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| What makes a Turn based combat RPG fun for you? |
| I have been playing a lot of old-school JRPG's lately and I cant figure out what is it in them that keeps other players entertained. For me personally I think I like the aspect of exploring the unknown overworld map and stumbling upon some ruins or uncovering a mystery dungeon and getting a good reward after finding something nifty like old Zelda games. |
| While the story's itself are generally very generic I still cant help love the feel of exploring. Like in FF1 the story is very generic but I still loved the world building and the exploration aspect of it. In breath of fire 1 when you are exploring and stumbled on the stone golem and you have that wow factor like wow what is that? Not to mention I love turn based combats cause you can take them at your own pace and just chill most of the time. In Pokémon games I love the aspect of party building. |
| I just want to know what other people love the most in JRPG's. Like what keeps you going in a Turn based RPG? |
| is it the overall story ? |
| Is it the world building ? |
| Is it the exploration ? overworld map ? |
| is the combat itself? You don't really care about exploration or world building or story as long as the combat is fun and engaging like old Pokémon games. |
| Or it the party/team building? |
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| https://www.reddit.com/r/patientgamers/comments/11ec9zl/what\_makes\_a\_turn\_based\_combat\_rpg\_fun\_for\_you/?sort=top |

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| Comments | Reason for why turn based combat is fun |
| Turn based games give me time to chill and really think about my next move (or few moves) in combat instead of frantically trying to remember which move is assigned to which button on the fly. | Relaxing & Slow-paced |
| I'm with you. My life is hectic enough. I don't have much time to game and that precious time needs to be relaxing. | Relaxing & Slow-paced |
| Also more time to appreciate flashy battle animations. | Battle Animation |
| This is a really valid reason. I also love seeing my numbers go up with each level and gear :) | UI |
| I think it's important to make a distinction that there's actually two different major styles of turn-based RPG:   1. Menu turn-based combat, such as that found in JRPGs such as Dragon Quest or old-school Final Fantasy; 2. Tactical turn-based combat, such as found in CRPGs like Divinity: Original Sin, Wasteland 3, Shadowrun, or JRPGs like Final Fantasy Tactics.   For me, I vastly prefer tactical turn-based combat in RPGs. I like the tactical element of figuring out character movement and positioning, and taking advantage of things like flanking or cover mechanics. It makes combat so much more engaging for me. | Strategy & Planning  Tactical element  Positioning  Flanking  Cover mechanics |
| Yeah, my first thought was "wait, I love turn-based RPGs, but I don't care for JRPGs at all...?"  I value tactical turn-based games because they let me go over my options in my time, and at my pace (i.e. I really don't appreciate turn limits either; They can be a fine 'sometimes' addition, but as soon as they become a regular occurrence, they're oversalting my game). I love outmaneuvering the opposition, taking advantage of terrain, springing traps and so on - it just feels utterly rewarding to me when I manage to turn a numerical defeat into a winning scenario just by virtue of planning.  Curiously enough, I learned that I like management games because of that - while JRPGs just don't grip me at all. | Terrain  Challenging ai  Environment  Strategy & Planning |
| I have never really understood the appeal of #1. Without movement or positioning, what you're left with is ridiculously simple and boring to play with.  Even a games like the Trails series, which has a pretty simple grid combat, feels 10x deeper and more fun to play with than the average JRPG combat. "I'm left, you're right, lets hit each other" has ruined so many games for me that I wanted to enjoy (because of the world, characters or story) but couldn't because of the combat.  In fact, I used to think I hated turn-based games for ages until I realized I just didn't like this particular classic style. | Movement  Positioning  Good Combat System |
| Eh, it's like Rock and Roll. It's an old genre that has been explored to death being compared to the tactics genre that is... honestly, still very linked to the two grandfathers of the genre (Tactics Ogre and Final Fantasy Tactics - Fire Emblem too to some extent) and mostly unexplored outside of that. Pretty much all the games in tactics drink from those, which makes it hard to find variety. I think the last game I played that surprised me with fresh gameplay was Into The Breach 5 years ago.  Don't get me wrong I loved every second of Tactics Ogre, I played Fell Seal, I played Telepath Tactics and Symphony of War. I'm not some boomer who's locked in 1999 playing the same games over and over. I know the genre evolved. XCOM and Mario Rabbids had very interesting spins, but it still feels like a genre that has a lot more potential than what is being used.  Meanwhile, it feels like turn based RPGs have already done everything, have been everywhere. We have text based games, we had ATB games, the RPG Maker era, puzzle-style turn rpg, party building focus, story focus, interactive commands in the SNES era. There are turn based RPG games that are so huge the general public doesn't even proccess they are turn based RPGs, like the Pokemon franchise. There are simpler games that focus on quirky themes (Undertale) or cute artsy presentation (Ge.Ne.Sis). Games have messed around with all kinds of controls and player input, like Child of Light having you point the mouse to control the spirit mid fight to collect mana and a few other things.  I'm still getting regularly surprised by turn based RPGs. Chained Echoes starts like a clear homage to Chrono Trigger, but at some point you are controlling mechasuits and flying through the map OTKOing enemies. Meanwhile I kind of know exactly what to expect when I play Fire Emblem, or the newest indie tactics.  The goddamn Monster Girl Quest games get surprisingly intense in the last part where you have the entire cast of elemental enchants and have to adapt to each battle, and it's a RPG maker (porn) game for gods sake. It's so much better than it needs to be.  Backpack Hero turns your build into an inventory space management puzzle, which is a really unique take if you ask me, and even crazier when you see how far the devs push the basic mechanics by making each character play almost like a different game.  Omori, Octopath Traveler, Ikenfell are all fairly recent games that offer some pretty interesting twists in the turn based formula. It always amazes me how much depth a genre like this can have, to the point where it bleeds into other genres and becomes this omnipresent thing.  Meanwhile, I do appreciate the complex base and cycle happening between fights in XCOM2, and I understand and enjoy how different it feels from Fire Emblem, but the core gameplay inside battles still feels attached to the old formula. Doesn't help that there are far less tactics titles than turn based RPG, of course, but it comes to a point that I really wonder if the subgenre isn't hurting more than helping.  There are also some titles with interesting takes that just apparently dissapeared in time. Namco X Capcom had this fighting game like attacking moveset for each character, inside a very traditional tactics style overview, that made it super interesting to play. Think like Fire Emblem, but you are actually controlling your characters when they attack and defend instead of just watching the animations. This is definitely the type of genre mash and experimentation that made the RPG genre evolve so much. I want to see more of that.  Children of Zodiarc mixes tRPG with card deck building in a very charming game. The genre definitely has a lot of potential, but I wouldn't say as it is right now it has more depth than turn based. | Desires Improved Combat System  Good Combat System |
| Labyrinth of Touhou and other good blobbers (100% technical term) improve on the formula in two ways.  First, by having a front row, and one or multiple bench rows. Your party is 12 characters, but only 4 are active at any point. You have to swap in and out so they can recharge.  Second, their position in the action bar matters. Leftmost characters are closer to the action, rightmost are "at a distance". Then, enemy skills are targeted towards certain positions, like a melee boss would have attacks that target "50% chance of the 1st position, 30% 2nd, 20% 3rd", or a mage boss would pound your rear positions. It pays to prepare for the encounter by scouting the skills beforehand.  Sadly, the game forces attrition to reach the bosses by a combo of random encounters + not regenerating mana. I bounced off the game because of that attrition, but the combat is just grrrreat. | Character & Party Management  Action bar/ turn management  Desires Improved Combat System  Good Combat System |
| I’ve realized most people who enjoy traditional turnbased games are typically the kinds of people who either don’t actually like gameplay, or like to have a podcast or tv show going in the background.  I love tactical turnbased games but very few traditional turnbased games do combat well, in my opinion. Most of their difficulty comes from mandatory grinding too. | Desires Improved Combat System  Good Combat System |
| There are rare good ones. Crystal Project is a more recent example. It's not super easy like most turn based games so you need to have actual strategy and put thought into your builds. It also lets you be really flexible with your builds.  Dying to a boss or other new enemies and re-examing your builds and all the synergies between your guys and your strategy and finally inventing a better one is fun.  It's not that hard to make a game like this fun, just add more than two attacks to the game lol | Variety in Gameplay  Strategy & Planning  Flexible character builds  Desires Improved Combat System |
| I love RPGs like #2 (Wasteland 3 is one of my favorite games of the last five years) but games like #1 can be fantastic and deep as well. Often, the lack of mobility options are supplemented by an increased pool of options you can take on any given turn, and, when done well, there can be a lot of strategizing required to figure out how to use your limited turns and in which order to do it.  For example, I’m playing through Persona 5 right now, so I’ll use that as an example. First I have to choose which four party members I want to bring into battle. Then all four of my party members have the option to use one of at least 12 different actions on any given turn, including physical attacks, elemental attacks for eight different elements, solo/group attacks, defensive maneuvers, solo/group buffs, solo/group debuffs, healing spells, ailment spells (for things like sleep, fear, confusion), ailment cures, plus dozens upon dozens of items you can use for all kinds of things. Most (but not all) enemies have a weakness or two you have to discover yourself. Some status effects you inflict on enemies open them up to “technicals” when combined with certain other types of attacks for increased damage. Hitting an opponent with their weakness knocks them down for a turn and gives you the option to use another turn yourself or “baton pass” and swap to another character who can attack for higher damage but may not have the right type of attack for that enemy’s weakness. And it all gets more complicated when your party members are losing huge chunks of health every turn or getting knocked unconscious and you have to balance the attacks you’re trying to do with keeping your party alive / reviving downed party members.  When it’s a difficult battle, it can be extremely challenging and ultimately very rewarding to figure out how to use all the tools at your disposal in the right order to beat your opponent/s before they beat you. At its best, you feel like you couldn’t possibly use the turns you have to survive and kill your opponents—your allies are dying and getting revived every turn, you’re lowering an enemy’s attack to try to stop that from happening as much, and every once in a while you get an attack in. You’ve planned your moves five moves in advance, but those plans often get derailed by unexpected moves from your enemies, so you pivot and adjust your plan to accomplish a fraction of what you wanted it to accomplish while preventing your party from being wiped out completely. And then, through sharp planning and turn management, you scrape by and win!  When it’s a random low-level encounter it can become rote and tedious sometimes, but even then you won’t be doing the same thing every time because it will depend on which enemies you’re fighting.  Anyway, if you don’t like JRPGs, that’s fine! I’m not trying to tell you you’re wrong. You just said you’ve never really understood the appeal, so I thought I’d respond with what I enjoy about them. | Strategy & Planning  Good Combat System  Turn management  Rewarding combat  Variety in Gameplay |
| I moved away from playing JRPGs a long time ago, but as one example, I remember this being an issue in Final Fantasy VI (admittedly, it was mostly just boss battles).  I remember there was more than one boss fight where the enemy had a multi-attack that could hit the entire player party. It would either be an attack that did massive damage (thus bringing multiple party members down to KO status), or a status-effect attack that would blind multiple characters, for example. So basically, within one round, the player is placed on the back foot, and is playing from a defensive position until they can get the party back up to active status. You'd be anxiously crossing your fingers, hoping you can recover enough that the enemy's next turn doesn't further deteriorate your position into an unwinnable one. The rounds where you actually get an opportunity to attack the boss, vs where you're just playing defence, cam be something like 4 to 1.  FF6 is just one example, but it's certainly not the only one I've encountered. That attrition style of combat design simply is not fun for me. When (if) you finally defeat the boss, you look at the time, and the whole battle took 15 mins or more. | Desires Improved Combat System |
| Lack of positioning whilst in combat can still be done well... see games like slay the spire... that's some of the best turn based combat you will play anywhere.  But yeah, generally the combat in JRPG's is extremely lacking without the positional component. Recently played through Triangle strategy and the combat in that game on hard mode is absolutely sublime. Positional synergies with each characters unique abilities makes for a fantastic chess like experience. One small misstep with a character being out of place can cost you the battle... you really have to think out not only the move of the current active member, but also who's going after be it enemy or ally.  Triangle strategy and Tactics ogre is peak turn based combat from everything I've played, and I've played most of the best this genre has to offer at this point, which sadly isn't a whole lot. (hoping that changes in the future) | Positioning  Strategy & Planning  Chess like  Good Combat System |
| Yeah, my first thought was "wait, I love turn-based RPGs, but I don't care for JRPGs at all...?"  I value tactical turn-based games because they let me go over my options in my time, and at my pace (i.e. I really don't appreciate turn limits either; They can be a fine 'sometimes' addition, but as soon as they become a regular occurrence, they're oversalting my game). I love outmaneuvering the opposition, taking advantage of terrain, springing traps and so on - it just feels utterly rewarding to me when I manage to turn a numerical defeat into a winning scenario just by virtue of planning.  Curiously enough, I learned that I like management games because of that - while JRPGs just don't grip me at all. | Relaxing & Slow-paced  Terrain  Environment  Strategy & Planning |
| Agreed. The only thing close to the aspect of positioning in most games fitting category 1 is row positions. Definitely not bad but most games don't play with it enough. | Positioning |
