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The Go-Home Club is not the name of a boring high school extracurricular group. Oh, no. They are a group of guys who have realized that all their reality is actually a digital construct ruled by the glittering virtual idol μ. Get ready to make your way through rabid high school students and malignant music producers, because The Caligula Effect is now in the Americas exclusively for PS Vita! It comes as a digital deluxe pack that includes the game, a PS Vita theme with μ and various characters, 19 avatars, and a swimsuit costume DLC pack for \$39.99/CA\$53.49. With over 500 NPCs to build relationships with, a rewarding battle system called Imaginary Chain, original songs from Japanese producers such as (Oster project, 40mP, 164, cosMo@Bousou-P and more), and a dark story about the inner traumas of Persona series veteran Tadashi Satomi, The Caligula Effect is the perfect escape for those who want a JRPG adventure on the go. Oh, and we don't want to send you fighting for your freedom without a little help, so check out some useful tips below: Avoiding enemy enemies tends to regroup as the story progresses, stopping your journey. It can help avoid the enemy's line of sight to get back on track. Sticking to the walls of the dungeons will be a useful and perhaps life-saving strategy! Using the perception effect if a cluster of digiheads is difficult to avoid, facing one enemy at a time might be your only option. When you approach a cluster, press the X button to get the attention of a specific enemy. Not only is the perception effect useful when dealing with a block, if used successfully, it acts as a pre-emptive strike, starting the battle with more risks. Delving deeper into progressing the individual stories of the Go-Home Club gives you a deeper understanding of who they are outside the world of Mobius. To advance character episodes, increase your affinity with Go-Home Club members or progress through the storyline. μ also has his character episodes in the form of memory remains manifested throughout Mobius. Listen to what he has to say! Get help from Wire With a multitude of enemies to fight, students to make friends, and traumas to solve, many things can happen all at once. To help you get back to the main storyline, use the Go-Home Club chat room! Aria will be able to give you some advice to get you out of the dark. Wonders of the Green World Scattered all over the world of Mobius lie green sparks called wonders of the world. Observing these little glows will reward you with the points you need to learn powerful skills. Some also serve as a resolution point for Trauma Quests, so keep in mind where wonders of the world will benefit you during your journey. Make sure you find them all—some might even lead to a worldwide reward! The Enigma reward of the World accessing the contents of the world reward may seem a daunting, daunting task, some words that have a one in ten thousand chance of being acquired. Although an intimidating effort alone, with the help of other players and the magic of the internet, you will be able to enjoy the hidden areas of Mobius. Stigma hoarding There are three types of Stigma: posters that serve as weapons, fundamental beliefs that provide defense and accessories in the form of traumatic memories. Each Stigma provides a variety of beneficial effects or special abilities, allowing you to enhance your party in unique ways. They could also be a key to solving trauma missions, so collect as many as you can! Recruiting powerful friends who talk and friendship with 500 NPCs has its rewards. You can invite them on your journey and fight alongside allies who may be equal if not more powerful than Go-Home Club members. Use objects that grant charm hidden statistics to accelerate affinity progression. The causal link and its reward resolution trauma resolution missions reward you with powerful passive abilities that you can access in the Causation Link window. Many of the abilities are unique to both Hero and go-home club members, so accumulate them to help against powerful enemies! Using the Causal Link can serve as a map to help you solve difficult trauma missions and can also guide you on your trophy mission! Scarring through battles Going all out on the offensive can be a good strategy for some battles, but by appropriating an evasive fighting style, you can get a perfect 1-round defeat. This can be managed by taking advantage of Dash on the Affect effect ability coil. It's not as big as a waste of a move if it means you can complete your Chain Bind! View source Comments Share FuRyu NIS America PlayStation 4 Nintendo Switch Microsoft Windows May 17, 2018 March 12, 2019[1] The Caligula Effect: Overdose (Caligula Overdose in Japan) is a JRPG developed by Historia for the PlayStation 4. It's a remake of The Caligula Effect. Development Caligula Overdose was announced along with the anime adaptation of The Caligula Effect as a remake of the game. The overdose features drastically updated images and processing with Unreal Engine 4 and PlayStation 4 compatibility and a path about twice the volume of the original scenario. Plot Caligula Overdose follows the same storyline as The Caligula Effect. Unlike the original, Overdose features a brand new route, a Forbidden Musician Route, which allows the player to become a double agent between the Go-Home Club and the Obstinate Musicians. The game also features multiple endings. Changes to caligula effect Several new characters have been added to the PS4 version. Characters are: A Forbidden Musician Route and multiple endings have been added. Gameplay I'm sorry. I haven't created anything beyond that yet. This article or section is a stub. The main gameplay is unchanged in Overdose. It is still a RPG with turn-based combat, using the Imaginary Chain system to predict combo results and causality link to connect with over 500 mobius students to recruit for your party. Changes to The Caligula Effect Overdose include a revamped user interface and graphics. The game over requires a total killing of the party, where previously, the protagonist alone who fell was enough to cause one. Simplified causal link; The affinity with NPCs increases faster, and you only need to perform one side question instead of two. New special moves in the form of flashy overdose attack capabilities to fight boss battles again, including Go-Home Club fights like Lucid Not available until post-match Story development and people's reaction will change depending on the sex of the protagonist. If the player chooses to play as a girl, there will be places where the female protagonist can go where a male protagonist cannot. The player can now form parties with stubborn Musicians. Members of the Go-Home Club mix-and-matching with Ostinato Musicians are not possible until post-match Music I'm sorry. I haven't created anything beyond that yet. This article or section is a stub. Like the original, Tsukasa Masuko returns as a composer for Overdose. With a brand new main theme: Cradle, performed by RePLiCA, now with the addition of Himika Akaneya. New themed songs are made for new characters, such as Suicide Prototype for Lucid and Onboro for Kuchinashi Videos The Caligula Effect Overdose - Announcement Trailer (Switch, PS4, Steam) 【Caligula Overdose (ぎ天—天天—【Caligula Overdose (ぎ天—天——) — Add a photo to this gallery External Links Official Site (JP) Official Site (EN) References † Community content is available in CC-BY-SA, unless otherwise noted. Go to skip navigation to search Continue to: → Walkthrough → - Skip to Summary - The Caligula Effect: Overdose / Mobius Table of Contents Description. An idyllic world that exists to make people forget the pain and problems of reality. In this world created by a sentient vocaloid program, μ (Mu), reality and fantasy have clouded, allowing people to relive their high school years in bliss. Yet, in this seemingly beautiful and perfect world, something is wrong. Escape this fake paradise with your fellow students and return to reality in The Caligula Effect: Overdose! Top Features: An Overdose of New Features - The Caligula: Overdose Effect boasts improved graphics and gameplay! Explore new scenarios, endings, and Forbidden. Visit official screenshots of the Web Screenshot Screenshot

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