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Valkyrie profile ds

Following the popular PSP and PS2 follow-up to the PlayStation original, Valkyrie Profile: Covenant Plume is the third original game in the Scandinavian mythology square inspired RPG series, and the first for the Nintendo DS. Players control a small group of characters, each with different combat abilities, in a style of taking turns fighting the action-oriented component and focusing on teamwork. When fighting an enemy, each character in the range is assigned a button; pressing a button leads to this character's attack. The number of attacks each character can make in a limited round, but the devastating over-attack combo is unleashed when the characters are in formation and the right moves are strung together in the right order. The story of the game tells the story of an angry young soldier named Wilfred, whose father was a great and valiant warrior, who was taken to Valhalla Valkyrie Lennet. In pain from his dispossessed and self-rending childhood, Wilfred also strives to become a warrior worthy of Lennet's attention, so that he can avenge her for the years of pain she has caused him. Along with a small group of trusted friends and worthy allies, Wylfred enterprises forward seek fame and fortune in a country full or struggling and desperate for a hero. Valkyrie Profile: Covenant PlumeFantasy violence, soft-spoken, soft suggestive ThemesGame Title Special FeaturesAn original RPG in the popular Scandinavian mythology-inspired series Square-Enix to take on the role of warrior Wylfred and avenge Valkri Lennet's branching storyline, a few endings: You determine the course of the storylineTh of the page. Thank you, we'll see about that. Have you played Valkyrie Profile: Covenant Plume? We encourage you to read our updated [PRIVACY POLICY](#) and [COOKIE POLICY](#). 2008 video game Valkyrie Profile: Covenant PlumeDeveloper (s)tri-AcePublisher (s)Square EnixDirector (s)Shunsuke KatsumataProducer (s)Wataru KatoDesigner (s)Shutaro YokoyamaNaoko AndoProgrammer (s)Shinji

HirachiArtist (s) Ko YoshinariYoh YoshinariWriter (s)Miho AkabaneYasushi OhtakeKishiko MiyagiComposer (s)Motoi SakurabaSeriesValkyrie ProfilePlatform (s) Nintendo DSReleaseJP: November 1, 2008NA: March 16, 2009PAL: April 9, April 9, 2009Genre (s)Tactical role-playing gamesMode (s) Single-game
Valkyrie Profile: Plume Covenant - this tactical role-playing game developed by tri-Ace and published by Square Enix for the Nintendo DS handheld game console. Released in 2008 in Japan and 2009 around the world, the game is the third entry in the Valkyrie Profile series, acting as a prequel to the original game. Located in a world based on Norse mythology, covenant Plum follows Wylfred, a young man embittered against Valkyrie Lennet after she takes her father into battle as einherjar, indirectly destroying his family. After becoming a mercenary and dying himself, Wilfred is reborn as the goddess Hel and resumes his quest for revenge. The gameplay includes recruitment take part in the fighting on the grid. The use of Destiny Plume, a gift from Hel that enhances the strength of character before causing permanent death, influences the development of history and leads to several endings. The production team found the development a challenge, but sought to push the boundaries of DS hardware while remaining true to the Valkyrie Profile series. The story, inspired by the advertisement of the first game, was devoted to how a person can view the mission of Valkyrie. Characters Co Yesinari and Yoh Yoshinari, and composer Motoya Sakuraba returned from previous recordings. Having sold 230,000 copies worldwide in May 2009, Covenant of the Plume received generally positive reviews from journalists. Gameplay Characters Speak During Dialogue Sequence (Japanese version) Of Valkyrie Profile: Covenant Plume is a tactical role-playing game in which players take on the role of the main character Wylfred and a group of allies for taking turns tactical combat in three-dimensional isometric areas with a rotating camera angle. The gameplay and general information are divided between the two Nintendo DS screens: sequences of stories and in-game map and combat sequences are placed on the lower screen, while the top screen shows combat information. The story progresses through chapters, with different history routes available that offer different recruited characters and difficulty levels. Places can be achieved by a map of the world. Between battles and sections of history, the player can visit the cities where the merchants are based; traders sell new equipment and items with currency earned in battles or selling items. There are also taverns where players can learn more about the world and pick up side quests involving battles against secondary enemies. While navigating or visiting the city, the player can organize their units, including those that will participate in the battle and what abilities and weapons they can use. Each unit has