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About This Game

-Decide The Fate Of All Mankind-
CAN YOU CHANGE THE COURSE OF FATE?
AND SAVE THE ONES CLOSEST TO YOU?

STEINS;GATE is the award-winning time travel science-fiction interactive visual novel developed by 5pb. and Nitroplus. It is widely considered to be one of the finest Visual Novels ever made.

STEINS;GATE follows a rag-tag band of tech-savvy young students who discover the means of changing the past via mail, using a modified microwave. Their experiments into how far they can go with their discovery begin to spiral out of control as they become entangled in a conspiracy surrounding SERN, the organisation behind the Large Hadron Collider, and John Titor who claims to be from a dystopian future.

Interaction with the game takes place through the "phone trigger" system, where the player can receive calls and text messages and decide whether to reply to them or not, changing the outcome of the game's plot.

Features:

- Non-Linear Visual Novel - Discover multiple different endings depending on your choices in-game.
- HD 1080P - Enjoy the game with HD graphics and illustrations.

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- Phone Trigger System - Interact via Rintaro's cellphone to answer or ignore calls, and send and receive emails. Your everyday choices in life steer the story!
 - 30-50 hours of reading time

8/10`EXEMPLARY` -DESTRUCTOID-
`A REMARKABLE WORK` -US GAMER-
`A MODERN CLASSIC` -KOTAKU-
`UNFORGETTABLE` -GAMEMASTER-
★★★★★5/5 -EUROGAMER-
34/40 -Famitsu-

Title: STEINS;GATE
Genre: Adventure
Developer:
MAGES. Inc.
Publisher:
Spike Chunsoft Co., Ltd.
Franchise:
Science Adventure Series
Release Date: 8 Sep, 2016

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Minimum:

OS: Windows7/8.1/10

Processor: Core i3 of Sandy Bridge generation or better

Memory: 4 GB RAM

Graphics: Intel HD Graphics Series (It needs 1GB memory allocation)

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 13 GB available space

Sound Card: Sound Devices compatible Direct Sound

Additional Notes: 1280x720 or better required (Recommended 1920x1080)

English,Japanese,Simplified Chinese,Traditional Chinese

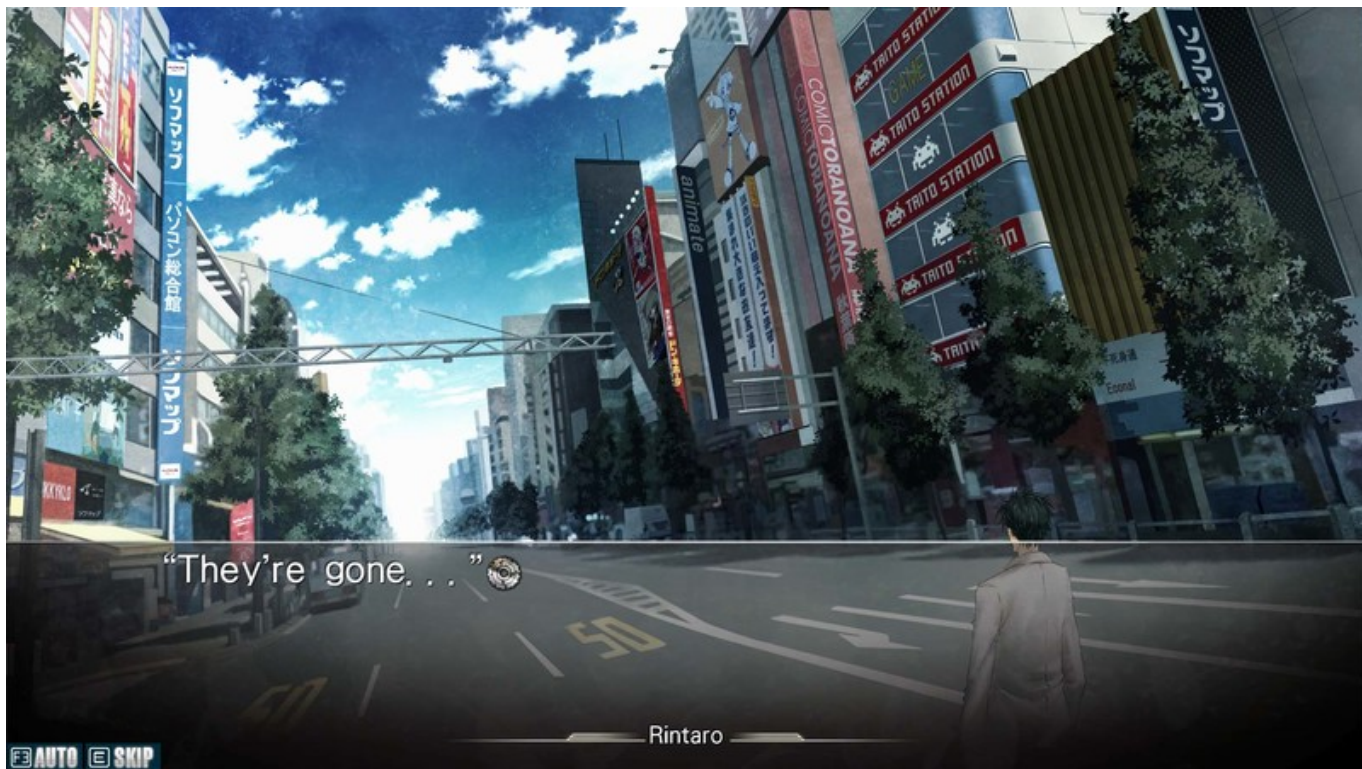


Right. Now, where did I put my phone. . .