| Same here. Battle Brothers and The Last Spell have much better combat than many turn based RPGs, though they aren’t really as RPG as Divinity, wasteland, etc. I like tactics and positioning style games. | Strategy & Planning  Positioning |
| had last spell on my Wishlist for a long time, I really gotta check out that game soon., looks like it offers a good spatial puzzle with its combat | Puzzle combat |
| This is a crucial point. Even if other elements don’t hold up but the tactical turn based combat is deep and challenging I’ll keep playing the game for a good long while.  I’m still not on board with the menu turn-based combat and that really sucks because I do want to go back and play some old classics in the genre that I never had the chance to. | Good Combat System |
| Divinity is the closest I've felt to playing a tabletop DnD session with friends. Not necessarily the way the story or dialog goes (I'd give that nod to Disco Elysium) but just the absolute chaos that can ensue. It really feels like I'm asking my DM "can't I just use these teleport gloves to skip over this entire leg of the campaign by scooting myself over the gate" and the answer is amazingly "yes." | Variety in Gameplay |
| I am one of the few who actually disliked the combat.  I just can't get to grips on it. Even on the normal difficulty I die against every enemy (and I played almost all other crpgs). | Desires Improved Combat System |
| That's the thing.  I like a challenge.  On Normal I cannot get to grips.  And easy, well... it feels like the combat has no punch | Combat must be challenging  Good Combat System |
| I feel I played/cleared almost all rpgs for snes and for me at the time, it was just the experience and how well the creators can get you involved with the characters in the game. It's not about graphics, or game play. It's the games universe. The struggle. The goal. It's how well with the limited resources they can capture you in the moment.  I.e chrono trigger. When frog asks for the masamune to carve a way. I still remember how amazing that scene was the first time i saw it. The music, the determination, the creativity, the oath! The scene is forever embedded in my brain and I still love it and I still get goosebumps.  Edit: YouTube actually has the scene https://youtu.be/aqaEwWWNjfA | Immersion  Sound and atmosphere  Environment  Cutscenes |
| I remember losing my shit when you upgrade the Masamune and the speech he gives. One of the most epic scenes. | Cutscenes |
| A core pillar that makes turn-based combat fun, imo, is that there shouldn't be one command/attack/move that is your go to. Good turn-based systems should offer a ton of viable options in combat. A skill may be great in some situations, really bad in others. | Variety in Gameplay |
| Basic systems where you just have moves and a mana pool and stuff like that get very boring for me. Turn based systems that I like generally have extra mechanics added on that make things more engaging and make me want to think about my moves rather than just spamming strong attacks and healing once in a while. To list some I enjoy:  -Chained Echoes has regenerating mana after every battle so you’re incentivized to use all your abilities rather than just basic attacks. The overheat system also forces you to switch things up by swapping characters or avoiding moves you’d otherwise default to. This helps keep you from getting complacent and using the same few characters/moves constantly  -Shin Megami Tensei’s press turn system rewards you for playing smart and doing things correctly and punishes you harshly for making mistakes. You need to use buffs and debuffs just to keep up and not for more efficient play. Additionally it has a shit ton of customization for players to experiment with and make better teams, and your expected to keep playing around with and swapping out demons to keep up with new bosses and areas  -Octopath Traveler’s break and boost systems encourage you to wait for the right time and opportunity to hit your opponent. You can’t just lead with a powerful elemental attack, you need to tee them up by finding out and hitting their weaknesses at the right time to stop their actions and hit for the most amount of damage possible. Like SMT to a lesser degree you get rewarded by playing smart and stealing away enemy turns | Strategy & Planning  Good Combat System |
| My only criteria for a good turn based RPG is no random encounters. I just can’t do that anymore. I wanna see the enemies. | Random encounters |
| For me, combat and character building.  Not a JRPJ, but XCOM2 is an example of a tactical game that is perfect for me. | Good Combat System  Character building |
| you should try Phoenix point, has vastly superior combat to Xcom. | Good Combat System |
| I really enjoy character building. I like the Sphere Grid in FFX, the Materia system in VII as well as the ability grid in DQ11x. I really like that turn based RPGs allow players to casually crack the game open and trivialize it in a cerebral way. I like sitting on my ass and experimenting with the numbers to make my characters OP as fuck | Character building |
| I prefer turned based combat because it focus more on choosing your actions cost effective rather than on reflex. It appeals to me more.  Megaten franchise: Shin Megami Tensei and its numerous spin offs, spin offs of spin offs, spirtual succesors, etc. The game generally rewards for exploiting weaknesses and punish you when it's done to you so it creates this sink or swim situation.  Monster Sanctuary: Huge amount of customization, lots of options, numerous game modes and tons of synergies to try. Debuffs are so satisfying which is rare in games.  Pokemon: Honestly I think the combat of this franchise is in a dire need of being redone. It feels stuck on portable technology of the 90s. The games don't teach/suggest you to do anything other than use the move your opponent is weak to beat it in 1-2 turns, skills you get are hidden which prevents planning for builds, there are little to none interaction between the pokemon in your party, very little customization of stats (the IV and EV system is tedious and pointless for pve). Anything the game has, has been done better by other games. | Strategy & Planning  Desires Improved Combat System  Use of Debuffs |
| If combat is slow, I want depth. Divinity 2 is a great example of this. There's so much to think about and so many things you can do that turn-based combat simply makes sense. | Depth of system  Desires Improved Combat System |
| I don't usually care a ton about the story. For me it has to strike a good balance in the combat where it's detailed enough that I feel I have to make strategic decisions about my build, team composition, my moves etc. but it's not so bogged down that I have to essentially crack open a textbook to learn how to nail it. I want it to be involved but still at a good pace.  For JRPGs especially too I think I have to have some level of humor in the game design. Those games are so fucking long and I accept that so much of the story line is so overdramatic as to practically be playing a soap opera, so if it takes itself too seriously I usually check out pretty fast. The story is usually something I don't get too emotionally invested in, but I like to enjoy the characters and relationships, I like to enjoy the general atmosphere and tone of the world and writing.  I think this is part of what worked so well for me in Mass Effect (obviously not a JRPG but still.) The real focus in every game was your crewmates, your relationships with them, their backgrounds and struggles. You feel so fucking invested in their lives that it makes it so genuinely emotional when shit hits the fan (or when it doesn't.)  Like without getting into spoiler territory, some of the outcomes for your crew and team members in especially ME2 and ME3 are jaw dropping moments cause you feel you know these characters so well and have genuine emotional ties to them | Variety in Gameplay  Character relationship  Strategy & Planning  Character & Party Management |
| Just the essence of giving you time to weigh every situation. The older I get, the more I appreciate that in turn-based games in general. Falcom JRPGs are probably my favourite in that their combat is flexible enough to nearly play in real time as in, you can really stretch the rules and bounce your guys turn orders in some properly insane ways, but you can also take it slow and plan your moves and buffs slowly and both styles are perfectly viable. | Good combat system  Strategy & Planning  Relaxing & Slow-paced |
| I enjoy balancing my party composition like in Fire emblem type games. I also just tend to enjoy mindless grinding while I watch YouTube or twitch.  Imo turn based combat isn’t that bad but it’s random over-world encounters that make most annoying/bad. Like how old FF, the mother series, and those kind of games did, it’s fine at first but after a couple of hours dealing with that I gotta put the game down and take a break.  New final fantasy games get a pass because the games look gorgeous (and they aren’t turn based anymore), pokemon is fine because the designs are fun to look at the first time (but it does get old quickly), and undertale/deltarune are good because the enemy design/music are amazing and the combat itself isn’t too boring (even though it’s just timing its still less boring than spamming A) | Character & Party Management  Dislikes random over-world encounters |
| The story, gameplay, and yes even the exp grind. I enjoy slowly building up all the characters. Most of all I think as I've gotten older is the relaxation. I don't have to be on the edge of my seat anxious with sweaty palms. It's more like a game of chess where I can take my time, relax, and form a strategy. | Story  Gameplay  Grind  Relaxing & Slow-paced  Chess like  Strategy & Planning |
| In JRPGs I usually mostly enjoy the characters, the story, the atmosphere and the world building.  I neither love nor hate turn based combat, I enjoy it most of the time but it can get annoying when you have to grind.  My wife loves turn based combat because she is really good at strategizing and can beat tough bosses but gets overwhelmed in an action combat system fairly quickly even when facing just a few low level trash mobs just because everything happens so fast. | Strategy & Planning  Relaxing & Slow-paced |
| enjoy tb rpgs, but I do not like jrpgs. Western rpgs with tactical turn based combat (like old school Fallout, d&d, etc) are much more entertaining. Especially when they do things like Divinity:Original Sin 2 and environments are weapons. Lots of real decision-making and tactical choices to make that can swing a fight. It makes every battle a puzzle to solve.  Jrpgs are a lot of waiting until you mash a button for a bit. | Strategy & Planning  Environment |
| Keep in mind FF1 was a super early game, Dev's where not yet used to making games. FF6 is seen as the peek of classic 2D FF games. The intro is kind of amazing for the time and shows how far they had moved from FF1  FF6 intro https://youtu.be/RDMWp1oLoA0  At the time FF games where doing something that no western console game was relay doing, by FF6 they relay had it down. Do keep it in context, at the time vary few people played games compared to today.  For me Turn based combat is all about tactics, it gives you time to think of the most optimal or fun way to fight. Always liked Xcom/KOTOR etc  Fallout 1/2, Arcanum of steamworks and magic obscura are also good examples.  Most the stuff you mention like story/World building/exploration etc can be applied to a lot of games today. FF7 remake is everything you mention with action combat as an example. | Strategy & Planning  Story  World building  Exploration |
| Usually it's all how it comes together. Story can, and often will, already be done before but if I like the personality of the characters and how they mesh together I can stick through that aspect.  If the gameplay is a bit more involved and there's a way everything interacts with one another then I can keep going. Such as if combining multiple skills with your party can make something even better then it can become addicting finding out what works well with one another and what doesn't work.  Then for the world it just depends on if there's variety along with how well it connects with one another. I like playing fantasy games cause they take me to other worlds. I like knowing the issues of the world but also what makes the world so beautiful and unique.  It's easy for me to get into an trpg if I like the core gameplay that's presented. It can keep me entertained if all the other aspects are done well. I also just understand that rpg's are slow burn games and shouldn't expected everything to be done within 20hrs | Story  Character & Party Management |
| The last three I cleared were Chained Echoes and the two South Park games. When its great, the characters, story, dialogue, pacing, combat abilities, combat animations, and decisions made in combat all work in unison. It get me 'in the zone' where escapism takes over and usually if there is a good OST then thats the icing on the cake. | Story  Good Combat System  Strategy & Planning |
| Time to actually think about what I'm doing, meaning I can make actual tactical plays rather than just spamming attacks and hoping for the best. | Strategy & Planning |
| Controlling several characters | Strategy & Planning  Character & Party Management |
| I love challenging but fair turn-based combat. It's much more enjoyable to me than real-time. Maybe because I also play and run a lot of TTRPG games. | Challenging Combat system  Good Combat System |
| Well, back in the day, turn based was state of the art. From the late 80s well into the early 2000s, most of the better RPGs used turn based combat. For those of us who grew up or came of age in that era, its what we learned on and all we knew for ages. And when you spend your formative years doing something one way over and over, especially as part of something that you enjoy, it then gets pretty ingrained into you. For me personally, I almost never played a RPG that ***didn't*** use turn based combat until I was 30.  And after that it was never really that I grew to dislike it, or chose to go away from it because of some reason on my own. Rather, the gaming industry just largely stopped making big, AAA games with high end graphics that used it as the base. And so I moved on, first to games like the Dragon Age and Mass Effect series, and then eventually to single character action RPGs.  I personally prefer a slower, less intense experience with combat, so I would be absolutely delighted if more new games were to go to some form of it, but that doesn't seem likely to happen. | Relaxing & Slow-paced |
| I like the interrupt mechanic of Child of Light. I also enjoy that it's relatively short compared to most other games in the genre.  If anyone wants to recommend a similar game that I could also play on the Switch, I'd love to hear it. | Unique mechanic |
| I can calmly drink coffee and think over every move, that's why I love classic Fallouts. | Strategy & Planning |
| It needs to be tactical but snappy. I hate trash mobs and trash fights, and the grind that comes from them.  On one hand you have Disgaea, which has infinite breadth but is samey and repetitive. On the other hand, Fell Seal has great menus, caps at 30h, okay encounter design, and has enough build tinkering without any grinding necessary.  The best is still Gloomhaven, but that plays in the boardgame crawler category rather than RPG 😁 | Strategy & Planning  Does not like grindy games  Board game crawler is preference |
| i tried both Final Fantasy 1 and 13 and both failed to catch my attention, mainly because i didnt find any sense on them, in FF1 case i went out and found one of those enemies and started to hit attack till it went down, just pressed attack till i win, and in FF13 the same happened, at least after around 1 hour of game i still didnt find sense on the combat, it was just fight weak enemies till i level up and then go fight slightly stronger enemies, there wasnt any science to it, i enjoy Fire Emblem, XCOM and Pokemon because i think thats some thinking to do before engaging the enemy, seeing which of my character will fare better against other enemies, i feel like i was planning my attacks, and not just pressing X and hope that the enemy goes down and my units stop missing every single attack, even worse knowing that i dont know my chances of actually hitting in the first place. | Strategy & Planning |
