



Download ->->->-> <http://bit.ly/2NF55jd>

About This Game

SETTING



The tag-team fighting game based on the original "Umineko When They Cry" series, finally released on Steam, in English and with improved rollback netplay!

George, Jessica, and Rosa from the Ushiromiya family join the fray, as this release of Golden Fantasia **includes the Cross Expansion** from the original Japanese version! All the lines used during combat, story mode, as well match opening and closings are fully voiced in Japanese to bring realism to your combat!

MECHANICS



In Golden Fantasia, matches are tag-team fights between two pairs of characters from the Umineko series, each sharing HP building SP for each other through a unique mechanic - the touch system!

During combat players can consume their SP Gauge and initiate their Meta World, but only if your opponent chooses to or otherwise cannot argue their truth and cancel yours!

The 1st Movement is beginning!

Blitz!

Title: Umineko: Golden Fantasia

Genre: Action, Indie

Developer:

07th Expansion

Publisher:

MangaGamer

Franchise:

When They Cry

Release Date: 8 Dec, 2017

b4d347fde0

Minimum:

OS: Windows XP or newer

Processor: Intel Core 2/Core 2 Quad/Core i3/i5/i7 GPU

Memory: 3 GB RAM

Graphics: NVIDIA GeForce 7600GT/8500GT/9400GT/GT220 Or Better

DirectX: Version 9.0c

Storage: 2500 MB available space

English,Japanese







YAMI WO KIRISAKU, OH DESIRE!. fun but has some major flaws.

It has some of the worst netplay I've seen.

Besides the dead community

it lags like♥♥♥♥♥♥even compared to any game I can think of with bad netcode. and you are stuck staring at a black screen if it's not your turn. They could of done little tweaks to fix these issues from a game released long ago.

Recommended for offline play, or online if you are running really good connection with someone close by only.. I never bothered with fighting games so I can't comment on the game in that area but this was pretty neat as a fan service game. This is the game i broke my left gamepad stick on few years ago. One can not call themselves a fan if they deny themselves the joy of spamming USARE GEROKASMOOOSO over and over again.. George + Lucifer OP. Try it. Seriously. They made him an absolute meme. Lil innocent George is now the equivalent of a Panzer.. The wait is over. I was not disappointed. Magic is real, everyone.. I think this game is best described as a King of Fighters tag-team game with the complex mechanics of an Arc System Works game. It takes a lot of effort to get started, but it is an overall solid and under-appreciated fighting game.. This game lets me live out my dream of kicking George's♥♥♥♥♥♥in the backlot of a Target.. I have no experience whatsoever with any other fighting game of this style, however I have played the japanese version years on end. This review is from the viewpoint of someone who just loves the Visual Novel and got into the game that way.

Umineko: Golden Fantasia or previously known as Ougon Musou Kyoku Cross is a traditional 2d Fighting game with heavy focus on tag-team mechanics.

Bad matchups barely exist due to the variety of different team possibilites as well as the overall good balance of the characters themselves. Every character has at least been given the basic tools to just whoop some♥♥♥♥♥♥(of course some more than others).

I love this game alot and definitely recommend checking it out, even if you arent experienced with fighting games as it is fairly simple to get into in comparison to most games of this kind (from my own experience anyway).

now onto the technical issues which have to do with the launch:

Since this version features an all new netcode implementend on such an old game its bound to have some problems. However the Developers are working on it right now as I type this, you can inform yourself on the progress either in the forums or the official Discord server.

Yes, the command inputs in training and some other details arent translated at the time of writing this, However this is not due to 'laziness' from the devs but rather seems to have been a compiling issue when pushing the game to release. So give them a few days and they will have sorted it out.

Edit: One day after release they adressed and fixed the translation bug, of course the people complaining about this nonissue probably wont revisit their review now which is a damn shame.

Keyboard bindings arent configurable, while this wasnt the case in the original either it does seem to be a bummer. Since I have always used xbox360 controller I cant command much on that.

Refer to the forums to find other issues and see if they might apply to your setup.

Otherwise a great game with a rough start on launch, but I believe in the Developers to sort out any major issues within the next few days.

