Lunar : Silver Star Story Complete

Lunar : Silver Star Story Complete , originally released in Japan as simply Lunar : Silver Star Story (?? ~ ???????????? , Runa ~ Shirub? Sut? Sut?r?) , is a role @-@ playing video game developed by Game Arts and Japan Art Media as a remake of 1992 's Lunar : The Silver Star . While the overall plot remains true to the original , accommodations are made to the game 's story to allow for a larger , richer cast , as well as additional scenarios .

Initially released on the Sega Saturn in 1996 , the game has gone through several variations , beginning with enhanced video support in conjunction with the Saturn 's MPEG graphics add @-@ on in 1997 , and later being ported to Sony 's PlayStation in 1998 . The PlayStation version was released in North America by Working Designs , who had also produced the English adaptation of the original game , in May 1999 .

Like its forerunner , the game follows the exploits of Alex , a young boy from a small , humble town who enters a life of adventure and intrigue after being chosen as the heir @-@ apparent to the title of " Dragonmaster " , guardian of the forces of the planet . With the help of his expanding band of companions , Alex must pass the trials set by ancient dragons to claim his place in history , and stop a powerful sorcerer and former hero from controlling the world .

Since its English release , Silver Star Story has garnered much attention from critics for its use of fluid full @-@ motion animated sequences , lavish game packaging , and quality of the English script . The game was followed by a sequel , Lunar 2 : Eternal Blue Complete , in 1998 . Two more remakes of Lunar : The Silver Star , Lunar Legend and Lunar : Silver Star Harmony , were released in 2002 by Media Rings and Ubisoft and in 2009 by GungHo Online Entertainment and Xseed Games , respectively .

Gameplay

Silver Star Story Complete is a traditional , top @-@ down role @-@ playing video game featuring two @-@ dimensional character and background graphics . Using the Sega Saturn and PlayStation 's advanced hardware , many elements of the original game 's presentation have been altered , including a larger color palette , more sophisticated visual effects , and improved sound quality . Throughout gameplay , the story is interspersed with fully animated cut scenes designed to give the game a cinematic feel , and allow the player to get more involved in the game 's plot . Players advance the game 's narrative by completing story @-@ based objectives and interacting with non @-@ player characters . In the original version , players encountered enemy monsters randomly every few steps when traveling in a harsh environments , while the remake now makes enemies visible , with combat ensuing only after a character has come in contact with one .

Many of the game 's new battle features were adapted from Lunar : Eternal Blue , including the auto @-@ battle feature that allows players to set moves and actions in advance . While in combat , a player may choose to attack an enemy , move about the battlefield , use magic or items , stand their ground and defend , or flee the battle entirely . Silver Star Story Complete retains the original version 's movement feature , which requires characters to be within a certain distance of an enemy before it can be attacked . Battles are won when all enemies are defeated , yielding experience points that allow characters to gain levels , making them stronger as well as allowing access to better abilities . By gaining levels , as well as finding or purchasing increasingly more powerful weapons and armor , characters can battle increasingly more powerful enemies as the game progresses .

Plot

Characters

The cast of The Silver Star all return for the game 's remake , retaining their original designs by

anime and manga artist Toshiyuki Kubooka . Players assume the role of Alex , who is joined by a menagerie of playable and supporting characters who aid him on his quest .

Alex - a young boy from a small town who dreams of becoming an adventurer like his idol , Dyne .

Luna - his childhood friend and sweetheart

Nall - a winged , white , cat @-@ like creature with an uncertain origin

Ramus - son of the town mayor with dreams of becoming a rich businessman

Nash - a boisterous magician @-@ in @-@ training from a prestigious magic school

Mia - quiet daughter of the magic guild 's headmistress

Jessica - a tomboyish priestess

Kyle - a self @-@ absorbed vagrant and ladies ' man as well as Jessica 's strained boyfriend .

Each character 's personalities were expanded for the new version to make them easier for the player to relate to , and give each of them more presence in the game 's story . As the game ? s designers felt that Luna was lacking presence in the original game , she was included in the player 's party for a longer period and her past was expanded by giving her confounding dream sequences .

Ghaleon , a dark magician who seeks godhood , serves as the primary antagonist , and initially appears as an ally to Alex 's cause . In the new version , Ghaleon 's personality is altered to make him a more sympathetic character . Motivation for his plans to rule the world were shifted from revenge to misplaced concern for humanity not having a true leader . He is still undeniably ruthless and cruel , however . Game Arts added new villains to the story , feeling that the game 's opposition lacked enough characterization . These include Royce and Phacia , two powerful sorceresses who are sisters to Xenobia , Ghaleon 's top general who appeared in the original as his sole underling (who , in this version , actually has romantic feelings for him) .