a class of characters that give them a unique affinity weapon and affect their range and speed of movement. New units join Wylfred based on the path he goes through history, with those he doesn't recruit, turning into enemies in later stages. In turn, the battles in the game take place in an arena based on the grid; four units can be sent in any battle, each of which is assigned to one of the DS controller buttons. Units are able to move a set of squares, either by attacking, or by using Skills on themselves or nearby friendly units. After the battle is triggered by the enemy, the action is shifted to a special arena, with the adjacent player and allied units joining the battle. The player launches attacks in real time, with each character assigned to the DS button. Continuous attacks raise Attack Gauge, and if the attack session raises Gauge to or above 100, the attacker For a moment, the final attack will trigger the cinematic Soul Crush final move. The player can continue to continue and the finish moves up to a certain point, even when the opponent's health is depleted, named Overkill by the game. Skills learned from Skill Books are consumables that can give a new skill to the selected unit. Skills books can be bought from merchants, obtained as loot from defeated enemies, or received as a reward after the battle. Skills fall into two categories; Field skills that can be used on the battlefield to perform actions such as changing position or increasing range, and combat skills that enhance defense or restore health. Each unit has action points (AP) that are spent using items, performing special skills and casting magic. The number of APes used increases the scope and range of capabilities. The AP regenerates after each round, with the amount of regeneration varying depending on the measures taken. Staying inactive during the turn gives the greatest amount of AP. As soon as the battle ends or the turn limit expires, the device is permanently killed, removing them from the rest of the game. The donation unit provides Wylfred with a unique skill in exchange. How often or whether a Player Uses Plume directly influences the narrative. Another battle-related resource is Sin. During each battle, Wilfred is assigned a Sin quota, which he must accumulate in each battle. Sin is collected either with plume or by performing Overkill attacks. If the quota is not met by the end of the battle, the next battle will depict a powerful enemy, whom the party must defeat. After defeating the enemy, all active units are awarded experience points. If Wylfred falls in battle, or Plume is used too many times, the player gets a game over and has to restart from an earlier save. Once completed once the game is over, the player can use New Game Plus, transferring the abilities and skills learned during the previous passage without affecting the narrative of the new game. Once all the routes of history are completed, the player can enter a secret dungeon called The Serapic Gate, where they can win and recruit unique units. The synopsis of the Plum Covenant takes place in an unnamed world inspired by Norse mythology; the world is divided between Asgard, the home of Esir and Vanir, Midgard, the kingdom of men, and Nifleim, the kingdom of the dead. The storyline is set before the events of the Valkyrie profile, in the original timeline before the events of its sequel Valkyrie Profile 2: Silmeria. In the game's backstory, a soldier named Tiodore is injured in battle and is taken by Valkyrie Lennet as Inerjar, Asira's soldiers in the war against Vanir, leaving only a pen in her path. Tiodor's death leaves his family in poverty; his wife Margot goes crazy, his daughter Elsie starves to death, and his son Wilfred swears revenge Years later, Wilfred becomes a mercenary, as his land is engulfed in conflict because of the king's ill health, hoping that this is the perfect opportunity to meet and kill Lennet; he still holds Lennet's pen as a reminder of his mission. He is accompanied by a friend Ansel, who wants to dissuade him from the path. During the mission, Wilfred is attacked by monsters and mortally wounded; He was rescued by the queen Nifeima Hel, who fills Lennet's pen with dark force, calling it the Destiny of Plum. In exchange for bathing in conflict and sin, it will give him the right to destroy Lennet. Using Plume, Wylfred is able to increase Ansel's power to defeat the monsters; however, Plume's power kills Ansel immediately after the battle. He was taken to safety by Aylit, the link between him and Hel. The rest of the story depends on the player's choice; These elections include the initial choice of alliance during the uprising against the local government, and whether Wylfred chooses to use Plume. After the death of the king, his sons Langry and Kristoff claimed the throne, which led to the Civil War. The exact events of the war are influenced by Wilfred's alliances and the use of Plume, but eventually the war ended. After the war ends, the game ends. If