| I do want to get into some turn-based games like this I've watched videos ill be honestly my attention span goes on the tutorial most of the time. Ive like the look of XCOM where you command troops around land and fight another army and so im quite new any suggestions | Strategy & Planning |
| It is overall more tactical. Team building and execution are big parts of this feel.  Though I don't like "3 static characters" ones like the FF. I'm more attracted to those that have some kind of tactical placement like Shadowrun, Battletech or Pathfinder adaptations.  Plot is often either all in or bare bones. And I kinda like that. No half assed plots when there's no need for it. | Strategy & Planning  Character & Party Management |
| I like developing characters and building a team. The most fun part of Pokemon for me was building a strong, complementary team. I like seeing my characters get stronger.  It's also about the vibes. The game needs to have the right aesthetic, music, and animations. The Persona series has mastered this.  Lastly, story and worldbuilding are important. JRPGs are closer to novels than most video game genres and need to have interesting stories or worlds for me to escape to. I particularly like Final Fantasy IX and X in this regard. | Character building  Character & Party Management  Story  World building |
| I got into gaming with turnbased combat and played pretty much nothing else until my early teens, because my start was with Pokemon Red and I had not enough money to spread out beyond the constant Pokemon releases for a while.  When I really dig into a turnbased RPG, I do so because I enjoy the process of planning out my party setup, getting creative with it and, if I want to get colorful with words, express my style. I can spend hours theorycrafting if the game's battle and party systems leave me the room to do so. To pick a particularly old (and thus, simpler) example: Whenever I replay Dragon Warrior Monsters, I'll plan out which monsters to tame, which skills to inherit, which roles they should fulfill, down to minute detail - often with spreadsheets and oldschool dedicated fan websites. Not because the game is that difficult, far from it, but because I enjoy that process and then enjoy seeing that planning come to fruition when my party setup turns out effective battle for battle.  Whenever I look for a new RPG, I tend to scroll down to the mechanics & features section first, because that's where the heart of an RPG lies for me. A good story can be really really good and even transformative and I've definitely had very good times with truly great stories, but I need to have fun with the gameplay first to be able to get through the story.  A big factor in this is that I stay away from grinding as far as possible. Experience points are a potentially endless ressource that can get you through a game if you don't want to engage with a game's mechanics on a deeper level, but it's also usually the most time consuming way to do it. Actually good RPG battle systems give you the tools to win by using the game's mechanics to your advantage, be that Pokemon's stat boosts, status effects and switching or SMT's Press Turn system.  With how many people I see describe RPGs as grindy (especially Pokemon, which is actually one of the most exploitable combat systems out there) I think the problem isn't turnbased combat - that part has been refined a TON since the actually A spammy days of old - but more a failure to communicate and encourage tactical thinking more than making it a time consuming numbers game. | Strategy & Planning  Character & Party Management  Good Combat System  Gameplay over story |
| It's like a game of chess with all this other added stuff. What's not to like ?  Of course I'm talking about your cRPGs, squad based tactics games on PC....not the console style JRPGs where they stand there in a line and swap blows with little to no depth or challenge at all. | Strategy & Planning  Chess like |
| Like what keeps you going in a Turn based RPG?  I don't play JRPGs at all. Not my cup of tea. The Pathfinder games on the other hand are really fun, both the combat and the other gameplay too. Interestingly, I found Divinity: OS's combat and story both boring as hell, and that was built on turn based combat, while Pathfinder's was slapped on after (for Kingmaker, but Wrath still supports RTwP).  One of the reasons I like the combat is AoE spells. They are really hard to aim properly in RTwP games, unless they launch immediately, but that's rarely the case. But in general, I play the Pathfinder game because I like the Pathfinder system, and turn based gives the feeling back way better. | Aoe Spells  Good Combat System |
| Many things, but focusing specifically in the turn-based rpg side, I enjoy when the game forces or encourages me to use all its mechanics (in contrast with games where the key is farming + smashing the attack in battle). | Variety in Gameplay  Use of mechanics |
| The three best turn based combat games I've played would be:  **Into the Breach**: Essentially strips down the concept of a tactical RPG to reveal its pure form: a puzzle. Positioning is everything. No RNG. Damage ranges from 1-4, which makes it a lot easier to grok and plan compared to doing 2738 damage to a 14761 HP boss. Battles are short, 4-5 turns max. It sounds easy, but your objectives are often so spread out that figuring out a 'solution' to each round can be tough! Lots of alternative success goals to just eliminating the enemy (protecting/destroying buildings, escort missions, terraforming the area, etc.). The story stays largely out of the way but gives you enough to create context. Despite the simplicity of the game itself, there's tons of customization options for your actual squad, with character unlocks and unique squad achievements to keep things interesting.  **Undertale**: Again, this subverts a lot of the tropes of turn-based combat, and it's all the better for it. Why just sit there and get hit when you could instead have a quick bullet-hell sequence to see how much damage you take? It keeps you on your toes every turn, especially when you have a new enemy with new patterns. Rather than have options in how to deal damage, there is one option to deal damage and many options on not dealing damage. Plus each fight was unique and boss battles added fresh mechanics.  **Steamworld: Heist**: A different spin on the tactical turn based combat, this time from a side-scrolling point of view and with actual dexterity requirements to hit your shots. You need to use cover and positioning to avoid getting shot to pieces. Like Into the Breach, the balancing of multiple goals (looting treasure, staying alive, taking out targets, finding the exit, turn limits, stealing enemy hats) makes for some tough decisions. Lots of fun interactions with bouncing bullets, explosives, and character powers. Massively underrated game.  With the above examples, maybe I just don't really care for traditional turn-based combat? I love the idea of Pokemon, but end up bored halfway through almost every time. I DID enjoy Paper Mario: TTYD, but I would not have if it didn't have the quick time events attached to the attacks/defense. I like having something to actually do every turn beyond pressing a button. | Engaging Combat System  Quick time event  Good Combat System |
| Yeah, it's the combat. aRPGs do the rest just as well as turn based, but I'm not here for button mashing. Give me a combat system I can think about. | Good Combat System |
| I grew up with them so I will forever be a fan even if I rarely play them anymore; early on there wasn't really another option and the characters and worlds they were able to build really appealed to me. Things such as having a huge amount of playable characters and picking two squads to do different tasks simultaneously was really cool, making the choice to risk extra encounters to look for treasure was satisfying too. | Character & Party Management |
| Combat is most important for me  Some have great combat but lack in story like smt5. Persona 5 is story heavy. Balace is best in between. | Good Combat System |
| Options of game play and variety in combat.  Such as ff7(materia), ffx(sphere grid, combat character swap), or even chrono trigger(duo/triple techs).  Having multiple tools to take on encounters and multplite avenues of success. | Variety in Gameplay  Good Combat System |
| Controlling several characters | Character & Party Management |
| For Fire Emblem games: Building my team feels sooo good. Chosing my favourite units and building them the way and with the classes I want throughout the game so they end up beingGOATs by the endgame. | Character & Party Management |
| A skill progression system that is affected by how I battle, like FF2 or Grandia, or some form of interaction like Legend of Dragoon or Super mario rpg where pressing inputs at the right time impacts how well you do. | Skill progression systems  Engaging Combat System  Quick time event |
| Team building and exploration. The classics were truly open world games. I remember getting the canoe in the original final fantasy and was floored by all of the new places I could go. By the time I got to the end and had an airship, I had no idea what to do with myself.  That kind of exploration was only possible in RPG's back then, and it was pretty special. | Character & Party Management  Exploration |
| Solasta gets the closest to a Pen&Paper DnD experience that I've ever seen. You get basically all the bells and whistles of a proper DM and besides that AI DM being a bit of a hardnose about rule interpretations its fantastic!  Troubleshooter is basically FFT meets XCom. You get nearly everything good about a jRPG, like classes, builds, loot, weird jRPG hooks. And you get cover, debuffs and tactical possibility of an XCom-like.  Shadow Tactics: Blades of the Shogun is one thats pretty unique. Its one of the few Stealth Tactics games I've seen that just works. It somehow merges the depth of Stealth with the tactical depth of typical combat extraordinarily well!  For something traditional, Jimmy and the Pulsating Mass is the most enjoyable jRPG I've played in many years. The form swapping is done perfectly. The puzzles are practically out of Metroid. Many secrets. And Earthbound vibes! | Classes  DnD experience |
| Took me a long time to realize, but it's absolutely this. From Gen 1-3 Pokemon and Final Fantasy V as a kid to Octopath Traveler today, all of the turn-based JRPGs I enjoy have some element of team building and experimenting with different classes and combinations. I'm a big fan of Job systems and variations thereof. | Character & Party Management  Classes  Job systems |
| Good characters, UI and funny combat. You're forcing me to pick and choose skills to attack an enemy. So give me a buffet instead of a dodgy cafeteria pls. | Character building  Ui  Funny combat |
| Small numbers, no randomness, that's pretty much it. Paper Mario, I miss you | No randomness |
| here is a whole lot of ways to make turn-based combat fun for me. Chances are if it's not based around dull tactics and stat grinding I'll like it a lot. Even then, if there is a well balanced economy for items and healing that can be engaging. But when healing items, skills and spots (like inns) are too easy to come by, the games usually turn into a slog. Wouldn't say that's inherent to turn based combat though. | Well based economy |
| I've never been a fan of turn based RPGs, I need something more to keep my engaged, especially when spamming the same attack over and over is enough to beat the game, and the menus remember what your previous attack was so you just keep spamming the Enter key or A button or whatever lol  Grandia 2 and Panzer Dragoon Saga were both mostly turn based but had enough real time elements to keep me hooked | Engaging Combat System |
| For me it's mostly story, the characters (+development) and maybe a twist or two (even if predictable). World building has to fit the story.  Combat has at least to be fun and not super repetitive/ button smashing.  I really liked the grandia games 1 and 2, very linear but nice stories.  I also generally like the FF games, but couldn't really get into 12, just finished recently, and yeah I don't like the characters, nothing really going on with them and the story is kinda meh.. I would even say i enjoyed 13 more, even if it's super linear | Story  World building  Good Combat System  Engaging Combat System |
| There’s a little bit of everything when I look at the games I like.  One series not often mentioned in English-speaking spaces is Super Robot Wars, and for a few reasons. Each title is a crossover of numerous mecha anime and manga series, so getting IP all sorted out was insurmountable until fairly recently. But the IP is often the point of the series, as it’s often a pretty grind-heavy series. There are a couple of entries I like playing because I want to see my favorite robots duking it out.  And for something more focused on gameplay, I’m partial to Shin Megami Tensei. Trying to chain your attacks with your party members is like solving puzzles with numbers. | Character & Party Management |
| i dont know how to explain properly but when done good its so satisfying to have things play out . for instance Octopath traveller has a quite simple , but super rewarding gameplay system in my opinion.  Also i just enjoy the slower pace , it brings me way more into the fights on the edge of my seat . | Simple but rewarding gameplay system  Relaxing & Slow-paced |
| Timed hits. I get bored of turn-based combat without them. The Mario RPGs, Legend of Dragoon, Magical Starsign were some of my favourites for that reason. | Quick time event  Engaging Combat System |
| Not going to lie, the only time I have ever liked a turn based combat system nowadays was in Divinity Original Sin 2.  That game's combat was fantastic.  There's nothing reminiscent of the boring, monotonous JRPG style turn-based combat systems inside of it.  Every turn feels important.  I also liked Pokemon, but that is because I grown up on those games, not because I found the gameplay interesting. | Good Combat System |
| I'm not the biggest fan of turn based combat, some of the stories can be good. But mostly I play these kind of games cause I enjoy stat grinding and seeing big numbers. Characters reacting when certain milestones are hit, unlocking special rewards that normally you would miss when just focusing on the story, theory crafting abilities and item builds in hopes of finding a funny game breaking build. | Story  Stat grinding  Goal oriented  Creating unique abilities  Variety of item builds |
| It needs to be snappy. If i’m going to enter a battle every two minutes and attack thousands of times throughout the game, battles need to start now, attacks need to happen now, victory screens need to come and then get out of the way immediately. Adding several seconds before and after for battle transitions and slow wind ups for each attack can turn a fun tactical adventure into an insufferable slog. Chrono Trigger is a good example, enemies are visible, battles start then and there, attacks are responsive, it ends and you keep moving.  Every action needs to be an interesting decision, strengths and weaknesses of different classes/attacks/enemies need to be substantial. When the optimal strategy is to spam attack and occasionally your high damage spell all the way to the superboss, you failed at designing good combat. Monster Hunter Stories is a good example of this, which attack type is the enemy going to use? Which damage type is best against this enemy? What is my partner trying to do? Which part do i want to break? You’re always doing some amount of thinking, even when the battles are easy, they’re engaging.  The rest is mostly irrelevant to what makes a turn based rpg good. Good story, exploration, characters, presentation are all good things that both turn based rpgs and other games can do well or poorly. | Snappy  Good Combat System  Strategy & Planning |
|  |  |

