
White Knight Chronicles 2 Servers Back Up __FULL__

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as a fully remastered release of white knight chronicles white knight chronicles 2 is in many ways just as faithful an adaptation to its predecessor as white knight chronicles ancient guardians is to the original. the game is to this day one of the best looking games on the ps4 and xbox one with beautiful art direction, crisp graphics, and the dark fantasy setting looks really good. the game also features the same kind of combat that you saw in the original and while it isnt quite as fluid or as fast as white knight chronicles or ancient guardians, the changes it makes to the system are mostly for the better. while you still have to plan out your attacks beforehand, you can combo attacks together to gain added bonuses, and some enemies will also have special attacks that can be used to give you a powerful attack, boost your shield, or even hurt multiple enemies at once. the improvements in combat are also evident in the game with more intuitive controls, more enemy variety, and more interesting battle mechanics. when white knight chronicles finally released in the us it wasnt like it was a big bomb. rather, it was more of an okay game, which is a sad thing to say about a game that carried so much weight in japan. the truth is though, its a pretty sad thing to say about japan studio as a whole as well. its not like sony has never had a hit in japan before. the psp and ps3 were hits in japan. even the ps4 had a number of hits like the gravity rush games and the siren games. but its usually a lot harder for a game from japan to go from release to release and have a huge following there, especially since the core of the gamer market there is made up of people who are used to japanese games having a short life span of just a few years before they get canned. japan studio has been trying to change that with the psp/ps3, but it hasnt been working out as planned. its only recently that they have been releasing games on the ps4. for instance, the ratchet & clank games that were released for the ps4 were on an 8-year gap between games. the god of war franchise had a 5 year gap and the scej studio games that were released on the psp/ps3 had a 5 year gap as well. in japan, the average life of a game these days is around 2-3 years. no one is really doing anything different at this point. so what is japan studio doing to try and change this? well, its doing a bunch of different things, but none of them seem to really amount to much. one is that they are focusing on lesser-known franchises, some of which are quite nice. another is that they are experimenting with completely new game types that have very little traction. and yet another is that japan studio is trying to do everything at once, with little to no success. for instance, they are trying to release games on the ps3 that are different to games that they release on the psp and ps vita. they are even experimenting with a completely new controller, which is a mistake because the controller needs to be a very strong point of identity to really sell a game. japan studio is doing it all wrong, which is why its taking so long for them to actually get back to anything that matters. but hey, at least theyre trying.

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while the white knight chronicles story wasn't a bad one, you could consider it a side story to the gameplay of its sequel. that story ended up being one of the biggest positives of white knight chronicles 2 since the main attraction of the game was its combat (as it was in white knight chronicles) and this story helped put a bit of a fresh coat of paint on this repetitive combat and made it a bit more believable as it wasn't just another light and fluffy tales-like epic adventure with nothing to it except flashy battle scenes. the music was mostly its own. the first game had no real music apart from the main menu theme and that was it. i wasn't all too excited for white knight chronicles 2 music since i just don't care for japanese music and especially the types of music they were going for. i was surprised to find the music wasn't half as bad as i thought it would be. if anything i think they were on the weaker end of the spectrum due to what they wanted to do and ended up being something that was a bit below the level of white knight chronicles as a whole. the music is not bad per se but it isn't particularly good or unique either. of course i am a relatively big fan of some songs from the japanese soundtrack so that made it hard for me to put down. in the end, i would say white knight chronicles 2 was a bit of a miss for me. the amount of customization and the online integration for the multiplayer characters and quests and such were rather minimal and just did not add enough to make the experience worthwhile. 5ec8ef588b

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