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About This Game

Peace is but a memory.

In the wake of the Noble Faction's occupation of Heimdallr, civil war has broken out across Erebonia. The provincial armies, loyal to the aristocracy and the Four Great Houses, have claimed many of the nation's great cities in the name of the Noble Alliance. The Imperial Army, called back from the four corners of the Empire, has only just begun its sweeping counterattack.

After Rean managed to escape Trista with Celine and Valimar, he awakens in the mountains near his hometown uncertain what fate befell his friends, who bravely threw themselves in harm's way to buy him time to flee.

Though the road will not be an easy one, Rean decides to take up his sword again, journeying across Erebonia with his Divine Knight, Valimar, in search of his friends from Class VII and a way to end the conflict before its price becomes far too dear...

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Taking place on the same continent as the fan favorite Trails in the Sky offshoot of Nihon Falcom's storied The Legend of Heroes franchise, Trails of Cold Steel II (Sen no Kiseki II in Japanese) is a direct sequel to Trails of Cold Steel, picking up one month after the decisive collision that changed the fate of the entire nation of Erebonia. The speedy, tactical turn-based combat with the newly-developed "ARCUS" system returns with all the bells and whistles together with the new Overdrive mode, new means of transportation both across the land and sky, new allies, new dangers, and a renewed sense of hope as Rean tirelessly works to right the wrongs that have led the country to disarray.

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## KEY FEATURES

- *A Direct Sequel that Remembers the Past*  
Clear data from Trails of Cold Steel carries over into Trails of Cold Steel II, granting players bonuses, and most importantly, remembering the many relationships cultivated during time spent at Thors Military Academy, allowing for more personalized conversations throughout the story.
- *Take to the Land and Sky in New Modes of Transportation*  
Fast travel isn't just for Trista anymore; a personalized airship now allows players to swiftly choose and descend upon both familiar and foreign destinations alike—and on land, horseback riding not only returns, but players can now customize and utilize Angelica's orbal bike for fast transportation across the map.
- *The Link System Returns with a new Overdrive Mode*  
Bonding with allies continues to pay off with the Combat Link System, netting a variety of combat benefits including healing, guarding, and more, and the new Overdrive mode allows linked characters to attack up to three turns in a row for new strategic battle options.
- *Experience the Game as Never Before*  
50% more lines of English voice-overs have been added to the PC release, bringing a fresh experience to even those who have played it before on console. New features for this release include ultrawide aspect ratio support, turbo mode, and an instant resume feature that allows players to launch directly from Steam to their most recent save.

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Title: The Legend of Heroes: Trails of Cold Steel II

Genre: RPG

Developer:

Nihon Falcom

Publisher:

XSEED Games, Marvelous USA, Inc.

Franchise:

