
Mugen Souls Free Download [Patch]



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About This Game

Mugen Souls features a free-roaming battle map, turn-based combat, and massive amounts of customization and growth to maximize the fun players can have with the game.

Expansive worlds to explore: Travel freely on each world to explore and find treasures and items. Monsters are roaming about, so be cautious, or fight them head-on and make them your subservient peons!

Free-roaming style battle maps: Use Combo attacks to execute spectacular moves with your allies! Destroy Crystals on the battlefield to activate Hyper mode!

Moe Kill: Execute the Moe Kill technique to enslave enemies and turn them into items by exploiting their weaknesses!

Customization: Create a full cast of characters! Customizable body parts, facial expressions, and job classes!

Duel in Dual Audio: Experience the game in either Japanese or English audio.

PC Upgrades: Featuring full mouse and keyboard support, gamepad support, Steam achievements, User Interface and major graphical enhancements!

The game also includes the following free DLC:

7 World Redux Additional Battle 1

So you cleared the game at the lowest recommended level, huh?
Why not take on some challenging battles via 7 World Redux!?
If you can beat these, then you have nothing to fear in the Mugen Field!

*7 World Redux must be unlocked in order to access this DLC.

7 World Redux Additional Battle 2

You might need to do some grinding for this one!
An incredibly difficult battle has been added to 7 World Redux!
If you walk into this one unprepared, you will die!
This is for those of you with confidence!

*7 World Redux must be unlocked in order to access this DLC.

7 World Redux Additional Battle 3

You might need to do some grinding for this one!
An incredibly difficult battle has been added to 7 World Redux!
If you walk into this one unprepared, you will die!
This is for those with confidence!

*7 World Redux must be unlocked in order to access this DLC.

*This DLC will become available when Chou-Chou's Charm Level has reached a certain level.

Conspicuous Coordination Set

Here is a set of equippable items!
Become a fashionista! Use these items and have your characters strut the catwalk!

Flashy Coordination

Here is a set of equippable items!
Train one at a time or many at once! Create a party that is unique to you!

G Up Pack 1

I want to upgrade my items, but I just don't have the points...
Here is a present just for you with the points that are necessary to upgrade items, G Up!

G Up Pack 2

I want to upgrade my items, but I just don't have the points...
Here is a present just for you with the points that are necessary to upgrade items, G Up!

Jiggly Transmission and Equipment Pack 1

Thank you for using the Jiggly Transmission!
Here is a set of equippable items that will aid you on your adventure!
This time, please find: a sword, a staff, a gun, a bazooka, knuckles and defense items!

Jiggly Transmission and Equipment Pack 2

Thank you for using the Jiggly Transmission!
Here is a set of equippable items that will aid you on your adventure!
This time, please find: gloves, a spear, a scythe, Dual Long and Short Blades and defense items!

Jiggly Transmission and Equipment Pack 3

Thank you for using the Jiggly Transmission!
Here is a set of equippable items that will aid you on your adventure!
This time, please find: a sword, a staff, a gun, a bazooka, knuckles and defense items!

Jiggly Transmission and Equipment Pack 4

Thank you for using the Jiggly Transmission!
Here is a set of equippable items that will aid you on your adventure!
This time, please find: gloves, a spear, a scythe, Dual Long and Short Blades and defense items!

Jiggly Transmission and Equipment Pack 5

Thank you for using the Jiggly Transmission!
Here is a set of equippable items that will aid you on your adventure!
This time, please find: a sword, a staff, a gun, a bazooka, knuckles and defense items!

Jiggly Transmission and Equipment Pack 6

Thank you for using the Jiggly Transmission!
Here is a set of equippable items that will aid you on your adventure!
This time, please find: gloves, a spear, a scythe, Dual Long and Short Blades and defense items!

Jiggly Transmission and Equipment Pack 7

Thank you for using the Jiggly Transmission!
Here is a set of equippable items that will aid you on your adventure!
This time, please find: a sword, a staff, a gun, a bazooka, knuckles and defense items!

Jiggly Transmission and Equipment Pack 8

Thank you for using the Jiggly Transmission!
Here is a set of equippable items that will aid you on your adventure!
This time, please find: gloves, a spear, a scythe, Dual Long and Short Blades and defense items

Jiggly Transmission and Equipment Pack 9

Thank you for using the Jiggly Transmission!
Here is a set of equippable items that will aid you on your adventure!
This time, please find: a sword, a staff, a gun, a bazooka, knuckles and defense items!

