

= Brave Fencer Musashi =

Brave Fencer Musashi (?????????? ??? , Bureivu Fens? Musashiden , lit . " Brave Fencer : The Legend of Musashi ") is an action role @-@ playing video game developed and published by Square in 1998 for the PlayStation home console . The game involves real @-@ time sword @-@ based combat in a 3D environment ; it also features segments of voiced over dialogue and role @-@ playing game elements such as a day @-@ night cycle and resting to restore energy .

The story follows Musashi , a young swordsman who is summoned to a parallel world to defend Allucanet Kingdom from the Thirstquencher Empire . He searches for the Five Scrolls , which can enhance the powers of his sword , while interacting with people from Allucanet and a nearby village .

Development began in early 1997 , and was directed by Yoichi Yoshimoto , produced by Yusuke Hirata , and scored by Tsuyoshi Sekito . The game was a departure from Square 's previous role @-@ playing games , which brought the team several difficulties during development . The game received positive critical response ; reviewers praised the graphics in comparison to other similar games of the time , and found the gameplay , especially the action elements , very compelling . Musashi received a sequel in 2005 for the PlayStation 2 under the name of Musashi : Samurai Legend .

= = Gameplay = =

Musashi is an action role @-@ playing game , in which the player fights against enemies with a sword in action @-@ based combat , with some role @-@ playing elements . The player controls Musashi , who fights a variety of enemies using his swords Fusion and Lumina and searches for five scrolls which will increase Lumina 's strength and grant him new abilities . There are also several minigames and puzzles scattered throughout which must be completed to advance the plot . The two swords he uses have varied abilities and uses . Fusion , which resembles a katana , is used to chain rapid combo hits together and can also be used to absorb Bincho energy , which is a type of magical point system that controls how many spells a player can cast and how quickly , or absorb an enemies ' skill . The other sword is Lumina , which cannot be effectively used in combos by itself ; instead , it can be imbued with elemental properties from Scrolls . Lumina is primarily offensive but in combination with the five elemental scrolls , it gains new skills . The two swords are often used in conjunction with certain techniques which are granted by various rescued townsfolk .

The game features an in @-@ game clock and day @-@ night system that affects the townsfolk and some of the creatures in the field (namely , the Minku - creatures from whom Musashi can obtain berries to increase his overall health stat) , as well as forcing the player to pay attention to Musashi 's fatigue rating that goes up over time with lack of sleep , which as the name implies will have a deteriorating effect on his combative ability .

The player can either go to an inn to recover Musashi 's health or make Musashi sleep outdoors without a full recovery and with danger he may be attacked by enemies . To pass time , the player may also opt to collect the various action figures -which resemble more detailed models of nearly all the characters and monsters- available at the town toy store which stocks new items at the start of every chapter . Along the way , Musashi obtains parts from the Legendary Armor which allow him to perform actions such as climbing or performing double jumps .

= = Plot = =

A boy known as Musashi , reincarnated from the legendary Brave Fencer Musashi who saved the Allucaneet Kingdom from a monster called the Wizard of Darkness 150 years before , is summoned to Allucaneet by its ruler Princess Fillet to save it from the invading Thirstquencher Empire . Musashi is given the blade Fusion , and is charged with the task of obtaining Brave Fencer Musashi 's sword ? Lumina , the Sword of Luminescence ? before the Thirstquencher Army does . Although Musashi has no intention of saving the kingdom , he agrees to do so in order to return to his homeland . After

Musashi recovers Lumina , he finds that most of the people from the Allucaneet kingdom , including Fillet , have been kidnapped by the Thirstquencher Empire . In order to rescue all the residents from Allucaneet and defeat the Empire , Musashi starts searching for the Five Scrolls ; each one holding an elemental power able to greatly augment the sword Lumina 's powers .

With help from the treasure hunter Jon , Musashi finds the Earth Scroll and defeats its crest guardian . After its defeat , half @-@ vampire and half @-@ zombie creatures known as Vambees appear in the nearby village . While searching for a way to stop the Vambees , Musashi finds the Water Scroll and defeats its crest guardian in the basement where the Vambees originate . While Musashi searches for the Fire Scroll , Musashi 's rival , Kojiro , kidnaps Princess Fillet and uses her as a hostage to force a battle with Musashi . Kojiro is defeated and Fillet is then rescued . Musashi then searches for thieves from the Thirstquencher Empire and makes his way to the next crest guardian . It is then revealed that Princess Fillet is actually one of Thirstquencher 's thieves disguised and that the real Fillet is still in their hands . Musashi then continues his journey , finds the Wind Scroll , and defeats its crest guardian in an ants ' nest .

