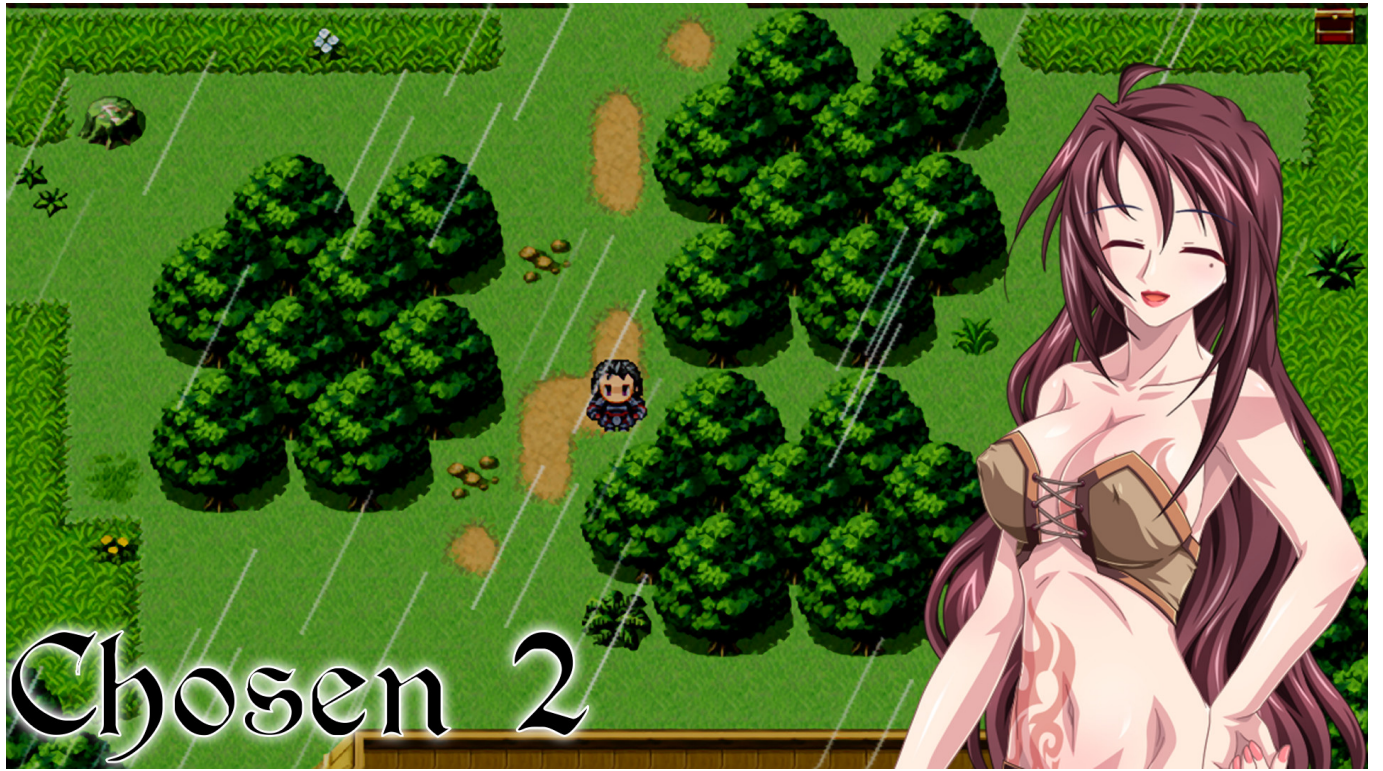




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Title: Chosen 2  
Genre: Adventure, Indie, RPG  
Developer:  
Little Big Lee  
Release Date: 10 Mar, 2017

English







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CHosen 2...

where to start

well first of for those who dont want to read I will link my video at the end of my text wall

this game is praised by its creators as the next Chrono trigger and I must say... if chrono trigger was this bland and uninteresting then I wonder how it became such a cult classic.

at the start of the game you get a menu with new game, continue and shutdown, no options, you can press F1 for options but there are no sound or graphic options there, those are only available in game, a strange decision if you ask me.

this game is made with the RPG make and you can make some good games with it but this isnt one of those, this game is bland and... I already forgot what it was about.

not even once did the story or the fighting draw me in, I played it on auto pilot and completed it in less then 2 HOURS.

the women in this game where bikini plates as armor.. besides your ingame mother, she has a bit more armor but this doesnt make any sense and is just distastfull as they lose parts of their armor as they get more injured.

also how do was penetrate plate armore of this edge guy... that armor must be made from butter

if this game was less the 1 euro then I would say pick it up if you want to play something short and decently ok but for 5 euro's I say move along and maybe wait for a big sale for its not worth the asking price.

my video: <https://www.youtube.com/watch?v=DK-Wiqz8OSQ>. This is an exceptionally bad game. I have not played the original and the only reason I played this game is because I got it in a large bundle on sale. I don't think anyone would ever intentionally purchase this game. Never the less, I played it all the way through. I'll never know why.