= = = Story = = =

The plot of Silver Star Story Complete remains true to the original Sega @-@ CD version written by Kei Shigema . Novelist Keisuke Shigematsu was recruited as the remake 's scenario writer , and was tasked with expanding the previous script written by Shigema to make the game more current . As in the original version , players assume the role of Alex , a young boy who hopes to become a great hero like his idol , the legendary Dragonmaster Dyne . At the insistence of his fortune @-@ hunting friend Ramus , Alex travels to the nearby Dragon 's Cave with his cat @-@ like companion Nall , and sweetheart Luna , to seek a precious gem . When the team reaches the cave 's interior , they find Quark , an aged , wise dragon who sees hidden potential in Alex , and beckons him to travel the world and become its protector as the new Dragonmaster . Returning home , the group expresses mutual interest in Alex 's quest ; Ramus wishes to sell the dragon gem at a large city , Nall wants to find out what he is , and Luna merely to protect Alex . The group sets off across the frontier to the port town of Saith to continue their journey .

Traveling through the Weird Woods , Luna sings a magic song to clear a patch of thick fog in their path , yet is not sure how she knew it would work . The group is surrounded by a horde of monsters , and are defended by a traveling warrior named Laike . Finding Alex 's quest to become Dragonmaster humorous , Laike nonetheless wishes him and his friends luck as they leave the forest . Arriving at Saith , the group meets Nash , a magician @-@ in @-@ training from a prestigious magic school who needs transport back to his home , and joins the group on a boat to the eastern continent . Unlike the original Sega @-@ CD version , Luna continues with Alex rather than stay behind to give her a bigger role in the plot . After arriving in the port town of Meribia , Ramus leaves the group to become a salesman at his own shop , while the rest of the team travels to the floating city of Vane to meet Ghaleon , a former adventurer who traveled with Dyne before his death . Ghaleon sends Alex and Luna on a quest to stop a false Dragonmaster from harassing a village where he meets Jessica , a priestess and daughter of the legendary hero " Hell " Mel . Returning to Vane , Ghaleon tells Alex he wants to see Quark to discuss his future as Dragonmaster , with Luna joining them on a return trip to Burg . After arriving at the dragon cave , Ghaleon and Quark reminisce before Ghaleon cryptically asks whether Luna is " the one from back then " . Upon

hearing an affirmation , Ghaleon 's mood changes , and suddenly transforms into a more sinister form , The Magic Emperor , who turns Quark to energy and kidnaps Luna , remarking that he will now use her in his quest to rule the world .

The game 's final scenario and the reason for Ghaleon 's actions differ slightly from the original , with the Goddess Althena 's instability serving as the catalyst for the events rather than a rampaging Black Dragon . In this version , Laike relates the story of how one day fifteen years ago , the Goddess Althena concluded that people were depending too much on her , rather than growing as people and as a civilization , and that by continuing to mother them , she was doing more harm than good . Despite Ghaleon 's pleas , Dyne and Althena used their powers to spread her life force throughout the world , transforming her into an infant , to live out a mortal life as a human . Ghaleon , believing humanity could not survive without a god watching over them , cut off all ties to his former friend and set his plan into motion to ascend to godhood himself in Althena 's place ; his cause set on rule rather than revenge as in the original . Believing that humanity was strong and resourceful enough to live on their own , Dyne left the young girl in the care of Alex 's parents to raise her as their own daughter before he began his new life as a traveling adventurer . Now knowing the truth of Luna 's origins , Alex and his friends travel to the Goddess tower to save her and stop Ghaleon from seizing control of the world . Defeating his generals , Alex confronts Ghaleon at the tower 's upper pagoda , where the ritual to transfer Luna 's power to him has already begun . Echoing Dyne 's earlier declaration on the strength of humanity , Alex 's team attacks and defeats Ghaleon as his fortress crumbles around them . With Luna still caught in a trance , Alex attempts to reason with her to leave while the others are teleported to safety . Playing his ocarina , Alex awakens Luna 's memories before the two are transported to the surface as the tower collapses , re @-@ uniting with their companions .

= = Development = =

The remake initially began as Lunar : Silver Star Story , developed by a collaboration between Game Arts and Japan Art Media . Immediately after producing Lunar : Eternal Blue for the Sega @-@ CD console in 1994 , much of the original staff expressed interest in remaking the first Lunar title on current , more advanced hardware . Displeased with many aspects of the original game 's design , Game Arts sought to improve the original version to coincide with their initial vision of the project , including more sophisticated animation , better quality CD music , and a more engaging script . Silver Star Story was headed by producer Youichi Miyaji , who had previously worked on the first two Sega @-@ CD Lunar titles , who enlisted help from the staff of Japan Art Media to aid in the heavy @-@ cost production of the game . While the original game contained roughly ten minutes of animation produced internally , the remake features fifty minutes of new , fully animated cut scenes by Studio Gonzo . For the game 's first release on the Sega Saturn in October 1996 , in @-@ game movies could only display in quarter @-@ screen and low fidelity due to the system 's video limitations . This was corrected for the game 's second release in June 1997 with the introduction of the Saturn 's MPEG card adapter , which allowed for full @-@ screen playback at better quality . Both Saturn versions would be published by Kadokawa Shoten . In May 1998 , Silver Star Story was ported to the PlayStation system in Japan , this time published by Entertainment Software Publishing . This version , while retaining all the extra features of the second Saturn release , including full @-@ screen movies , was unable to produce the same high @-@ fidelity playback as its video card @-@ enhanced predecessor .

