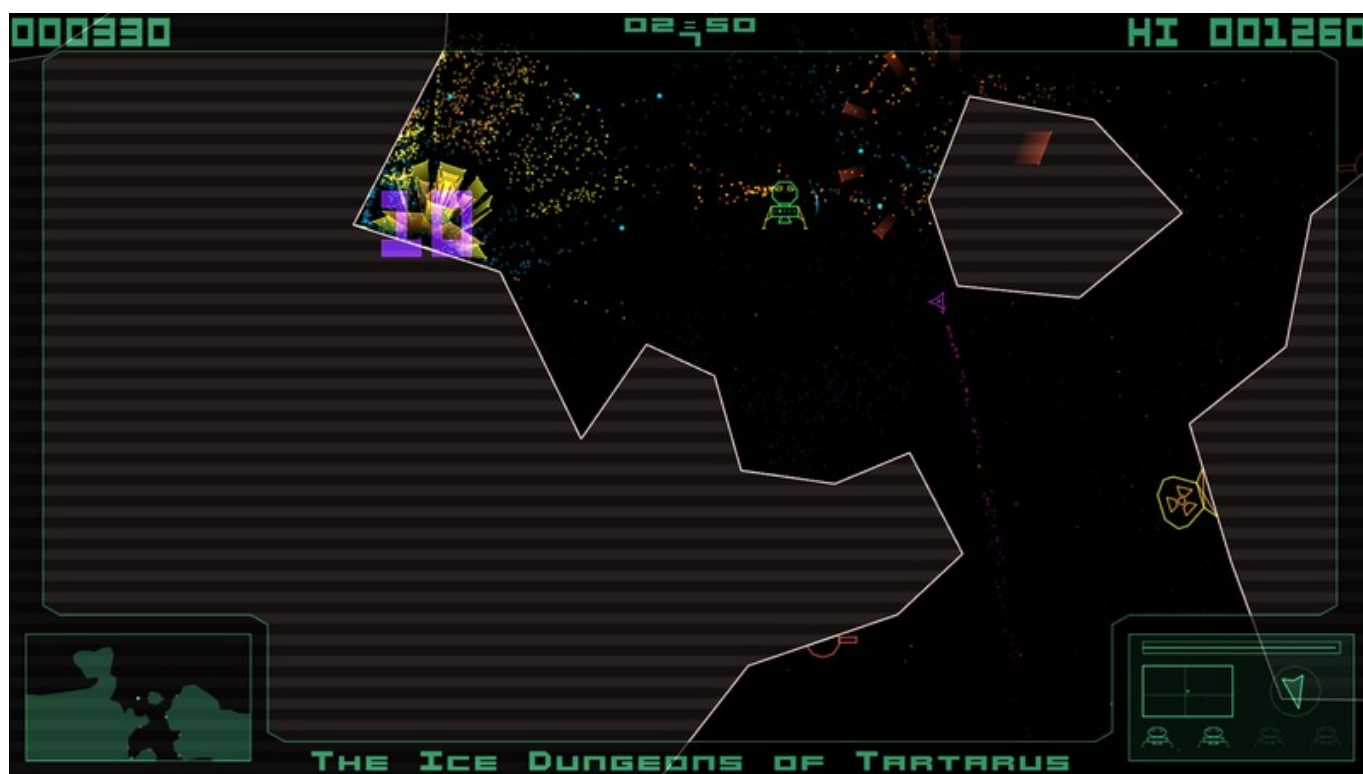

Mugen Souls Activation Code [Ativador]



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

About This Game

Mugen Souls features a free-roaming battle map, turn-based combat, and massive amounts of customization and growth to maximize the fun players can have with the game.

Expansive worlds to explore: Travel freely on each world to explore and find treasures and items. Monsters are roaming about, so be cautious, or fight them head-on and make them your subservient peons!

Free-roaming style battle maps: Use Combo attacks to execute spectacular moves with your allies! Destroy Crystals on the battlefield to activate Hyper mode!

Moe Kill: Execute the Moe Kill technique to enslave enemies and turn them into items by exploiting their weaknesses!

Customization: Create a full cast of characters! Customizable body parts, facial expressions, and job classes!

Duel in Dual Audio: Experience the game in either Japanese or English audio.

PC Upgrades: Featuring full mouse and keyboard support, gamepad support, Steam achievements, User Interface and major graphical enhancements!

The game also includes the following free DLC:

7 World Redux Additional Battle 1

So you cleared the game at the lowest recommended level, huh?
Why not take on some challenging battles via 7 World Redux!?
If you can beat these, then you have nothing to fear in the Mugen Field!

*7 World Redux must be unlocked in order to access this DLC.

7 World Redux Additional Battle 2

You might need to do some grinding for this one!
An incredibly difficult battle has been added to 7 World Redux!
If you walk into this one unprepared, you will die!
This is for those of you with confidence!

*7 World Redux must be unlocked in order to access this DLC.

7 World Redux Additional Battle 3

You might need to do some grinding for this one!
An incredibly difficult battle has been added to 7 World Redux!
If you walk into this one unprepared, you will die!
This is for those with confidence!

