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## About This Game

The Chosen is a heroic RPG.

Starting with the faded dream of his missing father, our hero, Edge decides to give his mother's grave a visit. Upon returning, Edge sees his good friend Serenity in a desperate fight with unknown soldiers. Where did these soldiers come from? Why have they been ordered to attack their peaceful village?

After following the trail of these soldiers to the town's historic magic tower, Edge and Serenity discover a mysterious warrior trying to pull the great sword God's Tear from its pedestal. After fighting off this attempt from taking the town's prized possession, Serenity and Edge watch as the mysterious warrior vanishes into thin air leaving even more questions to be answered. Who was this mysterious man? Why was he trying to take the God's Tear?

After this encounter, Edge and Serenity embark on an epic adventure to further discover the purpose of this attack. During this investigation, these two will uncover an ancient myth of their world that foretells a tale of one true hero being chosen to wield the God's Tear and challenge the greatest evil ever to face their time.

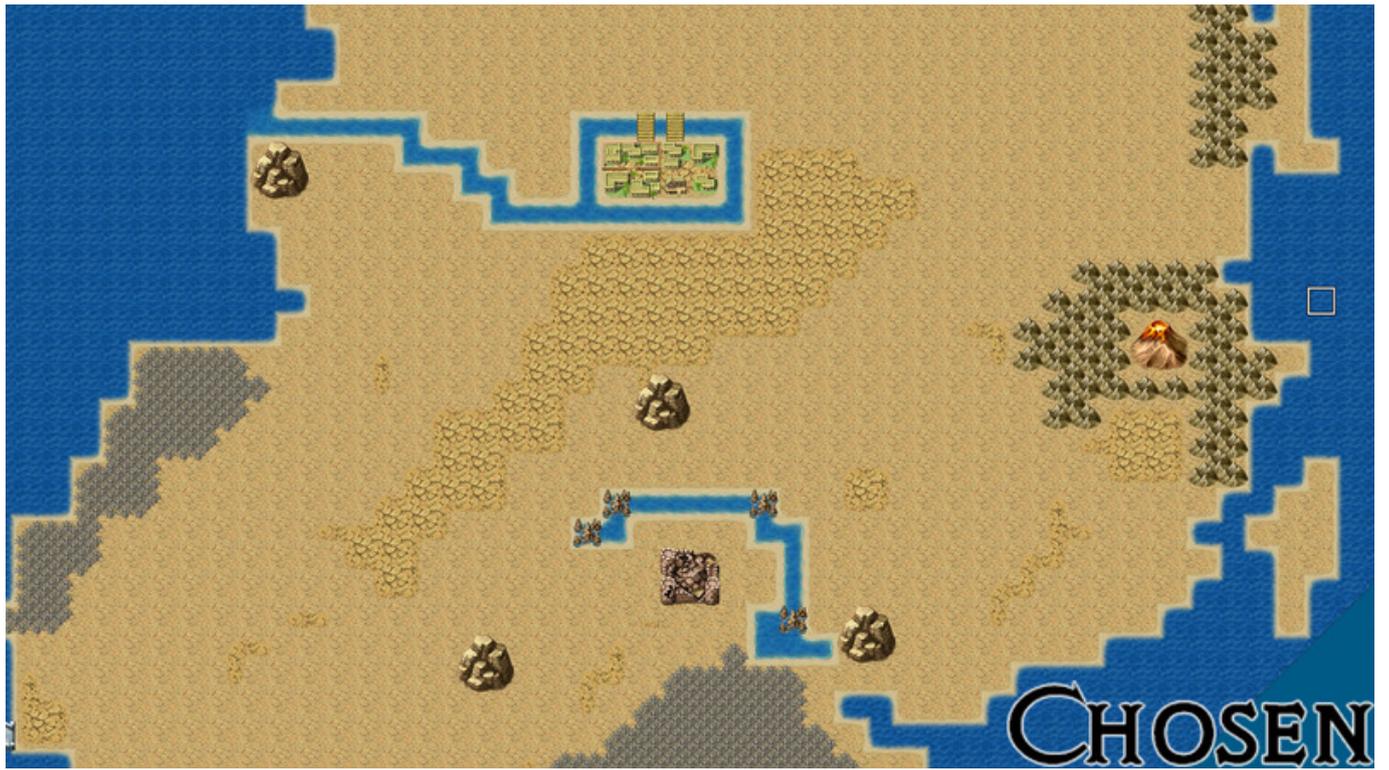
Will you be able to unravel the mysterious plot against you and find your father? Will you become the Chosen?

