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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.

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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



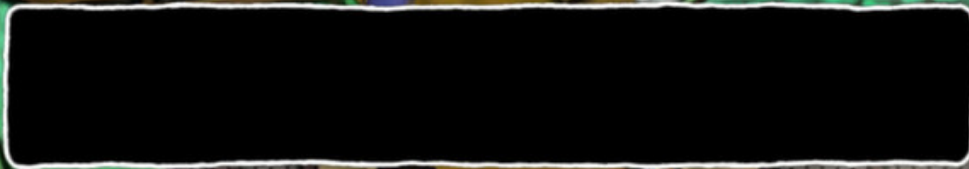
Hanabusa

There's a giant tree in the way.  
I have to deal with it somehow... ▶

C-A-T

Objectives: Accept the merchant's request.

Destination Screen Choose place to visit





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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. 99 Spirits has a lot of spirit in that it tries do something different but falls flat on its face in trying to do so. The storytelling is generic albeit interesting with a unique flare to it which ties into the battle system....and here is where it loses points....how do I even describe it...you do series of actions against monsters until you get them to the point where you can name them and then defeat them....Sounds obtuse? Well it is, and although I applaud it for trying something different I honestly can't see who this is targeted at...even at a glance of other reviews....few if any praise the battle system for anything beyond its uniqueness, and frankly when a games core mechanic is a meh or pass feature, the same should be said for the game. It certainly is different...but I still cant recommend it.. come for the anime (no pun intended), stay for the fun gameplay.. 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. 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 cliccking 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 :( 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.. Interesting combat concept and a style worthy of Okami though not particularly intellectually challenging. Thankfully the combat pace picks up towards the end.. I don't even know where to start.  
The basic idea for gameplay, and battle is so unique  
and so is the story and characters.

10/10. 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 \u201cwaiting between college classes\u201d side of gaming. Highly recommended for anyone who is a fan of youkai (\u5996\u602a).

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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.. The game's story is amazing, the gameplay can get repetative and you need to grind at times, but overall the game is quite enjoyable. Remember to save. 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. **To start with, this game is NOT FOR EVERYONE, far from it. You SHOULD try out the demo before buying it.**

**The game is about a swords(wo)man, Hanabusa, who fights evil spirits on her journey to restore a blade that is imbues with powers from different gods and ultimately find out the source for the mass of spirits that have been rampaging lately. How the fighting happens is quite a different approach from what you'd expect and also is the catch of the game.**

**When you fight the spirits, you will find out that they are practically invincible to your attacks, by attacking you'll gather energy that you can use to not actually damage the spirits, but to gather information about the spirit you are facing. What do you do with the information then? You'll have to find out the spirits actual form in order to be able to defeat it.**

**Sounds crazy all right.**

**When you enter combat you will have no idea what you are facing, apart from the knowledge of "this zone has these and those", you start off with a round of attacks, hopefully filling up your energy (or gem as the game calls them), when it's filled, you then spend it to gather info, the information gained will be hints about what the actual form of the spirit is, when you think you have enough information you can try to name the spirit, thus revealing the true form, and only then your attacks will start hurting the spirit. Naturally, you can skip the information gathering and just throw guesses, usually the spirits do a rather mean counter attack if you try to call them out and are wrong.**

**All this is done with simple controls, you either attack, or defend, both gather energy for their respective gems, during the action round, you'll have the chance to deflect attacks from the monster and counter attack, in a reaction game fashion.**

**It gets repetitive, fast, no doubt about that, but the challenge and fun is the little guessing game you have to do with the spirits. Eventually that will get to you too, and you wish it would be easier and faster, well luck is with you! Not too far into the game you actually will be able to start boosting numerous aspects of the fights, making them a ton smoother at which point the game really starts to slowly turn towards a more story telling type of a game with some action as the**



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side dish.

Thanks to the cast of quite charming characters, it's not a bad thing at all.

Really, play the demo if you are curious, some will hate it, some will love it. I personally find it quite an entertaining experience. Oh and remember to save often if you end up getting the game, I've had a couple crashes when facing certain spirits and there are no autosaves.

#### Pros

- +Loveable characters
- +Story
- +Soundtrack
- +Guessing the spirits can prove to be great fun for some
- +Original audio

#### Cons

- Repetive gameplay
- Soundtrack (too much is too much, no matter if you like the music or not)
- English audio made me want to tear my ears off
- No autosaves of anykind.. 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.. Well, that's \$10 I'm not getting back. Very disapointing. I loved the art syle 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 came. 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.. This is an interesting JRPGVpuzzle 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.. 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...

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