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## About This Game

Modern society owes much to a mystical technology known as “orbital energy.” Fifty years ago, during what’s come to be known as the “Orbal Revolution,” the invention of this technology and the “orbments” developed from it led to a period of rapid human advancement, birthing innovations of all shapes and sizes -- not the least of which was the airliner, or “orbship” industry. Although the positive impact of this revolution is obvious, every coin has a flipside; for every beneficial device developed with these new materials, so too were advanced weapons and other implements of war. Thus, the land became mired with turmoil, and remains in such a state even now.

Enter, the bracers: an organization established to serve as police and intermediaries alike, holding above all else the peace and safety of the lands under their jurisdiction. Whenever a citizen is in need of assistance, he or she may place a request at the local Bracer Guild -- and be it monster extermination, crime prevention or even peace talks among warring nations, the bracers will do whatever they can to resolve the matter cleanly and efficiently.

Some matters require a gentler touch than others, however. When an orbship transporting a legendary "S-rank" bracer named Cassius Bright suddenly goes missing, said bracer's daughter, Estelle, and adoptive son, Joshua, must join forces in search of him across the entire Kingdom of Liberl.

And what they find along the way could change both of their lives forever...

Hailed as one of the largest, longest and most meticulously detailed turn-based JRPG series of all time, this first chapter in the ongoing *Trails* saga sets the stage for what's quickly become Ys developer Nihon Falcom's most popular and best-selling franchise in their entire 30+ year history. Introducing people, places, ideas, events and lore that rival in complexity those of even

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the most highly-regarded fantasy epics in literature, the care and attention given to each and every NPC, location and historical in-game event is what sets *The Legend of Heroes: Trails in the Sky* apart from its contemporaries.

Come join Estelle, Joshua, Scherazard, Olivier and the rest of the cast as they uncover the secret underbelly of Liberl in their first 50+ hour masterpiece, and see what Japanese gamers have been raving about for over ten years.

### **Key Features:**

- The original version of the first chapter in this historical series, featuring strategic turn-based combat with unmatched customization.
- Over 50 hours of gameplay on average, with countless side-quests, collectibles and secrets to encourage replay.
- A vast world where every NPC has a name and personality, every town has its own unique politics and economic concerns, and no detail is ever trivial.
- Support for a wide variety of fullscreen and widescreen resolutions, including true 1080p HD.
- Fully adjustable controls supporting virtually any USB gamepad, as well as a standard keyboard and mouse setup.
- Over two dozen unique Steam Achievements, Steam Cloud support and Steam Trading Cards featuring gorgeous anime-style art from the franchise's original artists.
- Numerous updates previously seen only in the handheld version, including:
  - Selectable difficulty level and new game+ features on subsequent playthroughs
  - Full voice-acting during combat
  - "Retry Offset" feature to lower the difficulty of battle with each attempt if desired

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Title: The Legend of Heroes: Trails in the Sky

Genre: RPG

Developer:

Nihon Falcom

Publisher:

XSEED Games, Marvelous USA, Inc.

Franchise:

Trails in the Sky

Release Date: 29 Jul, 2014

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**Minimum:**

**OS:** Windows XP

**Processor:** Pentium III 550 MHz

**Memory:** 512 MB RAM

**Graphics:** 32 MB VRAM, 3D accelerator compatible w/ DirectX 9.0c

**DirectX:** Version 9.0c

**Storage:** 3 GB available space

**Sound Card:** Compatible with DirectX 9.0c

English









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Trails in the Sky is an incredibly charming game. It is text heavy and quite linear but in a way that feels like reading a good book that gives you time to explore the setting and get to know the characters. The game play is relaxing and on the lighter side for this genre making this a great intro game for people unfamiliar with classic turn based RPG's like my middle school aged daughter while still being interesting enough for me to enjoy playing too. It is also dripping with endless Anime tropes that make me smile and reminisce about my college anime club while my daughter keeps laughing as she discovers them for the first time. I highly recommend Trails in the Sky for anyone who likes a lot of story and character in their RPG's and doesn't mind if the game play is relatively simple.. Wow just wow! where was this game a few years ago? Seems to have the old skool RPG charm with some awesome graphics and game play. Story is top notch it makes you want to keep playing! hands down one of the best stories in a JRPG i have played. Combat is fun and simple you can grind if you want to or just run past mobs just remember once the fights starts are you strong enough to win the ones you have to fight. If your a fan of FF Series, Breath of Fire, Shining Force, Lunar and other early RPG games you will love this one. 10/10. Games with a heart are few and far between, but this one is one such game :3