Chosen 2 is beyond generic. I'd tell you a little bit about the story but you've played the same story through several times before, I'm sure of it. The characters make very little sense, have poorly written diolouge, and are way overly-sexualized. If you like hot anime girls that's fine, more power to you. But nobody goes into combat wearing 2 cloth pepperonis over their nipples and nothing else. And one of the characters is some kind of incarnation of the main character's mom? Yeah, that's weird. Another character is the main characters dad but the dad looks younger if not the same age.

I could write a full length essay on all the reasons this game sucks but since I'm not being graded, I'm not going to. If you ever find yourself owning this game, it's okay, you didn't buy it on purpose. Just don't do what I did by deciding to play it for some reason.. The story unfolds quickly as Edge is trapped in the Underworld and separated from Myste, Serenity and Trinity. I don't want to give too much away, because you get a nice amount of story and information within the first hour.

-Turn based RPG.(Magic/Special Attacks/Weapons/Armor/Potions) The usual.

-Armor/clothing tears after being damaged and repairs after healing.

-Auto run (hold run to walk instead). (I thought that was a nice touch, no need to continually hold the run button like in most RPG's I've played.)

-The story and concept is interesting enough.

-You learn quite a few techniques and spells right off the bat.(An hour in and I'm level 11 and have quite a few spells and techniques.)

-Combat with base enemies is intense right from the start. However, once you have your party it's pretty easy to spam Heal

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spells and not really struggle for a while.) Be sure to grind a bit and at least get Edge to Level 18 and the game shouldn't be much trouble.

-It's a short game, so keep that in mind. Not as battle heavy as the first, but more of an end to the story.

If you liked the first one then you'll probably enjoy this one too; at least I did anyway.

It's basically a grand ending to the first one, but I really enjoyed it. You'll probably be more satisfied if you pick it up on sale rather than full price.. I went into this game without playing the first one and I had absolutely no idea what was going on.

On top of that the "knights" don't usually dress like that since you know, it doesn't protect them so 0/10 for "meat bait"

<https://www.youtube.com/watch?v=mYXhyn8OjIE&t=0s&list=PLtK6MGKdUI3tGYtFEW2wgUegdPf8ap6Z2&index=2>. I got this on sale and recently played The Chosen RPG. While I have trouble calling this a separate / standalone game, I will call it addendum - since it provides a tidy conclusion to the original's cliffhanger. I thoroughly enjoyed the original game... not so much with this addendum! I would not recommend this on its own; only to follow The Chosen RPG.

I was not a fan of the changes to the battle interface, but I did think that the character clothing getting torn when damaged was a neat feature.. I enjoyed this game. The story was decent but feels rush...

btw, recommend this game to anyone who wants a quick game or to get easy achievements^^. the bees

♥♥♥♥♥ this game. Really Five Bucks for this peice of♥♥♥♥♥.... Really... There is only certain things I like about this game and that's that when you battle you get to see some of the clothes get ripped but then that gets boring but Really five bucks for a 2 hour I wouldn't even call a RPG... really.... This is a rip off.... I would not even recommed the game... This is stupid... You should seriously give the people that bought this game their money back because this is not worth the money or any one's time for that matter.... I hate games like this... I hate how this game is going to give a bad rap for RPG Maker Games.... This is seriously stupid....

I can't believe that you would try to sell a 2 hour peice of♥♥♥♥♥♥♥♥♥ for 5.00 bucks... i could of bought a better game with that money..... This game sucks.

The story continues right after the first game and is built to reuse a lot of old assets(characters, maps, ...). I usually wouldn't mind about the story in general, but every character just acts unusual. It's not at all convincing how they act/react. An example: The loved one of the main character is in critical danger and is about to die. He just stands there. The question comes up what he's thinking about. An okay answer would be "I'm unsure whether I did the right thing by killing our enemy, because she offered to save her." oder even "I could never tell her I loved her." He says "I'm thinking of how useless I am." " instead.

However the gameplay itself is anything but great, too. The first monsters you encounter are pretty tough, so you might just level up a bit. After doing so for some minutes every fight for the next hour is pretty easy, but very annoying. You might eventually come to a point when you can buy stuff and quickly find out that you can buy a "revive" for 60 crystals, but sell it at 120g. This means that you can farm up some crystals for the only time you will actually buy something. The equipment you've just bought is better than almost anything you'll find later on in the game.

The level/map design itself is built in a annoying way. Lots of mazes where you have to push boulders(it's not even a puzzle element, it's just pushing them forward a bit), holes and stairs with no purpose but to send you back a bit and checkpoints every two screens. However they are pointless, because you can heal yourself with potions/spells and save the game at any given time in the menu.

The potions themselves are pretty weird, too. You start out with a few hundred hp per character and potions that heal 500hp. This is fine. At the absolute end of the game your main character might have about 800hp and you will have hi-potions that heal 2500hp and potions that "heal your full health".

