

Conception 2 leveling guide

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Conception II: Children of Seven StarsDeveloper (s)ChimePublisher (s)JP: Spike Chunsoft (3DS/PSV)W: Atlus (3DS/PSV) PlayStation Vita, Microsoft WindowsRelease3DS, PS VitaJP: August 22, 2013NA: April 15, 2014: May 14, 2014 (Vita): May 15, 2014 (3DS) Genre (s)Role-playing gameMode (s)Single-player Conception II: Children of the Seven Stars- Spike Chunsoft and Atlus for Nintendo 3DS and PlayStation Vita platforms. This is a continuation of the concept: Ore is not Kodomo o Undekure! in terms of gameplay, but their stories are not related. Conception II was released in Japan on August 22, 2013, in North America on April 15, 2014, in the PAL region in May 2014 and worldwide on August 16, 2016 for Microsoft Windows. Gameplay Conception II is a battle-by-battle video game in which players control a high school student that doubles as a training facility for demon hunters. The main character has an extremely large amount of ether in his body, allowing him to conceive Star Children to fight demons by classicing with his other classmates. During combat, fighter jets can be strategically placed around enemies, allowing players to either safely target weak spots or charge their heads for big rewards. Summary of the Game's History follows Wake Archus (default name), a young teenager growing up in a world where demonic monsters pose a constant threat to society. These monsters are formed in Twilight Circles, which have formed in several places around the world. After attacking the monster kills Wake's sister on her wedding day, Wake discovers that he has a Star God sign on his arm. He eagerly agrees to attend a school that teaches the people who carry this sign, all of whom are in their early and late teens, as the sign disappears soon after they become adults. Wake found that a particularly large amount of ether in his body, allowing him to enter mazes within Twilight Circles and still use Star Energy, a feat previously not thought possible. As a result, Wake called God's gift and instantly became a celebrity at school. It is also found that Wake has a 100% chance of creating Star Children with S-rated female students (the highest ranking in school), which Wake and The Heroine can use to fight monsters. These children are created through a process called classmating, which involves Wake and the student touching each other and then forming Star Child through a special matryoshka doll. As the game progresses players have the opportunity to follow several story lines concerning heroines, such as the ghost haunts of the school pool that Foucault's sports team practices in or Serina's frustration with lack of height and physical development. As Wake fights his way through a few twilight laps, fellow and schoollead Alec becomes more and more jealous of Wake's ability as Alec feels like a failure because of his inability to fight in the mazes. The last wake confronts over it does not train enough, to which Wake willingly admits. Alec's frustration is compounded after he kills a monster at school, only to discover that the monster was wearing a school uniform. It is believed that somehow students are turning into monsters, perhaps after using a drug called Trigger, which should allow users to use Star Energy more effectively. Despite being ostracized by some of his fellow students, neither Wake nor his friends blame Alec for his actions, and he remains a friendly contender with Wake. Alec's personal feelings for the fight become increasingly tense over time, only tempered by the revelation that Chef Ruby, the head of the school's science lab, has found a way to help him fight in the labyrinths using crystals found in previous Twilight circles. The end of the game has several endings depending on which heroine the player chooses to take on the Star Conception Festival at the end of the game. If the player has fulfilled specific conditions, including unlocking all the endings of the heroine, the player can unlock the harem ending. Players also have the option not to choose any heroine, which will show the scene where he hangs out with Hlotz and Luce. Fuuko: In Fuuko's finale, she reflects on her interactions with Mary, the ghost in the Academy pool, and the events of the game as a whole, because otherwise she would be an average teenage girl. Wake informs Fuuko that he has never seen her as usual and that he wants to spend the rest of his life with her. Years later, they are said to have married and had a daughter. Feene: At the end of Feene, Wake accompanies her to the festival where Fine tells him to take pictures of everything he wants and cares the most. Wake tells her that he wants to take a picture of Fina for the rest of her life, which surprises Fina. She accepts his offer and they return to their hometown where they are married. Narika: At the end of Narika, she visibly hunts when Wake tells her that he chose her as his date, as she did not believe she was ever a valid candidate. She willingly accepts and changes in the dress that she designed and sewed herself. A few months after graduating, Wake and Narik serve in the World Peace Council, where she confidently addresses the audience on various issues. Torrey: At the end of Torrey, she and Wake attend a festival where they fulfill Torrey's desire to fly, pooling their energy to pilot the plane. During the flight Wake promises to stay with Torrey regardless of She'll go. Chloe: In Chloe Chloe she and Wake leave the festival early to go to Kuraoka (a special form of karaoke that uses