Reddit post 1

**Why do you find Turn-Based rpgs fun?**

[Discussion](https://www.reddit.com/r/JRPG/search?q=flair_name%3A%22Discussion%22&restrict_sr=1)

for context, I have played multiple turn-based rpgs

pokemon,final fantasy,dragon quest,golden sun,persona,whatever

I've yet to find any of the battle systems fun, the combat just gets monotonous so quickly. Most fights just become press attack and heal when needed. There's no strategy involved, and when there is, it's usually for boss fights and even that's not as common.so enlighten me

why do you guys find turn-based rpgs fun?

<https://www.reddit.com/r/JRPG/comments/om5vgb/why_do_you_find_turnbased_rpgs_fun/>

|  |  |
| --- | --- |
| comments | reason for why turn based combat is fun |
| Because it’s chill as hell. I just want to hang out with my rpg.  There are plenty of games that can provide a sense of urgency, no matter how subtle. I can play those when I want that kind of engagement... but usually I just wanna chill out. | Relaxing & Slow-paced |
| This is a big component of it for me too. The other big issue for me is most action rpg combats I've seen quickly devolve into spamming a single button. Single button spam might not be optimal, but it's always good enough because difficulty tends to be toned down to account for the wider range of mechanical skill needed.  I prefer high strategy/low mechanical games these days and turn based is the best system for that. | Relaxing & Slow-paced  Strategy & Planning |
| Because its fun, and all of your points are wildly subjective trying to be passed off as objective facts. Spam attack button and heal is the dumbest distillation I've ever heard. There is strategy with setups in various turn based games, and yeah thinking through your moves can be a bonus when you're not in the mood for having to keep reflexes in mind. I don't understand the shitting on different combat styles. People like it because they think it's fun, setting up your party and tactics is fun for us. What else is there to unravel when you can't grasp beyond immediate action | Strategy & Planning  Character & Party Management |
| It becomes about pressing attack and exclusively brute forcing fights if it's baldy designed. Exactly like an action game where you can effortlessly beat everything because you have better gear or did some grinding.  Using Persona 5 as an example, you can probably get through that whole game without exploiting weaknesses, baton pacing or using aliments or debuffs. You can just go and level yourself into your so strong you can beat everything without engaging with any of the systems. But you could also use everything the game gives you to overcome a challenging fight at a lower level and get into a good rhythm using the party you built to take on a challenge. And some people find a lot of satisfaction with the customisation that game offers, letting you build a pet monster that has specific affinities and purposes that synergise with your team. | Character & Party Management |
| Contrary to a lot of popular opinion, I do think the battle systems of modern TBRPGs (such as the Bravely games) are more engaging on the whole and require more thought than they used to a couple of decades ago. There aren't a lot of "Smash X To Win" ones these days, especially on harder difficulties. | Engaging Combat System |
| I like to take the time to think about each move and attack. I like to monitor the stats and equipment to see how they effect things. I like dealing with buffs and debuffs is a tactical way. I personally enjoy turn-based combat over real time. | Strategy & Planning  Buffs and Debuffs |
| Turn base is boring for random mobs but has the potential for a lot of cool mechanics against bosses with buffs/debuffs which is where it shines. I also just think it’s a lot more chill to play where I don’t have to be paying all that much attention like I do in action games. You can just sit back and watch the animations while in action I’m watching the enemies closely the entire time.  Ideally I’ll alternative between the two types since I like both to keep it fresh. | Relaxing & Slow-paced  Buffs and Debuffs |
| Some turn-based games I just like because I can relax while playing them, just quickly select some actions without much thought and watch the battles unfold and my Exp and Gold rise.  Others have some strategic depth and it's nice to have unlimited time to think about it. | Relaxing & Slow-paced |
| I like both action and turn-based RPGs. But if I was to say the main thing I like about turn-based ones over action is the ability to control every move of a whole party of characters.  The big limitation of ARPGs is that you basically control one character who is either by himself or teamed-up with some poorly AI-controlled partners. At most you may be able to swap between them mid-battle. Now that's fine, if that's the type of game you are looking for but it is a major difference in the style between the two. This is the main reason I'm not a huge fan of Persona 3. Persona 3 (other than the PSP version) is a turn-based RPG that is missing the main appeal of it being turn-based. Thankfully they fixed things for Persona 4.  That's without getting into strategic turn-based games like Fire Emblem or Disgaea that are a different style completely. | Strategy & Planning  Character & Party Management  Variety of characters |
|  |  |

Reddit post 2

**What makes "generic" turn based combat systems fun?**

[Discussion](https://www.reddit.com/r/JRPG/search?q=flair_name%3A%22Discussion%22&restrict_sr=1)

Hello world savers,

I really like Persona 5. I really like it's combat system and when I think about that combat system it's easy to understand the "gimmick" which is the Extra Turn + Baton Pass system. The battle system pretty much revolves this mechanic, so much so that it almost always guides your decisions of what moves to use during battle.

I've been thinking about Final Fantasy X lately. I really enjoyed that battle system as well. But if you ask me why I wouldn't be able to tell you. This game's combat system doesn't have a "gimmick", on paper it's as straight as a turn based combat system gets.

Dragon Quest VIII, Dragon Quest XI, Final Fantasy X, all games whose combat I enjoyed, all games without "gimmicks" in their battle system.

Why do you guys think it is that these combats systems are fun even though they don't really build around a certain mechanics to exploit?

https://www.reddit.com/r/JRPG/comments/zpzyg6/what\_makes\_generic\_turn\_based\_combat\_systems\_fun/

