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About This Game

99 Spirits is an RPG/Puzzle game that revolves around the popular Japanese folklore of Tsukumogami, everyday objects coming alive on their 100th birthday.

Hanabusa is a young headstrong girl living in the Heian capital within medieval Japan. But when her mother is slain by evil spirits, her life turns into one of vengeance as she sets out to hunt and destroy the spirits.

During Hanabusa's travels, she meets a white fox who turns out to be a servant of the mountain god. Hanabusa receives a special sword passed down from her mother, which gives her the ability to see the true forms of spirits to help slay them. Shortly after, a spirit claiming to be Hanabusa's long-lost father, Hidetada, breaks her sword and leaves Hanabusa powerless and confused.

Now to mend her broken sword and learn the truth about her father, Hanabusa embarks on a journey to annihilate every last one of the evil spirits.

Key Features

- Work out the true identity of your enemies in a unique battle system
- Capture enemies, master their skills for battle and use them to solve puzzles on the field
- Interact with over 40 unique characters and battle over 100 monsters

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- Beautifully detailed art and an atmospheric original soundtrack bring feudal Japan alive
 - Discover multiple unique endings that change based on the player's actions
 - Dual audio: Toggle between English and Japanese voice
 - Includes the original Japanese version of 99 Spirits, 'Tsukumogami' (99 Spirits)*

*Tsukumogami will be added as a separate item to your Steam Library.

Title: 99 Spirits
Genre: Adventure, Indie, RPG
Developer:
TORaIKI
Publisher:
Fruitbat Factory
Release Date: 31 May, 2013

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Minimum:

OS: Windows 7/8/10

Processor: Pentium 1.5GHz or higher

Memory: 1 GB RAM

DirectX: Version 9.0

Storage: 512 MB available space

Additional Notes: Windows Media Player 7 or newer

English,Japanese



[Revitalize] Boosts your Attack, Defense, Evasion and Accuracy a little

Spirit List Completion: 75% Wear Break Spirit Index

Rainmaker Pan Release

Skill

- [Yang] Splurge Acquired
- [Yin] Revitalize Acquired

Name	Skill	Points
Sure-Hit Stick (Pestle)	Chill Pill Dinner Call	0/50 0/40
Tea Guard (Whisk)	Tea of Eternal Life Healthy Tea	Known Known
???	???	—/—
(???)	???	—/—
Rainmaker Pan (Pot)	Splurge Revitalize	Known Known

WR LV 25 HP

Navigation: Move, Items, Spirits, Config



Interesting combat concept and a style worthy of Okami though not particularly intellectually challenging. Thankfully the combat pace picks up towards the end.. The gameplay is simple, but the combination of several simple gameplay systems, including twitch and vocabulary puzzles, is surprisingly more fun than you might think.. Remember to save. Well, that's \$10 I'm not getting back. Very disappointing. I loved the art style of this and was looking forward to the storyline but the actual game play isn't even a little fun. I wasn't expecting the button mashing aspects when I read the description of the game. Constantly having to hit the x and y keys in combat was super annoying. The word clues pass by lightning fast making you have to do it over and over again to read it. Not my cup of tea at all.. I tried hard to like this game at first, then I try hard to just finish this game, but I failed. The battle system is just too repetitive and boring, and the story isn't interesting enough to get me going. The art is good though...

Sound and visuals are good, the story is great The gameplay, however, is special. With a semi-turn based puzzle combat system featuring rpg elements, this makes a really good game. Minor bugs and the required knowledge of English and some eastern culture may keep a lot of people from enjoying it, though. 6/10. This is an interesting JRPG/puzzle hybrid game. It is fun, has a nice story, and the characters are well-done.

Would recommend, though perhaps wait for the discount to get the entire Collection.. Played the game through and was enjoying it for the first few chapters. However, as others have mentioned the combat system is frustrating.

Later on in the game there are demon objects that can
Block
Dodge
Heal

Got into a fight (had 2 wet stones to repair sword) that the creature just keeps healing, an hour and 99 turns of clicking the same button I _Finnally_ kill those demon sandals

So, fast forward and my save is completely ruined (Yes I'm a one save kind of guy) Can not go back to town, and don't have enough sword left to defeat the boss.

Verdict? Good story, broken game :(Oh, wow, what can I say about this game that has not already been said? The story, the music, the artwork, the combat system combining puzzle solving elements as well as quick reaction timing... I don't know where to start!

The story is much deeper than it first appears on the surface, the characters are all pretty cool--from the Gokon sword wielding heroine Hanabusa, to her foxy companion Komiya and all the gods in between.

The artwork is very simple but surprisingly detailed, much like the paintings created in Japan's past--not quite as epic as Okami's art, but not bad for a still picture RPG!

I love the music, though it may get repetitive for some people, as it tends to loop quite often--especially in the longer battles.

The combat is just as I described it: puzzle solving combined with split second reactions of the player to beat the living tar out of TONS of demon beasties called Tsukumogami and the forces of darkness.

The mythology of ancient Japan, artwork harkening back to the paintings of the time, a really neat combat system equals--to me--a pretty cool game! Give it a try!

One note: SAVE OFTEN! Sometimes, the game crashes in battle, completely freezing up for... I dunno, some reason I don't know of. Usually I can get it functioning by leaving it running for 10-15 minutes and not touching it, but sometimes a restart is necessary.. I found this game to be overall very enjoyable in short 30~40 minute bursts. The character design is excellent and the music is great and the storyline and dialog is very well written. It's not the sort of game you spend 4 hours a day playing, it leans more to the casual 'waiting between college classes' side of gaming. Highly recommended for anyone who is a fan of youkai (5996602a).. I really love visual novels, Otome, anime styled games...

and this i grabbed on sale.

IM SO GLAD I DID..!!!

ITS SUPER COOL. its very orginal in the sense of doing puzzles and stuff.

i find it enjoyable. i would recomend grabbing this game on sale or not. :D. If you're looking for an RPG with a nice visual style and combat designed to keep you in focus then this game may be your ticket.

It has a visually appealing style and interesting set of mechanics in combat that help keep you going and the story is fairly interesting with plenty of stuff on the side.

Also there is a lot of content outside the main story (blocked areas, scavenging and you can gamble for moniez)

Would recommend for an RPG nut or someone who knows Japanese because the game has 2 versions (one English version and the original full Japanese version). I like it. I don't think this game is for everyone, especially as I admit at times the battles can drag on especially as some objects aren't so widely known to western audiences and the early game is very slow, but I like the story, characters and I find the idea of having to guess who the enemy is Interesting. I think upon reflection it doesn't tell the player that the abilities can be upgraded.

If you like the idea of a Puzzle-RPG, I'd say give it a try. If not either buy on sale or avoid. I... Love... This... Game!

This is so cool. It's a wonderful combination of a RPG and a Visual Novel, that has you play a female role and save her home. I have yet to finish it, which demonstrates the complexity of the plot and how long it is. As I've mentioned in a previous review, I love RPGs that get me hooked on the story and VNs with more than one ending. This game has BOTH. Not only does it have both, it has side quests left, right and centre. Not only that, it has tons of achievements, some to do with the story, some not and an achievement for finding all of the endings.

My only gripe with this game, is the grinding. Which is what's currently holding me up in the game play.. come for the anime (no pun intended), stay for the fun gameplay.

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