Trails is a really good rpg, definitely one of my faves! The world is expansive, and charmingly presented, there are lots of fun places to visit, there are lots of quests and sidequests that help grow our protagonists - two young junior bracers, Joshua and Estelle as they travel around the world to train and get involved in something much bigger than they may have thought. We meet a number of colourful, fun characters. Writing and story are well crafted, explain things and unfold bit by bit, taking time to reveal the secrets. It's exciting that way. There are a lot of questions that are explained little by little, it does really keep the interest. Everything's been thought out.

I enjoy that. it's overall the full package that keeps being entertaining all throughout. As bracers, Joshua and Estelle need to complete quests to gain rep. They can collect books, helpful recipes and random battles drop material needed for upgrading the source of their power - orbs. Story goes into much detail and unfolds bit by bit - I enjoy that a lot, it takes its time to unfold. It's a fun, charming and well presented game. I enjoy the different locations and how they are introduced via camera panning, very nice. Some of my favourite locations: the seaside Ruan and Zeiss. Each place has its unique traits. More later, i still haven't finished the final chapter but I also really like this game, its colour and breadth. I like isometric views in animeish games, particularly when the maps & buildings are so beautiful and detailed. The soundtrack is very nice indeed, perfect for the game, it does enhance the experience for me. The game is full package and it's one of the most fun rpgs & jrpgs.

I wish to play the Zero installments I hope they'll come too.. Worth it just for the chest dialogue alone. After years I wanted to play another good JRPG and since I do not mind older gen graphics I decided on starting with this series of games. About 57 Hours of gameplay later I have reached the end and bought the follow up title right away.

This game is a slow burner with lots and lots of dialogue to read and a cast of interesting and likeable characters. The story so far is great, it just takes a long time to unfold.

The vast majority of battles are fairly easy to handle on normal difficulty. I have not tried the harder modes, if you like a challenge you should consider playing above normal. I like that you can save pretty much anywhere with the exception of combat or in story cutscenes.

The game does not have that many dungeons and the ones that are there are pretty bare bones looking. This does not make it

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easy to see where you are\where you have been at a glance. I do not know why there is no dungeon map, you get a map in outside areas of the game...

The music in this game is alright, plus a couple of standout tracks here and there. A bit more variety in music for different places would have been nice.

Technically I had almost no problems (only 1 CtD) with the game on Windows 10 64bit, R5 2600, Geforce 1060 6G.. For the sake of it, I'm gonna review this for both the first and second chapter of the games, since they were meant to be one massive game anyway.

Also, all of the Trails games have trouble starting up, and you will probably need to launch configuration tool to set it up, but after that it really shouldn't give you any problems.

OKAY! So anyway, where to start, I really love these games. For a long time I felt really disillusioned with JRPGs and was feeling like maybe I just don't like them anymore. Trails games really reinvigorated my love for them. I have not played any other Legend of Heroes games by the way, but this seemed like a great place to start and it was!

I think your main thing to take away from this game is the dialogue\writing\characters\world all that stuff. If you're here for an combat game or a nice strategy game, you probably are not going to have a good time. If you want basically a really nice Visual Novel that has some rpg aspects in it, I think you'll be happy with these games!

The country of Liberl is really really well made I think. All the towns become so... alive and well known as you adventure through it. All the NPCs have names and lives and have stories of their own going on. If you can stomach talking to every single npc every time they update (which is a lot) you'll be able to get a LOT of lore about EVERYONE and EVERYTHING you could ever want. It's honestly a little overwhelming at times, but there are some genuinely really fun npcs and little stories that are just totally optional and missable.

The game itself is much more linear than most JRPGs (again why its a bit more similar to a Visual Novel in a way) and I think the linearity plays to its strengths. There's still a lot to explore in the cities\towns that you go into, but if you try to go to anywhere else, the plot will stop you, and honestly? That's okay. I think because it's more linear and that there are less options, that lead the story to be told in a much better way.

