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## The last remnant remastered gameplay changes

The latest RemnantXbox 360 version of the game cover depicting Rush SykesDeveloper (s)Square EnixPublisher (s) Area EnixDirector (s) Hiroshi TakaiProducer (s)Nobuyuki UedaArtist (s) Yusuke NaoraWriter (s)Masato Yagi 1-Miva Shoda 2'Achitoshi Kawazu (s)Tsuyoshi SekitoYusuhiro YamanakaEngoengering Engine 3 (Xbox 360, Microsoft Windows)Unreal Engine 4 (PlayStation 4) , 2009NA: March 24, 2009JP: April 9, 2009PlayStation 4WW: December 6, 2018Ninten switchWW: June 10, 2019OS: AndroidWW: December 12, 2019Genre (s)Adventure, role-playing gameMode (s)Single-player The Last Remnant (ト レムナト, Rasuto Remunanto) is a role-playing video game developed and published by Square Enix. It was released worldwide for the Xbox 360 in November 2008 and for Microsoft Windows in March 2009. The PlayStation 3 version has been cancelled. The remastered version was released on PlayStation 4 in December 2018 and for Nintendo Switch in June 2019. The game follows a teenage warrior on a quest to end the war, in a fictional world divided into several city-states and inhabited by four different species. Their past includes conflict over remnants, magical artifacts of various forms. The game has a unique combat system in which the player commands several groups, or unions of characters, rather than individual units. The Last Remnant is the first Square Enix game to use Unreal Engine. It was conceived by Square Enix President Yoichi Wada to become a cornerstone for global strategy. The soundtrack for the game was released as a three-disc album composed by Tsuyoshi Sekito and Yasuhiro Yamanaka. The design and dialogue of the game were created to appeal to players around the world, and capture the movement for each character with an English-language dialogue. The game received a weak reception, although it was perceived by Japanese reviewers more positively than others. A common complaint, especially for the Xbox 360, was graphical problems including low frame frequencies and pop's texture, where higher-resolution textures suddenly replaced the bottom seconds after the scene started. Other issues included complaints about the game's plot and combat system, although they were not so universal. The game received praise for artistic direction and music. The gameplay battle screen, showing the moral bar at the top, a compass showing the relative positions for each group, the status of the current battle alliance, and the order in which each unit in the two combat alliances will take its turn, the game is divided between the world area, the battlefield area and the map of the world. The player controls Rush Sykes, the main character, and moves him around the world screen in the area, with the camera floating behind and just above him. On the world screen, the player can talk to anyone, enter buildings and other areas or get on the map The map screen allows you to instantly travel between different cities and districts, or between different areas within the city limits. On the battle screen, the game has a three-dimensional area as the world screen with a setting resembles the place where each character and enemy appear. Instead of random encounters, players enter into a divided battle when they touch the enemy on the world's home screen. The player can decide to fight multiple enemies at once by activating a time shift system in which time slows down and they can run up to multiple enemies before the battle. The game has a combat system labeled by Hiroshi Takai as in turn, a command system using symbolic meetings. During the battle, each enemy from the world screen is represented by a group, or union, enemies from one to five separate units; similarly, the player's forces consist of several alliances of three to five units each. The skills of units in player unions, which include both story characters and hired units that do not appear outside the fight, vary according to different parameters. One such parameter is the moral spirit bar, which depends on the events in combat and can have positive or negative consequences for the fighting forces. Each unit can also study different attacks that fall into categories such as blade attacks and healing magic. At the beginning of each turn, the player selects from a group of options what types of attacks each alliance will perform; the player cannot select an individual attack of each unit. Special attacks require action points that constantly accumulate during each battle. The player chooses at the beginning of each turn which enemy alliance will attack each of their alliances. As the enemy makes their choices at the same time, it is possible for the trade union to be deactivated, or forced to fight a different union than the player or opponent chose. When multiple alliances are stalle by the same enemy, some of the alliances can flank the enemy or attack from the rear for additional damage. In addition to battles, the player can take on a number of quests. As the enemy makes their choices at the same time, it is possible for the trade union to be deactivated, or forced to fight a different union than the player or opponent chose. When multiple alliances are stalled by the same enemy, some of the alliances can flank the enemy or attack from the rear for additional damage. In addition to battles, the player can take on a number of quests. Many of them take the player to the area immediately after taking and return them after completion, while guild quests do not require acceptance and can be included by the player whenever the achievements listed in the quest are completed. Units can equip any weapon and item. Rush's equipment can be upgraded to x many different options, while other units request materials that can be purchased in stores purchased in combat or found in areas using a creature called Mr. Diggs. It can upgrade abilities to find types of materials. The setting