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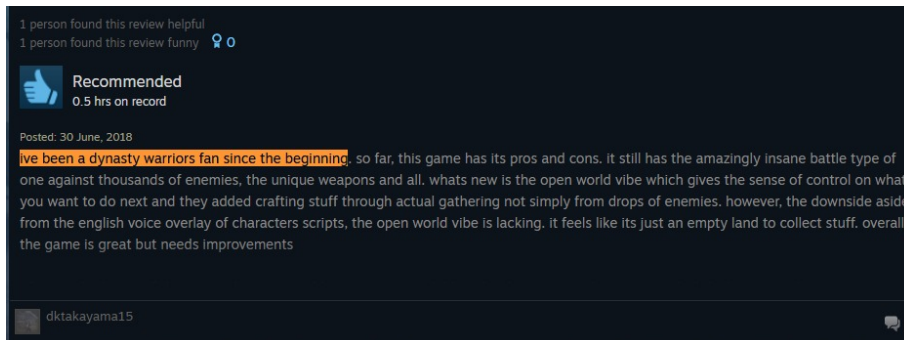
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Lampiran I

Daftar Seluruh Reviewer

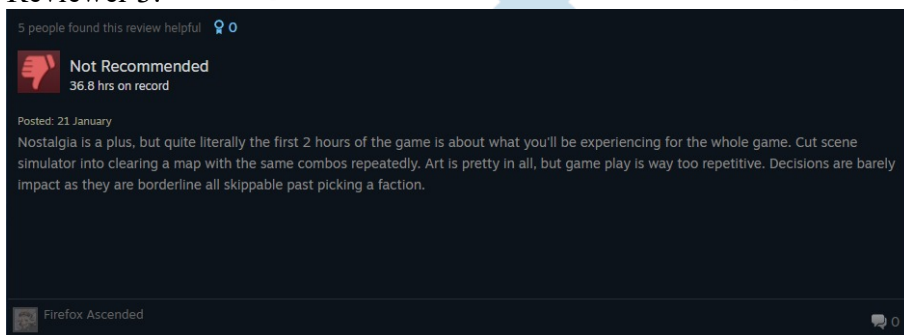
Reviewer 1:



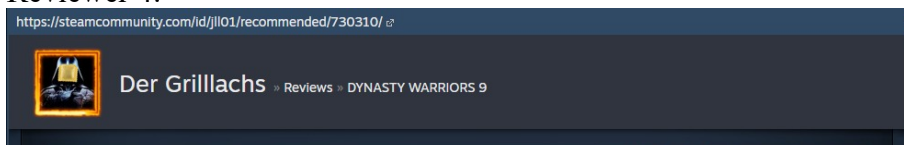
Reviewer 2:



Reviewer 3:



Reviewer 4:



Reviewer 5:

**BlueV** » Reviews » DYNASTY WARRIORS 9

112 people found this review helpful
4 people found this review funny

**Not Recommended**
0.0 hrs last two weeks / 48.2 hrs on record (19.1 hrs at review time)

Posted: 5 Jan, 2021 @ 5:36pm
Updated: 20 Oct, 2021 @ 8:09pm

It's bad, but it isn't as bad as people make it out to be.

One of the reason I never touched this game until now is because of the bad reviews, awful presentation, bad changes to the combat systems, and the terrible English voice acting. Bought the game on sale, and....

Most of them were right. Most.

The world looks bland, like something out of a Unity Terrain Tool project. Cities also looks the same everywhere I go.

The RPG system kinda works, but you spend the entire early game grinding for experience before you get overpowered real fast. The gem system is kinda okay, tho.

There are too many characters, and you can only focus on one, since characters' levels don't scale as you progress through the story unlike previous installments, and the lack of incentive to replay the game from the beginning(since the game returns to be character-focused Musou Mode instead of kingdom-based as in 7 and 8). Characters lose their unique weapons, and can only select generic weapons.

Reviewer 6:

198 people found this review helpful
7 people found this review funny  51

**Not Recommended**
601.7 hrs on record

Posted: 25 December, 2021

Technical:

Performance:
The game still has huge performance issues. It depends on the version of the game. 1.13 was okay while the newer versions have big frame drops again. I have a pretty good pc and still get these drops.