Jiggly Transmission and Equipment Pack 10

Thank you for using the Jiggly Transmission!
Here is a set of equippable items that will aid you on your adventure!
This time, please find: gloves, a spear, a scythe, Dual Long and Short Blades and defense items!

Jiggly Transmission and Equipment Pack 11

Here is a set of items that will aid you on your adventure!
You'll find a sword, a staff, a gun, a bazooka, knuckles, and defensive items!
These are incredibly strong, so use them well!

Jiggly Transmission and Equipment Pack 12

Here is a set of items that will aid you on your adventure!
You'll find some gloves, a spear, a scythe, dual long and short blades, and defensive items!
These are incredibly strong, so use them well!

Overwhelming Recipe Set

The strongest weapons in the galaxy!
Here is the overwhelmingly destructive weapon recipe set!

*This DLC content overlaps with the Overwhelming Recipe and Item Set, so please be aware of that.
*We recommend choosing only one, based on if you'd like to have the recipes only, or the items as well.

Overwhelming Selfina Set

This is the Selfina avatar set.
Use them all together or mix and match!
Please enjoy many overwhelming combinations!

Palpitation Coordination

Here is a set of equippable items!

Let's make some cute girls and some cool boys! Use these items to further customize your party!

Point Pack 1

I just can't seem to get enough points...

For those of you who feel this way, here is a currency boost containing G and a character strengthening boost containing Mugen Points.

Point Pack 2

I just can't seem to get enough points...

For those of you who feel this way, here is a currency boost containing G and a character strengthening boost containing Mugen Points.

Selfina Voice Addition (JP)

You can now use Selfina's voice! (JP Audio Only)

Please use this with the Overwhelming Selfina Set!

Sparkly Coordination

Here is a set of equippable items!

Control peons that you yourself have customized!

Undisputed God Prudence Pack 1

This a set of usable items for all you beginner ultimate gods out there!

The set includes, healing, revival and hot spring use items.

Undisputed God Prudence Pack 2

This a set of usable items for all you mid-level ultimate gods out there!

The set includes, healing, revival and hot spring use items.

Undisputed God Prudence Pack 3

This a set of usable items for all you high level ultimate gods out there!

The set includes, healing, revival and hot spring use items.

Undisputed God Prudence Pack 4

This a set of usable items for all you ultimate gods out there who are approaching true divinity!

The set includes, healing, revival and hot spring use items.

Title: Mugen Souls
Genre: Adventure, RPG, Strategy
Developer:
Idea Factory
Publisher:
Ghostlight LTD
Release Date: 22 Oct, 2015

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Minimum:

OS: Windows XP

Processor: 2.13GHz Intel Core2 Duo or equivalent

Memory: 4 GB RAM

Graphics: DirectX 9.0c compatible graphics card with 512Mb RAM and support for v3 shaders

DirectX: Version 9.0c

Storage: 4 GB available space

Sound Card: DirectX 9.0c compatible sound card

English,Japanese







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You know, this is a sad thing to write. I enjoy this game; The characters, the writing, the combat - all held up to what I was expecting when I purchased this game believing it was a full game.

The fact that Ghostlight cut content from this because 'Steam said too' rings false and sounds like trying to avoid the blame of their own actions when their customers starting getting mad. They have provided no proof of this conversation, and have gone silent on why they didn't do an off-site patch like many other games have done for the past year to put censored content back into the game for their customers.

I would normally recommend this game for those that enjoy Disgaea-like characters and stories, but I can not in good faith put any more money into the pockets of Publishers who \u2665\u2665\u2665\u2665 their customers over what they told them they were buying, then going silent when pressed for answers on why they didn't inform them or fix it back to the quality they expected.

TLDR; Don't buy\u2665\u2665\u2665\u2665\u2665\u2665 from these hack\u2665\u2665\u2665\u2665\u2665\u2665. Note: This review was inputted at the request of a friend who played this game utilizing Steam's library share feature.