of the plot and characters The game takes place in a fictional world involving a number of different humanoid races: Mithras, man in appearance, Yamas, strong fish-like people, Cyits, small reptiles and owls, people with four hands. World Peace divided into several urban states, each with its own unique culture. The game revolves around The Leftovers, ancient magical artifacts that sparked several wars. Each residue is connected to a specific person who can use power. Powerful, which remain unlimited for too long, can cause collapse and spawn monsters. As the remnants come in various forms, in all cities around the world there is at least one that their ruler is obliged to help manage and bring peace to their designated field. The main character - Rush Sykes, a young warrior from a peaceful island. His sister, Irina, is kidnapped at the beginning of the game. He was recruited by David Nassau, the young ruler of Atlum, and his four generals: Emma Honeywell, Blockter, Pagus, and Torgal. Other characters can be recruited, found through quests and in guilds. They have every name and status, although they have skills. The main villain is the Conqueror, a man who invades many cities around the world. He is assisted by Wilfred Hermeyen, the leader of nagapura council, and Wagram, a sorcerer. The story of seeing David's army defeating the monsters, Rush is recruited by the generals. During the investigation, they meet Wagram. After several missions, the group is attending a congressional meeting for city-state leaders in Elyson, home to the remnants of the Ark (leading to sacred lands) and the Academy, a research institution dedicated to the study of the remnants where Rush's parents also work. The conqueror arrives at Congress, binds the Ark and demands that he be given the massive type of remnants that each city-state has. The conqueror rejects this demand and declares war by supporting the God-Emporor, one of the rulers of the city. Rush takes the lead in confronting the Conqueror in the hope of earning independence for Athlum, who is now a vassal state for Celapaleis. While they defend the capital, the Conqueror steals the sword of Valeria's Heart from Atlum. When Rush and his allies return to Elyson, Irina reveals her special power, which can unsant any related remnants. They discover that Hermeyen wanted to be the supreme ruler, using the Conqueror and Wagram to bring war to the remnants. After Rush saves Irina, Wagram reveals that he and the Conqueror did not support Hermeyen. Irina uses the rest of Nagapura to protect everyone, while the dragon's remnant destroys half of the city. Four months later, Rush learns that city council states are using all artifacts around the world against the Conqueror, which in turn binds and converts them, even some of them are limited. Rush's parents reveal their research on the magic pills that Wagram and the Conqueror stole. When Rush and his allies travel to the city of Undelwalt, Wagram tells them that the Conqueror himself is the remnant. They learn that Wagram and god-Emporor support him in the quest to destroy for misinterpreting artifacts. Back in Elyson, they discover, discover, tying the first ark and preventing any of those pursuing it. Despite the fact that no duplicate remains were found, they manage to find the second Ark. He informs them that he is trying to free the remains from the human control, and that the task was originally for Rush (who is also a remnant). He believes that their goal is to extract all the remnants from a world that does not lead them to war and destruction, and to destroy everything. Rush sacrifices himself to destroy the source of the Remains. This leads to the disappearance of all the remnants from the world. After the credits, Rush talks to the Conqueror. The game development was created by developers who previously worked on the SaGa and Final Fantasy series. The film was directed by Hiroshi Takai and produced by Nobuyuki Ueda. The authors of the game were Masato Yagi and Miwa Shoda, whose work was based on the script by Akitoshi Kawazu. Kimihiko Miyamae was the main artist and Yusuke Naora was both an art producer and character designer. Last Balance was the first Square Enix game to be used by Unreal Engine 3. Because they used a licensed engine rather than making their own production time required to display graphic resources on the screen, allowing the team to begin illustrating and experimenting early. The decision to use a licensed engine rather than develop its own, as was traditional at Square Enix at the time, was made due to concerns in the company of rising production costs for the creation of the game, as well as direct development time savings possible from the use of an existing engine. On February 17, 2010, Square-Enix Chief Technology Officer Julian Mercceron said in an interview that most of the projected technical flaws in the completed game were caused by the decision to use Unreal Engine not only to reduce development time, but also to reduce the number of qualified programmers who would otherwise be in the project. The development team planned to distinguish the game from Final Fantasy and other role-playing games by focusing on the combat system. The artistic direction of the game was focused on making all the characters stand out on the battlefield, and in making the remnants stand out on the screens of the world. Cities were designed not to look very fantastic in order to make the remains more visible, and were developed early in the development process to give the impression that the villages of the city lived both literally and figuratively under the rule of giant remnants. The game marked the first turn for Square Enix, as it was their first game, which was released on the same day both in Japan and internationally, as well as the first one that used to capture the movement of Western actors. This has resulted in the lips of English-speaking characters being synchronized