After finding the fifth and final Scroll , the Sky Scroll , Musashi discovers Thirstquencher 's base , a floating ship known as the Soda Fountain . Musashi attacks the base and defeats the Sky Guardian . Thirstquencher 's leader , Flatski , forces Musashi to give him Lumina in exchange for the Princess , and frees the Sky Crest . However , this unleashes the Wizard of Darkness , who was sealed within Brave Fencer Musashi 's sword Lumina the entire time . It is also revealed by Jon that the original Brave Fencer Musashi sealed The Dark Wizard within the sword . Furthermore , it was Brave Fencer Musashi who entrusted the crests to the crest guardians to prevent The Dark Wizard 's seal within Lumina from being broken . In effect , the present Musashi 's quest merely aided The Dark Wizard 's revival . Musashi recovers Lumina and uses it to defeat The Dark Wizard . After returning the Princess to Allucaneet Kingdom , Musashi takes Lumina to the place where he found it .

= = Development = =

Executive producer Hironobu Sakaguchi stated that the idea for the game first came up in February 1997 . The original idea for Brave Fencer Musashi was having Miyamoto Musashi fighting in an alternate world from where he belonged . While the game conceptualized as an action oriented , Musashi was originally meant to be a wanderer . However , he was later changed to an itinerant Samaritan in order to have him interacting and helping other characters . During development , the team used an action base which was crucial to the game 's fighting mechanics . Director Yoichi Yoshimoto was focused on the game 's fully polygonal aspects that were a departure from Square 's previous works . The development team prioritized the movement of polygons in real time and how light affected their appearance .

When developing the characters for the game , Sakaguchi did not have a positive opinion of how popular would the game become . However , after the staff designed the graphics and the gameplay , he was surprised by the work , commenting that it was more interesting . The characters were designed by Koji Matsuoka and illustrated by Tetsuya Nomura . When the game was localized for an English release , translators had to change alcohol @-@ based names with soda @-@ pop names due to problems with rating boards . This resulted in several jokes being lost in translation . The game 's English title was changed from " Brave Fencer Musashiden " to " Brave Fencer Musashi " in order to avoid confusing non @-@ Japanese players about the titular character 's name , as " Musashiden " means Musashi 's story .

The game 's musical score was composed and produced by Tsuyoshi Sekito , who had never previously worked with Square . The Brave Fencer Musashiden : Original Soundtrack was released by DigiCube in Japan on July 23 , 1998 ; it consists of 78 tracks spanning two compact discs in a boxset .

= = Release = =

Brave Fencer Musashi was originally released in Japan on July 16 , 1998 . It was re @-@ released on June 29 , 2000 as part of Square 's Millennium Collection along with merchandise including postcards , a combination camera and cellphone strap , a handy strap , and keychain fobs . Another Japanese re @-@ release was for the PlayStation Network on July 9 , 2008 . In the North American market , it was packaged on October 31 , 1998 with the PlayStation 1998 Collector 's CD Vol.2 , which contained a demo of Final Fantasy VIII .

A simplified Japan @-@ exclusive mobile phone adaptation retitled Musashi : Mobile Samurai was released in 2005 . After the release of the game , plans were made for a sequel , but were then delayed for years . A PlayStation 2 sequel , titled Musashi : Samurai Legend , was developed by Square Enix and was released worldwide in 2005 .

= = Reception = =

Brave Fencer Musashi sold approximately 648 @,@ 803 copies in Japan during 1998 , making it the 17th best @-@ selling game of the year in that region . The game was given a 32 out of 40 by Famitsu magazine .

The game received positive reviews from critics , with Metacritic giving it a 81 out of 100 . GameSpot reviewer James Mielke praised the graphics , calling them " very well done " and superior to other Square RPGs of the time . IGN and GamePro 's reviews by Randy Nelson and Air Hendrix , respectively , similarly praised the game 's " excellent visual design " . GameSpot and GamePro reviews also praised the voice acting quality , while Nelson noted the " stellar soundtrack " but found the voice acting to be annoying .

The gameplay was also positively received ; for example , Hendrix from GamePro shared his opinion that the game did well with management of the games time . Nelson and Hendrix from IGN and GamePro both emphasized their enjoyment of the games action elements . GameSpot , while feeling that the action elements were the primary focus of the game , still liked the wide variety of role @-@ playing elements present . Nelson from IGN , however , wished that the role @-@ playing elements had been reduced even further in favor of the action parts of the game . All three reviewers compared the game to The Legend of Zelda , such as Mielke from GameSpot who had discussed the game to release as a direct competitor to that series . Both GameSpot and IGN felt that the comparison was invalid , as Musashi focused much more on action than role @-@ playing , resulting in a game that was not a direct competitor at all .