

= Megami Tensei Gaiden : Last Bible =

Megami Tensei Gaiden : Last Bible (?????? Last Bible , lit . " Goddess Reincarnation Side Story : Last Bible ") is a role @-@ playing video game series developed by Multimedia Intelligence Transfer , Sega , and Menue , and published by Atlus and Sega for multiple platforms . The first game of the series , Revelations : The Demon Slayer , was released in 1992 ; this is the only title in the series to have been released in English . After The Demon Slayer , two sequels and two spin @-@ off titles have been released . In the main series titles , players explore the game world and fight monsters in menu @-@ based battles ; players can also attempt to recruit monsters to their party , and can fuse two allied monsters into a single new one to try to get stronger monsters . The spin @-@ off title Another Bible is a turn @-@ based strategy game , while Last Bible Special is a role @-@ playing game controlled from a first person perspective .

The series is part of the media franchise Megami Tensei , but as Last Bible was developed for a wider audience , including children , the series is toned down compared to Shin Megami Tensei . For instance , players meet monsters rather than demons , and most of the Last Bible titles take place in a medieval fantasy world . The music for the first two games was composed by Hiroyuki Yanada and Iwao Mitsunaga , while Yanada composed the music for Last Bible III on his own , and Manami Matsumae composed the music for Another Bible . Critics have been mostly positive to the series , but the games ' graphics have received mixed responses . The music , particularly the one in the first two games , has been positively received . Several music albums with the games ' soundtracks have been released by Sweep Records .

= = Titles = =

Revelations : The Demon Slayer , known in Japan as Megami Tensei Gaiden : Last Bible , is the first game in the series . It was released for Game Boy on December 23 , 1992 , in Japan , for Sega Game Gear on April 22 , 1994 , in Japan , for Game Boy Color on March 19 , 1999 , in Japan and in August , 1999 , in North America , and for mobile phones on January 16 , 2008 , in Japan . The game follows El , a boy who studies magic with his teacher Zodia .

Megami Tensei Gaiden : Last Bible II is the second game in the series . It was released for Game Boy on November 19 , 1993 , for Game Boy Color on April 16 , 1999 , and for mobile phones on April 23 , 2009 . The game follows Yuri , a boy who was raised by monsters .

Last Bible III is the third numbered game in the series . It was released for Super Famicom on March 4 , 1995 , and for mobile phones on September 17 , 2010 . The game follows Ciel , a boy who leaves his home town to travel to go on a journey .

Another Bible is a spin @-@ off game . It was released for Game Boy on March 4 , 1995 , and for mobile phones on June 18 , 2009 . The game follows Rashiel , a boy who saves a girl from bandits and goes on adventures with her .

Megami Tensei Gaiden : Last Bible Special is the fifth game in the series . It was released for Sega Game Gear on March 24 , 1995 . The game takes place during biblical times , and follows a hero named Matel .

= = Gameplay = =

Revelations : The Demon Slayer , Last Bible II , and Last Bible III are role @-@ playing video games which all have similar gameplay . Players explore the game world and fight various types of monsters . During battles , players choose commands for their characters to do from a menu . Players can attack with both physical attacks and magic spells ; different kinds of magic are effective against different types of monsters . Characters in players ' party learn new spells throughout the course of the game . By defeating monsters , players gain experience points and money . As characters gain more experience points , players get access to points which he or she can add to the characters ' attributes ; for instance , players can add points to a character 's speed attribute , which allows that character to move earlier during battles . Players can use money that they 've

earned through battles to buy armor , weapons , and items , in shops found throughout the game world .

Players can choose to talk to monsters instead of fighting them , in order to attempt to recruit them to their party . They can choose which of their characters they want to use to recruit monsters ; the different characters vary in how easily they can recruit monsters . Players can also choose from their allied monsters when deciding which character they should use to recruit monsters . Players can use a type of magic called " Combine " to fuse two allied monsters into a single new monster ; by doing this , players can get access to stronger monsters . In Last Bible II , players can increase the strength of their allied monsters by giving them accessories . In Last Bible III , players have access to a gauge that shows how the answers they give during conversations affect the monsters . The Demon Slayer includes an unlockable multiplayer mode in which two players can let their respective parties fight each other .

Another Bible is a turn @-@ based strategy game in which players move their characters on tiles and fight enemies . The gameplay loops through three types of segments : preparation for battles , battles , and towns . During the preparation segments , players choose which characters they want to send out , and during the town segments , players buy and sell items and collect information that is required for getting to the next area . Similarly to the numbered Last Bible titles , players can recruit and fuse monsters in Another Bible . Last Bible Special is a role @-@ playing game that is controlled from a first person perspective , and in which players aim to travel through four dungeons .