F3 AUTO E SKIP

Mayuri



Time travel is cool
What a life changing game
But he is a guy

To much banana out of 1.048596. I've seen 1000000 world lines and in all of them this game is great.

Also, let me tell you, in all of them you'll end up playing it...

Give up, you can't change it, all lines converge to this. Just play it.. The character building is unlike anything I've experienced before.

Their mannerisms and personality is brought to life in such realistic ways, verbal voice tones, spine chilling music and great English writing, you feel for every character introduced.

You hate the bad and love the good in these people,

This game goes out of it's way to paint a complete sensorial picture.

It's a masterpiece that tries to stay grounded by realism!

I wish I knew about this sooner in my life.

. this game is like a buyable replacement for an exciting, fulfilling and unforgettable summer with your friends

. The story definitely starts off slow, but once you get to about chapter 3 or 4, you won't be able to stop playing! Definitely get it during a sale and it will be worth every cent and more- the characters are amazing and the plot is full of twist and turns! A summer must have~!

10V10: would time travel to play this game and feel all the feels again.

There is no end though there is a start in space. \u2014 Infinity.

It has own power, it ruins, and it goes though there is a start also in the star. \u2014 Finite.

Only the person who wisdom can read the most foolish one from the history.

The fish that lives in the sea doesn't know the world in the land. It also ruins and goes if they have wisdom.

It is funnier that man exceeds the speed of light than fish start living in the land.

It can be said that this is final ultimatum from the god to the people who can fight.. It's a sad day when I have to not recommend something with so many good parts. Unfortunately, they just don't add up to a good whole.

There were times playing this when I was charmed, and captivated by the characters. It's rare that I comment on voice acting in a foreign language, but Rintaro's VA really manages to sell the disjointed and convoluted aspects of this story with his voice acting. This, also, is not enough.

I feel like other reviews have touched on the good, almost unilaterally, so I'll focus on the bad.

1): There is absolutely no sense of pacing. A lot of people have said this story has a slow start. That's true. It also has a slow middle, a slow end, and a slow everything in between. Conversations drag on. Info-dumps are common. Despite all the pacing problems, nothing ever feels built up to. Alternatively, the build-up is excessive and overt, leading up to predictable plot events the player impatiently waits for. When sad things happened, I felt happy because it meant the plot was finally actually going somewhere. That's not the reaction any story should seek to cultivate.

But what's worse is that some of the pacing problems have to do with pandering to the target audience. Several extremely weak story threads only exist to justify the possibility of Rintaro forming a romantic relationship with every female character. Some of these relationships, even after their excessive justification, still ring false. It's all blatantly written in for a toxic subculture that uses terms like "waifu" without irony. For this reason, even though Steins;Gate is not pornographic, recommending it to anyone other than a heterosexual male seems disingenuous. Hell, even recommending it to a heterosexual male without an interest in pretending they're dating an anime girl seems disingenuous.

2): The choice system is clunky and dishonest. There is no actual tutorial that tells you to pull out your phone. The first time you play, you will very likely get an accidental ending because Rintaro doesn't pull out his phone when he is supposed to, without the game ever telling you that YOU are in control of the phone. When you respond in text conversations to people, you do it by awkwardly clicking blue text, looking at Rintaro's response, going back and awkwardly clicking blue text again, since you can't see the dialogue options, only the parts of the text that Rintaro is...responding to? It's not very intuitive, really, and ultimately it makes little sense.

The parts that make the least sense are how it all adds up to the ultimate "true" ending. Most of the time, it isn't clear how some of these responses are "better" than the others. Why should I have to endure the consequences of a worse ending for not asking someone about their sister? My "better" choice would have had no skill or strategy behind it, and I might not have even understood that I was making a choice with how well the game explains things. The best choices, and they do exist, are the ones that make it very clear to the player what they are sacrificing and what they are sacrificing it for. **BUT EVEN THESE** choices are dependent on the player pressing a "phone trigger" button that the game does not explain that you need to press, and doing that during a very specific window of time in the dialogue.

3): Let's be real. You have better options.

Right now, Life is Strange is on Steam for 25\$ when it's not on sale. To the Moon, while it doesn't have an element of choice, is another story-game about going back in time with funny jokes and a moving love story. Maybe when Steins;Gate was made, story games were rarer, but in the 2010s there's been an explosion of them. And some of them do everything that it's trying to do better with less time and money expenditure on the part of the player. Even so, I tried to rewind myself (ha) back to 2009 and appreciate this for what it was. But it got bad when I considered this: Would I rather continue to engage in this ongoing chore of a story, or would I rather read a ten dollar non-interactive novel?

When the answer was the latter, I realized I was done.

Yes, some of the individual plot events, including the endings, are impactful. Yes, some of the jokes are funny (the ones that aren't beaten into the ground), but ultimately, the whole isn't worth the sum of its parts, the vast majority of which are tedious

and pandering. Good pieces of media rise above their target audience to be something that the otherwise neutral and apathetic can enjoy. I would never, in my life, recommend Steins;Gate to anyone who doesn't already LOVE (and I mean really, really love) visual novels.

And, well, the people I would recommend it to would probably like it no matter what.. 10/10 would cry again

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