star energy) as she decides to give up her singing career. She is changing in student form as she graduated too soon to be able to wear the uniform for a very long time. Wake convinces Chloe to return to her singing career, and she performs a love song she wrote for him. Ellie: At the end of Ellie, Wake comes through Ellie as she prepares to return to Gracia (church) without seeing Wake, as this will weaken her determination to return. Wake informs her that he has signed up for a job in Grasia, which would allow him to stay with her. It's a little terrifying for her, as it will involve him having to eliminate heretics, but Wake assures her that this is what he wants. The two are then shown working side by side where Ellie questions whether her work is ultimately right or wrong, and decides that this is what is right for her. Serina: In the end, Serina quickly accepts Wake's invitation, but asks him to help use the magic of transformation to adopt a higher, more formal form. He agrees, but discovers that instead of transforming, Serina kisses him and tells him that she doesn't need magic to feel confident. Three months later, Serina runs a family cafe with Wake, while her older sister runs an amusement park. Harem: In the end of Harem, Wake decides to invite all the heroines to the festival, as he knows that the choice of only one of them will upset the other. The girls are shown talking to each other, where they each confess that they asked Wake to accompany them. They then admit that they also knew that he was paying attention to all of them at the same time, but decided to do nothing because they didn't think they could do anything about it, how strong connections were needed in order to create strong star kids, and that he didn't do it just because he was calculating. Wake finds his teammates dressed in fancy dresses, and is highly encouraged to choose one of them. The scene then shifts to show Wake accompanying all the heroines as they visit each other in the stumps, and help Ellie eliminate heretics. Characters Wake (ウェイク , Weiku) Voiced: Toshiyuki Toyonaga Wake Arkus is a teenager who went to the Academy with the intention of helping fight monsters that threaten the world. While his initial test results placed him in rank, he received a special shake-up as S Rank because of his high ether concentration, allowing him to successfully create Star Children with S Rank Girls at the Academy. Because of this ability, it is called God's Gift. It's in 2nd grade. His character is brought to fight because he witnessed several monsters kill his sister the day before her Wake fights with The Double Blades called The Twin Blades. Fuuko (フウコ , Fioko) Voiced by: Lynn Lynn Amicus is a pink-haired teenager with a chipper personality. She joins the Academy at the same time as Wake and is tested as an S-Rank. She joins the swimming team and in her personal storyline Foucault interacts with the ghost of a student who died trying to eradicate the underwater nest of monsters. Her character can be chosen to go to the mazes and a classmate with Fuuko struggles with a double pistol called the zero tswai. Ellie (エリー , Eryi) Voiced: Maria Is Ellie Trois is a 1st year student who works for the Church. She has known Wake since childhood, although he does not remember their meeting at first, after which they were attacked by a monster. Her character can be chosen to go to the mazes and classmate S. Narika (ナリカ , Narika) Voiced: Saori Goto Narika Sheena - a shy, quiet student who serves as a class representative for 2nd year students. Her personal storyline surrounds Narica's fear and seeming inability to speak publicly because she has a low personal opinion of her self-esteem. Her character can be chosen to go into the mazes and classmate with Narika grappling with a crossbow/gun hybrid weapon called Brogue Arch. Chloe (クロエ , Kuroe) Voiced: Satomi Sato Chloe Genus is an Academy instructor whose advanced intelligence allowed her to finish early despite still being a teenager. She is Chloe's older sister and one of Wake's instructors. In her storyline she spends a sideline career as a singer and DJ, but upset by the troubles and glitches it causes. Her character can be chosen to go into the mazes and a classmate with Chloe fights Kokeelkot, four air guns that she controls with a small portable pistol. Serina (セリナ , Serina) Voiced: Kaori Mizunashi Serina List is a 3rd year student who has the appearance of a child that makes her seem younger than most actors. Her storyline she struggles with her own self-esteem, as she doesn't like that she looks like a child and is often seen as one. During her quest, she discovers a spell that allows her to temporarily transform into a physically mature version of herself, but only when Wake kisses her. She's the character can be chosen to go into the mazes and a classmate with Serina struggles with a foot-mounted gun that shoots ammunition when she kicks a called Evix gun. Torrey (トリ , Tori) Voiced: May Kadovaki Torri Feiji is a 1st year student with monochrome hair. She is shown to be quite strange and somewhat oblivious to it because she has grown up in the lab for most of her life. Her personal storyline reflects her struggle to fit in with the people around her. Her character can be chosen to go to the mazes and a classmate from Torrey fights with a portable Gatling pistol named Fune) Voiced (English): Erin Fitzgerald (Japanese): Chihiro Ishiguro Fine is a third-year student, presented at the beginning of the game as one of Wake's partners, but is not considered and cannot play until