|  |  |
| --- | --- |
| comments | reason for why turn based combat is fun |
| FFX does have a gimmick system though, turn manipulation. The turn order isn't at the top of the screen just because it's fun to look at. It's there because all skills in the game have a numerical rank and the rank of the skill determines how long the character has to wait before they can act again. That is why you have things like "quick hit," which you can typically use multiple times in a row before anyone else can act. It has an extremely low rank value associated with it. And then you have stuff on the opposite end like Ultima which has an incredibly long recovery time. Most importantly though you also have attacks that can delay an enemy turn, and you can be delayed by enemies as well. Basically the whole system is built around you trying to squeeze out as many actions as you can while also limiting how many actions an enemy can take, and the HUD shows you in real time how each ability will effect the turn order.  Most "generic" battle systems have very strict round structure. If you look at FF1 for example each battle participant is only allowed to act 1 time before everything resets back to a neutral state and you select your next actions. That is why in a lot of games that use this more generic structure they try to make bosses harder by allowing them to take 2 actions per turn instead of 1 as solo bosses are generally at a disadvantage when going up against your party of 4 or 5 people.  That said, for games that do have that more generic turn based system like DQ11; what makes them fun to me is when the characters are designed with certain philosophies or synergies in mind. Erik in DQ11 is the easiest example of that as his dagger skills are built all around burst damage. Playing him in battle is a game of setting up various buffs/debuffs and then at the right moment "cashing in" on all that for insanely high damage. Every character in DQ11 has something along those lines built into them. Like how the final party member can absorb damage the rest of the party takes, Sylvando has a lot of unique buff abilities, Jade has skills to do increased damage to specific enemy types (and later in the game gets a risky stacking self buff), etc. Each character has a very specific skillset and is meant to be played in a certain way.  A game like FF1 (and many older JRPGs) though tend to be fun less because of battles themselves and more about how they fit into the overall game design. Resource management is a big part of that as you're going on these long adventures and you don't have an easy way to just rest and restore all your MP/spell charges or your HP. So in battle you need to play in a smart way to try and save as many resources as possible, typically for boss fights. Plus in a game like FF1 you're making a party with extreme limitations. 6 different Jobs but you can only bring 4 on your adventure and each has their pros and cons. That sort of stuff offsets the lack of complexity in the battles themselves. | Unique character design  Unique turn-based system  Resource Management |
| As I always say with topics like these, what some people find fun, others may not. With that caveat out of the way...  I separate it into categories: **Prep**, **Complexity**, and **Time**  **Prep** is what goes into getting ready for battle. For some games, your prep is going to be very limited. Maybe setting up your equipment and that's about it. Some of the best games allow a lot of customization before going into battle. Equipment, skills, classes, etc. I personally enjoy games that allow a lot of customization, as long as that customization takes a reasonable amount of time. The pre-battle customization always gives the feeling that your choices matter and can vary how battles play out, giving a sense of accomplishment. Games like Final Fantasy 5 and Battlechasers: Nightwar are two very good but very different examples of how pre-battle prep can greatly enhance a game.  **Complexity** is what systems are on top of the standard turn-based affair in battle. A lot of games have a lot of different approaches. It can be things like rows, characters switching in and out, Brave/Default, weaknesses and resistances, enemy breaking, movement on a battlefield, etc. Anything that goes beyond the standard "row of enemies faces row of heroes and both select one command to execute each turn". Not all complexity is good. I'm pretty sure I wrote like three paragraphs one time on how Bravely Default 2's battle system is uniquely awful because the new developers didn't understand the system and made a bunch of changes from Bravely Default/Bravely Second that completely broke the battle system. I think good examples of positive complexity are Another Eden, the 3DS Bravely games, and Octopath Traveler.  **Time** is the most overlooked aspect but arguably the most important. How quickly do you get into and out of battles and how long do they take. Web design has the 3 second rule - after 3 seconds, people will stop waiting for your page to load. For turn-based RPGs, I use the 5 second rule. Anything longer than 5 seconds feels like forever, 5 seconds and under and you're doing well. Also, if battles are too long (damage sponges or long animations) or too often (eating up time), it becomes very noticeable very quickly. I think FF5 Advance is like 3 seconds, which is insane. Bravely Second is right around 5 seconds, but gives you the option to set frequency of random battles, which is another great system. Pretty much any PS1-era RPG is going to struggle on this count, as will many NES games if you play the original NES version with super high random battle rates.  Obviosuly, there's more that goes into it, and again, people like different things, but I think if you think about battle systems on these three categories, you'll quickly realize what's fun | Strategy & Planning  Complexity  Fast paced |
| What I liked about the FF10 turn order is that you can see characters and opponents next turns and how certain abilities affect the turn order. And the character swapping in battle allows to switch tactics on the fly.  I'm really bad at action games. I can't remember the combos or what buttons to press. I'm too slow. I don't "git gud" at all.  Turn based systems give me time to think over my decisions. I know the boss is only vulnerable for two more turns. But do I heal or go all out with an attack? Can I survive another round without healing, or do I risk having to wait it out for the next time the boss is vulnerable? Will the boss swap to an element I can't defend against?  That being said, I do like action games like Tales of, Ys and Star Ocean as well. But you won't see me put together awesome combos with insane hit counts. I'll just stumble along.  I kind of liked the paradigm shift stuff from FFXIII too for some reason. | Unique turn-based system  Relaxing & Slow-paced  Strategy & Planning |
| Here's an analogy.  Take a worker placement board game like Lords of Waterdeep or Agricola. In that game, there is no deterministic path to winning, no one way to place workers in an optimal way. Instead, how one plays depends on (a) situational factors like what quests and buildings are available and (b) other players' actions. One can play the game intuitively; one can try to work out the optimal moves in different situations; in either case, the game allows for multiple valid approaches to solve problems, multiple ways to potentially win. The fun is in trying things out, seeing if they work, and feeling the reward of a strategy working (winning a quest, getting an objective, maybe winning the game).  In JRPGs, turn-based combat works similarly. You have multiple options for what to do with each character: usually attacking, using an ability, or using an item. You also have multiple choices of ability. How one plays may be based on (a) situational factors like what resources you have and how far away you may be from replenishing them and (b) the monsters' attributes and actions. Whether one plays intuitively or optimally, it's fun to have the space to figure out how to win not just the individual combat but a game built on traversing dungeons with these combats, not just winning the combat but getting to the next point in the story. | Variety in Gameplay |
| mean it’s like asking what makes dungeons and dragons fun. What makes board games fun.  Taking turns and being able to think about your actions is appealing to those with that mentality. Controlling a whole party and all of their actions is appealing to lots of us over one character spamming dodge and block with AI teammates.  As for gimmicks within turn-based? Eh it will always depend on what’s going on and lots of other factors. I can pretty much be okay with whatever as long as it remains turn-based. | Strategy & Planning |
| I personally just love turn based combat in general. There really doesn't have to be any gimmicks for me to enjoy it. I do enjoy some twist and turns though.  I think it comes town to every turn feeling strategic. Normally these games give you a lot of options, but you can only do one at time in combat.  My favorite games are ones with a lot of buffs/debuffs. Every turn you have to think about is it better to buff/heal/damage/debuffs the enemy.  Also, these games tend to have a lot of options and characters to bring into combat. Normally they are really unique and just switching a party member or two completely changes combat.  Quite often action games just come down to being able to dodge attacks. Yes, I do like action games too, but combat is never as fun for me. | Strategy & Planning  Variety in Gameplay  Buffs and Debuffs |
| These are fun because you accomplish a challenge and defeat the challenges the game set for your with nothing but your brain. It feels rewarding knowing you've defeated a difficult battle with nothing but thinking it out. Action games, while also requiring thinking, also require some amount of skill from your fingers and reflexes, which takes away from the satisfaction of winning with just your critical thinking because you can often compensate for lack of thinking out a situation properly if you overcome it with your reflex/timing skills.  So like in an action game, if you were to give rewards to your body parts, you'd give your nerves some kudos, your fingers some, and your brain some, but in turn based game, your brain gets 100% of the credit. To me that's more satisfying and where I have the most fun. I still have fun with action rpgs, but I don't see that same feeling of satisfaction I do mastering a turn based system. | Strategy & Planning  Rewarding players for calculated actions |
| Actually, most turn-based games I've played are quite different from each other in one way or another. If we're talking FFX, I'd say the Sphere Grid as a mechanic sets it apart in a lot of ways, and swapping characters in and out greatly alters the available options in battle. And I'd never seen that before prior to FFX (though I'm sure it was used in an older RPG I never played).  I guess DQXI is about as standard as straight as you can get, and there are some games like that. But when I think of the Judgment Ring in Shadow Hearts, or how magic is handled in certain RPGs, or the revolutionary style of ATB combat in FFXII, I think of wildly different experiences that still technically fall into the turn-based realm. | Unique mechanics |
| Make me think, but not too hard, too often.  Reward exploration and experimentation without letting it trivialise everything.  Comfy vibes. | Strategy & Planning  Reward exploration and experimentation  Relaxing & Slow-paced |
| Final Fantasy X has a gimmick, which is exploiting the enemy weaknesses by choosing the "correct" character to deal with them. Pick Wakka for flyers, Tidus for fast enemies, Rikku for machines, etc. The idea is to use the right character to kill the enemy in one turn. Not very different from the system in Persona.  To me, the most fun aspect of turn-based systems is being able to control multiple characters at once, having full control on what happens in battle by choosing each individual action my characters perform. Better if each character fills a specific role (healer, mage, tank, etc.). | Character & Party Management |
| Even though FF and Dragon Quest games have less extra mechanics to their combat, it’s worth thinking about just how deep you can get in building up your character from the ground up. Maybe that part of it boosts your combat enjoyment | Simple combat  Good Combat System  Character development |
| People have already answered why it's still fun without gimmicks in other things but I'm going to add, the P5 gimmicks were pretty much irrelevant in a lot of boss fights, and those were still fun too | Boss fights |
| I suck at action games mostly lmao I'm a fucking idiot but I do enjoy savage raids on FFXIV but maybe I just find the "dance" of the fight to be fun. Savage Raids are basically scripted fights apart from some randomness of certain attacks within each boss fight during any tier.(damn what a sentence /s)  For real tho.... I prefer the time I get to decide what move I make with each character available. I'm a control freak who sucks at leading lol but at least I can admit it | Strategy & Planning |
| Good enemy design is fundamental. Behavior variety, balancing and how those connect to the options the player is given, all that is super important. | Enemy AI  Enemy design  Variety in Gameplay  Balance |
| I agree, in Persona 5 the gimmick always decided for me what decisions to make in combat. That's why I got bored and quit the game.  As for FFX I feel like there's a lot of strategic options in battle, you have 7 members you can use at any time. Status effects are also very strong unlike many games. Summoning also adds a fun mechanic so you have even more party members and skills to use. You can see the whole turn order so you can plan out a strategy ahead of time. | Unique mechanics  Variety in Gameplay |
| It is absolutely key to maintaining separation between the player's abilities and the character's abilities.  A role-playing game, by definition, is one where you the player control a character with a completely different skillset from your own. In most games, your characters are supposed to be badasses. Most players are... not badasses. You don't have the strength or the speed or the reaction time of a hero... so instead, the game builds a series of abstractions to let you feasibly control somebody who has skills you lack. One of these abstractions is that you have all the time in the world to decide what moves you want to make before committing to them. You pick the moves, and your character executes them with all the badassery becoming of a hero. An action game, by contrast, ties your character's performance in battle to the player's reaction time and motor skills. I'm a middle-aged woman with motor disabilities; in a turn-based game, I can play the cool hero that can do anything and kick anybody's ass, but in an action game, my character is just as much of a sloppy, unskilled loser as I am.  And on top of all that, a turn-based system means that not only do you get to control a hero, you get to control a whole team of heroes. You get to make tactical decisions for an entire group of people, from a holistic perspective. You can't really do that in something more action-oriented.  And just to add one thing...  Final Fantasy X  This game's combat system doesn't have a "gimmick"  Oh trust me, X has gimmicks.  First off, CTB isn't your traditional turn-based system. The big gimmick is that you can see the whole upcoming turn order right there on the screen. That's not really typical of turn-based games. In fact, the actual traditional turn-based system doesn't even put each character on a separate timer: traditional turn-based uses a round system where you make decisions for your entire party all at once and then you watch your party and the enemy party all take their turns. I haven't played DQ8 and DQ11, so I don't know if they've moved away from that, but I know that DQ3 at the very least uses a round system. The level of information and control you have over your turns in X was unprecedented in non-tactical RPGs; before FFX, CTB was strictly the domain of TRPGs like Tactics Ogre and Final Fantasy Tactics (and even then, it wasn't common: Fire Emblem was and still is round-based, for example). An example of how you can use this to manipulate the turn order is, let's say your party has members A, B, and C, and you are fighting enemies X, Y, and Z. The turn list on the side of the screen gives the upcoming turns as AXBCYZ. If you're thinking strategically, you should have A use their turn to take out X, thus letting your entire party act without taking any damage (or if you can't take out X in one hit, it's time to bust out the status effects). And it's been a long time since I've played X so my memory might be a little faulty here, but I recall it had the added wrinkle that the time it took for your next turn to come around was dependent on how big your last action was. If you used an item, your next turn would come back pretty quickly. If you cast a big spell or used an overdrive, it'd be a while before you saw your next turn. If you did a basic attack, your next turn would be somewhere in between.  The other gimmick is one that's truly rare: you can hotswap party members. I can't think of many other games where you can do this; at least X's CTB system caught on with other JRPGs in the years after it came out (e.g. all of Trails use CTB), but hotswapping party members in battle is much less common. Party comp goes from something you plan out before you even set foot in the dungeon to yet another tactic you can use in battle. You can change your party comp just as easily as you can attack, cast spells, use an item, use a special ability, etc., making you approach how and why you build parties completely differently than in other games. | Strategy & Planning  Character & Party Management  Unique turn-based system |
| Short version for me is that turn based actually involves some level of thought and creativity while action games is just mindless button mashing and dodge rolling.  No matter how you jazz it up most action games come off as very similar, with only a few truly standing out. If all you have to do is mash attacks and dodge roll whenever the enemy attacks it kinda gets stale pretty quickly. Meanwhile in turn based games the enemy WILL attack you at some point so you have to consider all actions. Play it safe and heal/defend this turn, or risk more attacks to hopefully finish the job before it can counter. Turn based also allows for more characters to share in the spotlight, having unique skills to play support while another plays offense for example.  My favorite is Trails of Cold Steel, everyone’s roles are somewhat malleable allowing for fun builds to suit the various encounters in the game, plus the turn order can be manipulated in numerous ways | Unique turn-based system  Strategy & Planning  Creativity |
| Actual strategy. Party members having different weapons/ roles. Party members also not only being used one time or in a small part of the game and then benched the rest of the game after that part. | Strategy & Planning |
| "not being bad".  more specifically, the model is inherently good, so the biggest thing is not to do something that detracts from the experience like poor balancing (everything being an hp sponge for example), a bad ui, bugs, etc.  the choices for attacks is also HUGELY important. a good variety of attacks prevents things from getting repetitive.  like, look at yakuza 7 for an example of a simple turn based combat system done wrong. hp sponges, repetitive attacks, combat bugs. | Variety in Gameplay  Balance |
|  |  |

Reddit post 3

**Turn Based Combat**

[Question](https://www.reddit.com/r/gamedesign/search?q=flair_name%3A%22Question%22&restrict_sr=1)

Working on learning how to implement combat systems and I’m going to start with turn based combat. However before I get to the engine I’m doing all the research I can, which leads to my question. What makes turn based combat fun? What makes it worth it? What games show the epitome of greatness in turn based combat? How does one make turn based combat non repetitive or boring