Trails in the Sky

Release Date: 14 Feb, 2018

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**Minimum:**

**OS:** Windows 7 or later; 64 bit OS required

**Processor:** Intel Atom x7-Z8700 2.4 GHz

**Memory:** 4 GB RAM

**Graphics:** Shader Model 5 (GeForce 400 / Radeon HD 5000 / Intel post-2012 series)

**DirectX:** Version 11

**Storage:** 19 GB available space

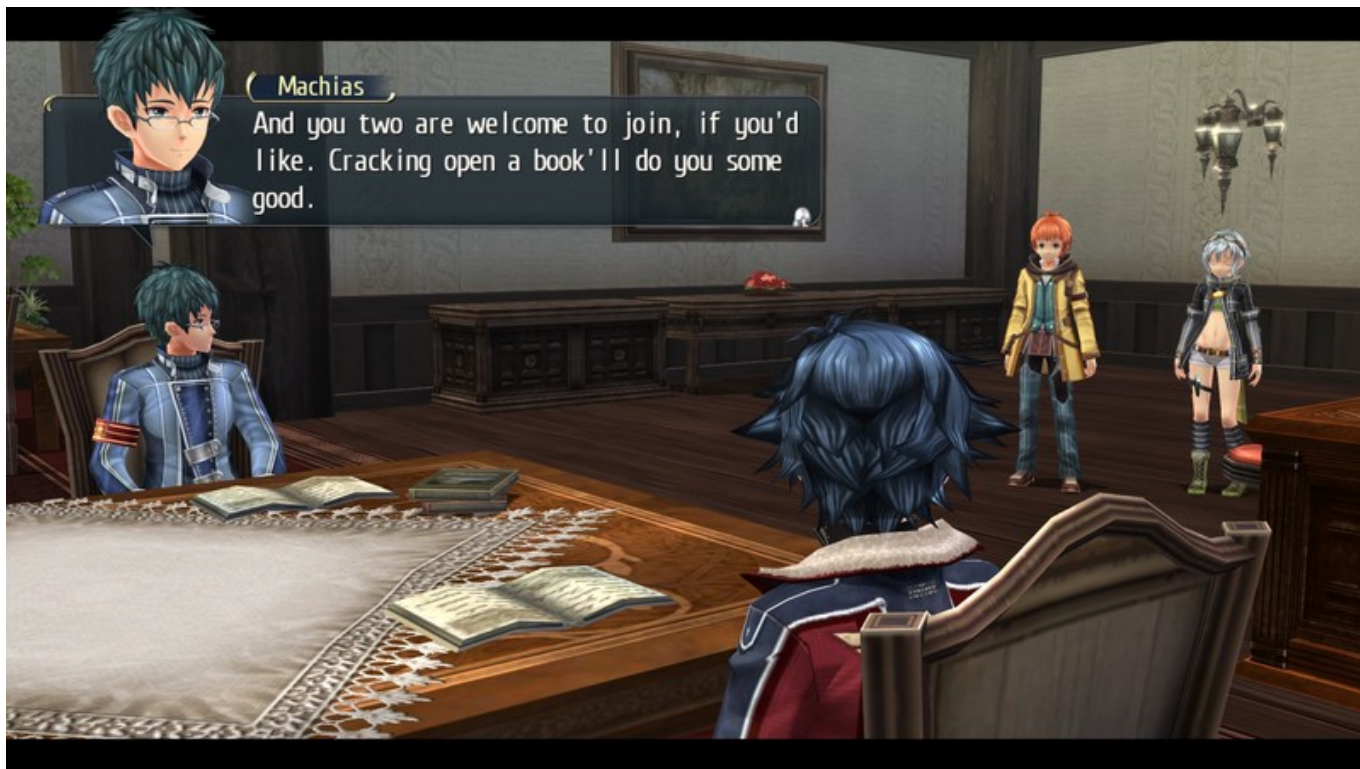
**Additional Notes:** 1280x720 / 30 FPS with portable settings

English,Japanese









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Before I continue, yes, I'm a Trails in the Sky fan. Yes, I'm not impressed by the huge shift towards anime plot that might have been a thing in the series since the start but the Super Saiyan and the Giant Robots and the tsunderes and the characters that follow a very specific trope get really old. I could play drinking games about what McBurn or Gaius or maybe even Duvalie will say next all day long. Pater-Mater was definitely a gimmick sure but see that was a one time thing and fit the surreal/horrifying nature of Renee partly through juxtaposing it alongside her.

TLDR: Just watch anime, if you came here expecting Trails in the Sky - esque characterization.

Long Review:

This player was heartbroken.

It took me a while to get the motivation to replay this game, and I just had to uninstall it after making sure my last team could just plow through the final dungeon.

Trails in the Sky First and Second Chapters were, for me, the greatest JRPG ever made. While they might not be so original gameplay wise (although I'm not familiar with an S-Craft equivalent that consistently ignores turn order), they featured amazing worldbuilding and characterization. Yes, some reviewers have said it's childish. Maybe it's childish to expect the good guys to achieve some objectives. But while on the one hand the forces of evil achieved their strategic objectives in Trails of the Sky Second Chapter, on the other what the hell is Rean thinking in this one?