Disclaimer: While I'm heavily against the censoring of content, I decided to give the game a try anyways. This review will ignore that fact entirely since it's somewhat minor has been discussed and repeated ad nauseam. Personally, I'm all up for supporting a good localization as long as it keeps censoring and memes/forced humor/completely rewritten scripts to a minimum, in the end, it's not the localization team's fault that censoring needs to happen because of delicate western sensibilities.

Mugen Souls is a whacky over-the-top JRPG with free-move 3d-based combat, think tales games but turn based. The game has a very cute style going for it and a colorful cast of characters that you can customize with outfits and equipments, you can even crossdress the males!

Overall, I feel like the game is heavily underrated and underappreciated, and while not perfect, it's definitely worth a try. As of the time of this review this is how I feel about the game(might update later):

Pros:

- + Character customization with outfits and equipables.
- + Humorous and lighthearted.

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- + A lot to find, unlock, level-up and upgrade. Reach ridiculous numbers in levels, damage, etc; completionists and people who enjoy bigger numbers and progression might like this game a lot.
 - + Fairly decent map designs compared to games like Fairy Fencer and Neptunia, I honestly found the maps a bit more detailed instead of re-used copy-pastes.
 - + Pretty good and catchy OST.
 - + Tutorials explain most things pretty well, make sure to pay attention though! I've certainly had less issues understanding mechanics than in Phantom Brave, for example, which received a lot of praise.
 - + A lot of wonky and non-generic mechanics such as making giant balls of your servants and throwing them at enemies.
 - + Haven't had any issues at all with the port so far, runs very well!
 - + Good-looking aesthetics overall, cute graphics and a neat, readable UI.
 - + Thankfully, there's some good guides out there for people who don't understand the mechanics.
 - + Become the undisputed god(dess) of the universe as a cute anime girl!

Cons:

- Might not be for people who don't understand anime clichés.
- Unique mechanics might be clunky or not appeal to everyone.
- Forced to use link skills in battle instead of normally attacking in battle, which have needlessly long and drawn-out animations which get old quickly, these can be skipped by pressing what would be "R2" in a PS controller but this tends to make the combat feel less satisfying. IMO RPGs need fast and fluid combat...
- Not everything is fully explained, there might be some minor confusion with some things without looking them up. IE what's "ogre damage"? What's affinity damage?
- Spaceship minigame fights are a bit convoluted.
- Some minor unlockable content unavailable for dubbed voiceacting, thankfully the original undubbed can be selected.
- Generic units are initially a lot weaker than main characters unlike games like Disgaea
- Mugen Field is this game's version of the item world from Disgaea, a random dungeon with many floors that you do for power ups and exp, albeit a lot less interesting and made up mainly of just fights.

All in all, I think the game is quite decent and can be very enjoyable despite some of its flaws, so I recommend it to people who have enjoyed games like Neptunia or Disgaea and JRPGs in general, but expect a strange and different experience.. The truly hardcore fans of the Hyperdimension Neptunia series will love this game, while not as good as a Neptunia game its artstyle and color palette are pretty nice and the interactions between the characters are pretty amusing too.

It should be mentioned that some CGs and the bathing minigame were cut from this game, that didn't affect my enjoyment of the game, but it certainly would have been better if they had released the game without cutting any of its content.. Mugen Souls honestly is a strange but ultimately fun 'wreck' of a game. Everything about the game is over the top, get used to the word 'overwhelming' however its really a mixed bag of some good elements, and some which plainly don't work. But I'll get to those later in the review, for anyone interested in Mugen Souls - This is a warning, this game was originally shipped with an abhorrent amount of DLC which can break the game completely for the actual story mode, however on the flipside - the DLC is practically required for high level Mugen field exploration so be warned about the hefty DLC that will cost 4 to 6x the cost of the base game if you buy everything, and believe me the the DLC is fairly unbalanced and will more or less ruin the story mode, but if your the typical 'trophy hunter' type of player, then it will be required.

Mugen Souls is based about the undisputed goddess of the universe Chou Chou and her ability to turn practically anything into her peons, she has various different personalities that she can change into to perform these tasks, each one massively different from the next, she is accompanied with many different Heroes and Demon Lords, each with their own quirks, often humorous dialogue to said quirks.