= = Development = =

Last Bible is part of the media franchise Megami Tensei , but was made for a wider audience , including children , and is toned down compared to the Shin Megami Tensei games . For instance , players meet monsters rather than demons , and the games take place in a medieval fantasy world . Several companies have been involved in the production of the series : the numbered titles were developed by Multimedia Intelligence Transfer ; the Sega Game Gear version of Revelations : The Demon Slayer was developed by Sega ; and the mobile phone versions of The Demon Slayer , Last Bible II , Last Bible III , and Another Bible were developed by Menue . Atlus published all the games except Last Bible Special and the Sega Game Gear version of The Demon Slayer , which were published by Sega . Atlus also localized and published the Game Boy Color version of The Demon Slayer in the US ; this is the only game in the series that has been released in English .

The music in The Demon Slayer and Last Bible II was composed by Hiroyuki Yanada and Iwao Mitsunaga , and includes progressive rock music . Yanada also composed the music in Last Bible III , but without Mitsunaga ; the music in it includes examples of bossa nova . The music in Another Bible was composed by Manami Matsumae , and includes examples of jazz . Sweep Records has published albums several of the games ' soundtracks as part of their Discovery series , in which they release soundtrack albums for game music that had previously not been released on an album . The album Megami Tensei Gaiden : Last Bible Soundtrack was released on September 15 , 2010 ; Megami Tensei Gaiden : Last Bible II Soundtrack was released on October 7 , 2010 ; Megami Tensei Gaiden : Another Bible Soundtrack was released on January 19 , 2011 ; and Last Bible III Soundtrack was released on October 5 , 2011 .

= = Reception = =

Adam Cleveland at IGN called Revelations : The Demon Slayer a fun but not innovative game . The American game magazine Nintendo Power did however find it innovative ; for instance , they cited the automatic battle option . Cleveland disliked the monster conversation system , which he found irritating ; he said that players never know what answer they should give a monster , and that the questions the monsters ask feel monotone due to how often they are repeated . Writers for the Japanese game magazine Famitsu thought the monster fusion system was fun . In their review of Last Bible III , they commented on how different the game is from the Megami Tensei series , and

instead compared it to Final Fantasy . Kurt Kalata and Christopher J. Snelgrove wrote for Hardcore Gaming 101 that while The Demon Slayer was not by any means an outstanding game , it was one of few competent role @-@ playing games on Game Boy . They found Last Bible III to be the best game in the series .

Cleveland liked the graphics in the Game Boy Color version of The Demon Slayer , and said that it reminded him of the " 8 @-@ bit wonders of years ago " . Nintendo Power said that the graphics in the Game Boy Color version looked good , but that they lack the richness of most new games on the system . They disliked the backgrounds , which they called " very bland " . Famitsu thought the graphics in Last Bible III were good , but that the graphics in Another Bible looked cheap . Kalata and Snelgrove called the color palette in the Game Boy Color versions of the first two games awful , but said that the Sega Game Gear version of the first game looked much better , and that it was very nice for a handheld game ; they specifically pointed out its cinematic sequences , which they called impressive . They thought the character designs in Another Bible were " overly adorable " , and said that there are graphical issues in the game when players move . They appreciated the backgrounds in Last Bible Special , and commented that some monster designs in Last Bible III were strange .

Nintendo Power called the music in The Demon Slayer surprisingly good . Cleveland also liked it , and said that it always fits in with all the situations it is played in . Kalata and Snelgrove called it catchy . Don at Square Enix Music Online said that The Demon Slayer has a solid soundtrack for a Game Boy role @-@ playing game , and specifically highlighted " Opening " as a well @-@ composed piece , with its " exotic and mysterious " atmosphere . Patrick Gann at RPGFan said that The Demon Slayer has fantastic and under @-@ appreciated music , but that the soundtrack is short . Don found the soundtrack of Last Bible II to be better than the first game 's , and said that several pieces , including " Temple " , " Field " , " Boss Battle " , and " Dungeon " , were better than their counterparts in the first game . He said that " Gaia " , the piece that is played during the final boss battle , probably was the best of all pieces in the first two games . Gann did also find Last Bible II 's music to be better than the first game 's . He liked that the soundtrack was longer than the first game 's , and how he could not find any melodies that had been " borrowed " from The Demon Slayer 's soundtrack . Gann found Last Bible III 's sound font to be weak , but liked several of the compositions . Both Don and Gann thought that Another Bible 's music was worse than the music in previous games in the series . Don did however appreciate several pieces , including " Beginning Moment " , which he thought was catchy and had a fantastic melody , and " Hiding All Feeling Inside " , which he found to be the most successful piece in the game 's soundtrack .