

## Game Review # 4

CS1010

**Name:** Jesus Otteson

**Game Title:** Fire Emblem; Three Houses

**Price:** \$49.99

**Genre:** Tactical Role-Playing Game

**ESRB:** Teen

**Rating:** 89%

**Rating Source:** Metacritic

**Platform:** Nintendo Switch

Fire Emblem is a game series I have played before, I decided to review this game in particular since it's one I have been playing recently. I thought it would be nice to review something I normally play at least once since its a game I would really like to see fleshed out.

### **What story is the game trying to tell?**

This game follows you, the protagonist, in your day to day life as a professor at an officers academy. It tells a story about your pupils and yourself as you learn about your past.

### **Did you like playing the game? Why or why not?**

I enjoyed it. I'm a fan of the strategic turn based system. Its essentially Mongolian checkers with anime pals.

### **Rate the artistic and creativity for the game? Justification?**

This game is a great improvement to the other entries in the series. Most of the other games have been on smaller portable consoles. This game was able to get a graphical upgrade by being hosted on the Nintendo switch. There wasn't a lot of super crazy creative choices made with this game. Overall it was pretty toned down.

### **What would make this game better?**

I would love a more in-depth story to this game. The story was great, but it had to many tropes and standard J-RPG elements that made it extremely predictable and repetitive. A large corporation made this game so I can't really expect too many risks to be made, but I would wish they would try to make the story a bit more personable and take that risk.

### **What games influenced this game or has been influenced by it?**

Other Fire Emblem games have had an huge influence on this game. You can also see a lot of influence from historical events in the Unification of England and different battles in Spain.

**Describe the game controls (and review them):**

This game has standard controls. It being a Turn-Based Strategy game it doesn't need a lot of intricate controls.

**What makes the game fair?**

The game has a great AI that challenges you to think your every turn and with a perma-death system, it will stop you from sending your units straight into battle without thinking.

**What makes this game different from others.**

The Fire Emblem Series has always had a unique style that very few games have been able to mimic. It in of itself is a completely different game from other IP's, but the same game within the Fire Emblem Series.

**In your opinion are there any societal effects that could occur from playing this game (good/bad)?**

Not at all, this is another J-RPG, and another Fire Emblem game. Intelligent systems created this game to try to sell and it sold well. It doesn't really have a crazy impactful story or anything revolutionary about it.