<https://www.reddit.com/r/gamedesign/comments/13kx7jl/turn_based_combat/>

|  |  |
| --- | --- |
| comments | reason for why turn based combat is fun |
| At it's core turn based strategy is just looping the questions: "whose turn is it? What are they doing? Who are they doing it to? What are the results?" The fun of turn based strategy mostly comes from strategic depth and watching a plan come together in a visually enticing way.  Depth comes from the resources you have available to you and how you can affect them. A move can reduce/restore health obviously, but it can also reduce or increase resistances, apply status effects, effect the action economy, heal an enemy hurt an ally, it's all about the possible interactions that exist and what you can do with them, and more importantly WHY you would do them.  Watching the plan come together is all about juice and visuals. Camera shake, smooth animations, pan/zoom, visual effects, etc. All effect the presentation of the combat to the player. It's important to have that presentation be enjoyable to watch - punchy and quick enough that you're not sitting around waiting thinking "get on with it", and flashy enough that that glimpse of action is exciting, engaging, in your face, or just beautiful to look at.  In my opinion, games like Darkest Dungeon, or to an extent Fire Emblem, do this really well.  It's also important to get into, or at least understand, the turn-based strategy player mindset - speaking as someone who enjoys the genre, the main draw of these games are not only the depth of systems and reward of figuring out what I'm doing, but also the fact I can just take my time with them. I can sit back, listen to the combat music, think over a decision, and go at my own pace. It's not asking me to constantly act or give it my constant attention - I can stand up, get something to eat, do something I need to do, and come back without being pulled too far out of the experience. It's important that there is that downtime, a pause between turns and a pause between combat such that each action and encounter feels significant. It's a delicate balance between "too much waiting" and "not enough waiting" that kinda needs to be felt out. | Relaxing & Slow-paced  Depth of system  Appropriately timed animations |
| I’ve been thinking so much from a system perspective that I neglected to even think of how visuals and atmosphere play a role. Thank you for bringing it to my attention.  Also, the combat pause is a great thing too. I do think that is another area that I haven’t taken time to rlly sink my teeth into and give credit to. I’ve been playing KOTOR the last few weeks and I enjoy the pause that I can enable at any time | Visuals  Atmosphere  Combat pause |
| Divinity: original sin, Baldurs gate 3, xcom and pathfinder are examples of games with really exciting turn based combat. It allows time to come up with a strategy and make adjustments based on the outcome of the previous turn. Visuals from the environment and abilities can add a lot to the experience. In pathfinder, when an enemy is low on health and you land a high damage attack, the enemy will explode and it's super satisfying. | Satisfying Animations  Environment  Strategy |
| I'm playing through Pathfinder: Wrath of the Righteous in its turn-based mode that was baked in after a turn-based mod for their first game, Kingmaker became incredibly popular. It has become one of my favorite tactical strategy games because it has insane depth (and nicely punchy visuals especially for late game spells and summons)  Some people are very vocally down on older style turn-based games, especially JRPGs. There is some understandability to that because those games tended to have pretty limited number of actions you could take and things you could affect - player and monster health, a couple buffs and debuffs, and that was often it.  I feel like the biggest thing that helps to improve that tactical depth is the inclusion of positioning systems. I personally enjoy a lot of the old guys-in-a-row style games, but it's very clear that adding in the requirement to move characters into and out of range opens up a ton of design space. Cover systems, knockback/forced movement, hazardous terrain, shorter and longer ranged attacks, buffs that apply only to nearby friendlies, etc | Depth of system  Positioning |
| Turn-based combat requires adaptation to stay fun (but not to be fun).  That means having options to flex into, situations that are predictable and can be adapted around, and valuable multifaceted mechanics that mean more than one thing (like status conditions with both good and bad effects, like Berserk).  The player has to make choices that can seem reasonable while still being an occasional mistake, and they can’t be too consistent.  Check out Epic Battle Fantasy 5 (free), Jobmania (free) and Battle Chasers: Nightwar (paid) for some excellent examples of modern turn-based combat that every developer should experience.  For an excellent example of a battle timer RPG, and how to develop an RPG using more abstract concepts instead of the tired, repeated ones like Experience Bars, check out Final Fantasy: Lightning Returns (paid). | Flexibility |
| Board games are a great way to get a sense of why turn based games are or aren't fun.  Turn based games are a game of balancing resources:   * Health is a resource. If you're out of it you die. However, unless you're playing a warlock class that spends health, you only need 1 health and everything above that is safety. * Mana is a resource. You spend it to perform actions, but you don't want to spend more than you need. * Turns are a resource. The more turns you spend the more actions the enemies get to do. Sometimes abilities that are on paper good become bad when you consider that it costs you a turn. In addition, some enemies get harder if you take too long. * Uncertainty as a resource. This sounds weird, but the idea here is that attacks might miss, so you might have to decide between a high damage/low accuracy attack or a high accuracy/low damage attack. You might not know how much defense an enemy has, or you attacks might have a minimum and maximum damage. Then there's crits obviously.   Then there's character development. I'm not talking about story.   * Oftentimes you are not allowed to use all of your party members. Thus, party size forces you to make decisions. * Can you choose how to develop your character as they level?   If you want even less repetitiveness you can mix in other things like deckbuilding, random environment or battle conditions, random enemy compositions and synergy, and so on. | Resource Management  Character & Party Management |
| I think the key to turn based combat is to design a system where the player needs to make a decision about what to do on each of their turns. Turn based combat is at its worst when you're just performing the same actions every turn. Some ways to do this:  1.) Make the enemies interact with the player in more ways than just damage. If the enemies are inflicting status effects and buffing then good players are incentivized to plan their turns to navigate these issues. You can make enemies resistant or weak to player attacks as well- this is another form of interaction.  2.) Limit the player's options. All skills shouldn't be available all the time, or if they are they should have a penalty for use. Roguelike deckbuilders do this by giving the player a random set of skills at the start of their turn. Other systems use cooldowns or resource management to prevent a player from using their best skill over and over again.  3.) Make different strategies viable. If a character has a linear rotation of skills to use it won't be interesting to do so. Try to make it so players don't ignore skills, and carve out a niche for everything a player can do. | Variety in Gameplay  Variety of Player-Enemy interaction  Consequence of using skills |
| I might be easier to think of some of the major reasons turn based battle systems don't work.   1. There are a small number of fast, reliable, and easily accessible offensive and defensive solutions to every encounter.   If "Attack" takes half as long to execute as a special skill, deals only 20% less damage, can't be resisted, and costs no resources, there's not really any good reason to use anything else.  If your healer can restore everyone to max HP with a single action, has enough mp to sustain themselves for an entire encounter, and no enemy can one-shot you, there's no good reason to ever bother with any other form of defensive utility.  Going back to the criteria, it's generally okay to have two of these "OP" elements, just not all 3. Instant death skills in SMT/Persona are fast and easily accessible, but not reliable. Summons in most FF games are accessable and reliable, but usually not very time efficient due to their long animations. Dragon Seal and Frog Drop in FFIX are fast and reliable, but requires a lot of grinding to do max damage, so they aren't easily accessible.  2) Certain stats are much more valuable than others, making certain characters objectively worse choices. 9/10 times this is going to be related to speed, but it can also come into play if you have a tanky character with no way to draw aggro or a "Red Mage" character who can do everything okay, but nothing well enough to justify using them instead of a caster or swordsman with min-maxed stats.  3) repetitive "solved problem" encounters. This is less of a problem in more traditional JRPGs, where most trash fights functions as battles of attrition, and more of a potential problem with the increasingly common pattern in modern RPGS where your HP/MP is completely restored at the end of each fight.  If I've defeated three wolves once, I'm fine being tested once or twice more to ensure I didn't just get lucky the first time, but after the fifth fight I'm going to be pretty over it. Even if you're doing random encounters, enemy formations should evolve as I progress through an area.  If you are going to throw a lot of repetitive trash at me, at least give me an exploit to speed up fights like knockdowns + AOAs in Persona. | Balance  Variety of encounters |
| When you chose tbe is to make easier the combat and avoid real time combat and all the problems involves, like lost of conetion, lag etc.. | No connection issues |
| Yea I have a love hate relationship with turn based (and real time) I sometimes I’m turn based feel the outcome would be different if I could just spam attack faster than the ai can. But also with turn based I enjoy being able to tactfully take an opponent out through smart positioning and ability usage | Strategy & Planning  Positioning |
| It's not just about avoiding the negatives of real-time combat, turn-based has advantages of its own.  The biggest one I can think of is that managing multiple characters in turn-based combat is very easy, but in real time it is hard to impossible, depending on the level of control that you want to have over them. This also means you dont need to program AI for characters the player isnt controlling, which is often a weak point for real-time games that try to allow the player to have a squad. | Character & Party Management |
| Turn based combat often leans on a few different tropes that appeal to its core audience:   1. Rock > paper > scissors balancing. Games like Fire Emblem, JRPGs, and even pokemon often rely on understanding that each unit under a players control is strong in some matchups and weak in others. Whether it is Archers > infantry > cavalry or fire > grass > water, the reason that games rely on this model is that players really enjoy the tactical decisions involved in how they match up their units against those of their opponent. 2. For a lot of players, leveling up and progressing their units creates a lot of fun. Often, this is coupled with the risk of losing the unit forever if it dies in a combat. Fire Emblem and the recently released Age of Wonders 4 do this very well, with units growing in power as they gain more experience. This risk vs reward means players have meta decisions on how they use their units: "I know my Elite Archers can kill those Infantry, but if I move them up to do so I might lose them forever". Good tactical games tend to scratch that itch of risk vs reward in both the combat and meta progression. 3. Turn based combat can get boring without escalation of units complexity, but balancing that is a difficult thing to do. Most tactical game players expect that as the game progresses, the types of units they have access to evolve. Wether they evolve due to leveling up base units, or new means of production unlock entirely new units, this escalation helps players to choose how they play. Often, the choice of leveling up in one direction or another closes off other options and refines a players play style. Choosing to level up the Archer into a Crossbowman may mean their shots travel further and deal more damage, but trades off for the power of the Ranger who could call on beastly allies to help them in battle, as an example. 4. Many older tactics games start off symmetrical, with Advanced Wars being the most successful example, but today most tactical game players prefer some form of asymmetry and identity. This helps them roleplay the squad leader or general commanding their troops, and also encourages players to explore different styles of play. Using fantasy tropes as an example, often the Dwarven faction is slow and well armored, trudging up the field of battle and blocking arrow fire. The Elves may be more focused on magic and archery, but have weaker armor and fewer hitpoints as a trade off. Looking at an analog example of a turn based tactics game, Warhammer 40k, there are 18 different factions that players can choose to play and many players exclusively play one faction that they tie much of their identity to. 5. A design choice you will need to make if your game involves AI is the information you share with players. Into the Breach is a famous and absolutely elegant tactical game that plays almost like a puzzle game, because players have perfect information of what the enemy AI will do next. If you're not an expert in AI, I would almost suggest going this route as otherwise players can call the enemy "predictable and boring".   Hope this gives you some direction, games to look into, and ideas of how tactical games can be fun. Ultimately what helps them stay fresh is the complexity of the unit interactions, how much variety there is the factions and their limited access to units, and how those units can progress and level up over time. | Good Progression system  Balance |
| I am actually not the biggest fan of turn based combat. Or at least, i wasnt. Turn based games were just boring, slow versions of real time games. Young me despised having to just wait and watch things happen inatead of doing the cool thing. Except Pokemon, strangely it captured me where Final Fantasy did not.  But the older i get, the slower my reactions and the more i use my brain. Im not great at traditional strategy games or anything like that, but greatly enjoyed many roguelike deckbuilders, like Slay the Spire. And most recently, i even revisited the OG Darkest Dungeon. Though admittedly i stopped after a short while because that game is too much for me lol.  So, these games were all turn based, all captured my attention, and all functioned very, very differently. Even though they all, at the lowest level, are the same interactions on a loop. Pick an option, the interaction plays out, the enemy picks an option, interaction plays out, etc.  The biggest mechanical change that is made between them is how options are limited in an actual encounter. Pokemon have only 4 moves, heroes have 4 a piece in DD, and StS deals you a random hand of options that you collect through a run. It adds a lot of flavor and without it, its just boring for me. Some rpgs have AP which is also a limitation, but feels like a boring and lazy system on its own by this point. Like if Pokemon could use any move it could ever learn, the PP system wouldnt matter.  Wierdly, the most consistent and enjoyable part for a turn based game for me though.... is everything else. What heroes do you bring in DD, what cards do you even put in a deck in StS, what pokemon do i need for this next gym? The turn based system is just a short execution on all my choices leading up to it. So the most impactful and fun decisions arent even made when the turns are rolling, its what you decide to go into an encounter with before you engage.  Now, how many of these variables also greatly affects the fun, but milage varies for your 'target audience'. Want a super hardcore game? DD is amazing, but for me, it has too many decisions to balance. StS has short enough runs to always experiment and no 2 runs are alike, but it does require knowing a lot about options presented to you in short bursts to succeed. Wheras Pokemon and its typing system keeps things pretty simple, letting them focus on varieties of fun and colorful artwork. Also, no real stressful decision making. Didnt catch the right mons? Go correct it and catch more, we will be waiting here to try again.  So tailoring the complexity of decisions, both in and out of encounters, is absolutely a deal maker or breaker. But its also 1000% more art than science. Just something to keep in mind for who your game is actually for. | Relaxing & Slow-paced |
| Absolutely true. An important aspect of good turn based games is the ability for the player to "own" their decisions, like deck building or a strategy that they have been honing for the past x combat. It's like building a little fighting robot and testing them in combat. | Strategy & Planning |
| Aside from the obvious solution of having a strategy RPG, taking the original JRPG formula and making something strategic out of it can still work.   * Be able to attack different parts of an enemy which affect stats; dodging goes down when you attack legs, attack goes down when you attack arms, etc. Perhaps you need undamaged materials from enemies, such as horns or claws, which require you to keep those body parts intact, which comes at the risk of fighting an enemy and not attacking parts that would make the fight easier. * Multi-turn actions that the other side can respond to. Also, differentiating "enemy is charging up some action" vs "enemy is queuing attack X," perhaps the player knows the enemy is charging something 2 turns ahead of time but only knows which attack the turn before, and the player's own defensive abilities take time. This opens up the possibility for moves like feints.   + Maybe be able to queue combos? * Asymmetrical elements and statuses; fire and water have different status effects so they aren't just "red and blue damage." * Make it more costly to heal HP and MP, maybe a potion is only half as effective each time it's used in the same fight | Attacks impacting enemies Body/Armour  Combos  Resource management |
| Ruined King has the best turn based combat I’ve ever played. It was simple but had lots of depth. And you can customize your heroes with skill points. Since regular attacks give you temporary mana, there is a lot of decisions you need to make. I always felt like I was making meaningful decisions every turn. | Depth of system  Customization  Strategy & Planning |

Forum post 1

What makes turn based battle system fun?