= = = English version = = =

In late 1995 , California @-@ based software company Working Designs , who had previously provided the translation for the original Silver Star , signed on to produce the English @-@ language version . The company originally expressed interest in localizing the Saturn version under the name Lunar : Silver Star Story Director 's Cut to be released in Fall 1996 . The initial project was dropped due to internal conflicts between Working Designs and Sega of America , and work began on the

PlayStation version in 1998 . Silver Star Story Complete was headed by company president Victor Ireland , who also served as head translator and localizer . Like the original game , the English version features a lighthearted , non @-@ literal interpretation of the original Japanese script while retaining the same basic story , which now includes American pop culture references , breaking the fourth wall , and slapstick humor . Working Designs kept in close contact with the original Japanese team , adding several new features to the North American version including DualShock controller support , the ability to switch between memory card slots on the save screen , and the ability to create up to fifteen save files instead of three . Programming and production difficulties stifled progress , resulting in numerous delays and changing release dates until the game 's eventual release in May 1999 . A stand @-@ alone demo version of the game was distributed to several game stores across the United States which preceded the final version , as well as a Ghaleon punching puppet available with pre @-@ order of Lunar 2 Eternal Blue

Silver Star Story Complete was initially released in North America as a limited collector 's edition which included two game discs , a hardbound instruction manual , a soundtrack CD , a " Making of Lunar : Silver Star Story Complete " special disc , and a cloth map of the Lunar world . The package retailed for $ 60 @.@ 00 to cover the cost of the elaborate extras . Working Designs would also publish their own strategy guide for the game , also billed as a collector 's item . Ireland 's team would add an easter egg to the " Making of " video disc in the form of a minigame based on Atari 's arcade game Warlords called Lords of Lunar accessed by using a code found in @-@ game . In February 2002 , a special " Fan @-@ Art Edition " of the game was released featuring disc artwork by contributors to the Working Designs website , which lacked the extras of the collector 's edition . A Windows @-@ based PC version of Silver Star Story was released in Japan in December 1999 by DigiCube featuring higher resolution graphics and video playback . Working Designs had expressed interest in bringing this version to North America in 2002 , but claimed that the English version was too buggy and unstable to be released .

= = Audio = =

The music for Silver Star Story Complete consists of entirely new background themes by Noriyuki Iwadare . While Hiroshi Fujioka , Isao Mizoguchi , and Yoshiaki Kubodera collaborated with Iwadare on the Sega @-@ CD version , only Iwadare would return for the remake , composing nearly one hundred new songs . When creating the music for Silver Star Story Complete , Iwadare drew from his own experiences , admitting that he was trying to put a personal touch on his work and " express [myself] through [my] honest emotions " . Music director Isao Mizoguchi claims that the music process was " a little different " than the companies ' previous works , with the game 's main themes being composed before they viewed the scenes that required them , making adjustments as they went along . Each song was divided into four categories : town or village , dungeon , battle , or field ; each with their own pacing and emotional direction . Iwadare described the game 's music as " very well received " according to fan feedback . The Japanese version features a new opening theme , " Tsu · Ba · Sa " (TSU ? BA ? SA , lit . Wings) performed by Ky?ko Hikami . An intermediary song , " Kaze no Nocturne " (??????? , Kaze no Nokut?n , lit . Wind 's Nocturne) , also called " The Boat Song " , was added to the game to heighten the emotion of Alex and Luna 's departure into the world , which was kept at Mizoguchi 's insistence even as material was being cut for time .

For the North American release , Victor Ireland had expressed interest in replacing many of the new themes with ones from the Sega @-@ CD version , including the original opening theme " Fighting Through the Darkness " . After translating the game , however , Working Designs was left with very little extra space on each game disc , and the idea was abandoned . Many of the arranged songs meant for the English release were included on a special soundtrack packaged with the collector 's edition . The English version features the opening theme , " Wings " , performed by Jennifer Stigile , who also performs " Wind 's Nocturne " . Additionally , Working Designs ' arrangements of classic Lunar : The Silver Star pieces were used to replace the new music in two animation sequences , " A Trinity of Terror " and " The Green Earth " .