*7 World Redux must be unlocked in order to access this DLC.

*This DLC will become available when Chou-Chou's Charm Level has reached a certain level.

Conspicuous Coordination Set

Here is a set of equippable items!
Become a fashionista! Use these items and have your characters strut the catwalk!

Flashy Coordination

Here is a set of equippable items!
Train one at a time or many at once! Create a party that is unique to you!

G Up Pack 1

I want to upgrade my items, but I just don't have the points...
Here is a present just for you with the points that are necessary to upgrade items, G Up!

G Up Pack 2

I want to upgrade my items, but I just don't have the points...
Here is a present just for you with the points that are necessary to upgrade items, G Up!

Jiggly Transmission and Equipment Pack 1

Thank you for using the Jiggly Transmission!
Here is a set of equippable items that will aid you on your adventure!
This time, please find: a sword, a staff, a gun, a bazooka, knuckles and defense items!

Jiggly Transmission and Equipment Pack 2

Thank you for using the Jiggly Transmission!
Here is a set of equippable items that will aid you on your adventure!
This time, please find: gloves, a spear, a scythe, Dual Long and Short Blades and defense items!

Jiggly Transmission and Equipment Pack 3

Thank you for using the Jiggly Transmission!
Here is a set of equippable items that will aid you on your adventure!
This time, please find: a sword, a staff, a gun, a bazooka, knuckles and defense items!

Jiggly Transmission and Equipment Pack 4

Thank you for using the Jiggly Transmission!
Here is a set of equippable items that will aid you on your adventure!
This time, please find: gloves, a spear, a scythe, Dual Long and Short Blades and defense items!

Jiggly Transmission and Equipment Pack 5

Thank you for using the Jiggly Transmission!
Here is a set of equippable items that will aid you on your adventure!
This time, please find: a sword, a staff, a gun, a bazooka, knuckles and defense items!

Jiggly Transmission and Equipment Pack 6

Thank you for using the Jiggly Transmission!
Here is a set of equippable items that will aid you on your adventure!
This time, please find: gloves, a spear, a scythe, Dual Long and Short Blades and defense items!

Jiggly Transmission and Equipment Pack 7

Thank you for using the Jiggly Transmission!
Here is a set of equippable items that will aid you on your adventure!
This time, please find: a sword, a staff, a gun, a bazooka, knuckles and defense items!

Jiggly Transmission and Equipment Pack 8

Thank you for using the Jiggly Transmission!
Here is a set of equippable items that will aid you on your adventure!
This time, please find: gloves, a spear, a scythe, Dual Long and Short Blades and defense items

Jiggly Transmission and Equipment Pack 9

Thank you for using the Jiggly Transmission!
Here is a set of equippable items that will aid you on your adventure!
This time, please find: a sword, a staff, a gun, a bazooka, knuckles and defense items!

Jiggly Transmission and Equipment Pack 10

Thank you for using the Jiggly Transmission!
Here is a set of equippable items that will aid you on your adventure!
This time, please find: gloves, a spear, a scythe, Dual Long and Short Blades and defense items!

Jiggly Transmission and Equipment Pack 11

Here is a set of items that will aid you on your adventure!
You'll find a sword, a staff, a gun, a bazooka, knuckles, and defensive items!
These are incredibly strong, so use them well!

Jiggly Transmission and Equipment Pack 12

Here is a set of items that will aid you on your adventure!
You'll find some gloves, a spear, a scythe, dual long and short blades, and defensive items!
These are incredibly strong, so use them well!

Overwhelming Recipe Set

The strongest weapons in the galaxy!
Here is the overwhelmingly destructive weapon recipe set!

*This DLC content overlaps with the Overwhelming Recipe and Item Set, so please be aware of that.
*We recommend choosing only one, based on if you'd like to have the recipes only, or the items as well.

Overwhelming Selfina Set

This is the Selfina avatar set.
Use them all together or mix and match!
Please enjoy many overwhelming combinations!

Palpitation Coordination

Here is a set of equippable items!

Let's make some cute girls and some cool boys! Use these items to further customize your party!

Point Pack 1

I just can't seem to get enough points...

For those of you who feel this way, here is a currency boost containing G and a character strengthening boost containing Mugen Points.

Point Pack 2

I just can't seem to get enough points...

For those of you who feel this way, here is a currency boost containing G and a character strengthening boost containing Mugen Points.

Selfina Voice Addition (JP)

You can now use Selfina's voice! (JP Audio Only)

Please use this with the Overwhelming Selfina Set!

Sparkly Coordination

Here is a set of equippable items!

Control peons that you yourself have customized!

Undisputed God Prudence Pack 1

This a set of usable items for all you beginner ultimate gods out there!

The set includes, healing, revival and hot spring use items.

Undisputed God Prudence Pack 2

This a set of usable items for all you mid-level ultimate gods out there!

The set includes, healing, revival and hot spring use items.

Undisputed God Prudence Pack 3

This a set of usable items for all you high level ultimate gods out there!

The set includes, healing, revival and hot spring use items.

Undisputed God Prudence Pack 4

This a set of usable items for all you ultimate gods out there who are approaching true divinity!