about the middle of the story. She is an experienced fighter and noted for her cool personality and good looks. She's grateful for The Awakening after cleaning up the Gluttony Twilight Circle, which threatened her hometown, causing some interest in him to become a partner for classmating. Her storyline follows her interest in photography. Fine fights Gunlance and Shield under the name Lotus Grin. Hlotz (クロツグ , Kurotsugu) Voiced: Ryohei Kimura Hlotz Genos is a classmate of Wake and Chloe's younger brother. In the game he joins the Academy at the same time as Wake and Fuuko, where he is a B Rank, but slowly moves up in rank throughout the game. He works in the Academy's lab and will take part in several experiments involving the class age, where male students can create star children with the main character and Alec. He is in love with a classmate named Luce, who initially does not reciprocate because of her love for Alec. Alec (アレク , Arkku) Voiced: Noriaki Sugiyama Alec Marker is a male student at the Academy and the son of the president of AngelMarker Industries. The original storyline shows that he is an outwardly cold character who is shown as false as the game progresses. He is very driven, which at first causes animosity between him and Wake. Later, he becomes Wake's friendly rival. Concept II was first announced in March 2013 as a sequel to the original Conception game in April 2012. While the original was for PlayStation Portable, the sequel was announced for the Nintendo 3DS and PlayStation Vita platforms. The history of the game was shown about twice the size of the original. It was released on August 22, 2013 in Japan, and a playable demo for the game was released two months before the beginning of June. Atlus announced the localization of the game in English on November 19, 2013, which will be released in early 2014. A week before, the company had a mysterious ultrasound teaser site, hinting at the results of the game. The English title of the game will be Conception II: Children of the Seven Stars. Although the original concept has not been translated into English since its release on PlayStation Portable in April 2012, the stories of the two games are not related, allowing Western audiences to enjoy the game as a standalone title. While the American and Japanese versions were released over-the-counter (Japan on release date, and North America a few months later) and digitally (all regions on release date), the European release is digital only. Various downloadable materials (DLC), both free and paid, have been released for the game, including battles against the Monocums of the Dunganronpa series. Atlus announced that it will release these DLCs for North America and Europe between April and May 2014. ReceptionReview AssessmentPublicationScore3DSPA VitaDestructoidNA/7.5/10-17-EGMNA/7.5/10 19'Game Informer6/10 '20'6/10'GameRevolutionNA/21'GameSpotNA/5/10 3'Joystiqn/A'24'Nintendo Life8/10'2 5'n/ANintendo World Report6/10'26'n/AONM54%-27'n/a/Polygonn/A4/10 1'ManiaNA/6.9/10 (Aggregate scoreMetacritic62/100)30-62/100-31 Versions 3DS and Vita Conception II received mixed reviews according to a review of Metacritic aggregation. Many reviewers negatively compared the game to the Persona series, and Game Informer noted that while The Persona's problems felt important, the issues in Conception II felt ridiculously superficial. A reviewer from EGMNow was mixed in their review, as they felt there was a persona-esque exciting quality to the package when it came to scaming the dungeon, but that they didn't over enjoying aspects of sim dating the game because of the superficiality of interacting with the heroines. Joystick criticized the more repetitive aspects of the game and said that upgrading the various Star Children made it necessary to repeat a few dungeons to level them, and that the game as a whole felt mediocre. In contrast, Famitsu praised both the 3DS and Vita versions, and Nintendo Life noted that with funny characters, a unique and captivating fight, a cute central vanity and an irresistibly cool soundtrack, Conception II is a bundle of JRPG joy. Selling in its first week of sales after its release, Conception II sold 20,000 copies on PlayStation Vita, making it the fifth-selling game of the week, and another 5,000 copies on the Nintendo 3DS, putting it in 16th place in a week. This result was expected by Spike Chunsoft, who sent twice as many copies of the Vita version. The collective 25,000 copies sold in the first week fell short of the 30,000 sold in the first week. Notes known in Japan as Konsepushon Ts: Nanahoshi no Michibiki for Mazuru no Akum (CONCEPTIONII 七星導きとマズ悪夢, illuminated. Conception II: Guide to The Seven Stars and Puzzle Demon) Links - b Moriarty, Colin (November 19, 2013). Concept II Coming to PS Vita, 3DS in the West. IGNA. Sieff Davis. Received on November 20, 2013. a b c d Sahdev, Ishaan (January 30, 2014). Atlus publish Concept II in Europe as the name of the download. A silicone. Curse, Inc. received on March 21, 2014. Sal Romano (July 22, 2016). Conception II: Children of seven stars arrive on PC via Steam on August 16. Jematsu. Received on April 27, 2019. b c Ishaan (August 19, 2013). Spike Delivery More Copies II on Vita than 3Ds. A silicone. Curse, Inc. received on November 20, 2013. Stephanie Nannili (November 19, 2013). Conception 2: Children of seven stars head west in 2014 for Vita and 3DS. VG247. The homer network. Received on November 20, 2013. a b McGregor Burleson, Kyle (November 19, 2013). Atlus delivers! 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