= = = Voice = = =

Silver Star Story Complete features twenty voiced characters , four times the original version . The characters ' voices are used in pre @-@ designated cut scenes , animated interludes and when using special attacks in battle . The English cast was composed of family and friends of the Working Designs staff , as well as local talent from the area . Ashley Angel , Jenny Stigile (Magallanes) , Rhonda Gibson , Jackie Powers , Hal Delahousse , and John Truitt reprise their roles , and were joined by a number of talents to fill out the game 's expanded speaking roles . Working Designs had considered replacing Angel , as Victor Ireland felt he may have aged too much to convincingly play a young boy , but reconsidered after his rehearsal , commenting that " the players have all aged a bit since the original , so Alex could have aged a bit , too " . Jenny Stigile (Magallanes) sings the intro song as well as the " Boat Song " in the English version . While the English cast returned , the Japanese version was completely re @-@ cast from the Sega @-@ CD original , bringing in several established anime and game voice actors , including pop idol Sakura Tange . A four @-@ volume sound drama album series , Lunatic Festa , was released in Japan between August and November 1996 featuring the Japanese voice actors performing skits and songs in @-@ character , as well as arranged music tracks from the game .

= = Reception = =

The Saturn version of Silver Star Story was well received in Japan , with Weekly Sega Saturn Magazine recognizing it as one of the most memorable gaming experiences of 1997 . The PlayStation version received a 7 out of 10 score from Hyper PlayStation magazine , remarking that although it contained lower quality visual effects and movie playback than the previous Saturn releases , it still remained a solid role @-@ playing game . It sold enough to qualify for Sony 's PlayStation the Best distinction , and was subsequently re @-@ released in Japan in April 1999 at a budget price .

Silver Star Story Complete sold over 223 @,@ 000 units within its first year in North America , including the entire production run of the four @-@ disc collector 's edition . The game became the highest @-@ selling Working Designs title to date , and the third highest @-@ selling role @-@ playing game of 1999 behind Final Fantasy VIII and Planescape : Torment . A heavy media push in magazines and websites brought recognition to the game , and alerted customers that Working Designs planned to cease production of the title starting December 31 , 1999 . English reviews of the game were typically favorable , with critics such as Electronic Gaming Monthly remarking that Lunar 's " plot , writing and voice acting are about the best you 'll find " , awarding the game an editor 's choice gold award . The game 's translation was equally applauded by PlayStation : The Official Magazine , calling it " spotless " , and remarking that Working Designs ' unique humor was applied to every bit of text in the game , including weapon descriptions . Official PlayStation Magazine remarked that " what little [Lunar] lacks in visual punch , it more than makes up for in style , story and wholly engrossing gameplay " calling attention to the game 's programming and extra packaging .

The game 's two @-@ dimensional graphics were among its most panned feature , with GamePro commenting that the " flat battle areas , wimpy spells , and itty @-@ bitty enemies will assault your eyes " , citing the in @-@ game animated cut scenes as the only saving grace . Game Informer conversely declared that the animated interludes were grainy and often would not display in true fullscreen , but remarked that it was " really a small gripe because Lunar has an entertaining story filled with enjoyable quips " . Gamers ' Republic recognized the inferiority of Lunar 's graphics to current role @-@ playing games , but nonetheless found them " charming " . GameSpot simply described the graphics as " truly dated " , adding that many of Lunar 's aesthetic qualities could be re @-@ created on a Super Nintendo . Technology magazine Silicon Mag called the game a " masterpiece " , awarding it a 95 % rating and declared it an asset to the game industry , calling it " a game that will sell systems , with gamers actually buying PlayStations just to play it . " In 2000 , Silver Star Story Complete ranked 22nd in IGN 's list of top PlayStation games of all time , while in

2001 Electronic Gaming Monthly ranked it 75th on its list of the top 100 games of all time .

= = Legacy = =

The game 's engine and several design concepts , such as fully animated video interludes and collectible bromides , would later be used in the development of Magic School Lunar ! in 1997 and Lunar 2 : Eternal Blue Complete in 1998 . Working Designs used the game 's strong sales as justification to produce the English version of Eternal Blue Complete in North America , which also featured an elaborate collector 's edition . A four @-@ part Japanese novelization of Silver Star Story 's events would later be written by Kei Shigema and published in 2001 .

Silver Star Story Complete would be the first of three major revamps of the first Lunar game . In 2002 , a new version of the game developed by Media Rings was released for the Game Boy Advance handheld system under the name Lunar Legend (??????? , Runa Rejendo) , with the title 's English version being the first game in the series not published by Working Designs , but rather Ubisoft . Then , on March 2 , 2010 , Lunar : Silver Star Harmony was released for psp ; marking the last major revamp of the series .