I won't elaborate on that question. No spoilers here. But Trails in the Sky First and Second Chapters felt like a novel masquerading as a video game. The story wasn't the best, hardly, but it had a consistent theme. Cold Steel 2 specifically feels all over the place. And while, yes, following pros:

The Music is excellent as usual. I loved that about the Third of Sky as well even though characterization was obliterated in favor of better gameplay.

The Cooking system is dramatically improved (from Sky), mostly. Estelle figuring out how to make a dish by eating it might become an old joke for some, but it's still her perk/quirk. This time, though, different characters can make different food depending on their skill, with multiple characters making unique dishes.

The Fishing system feels a lot more arcadey, and gets easier/more forgiving as your rod levels up. I thought it was rather cool. Frankly though I neglected fishing in Trails of Cold Steel 1 so maybe it's just a continuation. Trails in the Sky's fishing felt different, and that's ok.

Games should change. This review isn't about change, it's about downgrading what made you unique.

Trails of Cold Steel 1 was a promising new entry. New cast, new place, a consistent theme. Trails of Cold Steel 2 throws all that out the window for an M Night Shyamalan or, more contemporary, Rian Johnson esque twist.

And before I continue, I love Laura, Fie, Elise, Alfin, Clare, and Sara. Good characters. Bad game for them. Some of the secondary NPCs like Monica show a hint of something resembling a character.

What made the Trails series stand out before this one released to the West, for me, was how so much effort was put into the characterization of the people in the story. Every single NPC felt like a real person with their own lives and things to do. Trails of Cold Steel 1 tried that. Trails of Cold Steel 2 falls flat on its face in that regard. Too many predictable lines, too many moments of meh or bad dialogue. One too many.

I guess after you trash what makes your series unique like what The Third of Sky did, I guess you'd gradually degrade into this.

I write this with a heavy heart and with no joy. I hope that others can see this and avoid making the same mistake. Another reviewer actually mentioned this too: people promised the plot would get better. It won't. Rest in Peace.

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Even if Calvard arc shows up I'll be really on the fence. Though hey, fingers crossed for Crossbell arc? The tiny bit with Lloyd in this game mostly involved him listing names from his game, but hey at least Rixia was portrayed ok. Continues a month after the end of the previous game. Starts you at level 40 with combat links already leveled up around the max level of the previous game, you will still have your combat abilities and will improve them or gain more so it's not a sequel that starts you off barely able to do anything again. A likable and large character cast has you choose six-seven members that leads to different dialogue or character interactions throughout the game, unlike the first where you typically were given set characters in each chapter. Main and supporting characters that you continue to learn more about and interact with from the first game and starting to have more of a focus on the wider world and characters from previous Legend of Heroes games. The battle system is still enjoyable with them making magic abilities much more useful this time around, giving better character balance and more options. Never requires grinding, and even without it, I think I hit the highest ending level I ever have in a JRPG with my character being around 140. Still has a very good soundtrack, though a lot is taken from the first game. Still love Fie, Sara, and the fast forward button that can be used to speed up battles and to move around the world much faster.

Still a terrible battle initiation system and overly hidden side activities and items. With this game being set around a civil war the extremely small towns give little to the imagination causing the war to feel insignificant, even more so when an event with the greatest damage to a town and meaning to characters killed a total of one person and somehow missed anything building of value in the town of about 12 buildings. They have taken Gaius being the more confident straight man of the group to a really boring extreme, to the point where his last three bonding events are basically just repeats of him voicing his dedication to protecting both his homelands and telling you how much he respects you and have taken the overly nonlethal methods of JRPG characters to the extreme as somehow you avoid killing people even as you cut through mechanized vehicles and plans with a giant robot and at one point repeatedly smash through soldiers armor while bashing them with your weapon while under the effects of your out of control super saiyan rage mode while still managing not to kill anyone.. I absolutely adore this series. Couldn't wait for the PS4 port so I had to jump in on this as soon as I finished Cold Steel 1.. Not finishing this before Cold Steel III comes out





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