Been waiting this game to come to steam since last year. So happy it made it, and with rollback netcode!?! This game is lots of fun, personally my favorite tag/assist fighter, has interesting meta and meter management, very footsie heavy no busted assist or touch of death like marvel, etc. People who complains about this game not being in full English need to chill out. People buy full Japanese fighting games not understanding a single word and have fun with it. 25 bucks might not justify for older fighter but the developer did revamp it and brought actual netplay lobby to live, and reviving the scene. I'm willing to support my game.. Those who haven't played the original version won't understand what big improvement has been brought to the game with this port. Back in its early days I thought bringing this game to the west would be nothing short of a miracle, and the netcode was shockingly bad, it was a pain in the♥♥♥♥♥♥playing with EU players, let alone NA. Playing the game with other players without fearing annoying delays or disconnections in the middle of the game feels unbelievable. The game has just been released, so I expected bugs and such, but the most annoying one so far is the audio being choppy and echoing during matches with far away players which doesn't bother me as much as the horrid delay of the original release. the game is playable even with Japanese players, although some sort of lag regarding the characters' animations can't be helped. At the end of the day, it's one of the best netcodes I have seen in the past few years. If you used to play SSF2THD on your 360/PS3, you might get a better grasp of the picture.

I wouldn't advise to play this game with a keyboard since it's a fighter, and the untranslated text is to be patched soon, however I don't really mind it because I'm not interested in the story mode as I used to play this game offline and clear it way before it was on Steam.. The translation is fine from what I have played so far.

For custom controls and configuration; the options are there under the "Play Configuration Tool"

Controls are excellent but perhaps Mainstream integration is something most are use too. TO me I prefer it this way before launching:

When you have your controller set up and you do not know what buttons are assigned -- make sure your assign button is highlighted once the assigned button is clicked you can run through your button scheme options of your choosing by clicking your keys to match what you want.

[E.G I have start and taunt on my Start and Select button set ; its what I assigned my button option setting]

BY Default your Start/Pause button is set as your right trigger but remember all you have to do is change the button setting to make it more comfortable.

The regular buttons are set if you are an Xbox Controller user as :

-D pad is used but you can switch it to Controller stick.

If you go over your COMMAND LIST: You'll notice that your buttons are assigned as Light blue , Neutral Blue and Dark blue.

COMMAND LIST screen is there when you start the game when you Select your Fighter and you're able to browse the conditions for the Movesets for each Character.

[Additional note: Majority of the other 'white bubble text' before a command means 'In the Air'.]

Y = D / Switching your character out

A = Light Hit [Light blue]

B = Medium Hit [Neutral blue]

X = Hard hit [Dark blue]

Your Right and Left top buttons are not assigned and there are options for comfort of the player to assign your "Throw" [B+C] and "Special Trigger for Special moves" [A+B] -; you have the option to set them for yourself of the comfort of user controller setting.

You also have the [A+B+C] setting which is trigger your "Special Field room" for your character.

[You can see more INFORMATION through the youtube video I will post below about Special Field room]

There is video out for just your basics on how to use your Y/D button along with other tactics that make this game extremely special should you have questions and concerns about Basic to Slightly advance Tactics.

Link Below For Basic Player Guide and User interface. :

<https://www.youtube.com/watch?v=ugH2djk09v4>

I do not speak Native Japanese but it was extremely easy for me to figure out.

Chances are if you are looking at the reviews that do not know how to play this game are not providing effort for finding how to figure out the user interface.

Please do not let that sway you from looking at a great cross over game because it's actually extremely simple; the combos are not that hard and anyone that is not familiar with platforms will find this easier than most Tag Battles.

8/10

Graphics:

Frames are interesting for character animation.

Some of the sketched animation could have been more covered or illustrated as far as the movement sets for more fluid looking movement visuals BUT for a VISUAL NOVEL for it to turn to a FIGHTER is quite extreme for the integrity of the developers - Very cool.

Walking animations for characters are fine and jump settings are fine.

Gameplay: I think overall them keeping true to the series Visual Novel Aesthetic was nice. I was not expecting too much for a game that was published 6 years ago. Looks great still.

Interface:

I think this is lacking a little bit. The development of the User Screen when the game opens up could have been better set then a regular Generic PC interface look as if it just came fresh from the Arcade and putting it on a platform. A little bit of a turn off when I first started. It does not bug me much now but the fact is first impressions on a franchise is really important.

Controller Settings: 10/10 you literally have full controller settings.

I am not sure what people are saying on here mostly probably due to User Error or not familiar with the Launch Configure tool. It may not appeal to Western Audiences but a lot of Japanese games do have launch configure tools before opening a game up and not inside the game.

Story: They are already developed characters in their Visual Novel/s.