Graphics:
It looks better then DW8 but not much. Don't get fooled by the screenshots in the store they are polished, the game doesn't look like that in any way.

Now to the game itself:

Story:

 **Krotchy**  0

Reviewer 7:



Corneval
» Reviews » DYNASTY WARRIORS: ORIGINS

164 people found this review helpful
2 people found this review funny


Recommended
0.0 hrs last two weeks / 30.7 hrs on record (16.6 hrs at review time)

Posted: 19 Jan @ 9:00am

If you miss playing the OG DW on Playstation 2, then this game is the replacement but with enhanced graphics and gameplay. They successfully brought all the past DW elements to this game (except local co-op / multiplayer ofc) and the best part is they add more! If you don't have any problem with no character customization then I might say this game is 10/10.

It has a very nice and fluid fighting mechanics and variety choices of weapon so you can choose your own playstyle. All the high rank officers and legends are also challenging but not to a point where it's impossible to beat. We all know how annoying fighting Lu Bu back in the days right? Well he is even crazier here but that's just what makes it perfect because we want Lu Bu to be STRONG. No additional in-app purchase as well so once you bought the game that's all you need.

All I can say is, if you are a vivid DW fans then I can truly recommend this game for you. It is WORTH IT!

Reviewer 8:



Simpbboy Keigo
» Reviews » DYNASTY WARRIORS: ORIGINS

216 people found this review helpful
3 people found this review funny

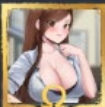

Recommended
0.0 hrs last two weeks / 63.8 hrs on record (34.4 hrs at review time)

Posted: 14 Jan @ 9:22am
Updated: 19 Jan @ 7:43am

Edit: Wow, this game gets even better after beating it once!

Pros:
- Good combat. Very fluid and each weapon feels distinct.

Reviewer 9:





Sylvie


» Reviews » DYNASTY WARRIORS: ORIGINS

23 people found this review helpful


Recommended
0.0 hrs last two weeks / 32.9 hrs on record (0.7 hrs at review time)

Posted: 14 Jan @ 12:53pm

An absolute **nostalgia** hack & slash game! Gameplay feels smooth & responsive, very fun to play with Musuo as you kill more enemies, story was great. As for game performance, it can easily run about 240fps in 4k resolution via NVIDIA DLSS 3 FG. My DualSense Edge controller works no problem and I'm glad it supports both Xinput and DualSense input controller.

Reviewer 10:



Loverboy821 » [Reviews](#) » DYNASTY WARRIORS: ORIGINS



Lampiran II

Daftar 500 Kode pada Dynasty Warriors 9

No	Text
1	Notice I played every Dynasty Warriors game from 2 to 9 as well as the extreme legends and empires variants.Technical:Performance:The game still has huge performance issues.
2	I have a pretty good pc and still get these drops.Graphics:It looks better then DW8 but not much.
3	Don't get fooled by the screenshots in the store they are polished, the game doesn't look like that in any way.Now to the game itself:Story:It's the usual storyline the Three Kingdoms.
4	You can play Wei, Wu, Shu, Jin and some other characters storylines like Lu Bu, Yuan Shao or Zhou Ci.
5	Each character has their own storyline while you are going to play the same levels repeatedly.
6	The storyline is divided into 13 chapters which play the same for every character who participates in them.Gameplay:The open world doesn't add anything good to the game.
7	Unfortunately, the battles are so spread out that the missions start to feel like they are just random.Fighting system:The new combat system differs a lot from the one they had before.
8	You have 4 new attack moves.
9	You can chain these attack moves together with your normal charge and light attacks.
10	This makes the fighting system boring and repetitive after a short time.Difficulty:This game is way too easy I play it on ultimate without any real challenge.
11	Second the officers at least try do attack you occasionally, but their AI is not good as well.
12	Fourth the combo system lets you perform infinite combos.
13	Fifth you will get over leveled by doing the story missions.
14	Being level 50 of 100 after chapter 2...Quality:Unfortunately, the game also has a very bad quality in general.
15	They went for a new voice acting studio.
16	There are also many typing errors in names and sometimes even errors in the sense of their dialogue.Example:The cutscenes are all like this.Now to the usual Koei laziness:- The weapon models of the tier 3 and 4 weapons are copy pasted from DW8- The musou and special attack animations as well as some minor attack animations are copy pasted from DW8 and 7- Some assets are copy pasted from DW8 and 7- Soldiers are copy pasted from DW8- The DLC weapons are copy pasted from DW8- Many castles are copy pasted around the map.
17	You will have to attack the same fortress model repeatedly- The map is empty half the map is just planes with some dust and grass.
18	unique weapon. I don't even know why they just didn't copy pasted all weapons... oh yeah right you can sell them as DLC later. Bugs, patches and features:So they released some patches now which added some new features and
19	I don't even know why they just didn't copy pasted all weapons... oh yeah right you can sell them as DLC later.Bugs, patches and features:So they released some patches now which added some new features and fixed some bugs.