Plume is used at any time after Ansel's death, it becomes a weapon capable of chopping down Lennet. Lennet is attracted to Wilfred's actions, and those who have sacrificed them come to her aid in the final battle as Einherjar. Ending C: If Plume is used several times, Wilfred defeats Lennet, but Esir Freya gets the soul of Valkyrie. She tells Wilfred that his actions were in vain as Lennet is reborn. Aylit confirms that he was used as a puppet of Hel for her Cold War against Asgard. He is doomed to eternal torment in Nifleim. Ending B: If Plume is used only once, Wylfred stops from attacking Lennet Tiodor, who was defeated in his battle. When Wilfred abandons his path, Aylit attacks Wilfred for breaking the covenant, and Tiodor sacrifices himself to take Wilfred's place in Nifleim. Wilfred lives to atone for his actions, and Lennet is forced to leave, as the capture of Tiodor would provoke an open war between Asgard and Niflham. Ending A: If Plume is never used, a frustrated Ailyth arrives and shows himself as the demon hound Hel Garm, who has been orchestrating the war for Hel's own ambitions. Lennet allows Ansel, now Einherjar, to help Wilfrem defeat Garm. Before disappearing, Ansel forgives Wilfred and tells him to fix Elsie's music box before disappearing. Wylfred returns home and fixes the music box; it cures Margot's madness by allowing Wilfreck to settle into a happy life. If Plume is used too many times, Freya appears and defeats Wilfred. Aylit informs Hel, who admonishes her to be more careful in choosing a person next time. It's a game of Both the end of B and C leader Osir One One One with Freya about the impact of events on Lennet's conscience, which makes her sympathize with people. To prevent her from giving up her duty, they decide to erase her human memories when she is next called upon to help them. Production began in 2006, after the completion of Silmeria. The game team included people from Silmeria and Valkyrie Profile: Lenneth, the Port PlayStation Portable (PSP) of the original game. At the time, the game was the first name tri-Ace for portable consoles. According to lead programmer Shinji Hirahi, staging the game was hard work from start to finish and a very emotional experience for him. The team's main task was to create a new gaming experience, staying true to the aesthetics and style of the Valkyrie Profile series. Shunsuke Katsumata, director of the game in tri-Ace, felt a lot of pressure to create a high-quality product because of the high expectations of fans from the series. While the gameplay has moved away from the traditional RPG gameplay of previous games, the team felt that the current system had inherited tactical elements from Silmeria. The game engine was developed by its main developer, Takeshi Sakame, to push the boundaries of DS hardware by visualizing maps and particle effects. Maintaining the game running at 60 frames per second, the goal set by the three-ace team was difficult. Once the voice files were entered, the frame rate in the game was reduced to 30, forcing Sakame to make some adjustments to the engine. Despite changes in hardware and combat perspective, Katsumata felt they had accurately captured the sense of battle from the earlier Valkyrie Profile titles. Each stage was individually designed to work in terms of a sloping camera, each with a unique environmental theme that was present at the concept stages. Due to the fact that the main character was a man, the game was on a smaller scale than previous records, as he could not fly around the world map. The concept of history was created by Miho Akabane. The script was handled by Yasushi Ohtake and Kishiko Micah from EdgeWorks. Unlike earlier recordings that showed events from the perspective of Valkyries and other divine powers, the Plume Covenant focused on human lead, creating a more relativistic view of the world for players. The main theme of the story is Revenge of the Gods. While Silmeria focused on Lennet's titular sister and her human mistress Alice, and Valkyrie's first profile viewed Einherjar from a distant point of view, Covenant Pluma focused on Einerjar's feelings and plight. The concept of the script came to Akabane from watching an advertisement for Valkyrie's original profile, which showed that Lennet had extracted the soul of a man while his old mother was grieving Body. Akabane wondered whether the old woman could see Lennet as the goddess of death, not salvation. While cameo performances by The Valkyrie Profile and Silmeria characters were offered by producer Yoshinori Yamagishi, they were eventually discarded due to the emphasis on human stories. The characters were developed by veterans Ko Yesinari and Yoh Yesinari. In the game, the characters were developed by Toshimitsu Hanafusa, who previously worked on Silmeria graphics. Keeping in mind the very dramatic style of the series, Hanafusa wanted to portray the characters very humanly. 