#### TLDR:

The game clearly was not tested, is mostly annoying due to level design/boring fights and the story does not add a lot to the first game. Easy achievements, short game, not worth the 4,99€ by far. This might as well be a free add-on, but it still wouldn't be "good".. For the first Chosen game i needed 6h, this one was finished under 3h and the ending has a bug so you have to kill the endboss perhaps more then one time...

Only buy it in sale and when you want to know how the story end!

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A good RPG, good story following the previous game.. I didn't enjoy this game as much as The Chosen 1. The game is too short, and there is nothing to discover. The gameplay is pretty straightforward. By the way, if you get to the end, you will "earn" all achievements. All those were strongly developed in the first game, and it is a masterpiece.

Anyway, I would recommend buying the game so you can know how the whole thing ends. Good Luck!. Good gameplay, best story since black ops 2. And i got nice hard♥♥♥♥♥♥♥♥♥♥from game. Would recemeben to family and u my frioend. once upon a time i was a retard

don't by like me. Super boring imo. Definitely wasn't worth buying for like an hour's worth of bad play.. First random encounter: "Hornet A does 34 damage! +DEATH", insta-killing my healer. Hornet B and Hornet C one-shot my other two party members the same way. Game Over at the first encounter. Okay then. I don't really have the patience to save-scum my way through this until the end, I think.

I don't own the first game so I don't know if it does a better job at combat balancing. Granted, character sprites changing based on damage is a nice touch, but not unique to this game. Also the in-game sprites only vaguely resemble their large counterparts.

It's an RPG maker game in a sea of many, but it lacks a particular pull. Unless you like the anime waifu bait, I guess? But even then I'm sure there's better RPG maker games with waifus.. Short story again afterall. actually I hoping more better and long story than this. but happy ending is still my favorite, so I hope another new update like "Chosen 3" =D. It's pretty easy story, afterall you just need to follow the flow and you can found anything the mission need. "the black stone" that akuma mention is after the portal to the sacred tower I though it's "before" because akuma said "before his sister room" so I thought it before the portal but it's not. the wild enemy become more stronger than before version especially "Zombies" and "treasure monster" so it's not easy leveling up and more appearance when walking. the good side is Edge meet with his both parents and Serenity confess her love to Edge, so I like it.. Like it's predecessor, while it is not bad, there's not much to recommend it. While they have improved the gameplay in some areas, they have made it worse in others. Now, instead of getting sucked into battle every 3-5 seconds, prepare to get sucked into battle every 1/2 second-2 seconds. Think of Pokemon but instead of you hunting them... they're hunting you and incessantly. The dialogue had more humor in this game while also adding some of the cheesiest dialogue I've heard in a while. The battle interface had some additions and improvements that were nice. The game is ~2hrs long. Although the games really could have been combined, I can't really fault the developers for splitting the game in two as I imagine it was done for financial reasons. There did seem to be a bug or a badly implemented game mechanic (cutting out abruptly while reading text) after defeating the final boss that gave me the final credit screen instead of the last part of the game and prevented me from getting the last achievement. I had to replay the final battle (and make sure Serenity didn't die during the battle) to be able to play the rest. I'd really only recommend this to someone who liked the first game or who doesn't like things to feel unfinished.. The first game was short, easy, boring, cliched. This game is worse in nearly every regard. The only thing I'll give it a tiny bit of credit for is it's a slightly more interesting premise, but only barely. It's also less balanced; you can get wiped in the first 20 minutes or so due to overly strong enemies compared to your level, but then it's a cakewalk because the enemies hardly change until the last 10 minutes. Whatever, just don't buy this thing. Even if you are a total perv, which I respect, 5 images of partially dressed women is not worth your time.. Visuals: It looks like your typical RPG maker game, but there are a few things that bugged me. Kenshi, Edge's father, looks nothing like he did in the previous game, and he looks really young to be Edge's Dad, as does Edge's Mother. Also, I think it's kinda odd that they show Edge's Mother losing clothes as she takes damage, there is just something odd to me about sexualizing the main character's Mother, I dunno. Sakae doesn't look like she belongs in the game at all. She looks like she belongs in a high school anime.

Music and Sound: Just typical RPG maker music, although the battle music starts to get catchy after awhile. :)

Game play: The battle system feels a little more balanced than the previous game. This time characters feel more like they have set roles. You have two fighters, a mage and a healer. I'm not sure I like the style better, but it was ok.

Story: I found the story quite weird in the sequel, and it felt very rushed, almost like they were not entirely sure how to finish it. The characters lacked emotion, like reunions that should have been quite emotional, just felt flat.

Time Played: One of the shortest games I have played. Even with experience grinding and finding everything, it only took me about 2 1/2 hours.

Recommendation: I got this game in a bundle for like 5.00 (the whole bundle) so it is ok when you buy it that way. I really wouldn't waste time or money on this one though. It wasn't as fun as the first one even. Save yourself time and money and just look up how it ends, since the first one ends on a cliff hanger.





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