<https://forums.rpgmakerweb.com/index.php?threads/what-makes-turn-based-battle-system-fun.152266/>

|  |  |
| --- | --- |
| comments | reason for why turn based combat is fun |
| I guess tense battles and unique or powerful abilities like wreking an entire troop with all target skill can make the battle system not boring or tedious. How about you what are your thoughts? | Tense Battles  Powerful abilities |
| "fun equals number of meaningful decisions divided by time" -I forgot who said it.  very basically, tactical depth and smooth interface. player choices are important and animations are quick and snappy. | Strategy & Planning  Smooth interface  Variety in Gameplay  Quick and snappy animations |
| - Less guessing (you know who acts first) - Tactical decision (is it the right time to use this skill?) - Meaningful decision (not more than half of your skill is useless because of the boss's ridiculous resistance) - Impactful animation - Rewards (battles are not pointless) | Strategy & Planning  Consequence  Meaningful mechanics  Impactful animations  Rewards |
| I like not being stressed out when I have to choose my options in a fight? I'm not making my games ATB (active turn battle) for that reason.  Either way, here's my list of what makes turn based combat fun:  \* Ability to make meaningful decisions, as in:  - Combat that gives options other than "hit the guy with the attack you can spam the most". You should never have the same answer to different problems.  - This is usually done by giving attacks different properties (physical, magical, elements, AOE, amount of hits, cooldowns)  - Giving enemies quirks that make them unique (such a monster that will attack three times in a turn but will waste actions healing themselves if their HP is not at 100%... allowing you to abuse this by setting reflect on them)  EX. Your dark magic AOE should be good against groups of weak enemies / enemies weak to dark, but should not work as well against enemies that resist dark or magic, or if you're only going up against one person.  - Equipment customization. Ideally you want weapons that have unique properties over things that just increase your stats in a linear fashion.  - Turn economy. If one of your guys are about to die and you need them to land a game changing blow, do you risk them dying or do you take the turn to heal them up? That kind of thing.  \* Good animation and sounds. The number one thing (besides mechanics) that differentiates JRPGs from each other is their art design, so a game that gives you proper feedback when you damage enemies (i.e they shake, animate, flash, make a special SFX when hit with a vulnerable move) comboed with fancy animations is a good way to have the game stick in your players minds.  \* Rewards, like Theo said. Even if there's no EXP, you should still reward the player with something, whether it's a drop item that can be useful (healing or gold), an alternate weapon that makes a part of the game easier, etc.  \* The ability to see who goes first? Like you don't know how much this changes things until you play a game like the DS Digimons or Digimon Cyber Sleuth, since it takes out a lot of nasty guesswork and allows you to plan things out you might not be able to without it. | Relaxing & Slow-paced  Variety in Gameplay  Unique enemies  Equipment customization  Turn economy  Good animation and sound  Rewards  Visualising how a turn-based system works |
| Big question. "Everything" makes it fun. Some like having the most accurate data to work with. Some like it more relaxing, where everything just works and looks nice. Some like timed inputs and some don't.  Personally, I like simple systems. I like timed inputs, I don't need or even want to see the entire freaking dmg formula in the skill description with 15 elements and weaknesses and rows and whatnot. I just wanna feel good ridding the world of some baddies.  But as with almost everything in life "it depends". | Simple systems  Quick time event |
| If there one universal formula you could follow to make turn based games fun, all of the turn based games would use it.  That said, I just enjoy turn based games more then real times games. I believe (because humans are traditionally the worst at figuring out WHY they do or don't enjoy something) this has to do with the fact that turn based is more of a puzzle challenge, while turn based involves more of a dexterity challenge.  Of course even though I have this inherent bias, a good real time system will still be more fun then a bad turn based one.  Since I posited that it is the puzzle element that draws me to turn based games, the focus should be on making battles puzzles where different enemies actually require different strategies (and no, spamming the one skill this particular enemy is weak against is only one strategy even though the one skill might be different), or even conditions outside the battle that change your approach to it. | Puzzle game  Challenging  Strategy & Planning |
| People are always so focused on systems design that they ignore encounter design, especially in the RM community and I think that this is - among other things - a crying shame :D  Even the default battle system RPG maker comes out of the box with can be made interesting using per-troop events and mechanical design to make player choices more interesting.  At the end of the day a turn based game is all about choices. While I agree that - in some cases - keeping the player abreast of what the outcome of their choices will be through things like explicit turn order and fancy UI will improve their base experience then squandering a "battle system" on boring encounters is a massive waste of potential.  So yeah, focus on your fights rather than your systems, because if your systems are good but your content is bad people are only going to think you've misprioritised and judge your game because of it. | Variety in Gameplay  Encounters |
| Turn based battles are fun if they balance speed and strategy. Octopath Traveler had too long battles, for example. Final Fantasy X was just right. | Fast paced  Strategy & Planning |
| I personally adore rare loot and a balanced team of characters, with a choice of stat customization to help the characters be a little more effective in the battle. | Reward  Balance  Character customization |
| I've been playing a lot of Kemco games lately. Most of their games look like they were done in rpgmaker. Hard to if they are or not since they have so many odd systems and unique interface elements...anyway...  Some of them are quite good. Some of them are, frankly, terrible.  And battle makes up a good portion of that. They all have to auto battle option.  For me, balance is the key. If the fights are all too easy (choose to use auto battle), then it's no fun because you're either not really doing anything, or because you're wasting HP and SP/MP/whatever on trash fights.  If they're all too hard then it's no fun because you're always in danger of dying.  I don't mind a fair bit of easy auto-fights, but I like to have enough interesting fights where I have to stop and think "what skill should I use here?". One thing many of these kemco games do that I really like is that they have randomly variants for the monsters. Honestly they're just recolors, but you can see right away, when the fight starts, that you'll need to pay attention and make sure you hit them a bit harder. They're typically not deadly dangerous, but auto-battle with them could be dangerous.  And balance doesn't just mean "are the enemies the right difficulty?" There's also the question of skill balance. It's easy when designing a game to have too many or not enough skills. Too many clutter up the interface and make the decision cost in each fight really high. Too few skills will usually mean that each character just uses the same one over and over again, and fights get super repetitive and boring.  And repeating what someone said way up in the thread: kick-ass skills that completely annihilate the entire enemy troop are super fun. Getting one or two of those in mid game so that you feel like your team in getting stronger really does, for me, increase the fun. It's entertaining to wipe the floor and overkill trash with giant AoE skills, especially when the skills are fun to watch.  One more thing I like, when handled correctly, is jobs. Having the protag (and party) stuck with the same class and the same 5 skills throughout the entire game can get stale. Having the option to switch it up and learn a new set of skills can extend the longevity of game quite a bit. | Balance  Strategy & Planning  Unique skills  Class variety |
| Turn based battle systems are one of my favourite systems because they allow me to take my time to think about my next course of action.  Pretty much anything that would make a turn-based battle system fun could also be applied to any other battle system. I like how certain skills might have synergy or interactions with each other, but I'm pretty sure you could make that with an ATB system as well.  One major benefit of turn-based systems though, is that since players can take their time to read tooltips and stuff, you can afford to make unique boss mechanics that may require some explanation, or add some flavour text. | Relaxing & Slow-paced  Skill synergy  Strategy & Planning |
| Can't say a definitive reason why they're fun, but I'll tell you why they're fun for me.  Animations  UI  Strategy that differs from mashing buttons  Old-time feel  Satisfying incremental approach (HP going down in increments each turn.)  However, I also like more fast-paced stuff because I'm obsessed with twitch/action games. So I'd be all aboard the ATB train, or simplifying the battle so that you have the least amount of menus to click through. But I think the latter is just good game design. Like, I'm not clicking through 10 menus to heal myself. Just let me press Y or something and pick a potion. | Good animation  UI  Strategy & Planning |
| Reading through the comments everything important has already been covered. Just gonna write the points I find most important using my own words.  Making meaningful decisions would be at the top of the list, as has been stated by previous replies. Ideally, there should be at least 2 different ways to approach every situation, both being viable ways to play the game and would generally come down to a balance between risk vs. reward. Offer ways for players to play how they want, and by that I mean let them choose between taking a slower but safer approach or a quicker but riskier approach.  Turn-based combat's strongest point is giving the player time to think before acting, so giving them something to think about (ideally) every turn should be a top priority.  Making decisions matter in the moment. When the choices I make impact my game directly, it feels like they are meaningful and I am more engaged with the combat system, rather than a game that is made to grind you down over a large number of braindead encounters and hope you came prepared before knowing what you were getting yourself into. It also makes it easier to learn from mistakes and correct them immediately after.  Important information being well presented that helps with making important and meaningful decisions. Stuff like visible enemy HP gauges so I don't have to keep guessing how much HP an enemy might have left. Skill texts that tell me what a skill does gameplay-wise. Don't tell me the skill makes a star explode in the face of the enemy, you can already use the skill's name and icon graphic for flavour purposes. For the description, I want details, numbers if possible (doesn't have to be the exact damage numbers in the skill descriptions, but at least information clear enough to get a good idea of what the skill does and why I would want to use it in a certain situation). Less random effects, or if a skill has to do random stuff, overtune it to a degree so the random results don't feel like a dud if you aren't getting something you were hoping to get, and lower variance percentages on the damage formulas (5~10% max.) When an enemy is about to perform a powerful attack, telegraph it in some way so players get the chance to react to it (and feel rewarded when they pay attention and react correctly).  Keep downtime to a minimum so I get more time to play the game and less sitting around watching characters finishing their turns one by one. Assign low frame animations to commonly used skills. Don't design too many encounters with huge amounts of enemies that all need to take turns making a move every turn (or provide good options for taking out multiple enemies at once, if you do...)  Make combat feel responsive, look flashy and sound impactful. I love combat systems that immediately execute actions upon selecting them, it just feels faster than playing the default RPG Maker system where you select all your guys' actions and then plays them out one by one in order, even if both systems may take equally long to finish a turn. Good looking combat animations are always a plus, but obviously not very easy to make for hobby developers, but even just simple stuff like a screen flash/shake on a powerful attack can add a lot to the experience. Sound can also play a big role in my enjoyment of a combat system, ranging from the menu sound effects to the sounds made when hitting enemies. | Meaningful decisions  Variety of options  Consequences of actions  UI  Quick animations  Responsive combat |
| I mean, not all turn based is the same.  You have a very static one, like Pokemon, or the semi-dynamic modern FF style. Asymmetric.  I used to prefer Action-RPG, now I think it's equal footing with turn based. The extra time is welcome and, frankly, sometimes the effects are just better. | Relaxing & Slow-paced |
| pokemon's battle system is actually very dynamic when you get out of the embryo level content from the main games.  just saying. | Good Combat System |
| Game loop:  Introduce the player to a monster with a different ability, or combination of abilities, or different something than they've seen before.  The player must adapt their battle strategy to avoid losing too much HP to defeating the enemy.  Return to item one.  So, the central principle is: Make sure that new enemies the player encounters do at least one thing that is new and interesting in the context of the game. Introducing "yet another monster with a basic attack skill" whose only difference is that it has level-appropriate attack and defense is going to be boring.  There is one more opportunity. If skills and abilities can be somehow related to story events or the themes of the narrative, the results can be stunning. A great example of this is the original Xenoblade Chronicles and the "seeing the future" mechanic. Great battle mechanic, very clearly related to the story and narrative's themes both. | Enemy Ai  Unique enemy design  Good Combat System  Unique mechanic  Balance |
| I like the strategical part of battles, be it turn based or not.  As long as I can have some strategies going on, I surely will love it. If I wanted to just hack&slash enemies indiscriminately, I would play a beat'em up instead, like the King of Dragons or Dungeons&Dragons Shadows Over Mystara. | Strategy & Planning |
| The most important thing, imo, is strategy. Every battle should have you thinking about your moves since that is what makes turn based battles fun. Think of it as a game of chess which is a turn based game. You wouldn't have fun playing chess against a three year old (unless they were really good for their age) so the battles shouldn't be so easy that you can just spam attack.  Obviously the game is going to be easier at first and then slowly progress in difficulty (at least it should) but that doesn't mean the beginning enemies have to be complete walk overs. There should be some challenge to them if all the player is doing is spamming attack.  Also grinding for level ups is not fun (for most people) so every enemy and boss should be beatable on the level the players gets to them naturally. Don't make a boss so leveled up that he kills the party in one turn if they don't grind 10+ levels before facing them. (the exception to this would be an optional boss fight that is not part of the main story.)  And as others have said, make sure the player does not have to return into territories with super weak enemies that they have to fight. If the player does have to go back put some kind of switch or variable that changes the enemies into stronger ones once the players reaches that point in the game where they have to return.  South Park The Fractured But Whole does a really good job with its battle system. There is no grinding and every enemy feels like a challenge. It's battle system is also a unique hybrid of tactical and traditional JRPG.  Paper Mario (the original) and The Thousand Year Door are also good examples of a turn based battle system done right IMO. | Strategy & Planning  Balance  Unique mechanic  Good Combat System |