The set includes, healing, revival and hot spring use items.

Title: Mugen Souls
Genre: Adventure, RPG, Strategy
Developer:
Idea Factory
Publisher:
Ghostlight LTD
Release Date: 22 Oct, 2015

b4d347fde0

Minimum:

OS: Windows XP

Processor: 2.13GHz Intel Core2 Duo or equivalent

Memory: 4 GB RAM

Graphics: DirectX 9.0c compatible graphics card with 512Mb RAM and support for v3 shaders

DirectX: Version 9.0c

Storage: 4 GB available space

Sound Card: DirectX 9.0c compatible sound card

English,Japanese

List of completed research

VW_798 : D	TU_763 : D
CK_890 : D	RU_003 : D
CS_682 : D	FI_330 : D
ZP_298 : E	BB_598 : C
RM_141 : D	CE_173 : D
SQ_178 : D	LF_809 : D
	FD_570
	PC_806 : D
	DV_192 : D
	VI_035 : D
	OV_641 : E
	NH_038 : E
	CS_522 : E
	LF_819 : D

Price trend over time

Maximum price : 7,769 kEU

Number of days : 40

Number of purchasers over time

Total number of purchasers : 7769

Number of days : 40

System : FD_570 : E
 Description : Class IV gas plane
 Object type : planeta
 Planet distribution k3: Abundant planet type

Telescope accuracy : 99.99992 %
 Data bus : 100 GB
 Technological level of CCD : 10
 Scientist level : 9
 Initial expenses : 405894 kEU

Grant awarded : 0
 Bonus awarded : 0
 Observation time : 10 Days
 The amount of data collected : 10913 GB
 Phase 1 results : 10
 Phase 2 results : 10
 Phase 3 results : 10

Overall rating : 199 %
 Overall points for characteristics research : 42152 Cr
 First day sale price : 3,779 kEU
 Number of purchasers on the first day of sale : 97051
 Total number of purchasers : 3430264
 Total earnings : 21030488U

Back



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First of all it caught my attention, mugen souls 40% off hmmm well so why not give it a go (didn't regret it).

- Good story and humor
- Artstyle is cute and great
- Battle mechanics is similar to Hyperdimension neptunia
- Controls default mouse and keyboard still confuses me (prefer try to remap your keys)
- Really good port no issues on my end
- DLC stuffs are kinda OP

Is this game Good? Yes

Is this game worth buying? yes....but much better when it comes on sale :)

Do I recommend it? Yes. 1080p

60fps (PS3 framrates were complete garbage, so this makes me very happy)

Combat is similar to the Neptunia and Fairy Fencer games, with its own additions, such as the Moe system where you take advantage of an enemies weakness using various anime character archetypes.

If you've played a JRPG recently I don't think it'll surprise you too much, but I think its quite enjoyable if you're into that sort of thing.

. Updated: OneAngryGamer has quoted my review :D

<http://vblogjob.com/oneangrygamer/2015/10/mugen-souls-steam-censorship-gets-lambasted-by-user-reviews/>

[""Keep in mind this is the Western Localization Released also known as the Censored Version. As much as Ghostlight wanted to bring the Uncensored version, Steam denied it.](#)

[So is this game worth your money? Yes because its at 40% launch and you will receive free DLC and its a LOT of DLC. You can choose to Activate or Deactivate them though its best to deactivate them as the items are kinda groundbreaking. So you get the Based Game and the DLC.""](#)

[Updated for DLC Info:](#)

[Locked DLC in the DLC Menu are:](#)

[Super Weapon Bundle 1: 5Items](#)

[Points Bundle 1: 4Items](#)

[Super Weapon Bundle 2: 5Items](#)

[Points Bundle 2: 4Items](#)

[Points Bundle 3: 5Items](#)

[Clothing Set Bundle 1: 8Items](#)

[Ultimate Unlock Bundle: 4Items](#)

[Clothing Set Bundle 2: 7Items](#)

[Free Bundle which is already in the based game when purchased: 31Items. I really want to enjoy this game, I really do. I'm going to finish it at least, even if it kills me, which it might. After a long kick of Hyperdimension Neptunia Rebirth 1 and 2, I decided to pick this game up, too since it was made by the same developers, thinking it would be a lot like the other 2 games \(as well as Fairy Fencer F.\) Sadly, compared to those 3 other games, this one feels very lacking. Not in content mind you, but in direction and I guess you would say "composure." This game has so many "gimmicks" that just get in the way of gameplay it's ridiculous and they just pile it all on top of you in the first hour of gameplay.](#)

[There's peon capturing, where you use your 7 "moe forms" to match the enemies moe preference, then you have to choose from a group of random words to form some kind of sentence. Oh, did I mention which words you choose also need to match up with what mood \(there are 7 seperate moods\) the enemy is in, or else the enemy flips its\u2665\u2665\u2665\u2665\u2665\u2665and goes berserk, regaining all HP and getting an increase in attack and defense.](#)

[Then they throw these crystals into the mix that emit auras that do certain things \(Some boost EXP, some decrease HP, some lock you in place so you cant move.\) You can also go all Moe on the crystals to destroy them and cause another power up.](#)