Some of the biggest problems Mugen Souls has, besides the awful DLC is the fact the game can turn into a significant grindfest quite fast if your the trophy hunter type of player, if you don't care about unlocking trophies and just want to experience the story, then don't invest in any of the game breaking DLC, and turn off several of the free DLC which significantly unbalances the storymode to the point of making it a cakewalk. The DLC is more or less designed for the Mugen field which is, honestly the core mechanic of the game allowing 100 random battles vs ships/enemies and slumbering bosses, the problem with the Mugen field is this is where all the game unlocks are earned, and progressing through the field gets extremely difficult without mugen point packs to boost your equipment, sure the early stages of a low bet are easy and you can level up extremely fast (again, breaking the story mode) but upon reaching certain portions of the field monsters become extremely overpowered, this significant imbalance issue was fixed in Mugen Souls Z but it problem for Mugen Souls, and earning points/gold without the

packs is slow, the cost of upgrading equipment gets overwhelmingly expensive fast with high level upgrades costing millions per point, bear in mind you can upgrade your equipment to 'overwhelmingly' high levels here.

Another poor mechanic is the G-Castle battles, honestly - they don't work. They tried to copy the Skies of Arcadia method but didn't make the battles interesting enough, the biggest problems is the A.I cheats against the player, your co-pilot will occasionally give you hints/clues about what your opponent is going to do next, and 70% of the time, it'll follow a set pattern, but then occasionally break that pattern so usually the best method to win these g-castles is to cheese the fight by using a certain attack constantly and never deviating.

Finally, while the sale is on I definitely recommend the game for the story alone plus its a fairly long so its good value, if you can overlook some of the obviously problems then you'll enjoy Mugen Souls. Also, its really a minor detail but for some people its a deal breaker, Mugen Souls is significantly censored over the original Japanese version, to the tune of over 100+ CG and a mini-game - the latter isn't really a problem since the min-game itself was fairly boring and didn't really do much except for fan service.

Overall 7.5 / 10

- + Great Story
- + Great Characters\Character Dialogue
- + Great Music
- + Character Customization
- + Moe

- DLC can break story mode
- Excessive DLC that isn't required\but recommended for Mugen Field
- Can be very grindy
- Airship battle mechanics are poor (These battles are better in Z)
- Censorship. After more than 430 hours on record I can finally put this game away.

About 30-40 hours are needed to complete the game storywise.

The rest (~ 400 hours) was spent to grind massively in order to obtain every achievement that this game offers and overall very boring.

The only fun part was the planning to minimize the time you need to get the achievements.

But hey, I managed to watch 880+ Pokemon episodes while grinding.

Pros

- + **Humorous Dialogues**
- + **Overall interesting game mechanics**
- + **(Free) DLC can be used to breeze through the story for a non-grinding experience.**
- + **New Game+: You can carry over stuff for your next playthrough.**

Contras

- **Game mechanics are only explained once! Couldn't find a menu option to rewatch the tutorials.**
- **Moe Kill (game mechanic): Instead of fighting the enemy you can make the enemy fall in love with the main character for faster grinding. Not very consistent and too random for my taste.**
- **Combo attacks seems to be weaker than normal attacks.**
- **Game crashes sometimes\Long loading time in battle**
- **Time-consuming to get every achievement**

If you like JPRGs then this game might be something for you.

For achievement hunters I strongly encourage not to buy this unless you want to spent a huge amount of time.

Bought it because of the Artstyle, same as Disgaea.
No such game as Disgaea on Steam yet, sadly(still waiting q-q)

Anyway, Gameplay is fun, sorta turn based strategy.
Customization is pretty neat, a bunch of options, no a lot actually.
Game looks flashy and keeps boredom away, you cannot be bored playing this, I promise.

I would recommend playing the game without DLC at first, it's kinda gamebreaking, I restarted the game without DLC once I got to use it, it's really boring.

Overall, for this price, if you're an RPG fan, a must buy.. 1080p
60fps (PS3 framrates were complete garbage, so this makes me very happy)

Combat is similar to the Neptunia and Fairy Fencer games, with its own additions, such as the Moe system where you take advantage of an enemies weakness using various anime character archetypes.