3D CGI cut-out scenes were produced by Anima. Music Music was written by Motoa Sakuraba, who previously worked on both Valkyrie Profile and its sequel. The game's score was written as a MIDI TREKI, allowing it to fit easily on a DS cartridge. Drawing on the dark themes of the story, Sakuraba created a muted and emotional score that moved noticeably away from his score for Silmeria, while remaining separate from his work on Valkyrie Profile. The score included the original composition and arranged versions of tracks from Sakuraba's scores for Valkyrie Profile. The conversion of the soundtrack for the DS cartridge was done by the noisy design studio Noisycroak. The two-disc album was released on November 5, 2008 by the music label Square Enix. To release the album Sakuraba used the originals of MIDI as a reference and reworked all the tracks with more complete orchestration. While true to the original, a larger range of sounds led to some differences. The twelve-to-one album, processed by Sakuraba, was published along with the album's main soundtrack. In March 2008, V Jump announced the Covenant of Pluma. At the time of the announcement, the game was balancing and fixing errors. The game's Japanese subtitle was officially translated by Tri-Ace as The Accused One. After its announcement, various tri-Ace employees posted a special official blog about the game, the first for the company. Originally scheduled for release in October of the same year, the release was postponed by Square Enix, so further quality assurance work can be done. The game was eventually pushed back to November 1. Several characters, including Wylfred and Ailyth from the game, were later included as downloadable characters in Valkyrie Anatomia: The Origin. The Western release was confirmed by Square Enix in November 2008, and the trademark for its English subtitle was spotted in June of that year. The Recording of the English Voice was processed by New Generation Pictures, which previously worked on Silmeria and Valkyrie Profile: Lenneth. The game was released in North America on March 17, 2009. It was later released on PAL territory in April; it was published in Europe on 3 April and in Australia on 9 April. The Reception scoreAggregatorScoreMetacritic74 from 100-38-Review scoresPublicscore1UP.comB 39 Eurogamer6/10 Game GameSpot6/10IGN8.5/10ANintendo Report World9/10 (42)RPGFan83% Game debuted in Japanese sales chart under the number two, the game debuted in Japanese sales chart under the number two, the game debuted in Japanese sales chart under the number two, the game debuted in Japanese sales chart under the number two, the game debuted in Japanese sales chart under the number two, the game debuted in Japanese sales chart number two, the game debuted in Japanese sales chart number two, after selling 80,000 copies. It was about the same sales level as Valkyrie Profile: Lenneth for PSP, and was described by another site as pretty impressive. It was the 97th best-selling game in Japan in 2008, selling 136,948 copies with a sales rate of less than 50%. By May 31, 2009, the game had sold 230,000 copies worldwide; Most of the sales were in Japan with 160,000 units, while North America and Europe saw comparable sales of 50 and 20,000. While among their more-selling titles are the 2008-2009 period, these figures also made The Plume Covenant the lowest selling name name. Profile of Valkyrie: Plum's Covenant received mostly positive reviews. The history of the game was highly appreciated by reviewers; IGN's Damon Hatfield called it a very mature, serious adventure and praised the very well-written script. GameSpot's Shiva Stella called it fascinating and very exciting, while Hyper's Daniel Wilkes praised the game for being very dark in tone. The gameplay has also been praised; Kat Bailey of 1UP.com said she goes a long way to restoring the fundamental nature of the series. Hatfield added that it's a combat system that really distinguishes Covenant Plum, and both reviews noted Plume's mechanics as new and interesting. James Clark of RPGFan called the game the most dramatic and interesting feature of gameplay. All three reviews also, however, called the AI game lacklustre. Bailey also criticized the map's design as a recurring problem. The graphics were mixed: GameSpot's Stella praised the graphics, including character sprites and animations, but Clark CALLED it simply a decent-looking game, while Bailey, from 1UP.com criticized pixelated sprites, and ugly polygonal landscape. The music was criticized by Clark, Stella, and Hatfield for mainly using music from Valkyrie Profile: Lenneth, but with the worst sound quality. References: b c d e f g Stella, Shiva (2009-03-20). "Valkyrie Profile: Covenant Plum Review". Gamespot. Archive from the original 2013-03-28. a b c Parkin, Simon (2009-04-23). "Valkyrie Profile: Covenant Plum - Light like a feather?". Eurogamer. Archive from the original for 2019-02-19. Received 2019-07-25. a b Hatfield, Damon (2009-02-20). "Valkyrie Profile: Covenant Plum Update". 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