| Good animations with attacks, a sense of thrill and good story can make for a perfect turn-based game | Good Animation  Story |
| Can I add something to that?  Short animations, also on high level spells. They can be elaborate, but no reason Fire 3 needs an animation 3 times longer than fire 1.  Nothing but limit breaks needs an animation longer then 3 seconds. | Quick animation |
| What makes turn-based combat fun for me is that I get time to think. I find games where you need to push a button at the correct time stressful. Not a fan of stress :p  I have many other preferences when it comes to games but none of them are specifically tied to turn based games alone. | Relaxing & Slow-paced  Strategy & Planning |
| Snappy, quick turn based combat is very important to me. One important thing is making actions immediately happen once you've decided on them. The other, really important thing is the battle speed and animations. Options to skip battle animations or speed up the battle in general are greatly appreciated.  Boss battles can be prolonged, made intricately with lots of strategy and tactics in mind. The emphasis will be on surviving a barrage of attacks while dealing as much damage as possible yourself. I like that stuff. Boss battles are great.  But I really don't want random battles to drag out longer than a minute, which is already kind of pushing it. I've been starting to enjoy random encounters/trash mobs less and less, unless I really need exp or something. If I don't need exp, they become an annoyance more than anything, and I want them cleared quickly. Most of the time random mobs don't even pose a serious threat. I prefer a battle system that lets me speed through them.  So I think tools/options to skip parts some players just find inherently tedious can enhance any combat system. Another thing to of course try is to improve random encounter design, making random mobs more interesting/give them better rewards/make them more of a threat, but even with that a speed up mode can be beneficial! | Quick battles  Quick animation  Good random encounters  Speed up mode  Engaging boss battles  Strategy & Planning |
| Basically, for me, there's really only one thing that "makes turn based combat fun".  The sandbox. I care more about what I can do and what can be done to me, than I care about nearly anything else in a game with turn based combat.  What is "The Sandbox"?  It is all the options and features and skills that are given to you in order to utilize against the myriad of different challenges the game presents.  If all I can ever do with "Firaga" is "deal fire elemental damage", then it's boring. But, if the skill has a myriad of different uses in combat aside from that, and I can use Firaga for more things than "deal fire elemental damage" in combat, then I enjoy that.  I enjoy the sandbox of combat (when it exists, it usually doesn't, regardless of combat system, in any RPG or MMO).  Can I do anything with "Vanish"? "Vanish makes spells hit the target harder and increases accuracy of spells". I mean... I COULD use that to make Firaga do more damage... But, I've also got "Doom" over here, and it's got a low accuracy... but Vanish makes that accuracy like 100%. Well now, that's interesting. What about enemies immune to "instant death", does this mean I can inflict "Vanish" in order to give someone say... Severe Poison? Can I put Vanish on myself, then cast a Healing skill to get more HP back? Oh, I can? Well now, that's VERY interesting! But, wait, if I do that, now I'm weak. But, I can put Reflect on myself to avoid all incoming spell damage... and then cast Reflect on the enemy... and then cast the healing spells on the enemy to get them... Wait, "Reflect" increases damage output of spells too? Whoa-ho! THAT'S COOL! Now my second level healing spells heal as much as the fourth level healing spells for one third of the MP! AWESOME!  That's just how amazing "The Sandbox" is for SKILLS. Imagine what you could do if you made "Turn Economy" into that same Sandbox? Or States? Or Equipment? Or characters you put in your party?  What if there was more value in a choice than "do bigger numbers"?  Suddenly, you've got something that I can tinker with. Something I can explore.  That is part of the reason I tend to dislike Pokemon and it's combat system so hard. Because it's all so "gimmicky". Everything can be used for like one purpose and one purpose only. It only synergizes with like one other thing, at max, and to build your Pokemon to do that one cool synergistic thing, you sacrifice adaptability and contingencies. It is very much a series of games about "Hyper Specialization" and nothing more. No different from class based MMO's where you try to get the highest DPS possible, or be the most useful utility possible... to the point that if someone throws a team against you with a single counter, you are effectively doomed.  Even when I hear the arguments for "Nuzlocke", I always laugh and go, "Uh... you can win these things by just grinding out levels. The baseline game is so easy that you can literally take Route 1 monsters into the Elite Four and wipe the floor with them, without effort, due to level difference alone. No strategy needed or required. Don't even need type advantages. Just need to make sure you don't have "type disadvantage" and that's it."  The only way "Nuzlocke" even becomes difficult in the slightest is because people are "impatient". But, since no Nuzlocke challenge has a "time limit" component to it, there's literally no reason to be "impatient". The goal is to win the game. So, you over level like crazy.  Pokemon is one of those games that could stand the removal of about 3/4 of their moves, about 1/2 of their "Abilities", the entire removal of "Natures", and an increase of 2 more Move Slots, and it would become INSTANTLY more like a Sandbox with more strategy involved beyond "Hyper Specialization". It would help if they also designed new moves to only have synergy with existing moves. Not designing them "in a vacuum". Might also help to tone down the damage formulas some as well, since most fights are 1 or 2 hits, not really enough time to "be tactical" in the slightest. Heck, some of the held items could be "tuned up", in fact, as so many are so worthless and useless in competitive play, or even in PvE play, that they shouldn't exist in the slightest.  But, that's just me ranting against Pokemon. It isn't the only game to commit all these cardinal sins of issues that I have with turn-based combat. It probably won't be the last game to do it, either.  Generally speaking, all I care about is that there's a "Combat Sandbox" to engage in. That any skil can be used multitudes of ways, that any team composition can be used in any multitudes of ways, that any equipment can be used in multitudes of ways... I like having options. I like being able to concoct my own strategies.  Heck, that was the best part of Borderlands 3 (a game that is basically garbage in every other way, in my opinion). When my shotguns were proc'ing on the critical hit of every single pellet, and it allowed me to never have a chamber run dry, while also allowing me insane cooldown reductions on my abilities at the same time... and then I found a shotgun that fired Remote Mines that detonate on reload... Let me tell you how much fun it was to obliterate all boss encounters with a single reload and NOT have to sit through their "phase transitions". Especially since I was throwing Rakk who healed me like every 5 seconds. I was immortal and unstoppable at level 20, because I'd figured out how to use the Sandbox, and it was the most fun I had in that game.  I like when games give me a Sandbox and let me go nuts. I hate when they force me into hyper specialization. | Variety in Gameplay  Variety of skill usage  Emphasis on Unique skills |
| I like how you think :p Been thinking a lot about how to implement this kind system, but in a simple way. (I'm sick of implementing convoluted systems)  Magic.png  This is one of my ideas, every spell has 2 additional effects you can choose for an additional MP cost. (Numbers are fairy low in my game)  I like systems where creativity or thinking outside of the box is rewarded. Most mages would use items that boosts your spells power normally but...  The last one is a 100% stun chance effect and most elemental boosts from items also comes with additional MP cost so if you want to be a stunlock type of character it's beneficial to not empower your spells to be able to use it more often. Just an example.  My equivalents of Fira and Firaga also have 2 additional effects ofc.  Im sure its not a new idea, but I haven't seen it personally. Gonna be fun to see how it turns out. I do ofc have other systems that mixes in with it.  But yeah, I like sandbox gameplay too...Its just not associated strictly to turn based as Tai also mentioned. | Strategy & Planning  Creativity  Unique character build paths |
| A lot of good answers. There’s many kinds of turn-based battle. My favourites are Divinity 2 and XCOM. Divinity because of the elements and fun chain-reactions that can happen. XCOM because of the mood building when approaching the often unknown enemy and careful tactical positioning (among other great things).  If the question is what makes the common RPG Maker -style battles fun, then I’m actually not so sure. Some things that came to mind:  - risk-reward situations: Like powerful special that often misses or effective stun potion, but it’s rare and expensive.  - figuring out the right tools: I like it when you have to alter your tactics and tools, but if it feels arbitrary it can be frustrating. Things like water against fire creatures, blunt weapons agains armored etc. work for me. Not a fan of use ”Spghht against Ohhzabmots”.  - interesting enemies: this might be a bit obvious, but fighting against rats and bats can get boring no mattet how tactical they are. Of course some enemies can be more mundane and maybe even have to be for story reasons. | Presenting Risk-Reward Situations  Variety in Gameplay  Unique enemy design  Variety of enemies |
| Here are just some ideas I had:  Consequences.  I like a combat system in a game, if every move counts. Like in the old games, where if you waste a single character turn just attacking randomly, when you should have cast a defensive buff or tried to negate an upcoming enemy attack, you will suffer for it. A wrong move could mess your whole party and flow up for several turns or make you die.  Or enemies having reactions to certain types of moves, so lashing out with a special attack on you if you cast the wrong spell on them. Or charging up and you have to hit them with the right move before they unleash their big super power.  So I guess what I am saying is, the mechanics and events forcing you to make choices more seriously. That's one of my best favourite things in turn based. Having time to think, and look at skills, and then it is my own fault if I make the wrong choice. So then it makes the decisions feel like they matter, it has a better pay-off making the player think "Heh, I'm a real genius."  Each character fulfilling a role.  It seems obvious, but I think it is not always done so well. Making each character specialised, so someone who does buffs, someone who does debuffs, someone who fights, someone who summons, etc. Those are simple examples, but I think good games go even deeper into that idea.  It adds to the tension, because you need to prioritise who to keep alive, who to protect, who to boost their speed etc. Plus adds more strategy in your choices of party members.  On top of that, very diverse and unique styles for each character animations and abilities. Not all characters can do a fire attack, or they all swing a weapon the same way. Not all using "MP" for their abilities. Then it feels less like I am just tapping through four menus all the same, and more like each character requires a different thought process to use them effectively.  MUSIC  It has to be super good. Because a lot of time, everyone is standing in one spot just bobbing up and down. The backgrounds and environments can move around etc, but the music is sooooo important to set the tone and pace. If you think all the most impactful bosses from turn based games we all remember, the theme song was great probably.  A Wide Variety Of Choices  It links back to my first one. For me I like to have a lot of skills to pick from, and combos and stuff. So there are multiple solutions. Like should you drain all the MP from the enemy mage and then kill it with physical attacks it is weak against? Or should you debuff their magic defense and then cast reflect on your party? It is fun having options to suit a person. | Consequence  Characters fulfilling their role  Music and sound  Variety of choice  Strategy & Planning |
| bigsmiles said:  MUSIC  It has to be super good. Because a lot of time, everyone is standing in one spot just bobbing up and down. The backgrounds and environments can move around etc, but the music is sooooo important to set the tone and pace. If you think all the most impactful bosses from turn based games we all remember, the theme song was great probably.  Fascinating, if you think that some people here would omit it altogethe | Music and sound |
| It could be just from the games I am used to playing, so like SNES turn baseed RPG or Playstation Final Fantasy games. To me the music themes always dictated the tone of the characters and pacing just as much as the dialogue. I feel like with limited animation like 2D or side view, sound is one of the greatest assets to fill in the gaps and spark imagination. Combined with the character design, for battle based gameplay I think those are even more important than cutscenes for establishing awe or excitement about the character of a villain. Fighting Kefka wouldn't be anywhere near as exciting without that amazing piece of music, or his sound effect for his laugh.  Any time I hear a fast old style retro beat, I always am like BATTLE TIMEEE GOOOOOO rofl like it gets me so pumped I even will try and time my turns and actions to fit the beat of the song.  Actually that's another one, cool sound effects for skills. Like if a sword attack has fast badass hit sounds and then an epic boom or whoosh for the last strike, or a big dramatic magic attack with weird warped noises and a heavy sounding crash or explosion. I feel like they've realised this in movies now but they overdo it, so every special move a hero makes sounds like some kind of dubstep nuke lol. So I think variation in the sounds is important, not just making every large spell sound like a subwoofer test.  For RPG Maker it's tough, 'cos unless someone already writes music, it adds many hours to learn it. And can be expensive buying it. So far I only use free music, but for the key villains I think it is worth paying for a composer to make your end boss battle themes for turn based combat games.  Oh I thought another one: Skills which change the screen. So like making the background warp, or transitioning to another scene for a big animation or to show an effect on the overworld or local map. Like say a boss charges up for 5 turns, and then crashes a giant meteor into the local map. To make the scope of the battle larger than just that one battle screen and make it feel more part of the world. For a boss I am making, I want it to be destroying the local city as the battle goes on, so the longer it takes to kill, the worse the consequences are.  Wait that's another one. Placing the battle in the environment. So not just woooosh screen effect, now you're in a battle in a seperate screen. Making it like, maybe we're on a moving train, we have a timer to finish this battle before the train crashes! Or like we are fighting in a falling space rocket, the stars are flying past and we only have 20 turns until we burn up in the atmosphere, but we have to keep using up a turn to activate a console on the battle screen to adjust the spaceship controls to add extra turns.  You maybe can see lol for the way my brain works turn based is the best favourite style. | Unique character design  Music and sound  Skill interaction with the screen environment or the general battle environment |