If you've played a JRPG recently I don't think it'll surprise you too much, but I think its quite enjoyable if you're into that sort of thing,

. I had hopes going into this based on what I had seen advertised, sadly I can't say they were met entirely.
Aside from clunky controls regarding battle and running around dungeons, after about halfway into the game I started encountering bugs or glitches in the form of audio chirps and character portraits stretching across the screen during certain side events, the affinity system was so odd it was awkward just trying to memorize it, I had ludicrous stats and levels but was getting my\hand handed to me thanks to random crystal effects that I had to check every single time a battle started, the G-Castle battles were a nightmare until I realized how to grind for more peons to bring up it's power and even then most of it came down to rock-paper-scissors style combat which wasn't made any easier with the "helpful hints" in battle that were completely wrong at least half the time even when it was Ryuto giving them and not the enemy...
Honestly, I can't say I'd recommend this game to others, don't even get me started on the fact that it felt 80% like a Nippon Ichi game but then the last 20% was just... I can't think of nice words at this point in time.

Bottom line, if it's on sale for really cheap, then maybe give it a chance if you like these kinds of games, otherwise I can't suggest buying it.. Disgaea is like the tender childhood friend that married someone else and this game is the person you dated because it looks like her.

I feel empty like my steam wallet.. A game as absurd as it is full of kinks and innuendo as it is fun.

NOTE 1: Pressing R2 can skip battle animations! or you can disable them entirely in the config menu. This is very important for making the grind go faster.

NOTE 2: The free DLC is nothing but OP items that make the game impossible to lose. Disable DLC in the title screen menu before you press New Game if you want to enjoy playing through it vanilla.

Now, onto the review! \Mechanics Summary!

The story can be described in two words: Galactic domination. You play as (say it with me now) a loli heroine who has amnesia, but instead of saving the world you're going to 7 different planets subjugating each one along the way. This is done by finding the strongest people on every planet and forcing them to join you. Like all Compile Heart games you'll end up with a large cast of different personalities who are all hilarious to see interact with one another. Sounds fun? It is. Until the grind.

The gameplay for this RPG is surprisingly unique, so I'll try my best to cover all of the different mechanics because many people seem to get confused by the decent yet fairly terrible tutorial.

Instead of elements all characters have "moe" attributes (read: kinks) and it is your job to use this knowledge to either turn them into your peon, turn them into items, or anger the enemy so jpop will play. During battle the main character is allowed to "moe kill" by switching forms to one of 8 kinks (Masochist, Sadist, Terse, Bipolar, Ditz, Ego, Hyper, and Graceful) and then choosing 3 of 7 phrase options that appeals to the target's current emotional state (If they're happy they will react exactly as you'd expect, when sad instead of being slapped by a sadist maybe they want a hug etc.) and kink. While this may sound insane at first (it is) the naming convention is really the only thing that may throw you off, but there are element based attacks tied to the moe

attributes that will help you distinguish what is weak to what. (ex. Masochist is Water and Sadist is fire)

Aside from that kink paradigm there's also an entire billiards-esque mechanic called "blast-off" at play where you can set your non-standard attacks to blast enemies around the battle-map smacking into other enemies causing the whole board to be mixed up. If an enemy is giving you a hard time you can keep smacking it back into a corner while your healers stay far away and safe. If you have enough blast-off energy you're actually allowed to shoot enemies in the sky too, and in the sky there are around 10 or so random items in every fight that can be gotten if an enemy smacks into them.

The final battle mechanic are the crystals. In every battle there is a large crystal in the center of the stage that produces an AoE spell random each time, and along with the large one there are also a number of smaller crystals with smaller AoE spells which also all effect those that stand in them. Both forms of the crystals can be broken with the aforementioned "blast-off" system by smacking them all around the map. When they shatter they also produce an effect that is as wide as their AoE. All of their buffs/debuffs can be easily read by simply hovering over them with the in-game cursor.

The final general gameplay mechanic ties back in with the "moe kill" battle mechanic where if you can successfully defeat enemies with it they will transform into your peons. When you collect X amount of peons your charm level rises (how easy it is to moe kill) and your Peon Ball "read: Spirit Bomb" gets that much larger. The more peons you have also increases the amount of workers you have on your space airship.

