DFF NT: Zantetsuken, Terra Branford's 4th Weapon Download Now



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About This Content

Allows Terra Branford to equip Zantetsuken.

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*You must first purchase the character Starter Pack before you can use this content.

Title: DFF NT: Zantetsuken, Terra Branford's 4th Weapon

Genre: Action, Free to Play

Developer:

Square Enix, KOEI TECMO GAMES CO., LTD.

Publisher: Square Enix Franchise:

FINAL FANTASY

Release Date: 12 Mar, 2019

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Minimum:

OS: Windows® 10 64-bit

Processor: Intel® CoreTM i5-2550 or AMD FX-6300

Memory: 8 GB RAM

Graphics: RadeonTM RX 460 or NVIDIA® GeForce® GTX 1050

DirectX: Version 11

Network: Broadband Internet connection

Storage: 35 GB available space

Additional Notes: 60 FPS at 1280x720 Low settings

 $English, French, Italian, German, Japanese, Korean, Traditional\ Chinese$







I wish there was more of this game. It is a rather short game, but it is a great game nonetheless. The environment you get to explore looks stunning, the music that goes along with it is perfect, and the gameplay is quite interesting. The goal of each level is easy enough: "press buttons". Some buttons are easier than others, some even take a little patience or creativity on your end. If you want to relax and unwind a bit I highly recommend this game. Even if you don't like the game-element about it, just looking around and listening to the music is rewarding as it is.. Is this a Montaro clone? Yeah, kinda. Is that a terrible thing? No. A few things are very similar but come on, they're both 2D runners, not a deep gameplay pool to start with. Having a set goal of unraveling a whole outfit is a nice added challenge, though the endless run "Fantasy Mode" isn't quite as engaging as a time killer. I do like being able to use the keyboard here instead of being forced to use the mouse.

All in all, there's enough fun differences to justify having both, especially at these prices.

The only changes I'd suggest are:

- (A) The BGM, it's not too bad, but the loop gets grating after short time, but that's already slated to be changed in a future update.
- (B) What, no cute anime girl squeal of embarrassment when the gal discovers her outfit is disappearing?
- (C) MORE GRRLS! Even with the progressive difficulty it only took me ~ 90 minutes to unravel 'em all (and I suck at this stuff). More girls\outfits would be a nice motivator to keep pulling on loose threads!
- (D) The endless run "Fantasy Mode" could be more interesting than just seeing how many consecutive outfits I can unravel. This is probably the least likely addition I'd like to see, but having something a bit more connected, like an irate girl chasing after you in her pretties while naughty Meow plays keep away with a ball o' yarn would be hilarious! But that would require a lot of animations/sprites etc., so probably not a practical expectation for the existing game. But even something smaller like passing the new little sister on the path would be a nice touch to just having a new "little sister" pop up in the window.
- . Amateur hour. The tutorial STILL has problems right at the beginning when explaining picking race. Do not play with the arrows, they do nothing, just click the NEXT button. Secondly it will point to the alternate race selection method, a list at the bottom of level 1 races. The NEXT button will ONLY appear IF you select the TOPMOST race(boleeni IIRC).

Mission gameplay consists of a bunch of shallow arcade minigames.

I have not gotten to fleet battles yet, but I'm going to have to go with a NOT recommended unless on a good sale given how unpolished this 'release' is. I have MANY more polished EA games... OTOH I also have abandoned EA games but TBH this is the ROUGHEST game that I have played in years.... So nostalgic, funny, classic, bring back old memories.. Sim UK Junior Rating (74V100)

Longevity: 6 Fun: 7

Educational: 9

Positivity + Equality: 9 Replayability: 6

https://www.youtube.com/watch?v=K5qGaWET-kk

This game has won awards in Germany for PAEDI 2016 Awards Outstanding children\u2019s software and it is easy to see why that is.

The animations and illustrations are impressive and brilliantly colourful, bright and packed full of fun. Ideal for an inquisitive youngster!

I wish there were more games like this, as a parent I search constantly for ways to help teach my little one in new and creative ways and sometimes an educational game is just the ticket!

PROS

- -\tFun & Educational.
- -\tBeautiful animations, vibrant, happy and fun. Perfect for a child\u2019s reading book.
- -\tInteresting storyline and characters.
- -\tEasy for early readers and more advanced readers to enjoy, even by themselves.
- -\tEach time you play there appear to be slightly different items on display in some of the chapters. This encourages repeat play (important for reading).

-\tFair price.

CONS

- -\tAs good as this is I think more could have done on the assisted reading front; coloured text for important words, perhaps an option to have the words spoken\u2026.even single spoken words upon a click. This would enable young children to learn even when playing alone.
- -\tInconsistencies around how the story Text boxes are dismissed caused a few accidental quick click dismissal incidents\u2026.As a result you don\u2019t know exactly what to do. It is easily overcome but a frustration none the less.
- -\tSome of the chapters are way too quick\u2026single click completion.
- -\tThe game is a mobile port, nicely done but not fully utilising the PC opportunities.
- -\tLanguage translation is fine 90% of the time, but a small amount of questionable rhyming word selections will stand out to adults.

wow

.

ooh

ouch

04

ouch*\u221e. I feel sorry for saying that, but this is not \$15 or even \$10 dollar game. Otherwise it is interesting for couple hours, then becomes all the same. May be it is just me, but I like puzzle games without time limit as well.. Another excellent release from Smokebox, I can't recommend anything he creates enough. A very fun locomotive, especially on the Horseshoe curve. Great respect to the realism of the real thing, within the confines of TS. Not as high fidelity as his FEF-3, but easily one of the great steamers for TS.. heh you suckers lowered the price a day before i planned on buying it

anyways

this is a really neat game for 4-- for 2 bucks

the artstyle is pretty cool

the music is a mwah/mwah

the bossfights are interesting except for when i managed to stun the first one into doing absolutely nothing also screw you ben you suck

and the weapons are super 100% balanced all the way and are pretty fun to switch between the level design does try to snag you in a few knockback kills but it only ever happens so often if you SUCK which i do not because i am a pro gamer that is a pro *gamer* at games he gamers at.

er

yeah this is really good for two bucks and i give it a "jumpscare" out of "where the hell is that SOUNDTRACK". Has potential, but the developer needs more experience, that or RPG maker is having issues i did not know about, while i admire the developers attempt, they should probably attempt to polish and streamline the game. Many things are unacounted for, and the games interfaces are extremely clunky. Good Start, but it really needs to be better. I would suggest holding off for a bit longer until the dev gets around to improving his games performance interface and quality in general.

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