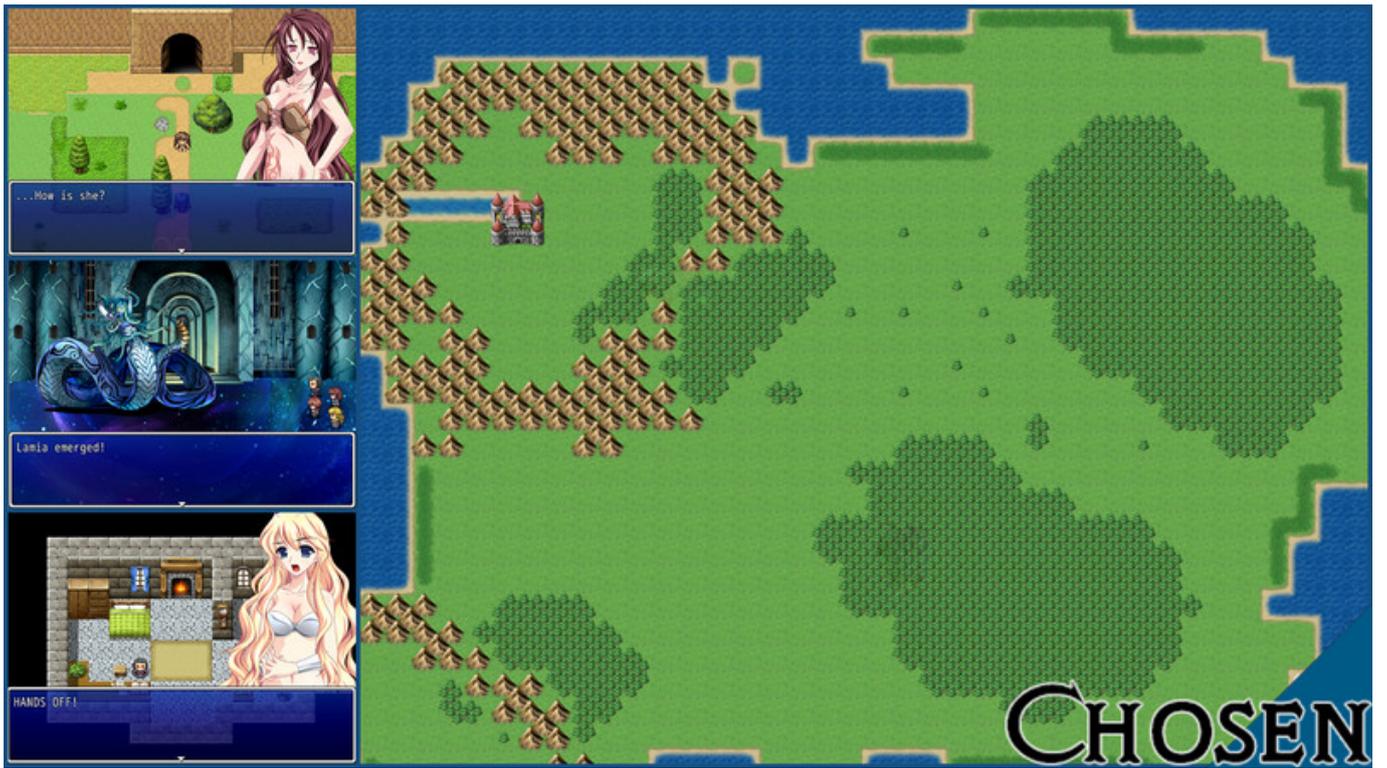
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Title: The Chosen RPG  
Genre: Action, Adventure, Indie, RPG  
Developer:  
Little Big Lee  
Release Date: 4 Feb, 2016

