Tales Of Vesperia: Definitive Edition Download 100mb

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About This Game

Celebrate the 10th anniversary of Tales of Vesperia and the return of this fan-favorite with the Definitive Edition!
A power struggle begins in a civilization dependent on an ancient technology, the blastia, and the Empire that controls it. The fates of two friends traveling separate paths intertwine in an epic adventure that threatens the existence of all.

Dive into the Definitive version of this game with updated full HD graphics, brand-new music tracks, exciting mini-games, bosses, and a collection of unreleased costume DLC!

Two more playable characters join the fray!
• Patty Fleur, a cheerful and tough young pirate girl in search of treasure, adventure… and her forgotten memories.
• Flynn Scifo, Yuri's best friend and an Imperial Knight, now joins the rest on their journey!

Title: Tales of Vesperia: Definitive Edition
Genre: RPG
Developer:
QLOC, BANDAI NAMCO Studios Inc.
Publisher:
BANDAI NAMCO Entertainment
Release Date: 10 Jan, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Microsoft Windows 7/8/8.1/Windows 10 (64-bit)

Processor: Core i5-750, ▯2.7GHz / AMD X6 FX-6350 3,9GHz AM3

Memory: 4 GB RAM

Graphics: GeForce GTX 660 2GB / Radeon HD 7950 3GB

DirectX: Version 11

Storage: 25 GB available space

Sound Card: DirectX 11 compatible

Additional Notes: Minimum Spec: Frame Fate: stable more than 60 Resolution: 1280x720 Setting: LOW/OFF Anti-aliasing: OFF The above conditions need to be met to achieve minimum system requirements.

English,French,Italian,German,Japanese,Korean,Russian,Traditional Chinese

Why are there so many male characters panting scenes. Like.... 2 good looking dudes lie on the floor panting and crossing swords. Is that innuendo to something?

I did own 360 version of this game, but played about halfway since I was playing with my friend's console. Didn't think 10 years later I can finally finished the game.

Okay, first it's very good Port for me, so far it crash only once from 100 hours playthrough. And partly my fault since I switch tab like crazy to look up monster drops for synthesis. And this is very old pc. Unlike the later version of tales that some part I need to set graphic to ultra low. This one is very smooth till the end.

The game itself is kinda grindy to get the best flavor out of it. Just like how old games used to be. You can still play in easy mode, but that would take all the fun. The ending is kinda lacking but since they changed writer after Abyss. I didn't get my hopes up too much anyway. Still better than other franchise as of late though. Overall I give it 8 out of 10.

1 from translators take too much liberty in translation. The nuance is wrong in many parts of characters. Like Rita for example, there is a line between Embarrassed and Edgy. She's a tsundere you know? The choice of words often comes out wrong. And Yuri sometime feel like a thug while the sentence in Japanese is just Joking.

Another point deduct from some glitchs like delayed voices and skit didn't come out where it should or maybe just because some different from the 360 version? Idk.

I still recommend though, maybe get it on sale. Causes at least I can play new game+ no problem. Unlike ToZ or ToB that's I feel there's not a lot to play again.

Side note. I played Abyss 5 times (2 fresh start and 3 new game+) still can't beat Prof. Nebilliam yet. If Bandai team reading this. I don't mind 6 or 7 playthrough :). If there is a scoring system, i will give it a 6\/10

Not the best game nor the worst game i ever played but also nothing worth remembering.

Story:
Main plot is interesting at the end, i like the direction it's going, the uncertain future rather than happy ending.
But the pacing is bad. First few act is full of random event happen over one and another. There are like 7 different plots on going and you get interrupted every few scenes with random thing. I barely know what's going on and still trying to remember the location name and game terminology. Still have no idea what is hoplon blastia after 50 hours

Also, if you pay attention to the graphic, you notice most the "small" incident is not shown when it happen. The party will look at the incident and react to it but you only see their face and comment. This really disconnect the player and the character in game. I would rather they downgrade the whole graphic down a few notch and show us what the character see as it happen. For bigger event, they will play a short animation to show it. But it's only reserve for the main plot and most of them at the last few arc.

There are also a lot of plot holes left unexplained. Not going to spoil it here

Gameplay:
Battle felt clucky overall. Most of your attack hit vertically but a group of monster can attack horizontally. This game consist of the old 2D battle system with 3D battlefield. It's feel so bad when you fight a large group of monster and monster has better AI than your party member. Once i get stronger, i just spam arte directly without caring about combo to kill thing faster. There is no room to do combo when you get interrupted by other monster all the time

Sound:

The english dub is really good. Usually i prefer Japanese voice in video game but I like the english voice here. Patty voice is excellence.

The BGM is meh...i remember when a tragic event happen in the guild town, it still playing the hype battle BGM in the town. I couldn't remember most of the background track since I moved town so frequently.

Overall, it just a decent JRPG game. I don't regret playing it for 40-50 hours but i won't replay the new game+ or the extra mission. If you don't want to spend 40-50 hours on mediocre game, you won't miss much by skipping this one. My favourite jrpg, and I've played a lot, this was my first tales game tho. Played the story fully at least 8 times. 100% completed it on the 360 a decade ago and 100% again on PC and I'll probably be playing it again in the near future on the switch. Yuri is the best. Patty tho, she's the worst.. Story seems nice, average to good characters, but then you have the battle system and the intentional animation cancel. Terrible design choice. That alone made me want to stop playing this game. If you want to be efficient you WILL have to learn that bs and do it all the time. Instead of good tactical moves choice, it's all about animation canceling. Oh well... This is one I regret buying at full price.. Ignore my playtime here, I played the original version years ago, finished it like 6 times and I have to say that this game is one of my all-time favourites but it has its faults.

The story is kinda generic itself while at the same time the cast of characters is fine, it has a good variety of characters, and it's a fun game if you ignore the kinda generic story, if you want a game with very good story play Tales of Berseria, probably my favourite game in terms of story.

Now what this game really exceeds at is it's gameplay, probably my favourite Tales of game at that, at the beginning it's kinda slow and feels very restricted but as you progress through the story you can do so much combination with the artes, weapon skills, and so on that the games feels so fast and smooth and allows for so many different playstyles depending on what you like, how do you like to play and things like that.

Like I said before if you want to play this game you should be doing it not because of it's story but for the gameplay.. Compared to newer entries in the series, like Zestiria and Berseria, this is a game with a s*** plot, forgettable cast, and bosses that will have you rage-quitting unless you want to spend hours grinding. And for the price they want? Your money and time are better spent elsewhere.. Maybe it was good back then.

It's just too boring to play this game after playing latest title in 'Tales of' series.. My favorite tales game. Yuri's dual voice actors can be a little jarring, but the game's cast is the most likeable in the series as a whole and the move sets make for fun combat. Game is more character driven than story driven when it comes to replayability.

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