[Finally, there's knocking the enemies around, where skills that you use can be toggled to knock an enemy back into other enemies, friendlies, or crystals to damage them like some kind of demented game of pool. After smashing a crystal, it goes into frenzy mode where you need to use certain skills to knock enemies into the air to break floating crystals.](#)

[You can make your own characters and customize their appearance, class, clothing, etc, but they're woefully underpowered and there's really no point in using them so far. They dont start with skills and they hardly learn any skills. Why use them when you can just dominate everything with your storymode characters?](#)

[Then there's the graphics, which pale in comparison to Rebirth 1, 2 and Fairy Fencer F. There's a weird fog that kind of hangs in the distance and the game needs some kind of Antialiasing because the staircasing on the sprites is brutal.](#)

[For me, this game is one big headache and I'm only able to play it a little at a time, but I am gonna finish it just to say that I have mastered the game of 100 gimmicks.](#)

[\(I'm actually kinda glad they removed the hotsprings washing minigame, just cause it would be another gimmick on top of a huge gimmicky pile of gimmicks. Gimmick!\)](#)

[Edit: See, there's so many minigames in this that I already forgot about one. The ship battles, which are kind of neat but essentially come down to a kind of rock paper scissors game where the amount of Peons you have somehow govern your powers and attacks for your ship. All these features are explained once, and so far, I havent found a help menu to explain them again. They pop up right before it needs explaining, then it just assumes you understand all of it and send you on your way without much of a demonstration. Then there's the Peon ball, which is sort of a ticking time bomb that can get bigger the more of something \(I really have no idea\) you do, and it can also reach critical mass and wipe your entire party for also doing other things \(still, I have NO idea why it gets big, or why it blows me up.\). A game as absurd as it is full of kinks and innuendo as it is fun.](#)

[NOTE 1: Pressing R2 can skip battle animations! or you can disable them entirely in the config menu. This is very important for making the grind go faster.](#)

[NOTE 2: The free DLC is nothing but OP items that make the game impossible to lose. Disable DLC in the title screen menu before you press New Game if you want to enjoy playing through it vanilla.](#)

[Now, onto the review!\Mechanics Summary!](#)

[The story can be described in two words: Galactic domination. You play as \(say it with me now\) a loli heroine who has amnesia, but instead of saving the world you're going to 7 different planets subjugating each one along the way. This is done by finding](#)

[the strongest people on every planet and forcing them to join you. Like all Compile Heart games you'll end up with a large cast of different personalities who are all hilarious to see interact with one another. Sounds fun? It is. Until the grind.](#)

[The gameplay for this RPG is surprisingly unique, so I'll try my best to cover all of the different mechanics because many people seem to get confused by the decent yet fairly terrible tutorial.](#)

[Instead of elements all characters have "moe" attributes \(read: kinks\) and it is your job to use this knowledge to either turn them into your peon, turn them into items, or anger the enemy so jpop will play. During battle the main character is allowed to "moe kill" by switching forms to one of 8 kinks \(Masochist, Sadist, Terse, Bipolar, Ditz, Ego, Hyper, and Graceful\) and then choosing 3 of 7 phrase options that appeals to the target's current emotional state \(If they're happy they will react exactly as you'd expect, when sad instead of being slapped by a sadist maybe they want a hug etc.\) and kink. While this may sound insane at first \(it is\) the naming convention is really the only thing that may throw you off, but there are element based attacks tied to the moe attributes that will help you distinguish what is weak to what. \(ex. Masochist is Water and Sadist is fire\)](#)

[Aside from that kink paradigm there's also an entire billiards-esque mechanic called "blast-off" at play where you can set your non-standard attacks to blast enemies around the battle-map smacking into other enemies causing the whole board to be mixed up. If an enemy is giving you a hard time you can keep smacking it back into a corner while your healers stay far away and safe. If you have enough blast-off energy you're actually allowed to shoot enemies in the sky too, and in the sky there are around 10 or so random items in every fight that can be gotten if an enemy smacks into them.](#)

[The final battle mechanic are the crystals. In every battle there is a large crystal in the center of the stage that produces an AoE spell random each time, and along with the large one there are also a number of smaller crystals with smaller AoE spells which also all effect those that stand in them. Both forms of the crystals can be broken with the aforementioned "blast-off" system by smacking them all around the map. When they shatter they also produce an effect that is as wide as their AoE. All of their buffs/debuffs can be easily read by simply hovering over them with the in-game cursor.](#)

[The final general gameplay mechanic ties back in with the "moe kill" battle mechanic where if you can successfully defeat enemies with it they will transform into your peons. When you collect X amount of peons your charm level rises \(how easy it is to moe kill\) and your Peon Ball "read: Spirit Bomb" gets that much larger. The more peons you have also increases the amount of workers you have on your space airship.](#)