THAT'S RIGHT. SPACE. AIRSHIP. Eat your heart out NASA. This game does have airship battles, and they're actually pretty decent if you're not cheesing it. The airship battles are similar to rock, paper, scissors. You have 3 different attack styles, 3 different shield styles, and buffs. The standard attack deals the most damage, but it gets blocked by every shield type. The pierce attack goes through every shield type, but it is a fraction of the power of the standard attack and can get weakened more by the quick-attack. The quick-attack deals about as much damage as the pierce attack, but it lowers the damage received by the enemies attacks and gets blocked by the shields. During the fight the enemy/your ship's pilot will make remarks that help you guess what they are planning to do and 9 times out of 10 it will be the same, but to keep things interesting they sometimes mix it up. If that annoys you spamming pierce usually works if you're a high enough level, but if you decide to not peon often then you will definitely have to learn the airship mechanics fairly well.

Item Upgrades: You can upgrade your items to ridiculous levels if you're only playing the main story. Basically you can pump money into any weapon/armor you want to increase the stats for it. While not really limitless for all intents and purposes of those who are playing for just the main story it may as well be. If you absolutely adore the rusty sword and old moldy panties everyone starts with for armor (yep) you can scale those to late game easily, but if you want to get to level 9999 while grinding through Mugen field getting better equipment will be a requirement. (all the free DLC will be actually) Speaking of Mugen Field...

THE GRIND. This game has it. There will be times that you're skipping through so many fights and doing just story that you'll engage an enemy they will all move before you and suddenly your party is wiped. There are also times where the game may force you to complete X amount of kills to continue (though you're given other options too, but if you can't do those battles are required) of which also involves grinding if you haven't been beating a lot of enemies. When that happens you can either: A) spend a decent amount of time grinding the previous area or B) Head back to your ship and enter the Mugen Field which is a battle-rush zone where the enemies start out weak (strength based on size of your bet) but get progressively stronger the farther down you go. The longer you stay in there the larger your experience multiplier gets as well. Completely cheap? Yes. A fantastic way for a JRPG to make THE GRIND a bit easier? Also a yes. Grind responsibly.

Overall: A fantastic JRPG with lots of character. 8.5/10. This game has a great premise, cute character designs, good artwork, and music by Tenpei sato.

But, ultimately, I do not recommend it unless you are really into these sorts of games and have played everything else you can think of.

-The combat is *really* boring. I am not even complaining about the grinding aspect of it, I play Nippon Ichi games and such. The fights themselves are just not that interesting, and I was never motivated to level up for the sake of it. Most fights are hugely lopsided, like if you don't one-shot an enemy it will probably one-shot you instead. The "Moe kill" system is too complicated for its own good and doesn't make for very interesting decisions anyways.

-There are whole systems and mechanics that I never needed to pay attention to and really don't seem important to the game at all. There's a hot spring you can use to buff your party; they spend a lot of time showing it to you and explaining it and so on, but I beat the game without ever using it. There's also "G Up," "Fever Mode," "Blast Off," "Peon Balls" and so on, just a laundry list of things I never took advantage of and never needed to.

-The game world is tiny and yet still has lots of recycled assets. Practically the entire story is told through dialogue boxes with animated character cut-outs, even when events are happening that should really be portrayed by machinima or cutscenes or something. It's as if they recorded the voice-overs for a much more ambitious game and did not have the money to actually make it.

I'm disappointed overall, there was a lot of promise in the charming protagonist and the colorful cosmic-scale setting. I'm told the sequel is better, we'll see.. I was hoping that the port to PC would make this game better but it turns out that if you polish a turd, it's still a turd.

Mugen Souls tries very, very hard to be deep and interesting but it ends up as a pile of game systems and mechanics that don't mesh together at all. G-Castle Battles are like playing rock-paper-scissors except if you lose enough times you get a Game Over. The Moe Kill system and Chou-Chou's Form Change could have been interesting but there are so many affinities that at any given time you're about 100% likely to be in the wrong form to actually perform a Moe Kill. The Blast-Off system seems to work once for the tutorial and then the rest of the time, you do so little damage to anything with knockback that there's no point, so I have no clue why they even introduce it at the beginning of the game. Creating your own custom units makes sense for a strategy RPG where you're allowed to have many units out at once but you can only have 4 characters in your party and your party has already filled with clearly superior story characters by the time you get out of the first couple of chapters or so, so that's another pointless system. And Mugen Field is a pathetic attempt to ape Disgaea's Item World that somehow manages to miss everything about Item World that makes it fun.

In short, Mugen Souls is (still) irredeemably bad, regardless of how it was censored for Western release. It's just another bad JRPG trying to ride on moe.

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