Great game. I would not mind paying attention to the negative reviews too much and it was worth the 20.00 for some fun.. I'm gonna be honest I just jumped in the series. But this is just not good, it uses a tag team style gameplay which is fine. But if you play with controller the way you switch out is Y which is really bad. The config was not obvious to me but it is present. But really the defaults are bad. So finding that is gonna be something you need to do. Not to mention this one character, everytime she was far away she threw projectiles and when I got close she would do the same close attack that I couldn't block. The balance and the few things that werent translated kinda messed with me. Granted if you can get past the language that is untranslated and the balance. You might find a game that has a nice soundtrack. And awesome characters, because trust me I want to like this series. It looks interesting, but the few things that have been left turned me off of the game.

TL;DR:

Ok game, has bad default controls and can config, some characters are not balanced, and some things are not fully edited.

Please know that they may update it to fix the problems and if they do tell me so I can give this good credit. But as of now there is quite a bit of things that I have seen that make it feel uncomplete.. An excellent fighting game that is set in the universe of the

Umineko where you control the character from the visual novel.

The production values of this game are extremely high, it's graphics are gorgeous, with HD character sprites and backgrounds, both rich with details, the soundtrack is pleasant, the gameplay is polished and the roster of characters is ample, each unique in both gameplay and appearance, thanks to the game's glorious art direction.

A truly excellent fighting game, recommended to hardcore fans and newcomers alike as well as fans of the original visual novel.. This is a decent game for newer fighters.

Most, if not all, characters have the same special activations, and is pretty easy to understand.

The controller support is wonky (upon setup, check the controller to make sure it's what you want)

The fighting HUD is a bit weird to learn, but not too hard to learn.

Overall: light like, decent for fun. EDIT: Turns out there are lobbies. You can't spectate other matches which defeats the purpose BUT, can always watch the steam broadcast. Shouldn't have to but it's a work around.

WOW.....

Let me address some of the negative reviews quick;

If you don't like this game because of mechanics or feel, then respect. If you are out here giving this game a bad review because of the command list, then you shouldn't even be playing fighting games. It's very obvious that the lay out is; A, B, C, Tag, Taunt. The command list couldn't be easier to understand. If it truly eludes you, google is your friend. I found a translated move list and break down of all mechanics in a matter of seconds.

Now for the game;

I haven't played online yet but I hear there aren't any lobbies. That sucks. Hopefully that gets addressed but it probably won't. The number one thing for any online fighting game is lobbies in my opinion. We grow as a community by sharing tech and watching others and how they react to various situations in comparison to ourselves. The game itself however, is really good. LIKE REALLY GOOD. This isn't your traditional anime fighter. If you are looking for endless strings of combos and touch of death, go DL BlazBlue or Mahvel. This has more of a King of Fighters vibe with tons of spacing fundamentals and short punish, street fighter esque, combos. The tag system and ability mechanics allow for pretty intense extenders to give a true anime feel. The sprites can sometimes look a little stiff and awkward but doesn't really effect the gameplay and honestly only adds to the charm.

TL;DR

7/10 - It's pretty solid. I don't really know anything about the story or lore. Never heard of this. I'm a fighting game fan and I like this. Feels.....right?! I would have scored higher had I known anything about this but there was no build up hype. Mix up situations and defensive options create that hype in game. Worth.

DONT LISTEN TO THE BAD REVIEWS BASED ON TRANSLATIONS. This game is fine. They are the ones with the issues.. No display options. No remapping of controls. A pretty decent fighter otherwise but I cannot recommend it until they fix both of those issues.. I'll keep it real: I pirated this back in the day and I bought it mostly to make up for it. Having said that, it's fantastic to be able to play this in English. If you like weird anime and bold design choices, you won't be disappointed. Only two complaints is it's a pain to change controls and that this game could really use some tutorials. It's a pretty good Umineko fighting game. I'm pretty sure the story isn't canon, though.

[Last Days Of Tascaria download for pc \[full version\]](#)
[Shipped Download\] \[Xforce\]](#)
[Sticky Apps :: Monitor Ping download for pc \[serial number\]](#)
[Download Wonderland Trails .exe](#)
[Cinderella Escape! R12 download youtube](#)
[RiceCakers crack download offline activation](#)
[Cat couple crack google drive](#)
[Divide amp: Conquer \[key\]](#)
[Wars of Napoleon download 5kapks](#)
[Hidden Object 6-in-1 Bundle VOL. 2 \(Bundle of Bundles\) hacked](#)