[THAT'S RIGHT. SPACE. AIRSHIP. Eat your heart out NASA. This game does have airship battles, and they're actually pretty decent if you're not cheesing it. The airship battles are similar to rock, paper, scissors. You have 3 different attack styles, 3 different shield styles, and buffs. The standard attack deals the most damage, but it gets blocked by every shield type. The pierce attack goes through every shield type, but it is a fraction of the power of the standard attack and can get weakened more by the quick-attack. The quick-attack deals about as much damage as the pierce attack, but it lowers the damage received by the enemies attacks and gets blocked by the shields. During the fight the enemy/your ship's pilot will make remarks that help you guess what they are planning to do and 9 times out of 10 it will be the same, but to keep things interesting they sometimes mix it up. If that annoys you spamming pierce usually works if you're a high enough level, but if you decide to not peon often then you will definitely have to learn the airship mechanics fairly well.](#)

[Item Upgrades: You can upgrade your items to ridiculous levels if you're only playing the main story. Basically you can pump money into any weapon/armor you want to increase the stats for it. While not really limitless for all intents and purposes of those who are playing for just the main story it may as well be. If you absolutely adore the rusty sword and old moldy panties everyone starts with for armor \(yep\) you can scale those to late game easily, but if you want to get to level 9999 while grinding through Mugen field getting better equipment will be a requirement. \(all the free DLC will be actually\) Speaking of Mugen Field...](#)

[THE GRIND. This game has it. There will be times that you're skipping through so many fights and doing just story that you'll engage an enemy they will all move before you and suddenly your party is wiped. There are also times where the game may force you to complete X amount of kills to continue \(though you're given other options too, but if you can't do those battles are required\) of which also involves grinding if you haven't been beating a lot of enemies. When that happens you can either: A\) spend a decent amount of time grinding the previous area or B\) Head back to your ship and enter the Mugen Field which is a battle-rush zone where the enemies start out weak \(strength based on size of your bet\) but get progressively stronger the farther down you go. The longer you stay in there the larger your experience multiplier gets as well. Completely cheap? Yes. A fantastic](#)

way for a JRPG to make THE GRIND a bit easier? Also a yes. Grind responsibly.

Overall: A fantastic JRPG with lots of character. 8.5/10. Mugen Souls honestly is a strange but ultimately fun 'wreck' of a game. Everything about the game is over the top, get used to the word 'overwhelming' however Its really a mixed bag of some good elements, and some which plainly don't work. But I'll get to those later in the review, for anyone interested in Mugen Souls - This is a warning, this game was originally shipped with an abhorrent amount of DLC which can break the game completely for the actual story mode, however on the flipside - the DLC is practically required for high level Mugen field exploration so be warned about the hefty DLC that will cost 4 to 6x the cost of the base game if you buy everything, and believe me the the DLC is fairly unbalanced and will more or less ruin the story mode, but if your the typical 'trophy hunter' type of player, then it will be required.

Mugen Souls is based about the undisputed goddess of the universe Chou Chou and her ability to turn practically anything into her peons, she has various different personalities that she can change into to perform these tasks, each one massively different from the next, she is accompanied with many different Heroes and Demon Lords, each with their own quirks, often humorous dialogue to said quirks.

Some of the biggest problems Mugen Souls has, besides the awful DLC is the fact the game can turn into a significant grindfest quite fast if your the trophy hunter type of player, if you don't care about unlocking trophies and just want to experience the story, then don't invest in any of the game breaking DLC, and turn off several of the free DLC which significantly unbalances the storymode to the point of making it a cakewalk. The DLC is more or less designed for the Mugen field which is, honestly the core mechanic of the game allowing 100 random battles vs ships/Venemies and slumbering bosses, the problem with the Mugen field is this is where all the game unlocks are earned, and progressing through the field gets extremely difficult without mugen point packs to boost your equipment, sure the early stages of a low bet are easy and you can level up extremely fast (again, breaking the story mode) but upon reaching certain portions of the field monsters become extremely overpowered, this significant imbalance issue was fixed in Mugen Souls Z but it problem for Mugen Souls, and earning points/Vgold without the packs is slow, the cost of upgrading equipment gets overwhelmingly expensive fast with high level upgrades costing millions per point, bear in mind you can upgrade your equipment to 'overwhelmingly' high levels here.

Another poor mechanic is the G-Castle battles, honestly - they don't work. They tried to copy the Skies of Arcadia method but didn't make the battles interesting enough, the biggest problems is the A.I cheats against the player, your co-pilot will occasionally give you hints/Vclues about what your opponent is going to do next, and 70% of the time, it'll follow a set pattern, but then occasionally break that pattern so usually the best method to win these g-castles is to cheese the fight by using a certain attack constantly and never deviating.

Finally, while the sale is on I definately recommend the game for the story alone plus its a fairly long so its good value, if you can overlook some of the obviously problems then you'll enjoy Mugen Souls. Also, its really a minor detail but for some people its a deal breaker, Mugen Souls is significantly censored over the original Japanese version, to the tune of over 100+ CG and a mini-game - the latter isn't really a problem since the min-game itself was fairly boring and didn't really do much except for fan service.

Overall 7.5 / 10

+ Great Story
+ Great Characters/VCharacter Dialogue
+ Great Music
+ Character Customization
+ Moe

- DLC can break story mode
- Excessive DLC that isn't required/Vbut recommended for Mugen Field
- Can be very grindy
- Airship battle mechanics are poor (These battles are better in Z)
- Censorship. This game has a great premise, cute character designs, good artwork, and music by Tenpei sato.
But, ultimately, I do not recommend it unless you are really into these sorts of games and have played everything else you can think of.

