

Galaxy Adventure

Galaxy Adventure is a modern era based Role-playing game released by [Kaidan Telecommunications](#) for standard holographic projection capable communicators from their net site for 200KS.

Plot

The player begins the game by naming their character. After that, they are thrust out into the universe to stake their claim to fame. Numerous storylines are presented to the player which can trigger one of seven endings. The developers intentionally left the game open ended to allowed the players the choice to build their own adventures.

Characters

Aside from the main character, every other playable character is optional and recruit able after they are met for the first time.

The Main Character - The nameless, silent protagonist, everything about this character is definable by the player.

Kara Koshimaya - A Yamataian female character the player meets on Yamatai, she's a skilled medic and is the only character with the abilities to heal without using inventory items. She's the easiest character to recruit, she asks the Protagonist to bring her a simple Medical kit, which are pursuable just about everywhere.

Hank - A Nelpeslian Cyborg and sharpshooter, he's encountered when the Player reaches Tami for the first time and he can be found in the practice range. To recruit him the player needs to beat his high score in a marksmanship contest. Many players never recruit him due to the difficulty of the range minigame.

Jason - Another Nelpeslian cyborg and a collector of close quarters weapons. He can generally be seen hanging around the underground caverns of Halna. To recruit him, the player needs to bring a weapon that Jason has never seen before. The Zero point saber gained from the Halna fight tournament should do the trick.

Running Wind - A Kohanian Dy'Unnar the player meets when they arrive at Kohana. Running wind is known for her remarkably high agility and evasion and is the fastest character in the game. Her recruitment is also the trickiest, she is generally met in random encounters on Kohana and generally flees when the player party manages to land a hit. The player needs to land an attack that would send her to critical status without killing her afterwards a cut scene would happen and she would join. Numerous forum members of Kaidan have expressed their dislike for the difficulty in recruiting her.

Ketsurui Kokoro - A Nekoalkyrja Samurai whom the character meets when the Imperial Palace is

unlocked for exploring. Kokoro has the highest attack out of all the playable characters, but also has the worst speed, a general offset that aggravates fans of her to unbelievable levels. She joins automatically when the player recruits Princess Momo Ketsurui.

Ketsurui Momo - Princess of Yamatai and the master of Kokoro. Momo is the only character who can use offensive Nodal abilities. She can be recruited by being talked to twice in the Imperial Palace after the player rescues her from the Black Kat pirates, who kidnapped her for ransom.

Steady Claw - a Kee'Alwoo Kohanian the player meets after the Qlon continent on Kohana is available. He is an average build character and prefers close quarters to long ranged combat. He can be recruited if the main character can beat him in a one on one fight.

Ketsurui Yui - Yui is also available in the game, but her recruitment is the hardest. To gain the Taisho of the Imperial navy to join, the player must complete the entire game solo. After beating the game the player is prompted to save it to a clear file and when they load that file Yui will be available from the very start.

Endings

Unique thing about this game were the numbers of endings that were available.

- 1) Done before it started - The main character decides to stay home and not venture forth. How to gain: Reenter your home at the start of the game and agree to take over the family business.
- 2) Hero of the Empire - After the defeat of the Mishhuvurthyar swarm, the Main character is hailed a hero and presented a medal. How to gain: The player must recruit Momo and Kokoro, then beat the game. (this is the standard ending and most consider it the Canon ending)
- 3) A Simple Herbalist - The main character decides to retire from adventuring and open a clinic. How to gain: The Main character must recruit Kara, Running Wing and Steady Claw, and agree with their musing after leaving Kohana, the game ends here.
- 4) Gunrunner - The main character has become an outlaw, running weapons and supplies to rebel and separatist cells. How to Gain: Hank and Jason must be recruited, and the Main character must take the Black Kats offer when confronting them about Momo, the game ends here.
- 5) Soloist - The Main character, after beating the Mishhuvurthyar swarm, flies off into the unknown, fully aware that he/she is the strongest person around and the area is of no challenge. How to gain: The player must beat the game without recruiting any characters.
- 6) Pride of the Navy - Yui, in a surprising move, has retired and named the Main character as her successor. How to gain: After loading a clear save file, complete the game with just the Main character and Yui.
- 7) Dark Messenger - The main character has been corrupted by the Mishhuvurthyar swarm and has become their new emissary for the new order. How to gain: After recruiting everyone (including Yui) the Main character must agree with the Mishhuvurthyar Brood Queen, after the cut scene, the now infested

protagonist and three Mishhuvurthyar Ripper armors attack and defeat the party.

Reception

Galaxy adventure garnered lukewarm reviews, the choice of multiple characters was a good point, but the lack of accomplishment was not. It averaged a 5/10 on most accounts.

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Last update: **2023/12/20 18:20**