As for the story itself, there's just... there's a lot of it. A lot of it tends to be "Go to city, solve some mysteries\crimes that are going down there, and find out how its related to the overall plot of the games." And I really like that! Each city has its own little mystery, its own little adventure, and as you go you'll get more snippets about the main plot and learn more about the characters.

Next up is the characters and I think this is probably the games mostly? biggest strength. For one you get a cool female protagonist and I love her and its just nice to have a dumb girl who is the leader. Your party is picked for you pretty much through the whole of the first game, and it lets all your party members and characters shine a little more and lets them all have something to say and do as you explore through the city and learn about their backstories. Everyone tends to have some tragic backstory, but that's just kind of the way of things, and I like that everyone's got something going on in their own thing too.

To add on the character subject, I feel like the second game miiight have gone a little too far with all the characters at some point. They start adding a lot, and you can just take whoever you want most of the time with some characters being mandatory to the story. It's nice and its not bad! But some characters suffer. Moooostly Zin. Zin was a cool guy and I feel his potential as a character kind of really got squandered in second chapter and he sorta didn't get much. I think a few characters can tend to feel this way at times because you get kind of overloaded with them? But at the same time, the game still handles it very well and makes pretty much all the characters still really likeable for the most part.

Oh, the music tends to be really nice too. A little generic, nothing too outstanding, but a few really nice ones, some nice jazzy things in there at times. I think the main problem will be that you'll hear it for hours and hours and hours, and no matter how good a song is, that'll grate a bit.

Sound Design is mediocre to bad. Just your typical low budget stock noises. There's VERY little voice acting which honestly I think is a plus. Nothing too major, nothing great either.



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Combat wise is really really turn taking standard. You're not gonna get much depth here, but it's also not so shallow that you'll hate your life. AND on the very very plus side, PC version comes with fast forward built in! That was a very good idea. Every JRPG needs a fast forward, thank you devs for understanding. So, while the combat isn't too great, it's not too bad, and you'll get through it very fast at least. Aside from a few strange difficulty spikes here and there, it shouldn't be too hard either, and there's plenty of difficulty settings if it gets too annoying.

Dungeon design is... well its okay. There's nothing outstanding about them at all I hate to say and they're kind of just flat out a little boring, and you're gonna get a LOT of reused assets. But again, don't go into this for the gameplay, go into this for a visual novel with the ability to walk around. Up to you if you can put up with that. They're not horribly long usually thanks to fast forward, but there were times I wouldn't mind if they were just... done.

I think the Localization is also a very big strength here too. The localizers really helped the characters feel like real people as well? There's gonna be some typos, these dudes were worked almost literally to death over these games, but I think overall they did a fantastic job. I think quite a few JRPGS maybe translate things too literally or just... too flatly if that makes sense? Hard to put it into words. But you get a lot of good stuff here, and the literal thousands of flavor texts and descriptions are all bursting with this weird apathetic sarcasm that's just ... kinda nice I guess if you're into it? I am, but I can see it being a turn off for some people. When it comes down to it, though, and things are more serious, you'll still get some good serious moments, and I think in general the characters motivations and reactions to things tend to be a lot more real because of it.

Uhhh, I could probably talk about these games for months. To put it shortly as possible, if you're looking for a nice easy going JRPG series and want a kind of classic feel, then these games should probably hit all the right buttons. The budget is very very low, but the spirit and heart of it is high, as stupid as that is to say. They're good games, and I think my favorite new favorite JRPG games I've ever played. Just make sure you're aware of the budget issues and the kind of wonky PC port, the lack of combat depth, and I think you'll be happy.

To make it easy on people as well (since I know this was confusing to me as a new buyer, too) this game is the First Chapter and where you want to start, and Trails in the Sky SC is the Second Chapter and def a game you'll want to get along with this one. Those two make a complete game and a complete story. The third chapter is more like bonus content if you really liked the first two, but I wouldn't say you need it to feel satisfied.

TL:DR: I like game a lot, its nice. There's like 100+ hours of content in these two games if you can handle all the talking and reading. Good characters, nice world, story is mostly light hearted with some serious tragic backstory thrown in every now and then. Some fairly decent twists thrown in with also some obvious twists. Combat is mediocre at best. This and SC are necessary to get a complete story, and I think are worth full price for both! I love them, thanks bye



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