-The combat is *really* boring. I am not even complaining about the grinding aspect of it. I play Nippon Ichi games and such. The fights themselves are just not that interesting, and I was never motivated to level up for the sake of it. Most fights are hugely lopsided, like if you don't one-shot an enemy it will probably one-shot you instead. The "Moe kill" system is too complicated for its own good and doesn't make for very interesting decisions anyways.

-There are whole systems and mechanics that I never needed to pay attention to and really don't seem important to the game at all. There's a hot spring you can use to buff your party; they spend a lot of time showing it to you and explaining it and so on, but I beat the game without ever using it. There's also "G Up," "Fever Mode," "Blast Off," "Peon Balls" and so on, just a laundry list of things I never took advantage of and never needed to.

-The game world is tiny and yet still has lots of recycled assets. Practically the entire story is told through dialogue boxes with animated character cut-outs, even when events are happening that should really be portrayed by machinima or cutscenes or something. It's as if they recorded the voice-overs for a much more ambitious game and did not have the money to actually make it.

I'm disappointed overall, there was a lot of promise in the charming protagonist and the colorful cosmic-scale setting. I'm told the sequel is better, we'll see.. I was hoping that the port to PC would make this game better but it turns out that if you polish a turd, it's still a turd.

Mugen Souls tries very, very hard to be deep and interesting but it ends up as a pile of game systems and mechanics that don't mesh together at all. G-Castle Battles are like playing rock-paper-scissors except if you lose enough times you get a Game Over. The Moe Kill system and Chou-Chou's Form Change could have been interesting but there are so many affinities that at any given time you're about 100% likely to be in the wrong form to actually perform a Moe Kill. The Blast-Off system seems to work once for the tutorial and then the rest of the time, you do so little damage to anything with knockback that there's no point, so I have no clue why they even introduce it at the beginning of the game. Creating your own custom units makes sense for a strategy RPG where you're allowed to have many units out at once but you can only have 4 characters in your party and your party has already filled with clearly superior story characters by the time you get out of the first couple of chapters or so, so that's another pointless system. And Mugen Field is a pathetic attempt to ape Disgaea's Item World that somehow manages to miss everything about Item World that makes it fun.

In short, Mugen Souls is (still) irredeemably bad, regardless of how it was censored for Western release. It's just another bad JRPG trying to ride on moe.. An obvious dream of any person is to run around and be so cute even the plant submits to how adorable you are. I mean, who wouldn't want to seduce people into doing all their work for them? Well, in Mugen Souls that's exactly what you do. Run around and seduce EVERYTHING. If you find fun in seduction this is the game for you!

But, in all seriousness, Mugen Souls is a JRPG where you have a mix of combat, exploration, and air ship battle. The controls, personally, for the keyboard aren't the best or most comfortable so I do suggest using a controller. (I typically expect this with console games that are imported to PC). Since this is an imported game from PS3 you should expect graphics and quality to be pretty similar to the original. Since I'm a fan of many games like this (Disgaea, Phantom Brave, La Pucelle, etc) this style will seem very anime.

The game follows Chou-Chou a girl who can transform into many "moe types" and by utilizing the types she will attempt take over the entire universe. Chou-Chou begins to recruit followers from each of the planets she conquers and sets off for universe domination. In the game, you get about two units from every world (for the most part), with there being seven world total, in the end having twelve characters plus Chou-Chou to battle with. However, you can only use four at a time in a party, meaning you will have to go out of your way to level other characters outside the story line. With the level cap being 9999, that number may seem ridiculously high, well it is, but the game offers easier ways to level up than just following quest lines. This takes place in another realm (Mugen Field) where the further you go in the more rewards and benefits you achieve. By doing this a player could easily get to level 100 in an hour. This isn't required to beat the game only recommended, you don't have to go out and hyper level if you prefer to stick to the storyline quests.

Meanwhile, there are battleship fights during the storyline you must partake in to help strengthen your warship (these can also happen in the Mugen Field). In these you are given multiple commands that your ship may do to take down the enemies. The tutorial does a better job explaining than I ever could but basically you throw things at each other until you kill something. These

battles are turn based so you select your offensive and defensive commands when prompted.

For a game about seduction they do give fan service scenes to the players, however, with Steam they will be censored and keep the game\u2019s imagery 13+. While some players may find harm in censoring the CG of the game it\u2019s pretty standard with most games on Steam so it doesn\u2019t terribly bother a player like myself.

Pros to Mugen Souls:

\u2022Costumes!