with the dialogue, not Japanese. The game was planned from the very beginning of the development, which will be released simultaneously around the world and will be aimed at players around the world, which influenced the design of the characters and the artistic direction. Design and dialogue were created to appeal to international and Japanese players, instead of focusing only on the norms of the Japanese video game market. The game was announced at a press conference in Shinjuku, Tokyo, on May 10, 2007. It was shown as a game demo at the Tokyo Game Show in September 2008. It was released on Xbox 360 on November 20, 2008 and released in late March 2009 for PC. The PC version of the game featured numerous improvements and changes from the original, including the integration of downloadable content from version 360 to the main game, advanced graphics settings, Turbo Mode increased combat speed, and the new Game Plus option allowing the player to start a new game with gold and unique items from their first play-through. The PlayStation 3 version was also announced but never released. Square Enix has not released any official reasons for the absence, although Takay said he found developing for the 360 much easier than for the PlayStation 3. The music game was written by Tsuyoshi Sekito, with the assistance of Yasuhiro Yamanaka, who composed 10 of the 97 tracks and co-composed 2. Prior to the game, Sekito had spent the previous decade primarily organizing the work of other composers for remakes and re-releases of various Square Enix games such as the Final Fantasy series and the Mana series. The soundtrack includes the intensive use of orchestral elements arranged for orchestration by Natsumi Kameoka, and the guitar play of Sekito. The orchestral pieces were played by musicians from several different orchestras, not by one group. Unlike most role-playing games, combat music was developed by Sekito to switch between three songs depending on how well the player did in combat. The soundtrack was released on December 10, 2008 through Sony Music Distribution. It contains 97 tracks on three discs, and has a total length of 3:10:21. ReceptionReview AssessmentPublicationScoreiOSPCPS4Xbox 3601UP.comNAN/AiA8-42/NAD-43-FamitsuNANA/38/40 ANAN/NAN/NANA/10-Gamespot/AN/A8.0/10 7IGN/NAN/A/A 6.8/10NA/5.3/1018TouchArcade 47/NAN/NANA/Aggregate scoreMetacriticNA/62/100 On March 31, 2009 Square Enix reported that 580,000 copies of the game were sold in all versions, less than two weeks after how the game was released on PC. According to Steam Spy, by January 2016, the PC version of the game had more than 800,000 copies associated with Steam accounts. The Last Balance received a mostly mixed reception. He received a more positive reception in Japan than elsewhere, what different styles of review between cultures are credited. They also felt that the Japanese reviewers had scored the game too high. He received 38/40 from Famitsu magazine; The review praised the combat system for its unique, large-scale battles, reminiscent of Romancing SaGa, but upgraded to a whole new class; however, they criticized the learning curve as well, the duration of battles, and the inability to select specific skills for individual units. Faisu later presented the game with the 2008 Grand Prix for the rookie title. The reviewers' common complaint was about graphic issues. IGN said in its review of the Xbox 360 version that the game suffered from extreme technical problems, while GameTrailers called constant graphics problems one of the weakest aspects of the Xbox 360 version. GameSpot, IGN and 1UP.com are cited in their Xbox 360 versions, which address serious frame rate issues and pop-in textures, where textures were displayed as low resolution for a few seconds before being replaced with higher resolution as some of its main drawbacks. However, all three review sites gave a higher score for the PC version, citing dramatically improved graphics performance, but still with pop-in texture and slow download times when moving between areas and when entering or exiting the battle, as well as irrefutable cut scenes. Other issues raised by reviewers included cluttered screens and annoying quests, noted GamePro, top and stereotypical characters expressed the opinion of Game Informer, poor and shared stories according to IGN and 1UP, and long screens downloads and cutscenes that were criticized by G4, 1UP, and Australian official Xbox magazine. Another common point of complaint among reviewers was the combat system, which was described as a repetitive GamePro, disappointing IGN in their Xbox review, and the boring and worst part of the 1UP game. The G4 also criticized the combat system, saying the game was on its own. This criticism was not universal, as GameTrailers called it a unique combat system as providing a lot of fun. IGN called it the most interesting part of The Last Remnant in their PC review, and GameSpot called it intriguing and especially interesting in larger battles. The visual style of the game has been praised in many reviews, such as GameTrailers, 1UP and GamePro, which described the style as innovative East-Meets-West, while GameSpot called it the distinctive fantasy style that is beautifully built. The music was also a source of praise, and was noted as such in IGN reviews and GameSpot reviews, which called it an excellent symphonic soundtrack with stunning melodies. GameSpot also rated the game's history as epic in its review, as opposed to many other reviews, although they noted that Rush was not the most interesting, man and preferred to history focuses on the Conqueror. In September 2018, Square Enix announced the production of a remastered version of the game, which will be released for PlayStation 4 on December 6, 2018. The remaster has an upgrade of the game engine from Unreal Engine 3 to Unreal Engine 4, with improved graphics and features. 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