@tiggytog (/profile/tiggytog/): No. Firstly 'basically' being an 8 isn't an 8 so how I rate things it's still rated as good. Secondly you asked an opinion question and my opinion is that I think it is a good game because I would give it somewhere between a 7 and an 8, well technically up to 7.99.

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#24 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355218154) Posted by Valkeerie (/profile/Valkeerie/) (212 posts) - 9 months, 23 days ago

I liked the N64 Castlevania entries better. I thought that they embodied the classic games in 3D, but I'm not sure about the PS2 ones, whether or not they resembled Symphony of the Night. I only knew that the camera didn't move like Devil May Cry, thinking that it wasn't appropriate for the levels, but the atmosphere was spot on. You may want to give these games a try with the mindset of a guilty pleasure.

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#25 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355219136) Posted by TiggyTog (/profile/tiggytog/) (205 posts) - 9 months, 22 days ago

@Valkeerie (/profile/Valkeerie/): I'm not trying to be rude and disgrace your love for those games, but they might (subjectively) be the worst Castlevania's ever made.

Castlevania 64, oh jesus, it was so slow and clunky, and the movements, the enemy types, attacking, everything felt like a King's Field game done totally wrong. It did not feel like Castlevania at all, nothing was fun or truly recognizable to the series.

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#26 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355219379) Posted by SOedipus (/profile/SOedipus/) (10804 posts) - 9 months, 22 days ago

Yes, the N64 games were horrible.

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#27 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355219840) Posted by Valkeerie (/profile/Valkeerie/) (212 posts) - 9 months, 22 days ago

Let me remind you that I was refering to CV 1, 2 and 3 on the NES when I said classic games, because most people would know Symphony of the Night and its derivatives, when the N64 titles were closer to the action platformer ones, in spite of them being released in the same generation. They were not horrible, but the target platform wasn't the best, and the PS2 didn't improve upon them. Curse of Darkness and Lament of Innocence may have been closer to SotN, hence the appreciation of these two in detriment of the N64 ones, but the atmosphere was the only thing right about them.

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#28 (/forums/games-discussion-1000000/was-castlevania-lament-of-innocence-for-the-ps2-a--33400401/?page=1#js-message-355220799) Posted by TiggyTog (/profile/tiggytog/) (205 posts) - 9 months, 21 days ago

@Valkeerie (/profile/Valkeerie/): Everything in the PS2 games were better then the N64 games, in terms of combat, platforming, just, the mechanics were beyond next level COMPARED to those games.

The PS2 games are considered fun by most of us.

I personally prefer the classics, which is probably why I liked Lament of Innocence more then Curse of Darkness. The game is dripping with the essence of Castlevania, the attacks are fun, the sub-weapons make the combat varied in cool. It feels like Castlevania 1 and 3 in 3D.

But thats just my opinion, you're welcomed to yours.

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Father And Son Take Same Photo For 25 Years! Don't Cry When You See The Last One!
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