\u2022Tons of characters and character types

\u2022Great music

\u2022Lots of content

Cons:

\u2022No help screen

\u2022Moe Kill system can become overwhelming and complex

\u2022You cannot skip link attack animations

\u2022I still can\u2019t really figure out the Peon Ball

\u2022Tons of level grinding

For my rating of Mugen Souls, I would give it a 3/5 for those into the niche JRPG games it\u2019ll probably make you laugh or smile. If you aren\u2019t into the anime styled games then this wouldn\u2019t be a game for you. There\u2019s a lot of dialogue, not as much as a visual novel though, and sometimes you get so drowned in the dialogue and can find yourself easily forgetting commands because it just went right over your head. I think that because it was originally made for the PS3 when it was transferred over it could\u2019ve used some updates in the graphics to make it smoother, however, that would be an individual opinion for some people think it adds charm to the game. I feel that Mugen Souls could have easily become more of a hit than it did however, with the competition being games like Disgea you can tell that there was less effort and more \u201d when making this in comparison.

If you are into JRPG games similar to the Disgea, Hyperdimensional, and other Compile Hearts titles this is for you. Otherwise, I would not recommend spending money on the game that you would shortly put down.

I, personally, would recommend this title to those that are into niche games.

It's not good.

While the port is very good, the game itself is just a bunch of vaguely interesting ideas thrown together and executed poorly. The basic combat is essentially a poor man's Hyperdimension Neptunia/Fairy Fencer F, only with bland animations and boring, uninspired enemies, with too many additional game mechanics for it's own good.

First off, you have some kind of "moe" ability, which you use to 'recruit' enemies to your side, or convert them into items. This system is the most vague combat system I have ever seen in any game, and almost completely luck-based. When executed you choose 3 different words which are supposed to represent something the opponent... likes? I've no idea. If you're successful you get peons which probably do something but I haven't got that far, and if you're not then they frenzy and get stronger. Early in the game you get an ability which lets one of your characters change into different forms which supposedly helps in converting enemies depending on their preferences but it doesn't seem to make any difference at all. I can only assume that the affinities or whatever they're called are supposed to be some kind of comedic replacement for elements, but it's just confusing and never works how you'd expect. Sometimes they're converted almost immediately, sometimes the bar only increases by a third. No matter what affinity you choose, no matter what the enemy's affinity is, there's no rhyme or reason to it.

There's also a different kind of combat entirely, which I assume becomes more commonplace the further you advance into the game. In essence, it's rock paper scissors where one of your allies just *just* tells you what move the enemy is going to make. It's simply not worth talking about, but the game makes a big deal out of it during the start of the game so I guess it's a big deal?

You also have something called "blast off". When you execute a skill, you can choose to use Blast Off, which knocks the enemy around the map into other enemies for extra damage. While this sounds like a fresh, innovative combat system, it's compromised by its own self-imposed limitations. When you select an enemy to attack with your skill with Blast Off enabled, an arrow appears showing the complete trajectory the enemy will go, which is fine and helpful. However if you want to hit another enemy with it (which is the entire point), the arrow changes into a much shorter one, showing only the vague trajectory the first enemy and the hit enemy will go, making chaining up hits very difficult, as you can no longer tell if the enemy you attack is going to have enough power to knock back or even reach additional enemies. The Blast Off meter itself is charged by using skills, and skill points are recharged with I Don't Know, and if you smash a Crystal during battle with blast off which is supposed to do something to change the battle rules but never *does* then you enter fury mode which...

... this, I give up.

The game is slower than a dying sloth and there's far too many game mechanics to care about, keep track of, or even bother to understand. I'm not even two hours into the game yet and I'm already bored out of my mind. I usually enjoy these Idea Factory JRPG-type games, but this one is just so slow-paced, boring, tedious, and vague that I just can't find any fun in it. The world is completely uninteresting and the dialogue is utterly bland and unfunny, which is a shame because I at least get a small chuckle out of other IF games.

Oh, and you'd best pay very close attention to the myriad of tutorials because if you don't get something then there is no way to view them again.

There's a reason this game is cheaper than all of Idea Factory's other games, and a reason why it's the only Idea Factory game I'll be refunding.

And that's because it's not a good game.. Bought it because of the Artstyle, same as Disgaea. No such game as Disgaea on Steam yet, sadly(still waiting q-q)

Anyway, Gameplay is fun, sorta turn based strategy.

Customization is pretty neat, a bunch of options, no a lot actually.

Game looks flashy and keeps boredom away, you cannot be bored playing this, I promise.

I would recommend playing the game without DLC at first, it's kinda gamebreaking, I restarted the game without DLC once I got to use it, it's really boring.

Overall, for this price, if you're an RPG fan, a must buy.. Mugen Souls feels like a mix between Neptunia and Disgaea.

Combat is similar to Neptunia but the story, art style and character creation\customization seems heavily inspired by Disgaea. If you liked either of the series you may like this one too.

Also, if you want to play the game without ruining balance and power up progress early in the game disable the free DLC packs. You can enable the DLCs at any time but I recommend playing through the game once for the normal ending before doing it.

Edit: Adding some comments regarding the censoring in this game since a lot of criticism seem to be pointed at Ghostlight for it. What has been removed is the bathing minigame (essentially one semi-nude CG per shushu form and playable character, just under 20 CGs in total have been removed).