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English







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Minimal content, incredibly easy, lazy story. Absolutely nothing about this game makes it seem different than the other 1000 similar titles, except the three female cast members are barely dressed for some reason, which doesn't bother me but it does seem pointless. Even for FREE I could not recommend this game, because there are more entertaining things one can do at no cost, or just replay a game you've already beat; you will probably pick up more story you missed in a second playthrough of a better game than you will get in total from this title. I got the game hoping it would be at least be entertainingly bad, but no, it's just bland and forgettable.. Not enough lewd content to keep me intrested, expected more but the only lewd stuff were the characters , I suprisingly enjoyed the music though. If you like anime \u2665\u2665\u2665\u2665\u2665\u2665s and rpg games with a badly written story, this is the game for you.. A fairly well-done RPGMaker VX Ace game, **The Chosen reminds me of the old Sword Quest PC games from the early 90s. There's a similar variety of exploration, character development, terrain & monster variety, and plot. I have some quibbles about the game - particularly some UI issues - but they are minor; overall I enjoyed the game a lot.**

**IMPORTANT NOTE:** As other reviewers have pointed out, there is NO salacious content in this game. It seems to have been tagged with nudity (none) and sexual content (none) by mistake, or perhaps to promote sales. The character illustrations are all wearing bikini tops, which is gratuitous and nonsensical, but no more so than traditional fantasy RPG art. If salacious content is what you're looking for, look elsewhere. There is none in this game. For me, that's a good thing.

#### Good stuff:

These are all things that I like about this game:

- music is pretty good
- great assortment of character special abilities (which unlock automatically as you level); by mid-game there is a lot of tactical variety available in combat
- lots of character equipment upgrades: at no point did I feel that I had nothing left to buy or find
- each town and most indoor locations (including dungeons) are filled with interesting terrain details
- there are a few "secrets" hidden around the game: out of the way chests, NPCs who give you items when you talk to them, etc.
- grinding to gain money or XP is NEVER necessary
- all but two of the achievements are earned just by following the main plot. The other two are optional combat encounters that would be hard to miss
- random monsters are a thing, but they never appear so often as to be intrusive
- the game is brief: it can be finished completely in a few days of casual play

#### Less good:

The following things are minor issues that only slightly detracted from my enjoyment of the game:

- on rare occasions, the game's text extends past the edge of the screen, forcing you to infer what is written
- with groups of identical monsters, you cannot tell which one is "Monster A" and "Monster B," which makes initial targeting difficult
- prettier monster art is used in combat fighting chibi sprites of the PCs, which is a little jarring
- there's no "delay" option in combat, so every combatant will always act in AGI order. This is less than ideal when trying to use abilities to boost other, faster characters' attacks
- most items & NPCs do nothing when you interact with them; they're just there as window dressing
- the overworld terrain is VERY sparse
- the game is pretty linear
- the game has no "quest log" or "journal" that you can refer to if you forget what the next step is
- there's no achievement for collecting all the Old Parchments, which seems like an obvious candidate. I wouldn't have earned it if there was, though: collecting the old parchments isn't even mentioned until halfway through the game, at which point you may have missed a few already
- Resting (which regains all HP & MP) only happens in Inns: it's not possible to rest/camp in the overworld
- one character's artwork shows that she has an asymmetrical tattoo. During the game, she sometimes appears on one side of the screen or the other. When she does, you see that they flipped her illustration, as the tattoo moves from one side of her body to the other.
- you can get an airship in the game, but there's no special, otherwise-inaccessible region in the game to reach with the

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airship. It just makes you travel faster, and that seems like a wasted opportunity.

- though it does take place in the denouement after the climactic battle, the ending of the game still happens pretty abruptly

- there are almost no options when interacting with NPCs, so the role-playing part of the game is pretty limited. What a hideously \u2665\u2665\u2665\u2665\u2665 game. The story is too classic but the game is beautiful and well balanced.. This game isn't going to beat any decent RPG anytime soon, but i've seen worse , WAY worse RPGs out there. Boy, the amount of trash out there can't be measured.

Pretty cliché'd story, very straightforward but doesn't get boring. Even when powerlvlng to go OP, buy the best everythings and steamroll everything on your path (lvl 30+) you won't spend over 4.5 hours on this, which is good as the story wont stretch farther than that.

\$0.49 for 4 hours of not boredom wasn't a bad tradeoff.. Decent game of this type. Downside is that it isn't very long and the fights were not that challenging (and I don't go for challenging anyways so be warned.)



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