Considering that the US version on the PS3 also had the bathing minigame removed (published by NISA) there wasn't much chance to see it restored in the PC version regardless of who published it. Instead of blaming Ghostlight I'd question the western fear for cartoon nudity in general.... You know, this is a sad thing to write. I enjoy this game; The characters, the writing, the combat - all held up to what I was expecting when I purchased this game believing it was a full game.

The fact that Ghostlight cut content from this because 'Steam said too' rings false and sounds like trying to avoid the blame of their own actions when their customers starting getting mad. They have provided no proof of this conversation, and have gone silent on why they didn't do an off-site patch like many other games have done for the past year to put censored content back into the game for their customers.

I would normally recommend this game for those that enjoy Disgaea-like characters and stories, but I can not in good faith put any more money into the pockets of Publishers who \u2665\u2665\u2665\u2665 their customers over what they told them they were buying, then going silent when pressed for answers on why they didn't inform them or fix it back to the quality they expected.

TLDR; Don't buy\u2665\u2665\u2665\u2665\u2665\u2665 from these hack\u2665\u2665\u2665\u2665\u2665\u2665\u2665. Note: This review was inputted at the request of a friend who played this game utilizing Steam's library share feature.

Disclaimer: While I'm heavily against the censoring of content, I decided to give the game a try anyways. This review will ignore that fact entirely since it's somewhat minor has been discussed and repeated ad nauseam. Personally, I'm all up for supporting a good localization as long as it keeps censoring and memes\forced humor\completely rewritten scripts to a minimum, in the end, it's not the localization team's fault that censoring needs to happen because of delicate western sensibilities.

Mugen Souls is a whacky over-the-top JRPG with free-move 3d-based combat, think tales games but turn based. The game has a very cute style going for it and a colorful cast of characters that you can customize with outfits and equipments, you can even crossdress the males!

Overall, I feel like the game is heavily underrated and underappreciated, and while not perfect, it's definitely worth a try. As of the time of this review this is how I feel about the game(might update later):

Pros:

- + Character customization with outfits and equippables.*
- + Humorous and lighthearted.*
- + A lot to find, unlock, level-up and upgrade. Reach ridiculous numbers in levels, damage, etc; completionists and people who enjoy bigger numbers and progression might like this game a lot.*
- + Fairly decent map designs compared to games like Fairy Fencer and Neptunia, I honestly found the maps a bit more detailed instead of re-used cypypastes.*
- + Pretty good and catchy OST.*
- + Tutorials explain most things pretty well, make sure to pay attention though! I've certainly had less issues understanding mechanics than in Phantom Brave, for example, which received a lot of praise.*
- + A lot of wonky and non-generic mechanics such as making giant balls of your servants and throwing them at enemies.*
- + Haven't had any issues at all with the port so far, runs very well!*
- + Good-looking aesthetics overall, cute graphics and a neat, readable UI.*

-
- + *Thankfully, there's some good guides out there for people who don't understand the mechanics.*
 - + *Become the undisputed god(dess) of the universe as a cute anime girl!*

Cons:

- *Might not be for people who don't understand anime clichés.*
- *Unique mechanics might be clunky or not appeal to everyone.*
- *Forced to use link skills in battle instead of normally attacking in battle, which have needlessly long and drawn-out animations which get old quickly, these can be skipped by pressing what would be "R2" in a PS controller but this tends to make the combat feel less satisfying. IMO RPGs need fast and fluid combat..*
- *Not everything is fully explained, there might be some minor confusion with some things without looking them up. IE what's "ogre damage"? What's affinity damage?*
- *Spaceship minigame fights are a bit convoluted.*
- *Some minor unlockable content unavailable for dubbed voiceacting, thankfully the original undubbed can be selected.*
- *Generic units are initially a lot weaker than main characters unlike games like Disgaea*
- *Mugen Field is this game's version of the item world from Disgaea, a random dungeon with many floors that you do for power ups and exp, albeit a lot less interesting and made up mainly of just fights.*

All in all, I think the game is quite decent and can be very enjoyable despite some of its flaws, so I recommend it to people who have enjoyed games like Neptunia or Disgaea and JRPGs in general, but expect a strange and different experience..

After more than 430 hours on record I can finally put this game away.

About 30-40 hours are needed to complete the game storywise.

The rest (~ 400 hours) was spent to grind massively in order to obtain every achievement that this game offers and overall very boring.

The only fun part was the planning to minimize the time you need to get the achievements.

But hey, I managed to watch 880+ Pokémon episodes while grinding.

Pros

- + *Humorous Dialogues*
- + *Overall interesting game mechanics*
- + *(Free) DLC can be used to breeze through the story for a non-grinding experience.*
- + *New Game+: You can carry over stuff for your next playthrough.*

Contras

- *Game mechanics are only explained once! Couldn't find a menu option to rewatch the tutorials.*
- *Moe Kill (game mechanic): Instead of fighting the enemy you can make the enemy fall in love with the main character for faster grinding. Not very consistent and too random for my taste.*
- *Combo attacks seems to be weaker than normal attacks.*
- *Game crashes sometimes\Long loading time in battle*
- *Time-consuming to get every achievement*

If you like JRPGs then this game might be something for you.

For achievement hunters I strongly encourage not to buy this unless you want to spent a huge amount of time.

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