20	ugs. What did these patches do?They always say these patches fixed some bugs but every time I started the game after an update and tested the new patch and the bugs they claimed they fixed it basically took me only 5 minutes to reproduce t
21	gs. What did these patches do?They always say these patches fixed some bugs but every time I started the game after an update and tested the new patch and the bugs they claimed they fixed it basically took me only 5 minutes to reproduce the
22	What did these patches do?They always say these patches fixed some bugs but every time I started the game after an update and tested the new patch and the bugs they claimed they fixed it basically took me only 5 minutes to reproduce the bug
23	Ranging from broken controls over enemies not spawning, buggy collisions and missions not finishing.The new features:Koei gives you a free trial version of the game now.With one of the latest patches they added offline and online coop.
24	ame. Then we went into the figh
25	For him it looked like I was hitting the air while I was fighting hundreds of enemies.
26	mies. Then we were fighting Lu Bu together at Hu Lao gate and besides him teleporting around something else fe
27	ff. I dealt pretty good damage to him and said he's nearly down while my friend said at his screen Lu Bu was nearly full hea
28	y full health. We weren't fighting the
29	id this game get better by now? No, the fr
30	id this game get better by now? No, the fram
31	ow? No, the frame rate is worse than on release. The same bugs still exist, the AI is
32	w? No, the frame rate is worse than on release. The same bugs still exist, the AI is sti
33	worse than on release. The same bugs still exist, the AI is still bad, not responding and
34	stem is still badly balanced.
35	nced. The battles are still boring and spread out. The voice acting is still bad. The new combo system is still bad, boring and rep
36	ced. The battles are still bor
37	oice acting is still bad. The new combo system is still bad, boring and repetitive.For me it feels like Koei tries to extinguish a wild
38	I saw that a trial version was available for free, so I thought "What the heck, it can't be as bad as everyone is making it out to be.
39	I actually thought that this might not be so bad....but then I started playing the game.
40	Story mode to be specific.
41	Where do I begin?The graphics - Acceptable from afar.
42	On the surface, just generally glancing around, this game looks fine, but if you actually stop to look at something, it looks bad.The voice acting - When I heard people saying things like "The English voice acting is so bad." I thought to myself "Ahhh that's just the old DW style!
43	The "so bad it's good" voice acting!
44	But as my chosen hero, Guan Yu, uttered his first line of dialogue, I almost recoiled in horror.
45	I would have liked to think that, as passionate developers who love their franchise (as they SURELY must be), they would put at least a little effort into employing voice actors that closely resembled those of past games.
46	"They're not even trying." The voice acting in this game truly is horrendous.
47	The voice acting back then, at face (or ear?) value, was bad, sure.
48	It feels like they just said "Eh, they'll do.", to the first people who showed up for the roles.Animation - In cutscenes, it's partly alright and partly WTF.
49	Other times your characters face might be smiling, and then instantly turn into a frown.
50	All I know is, that kinda split-second emotional change ain't normal.Tutorial menus - I decided it was high time to just get down to what DW does best.
51	I get it....they're trying their hand at being an RPG, and with that, comes new mechanics that need to be explained.
52	y, it's not right for DW. I just want to kill bad guys, not spend 20 minutes reading page af
53	But running into a barricade and being unable to move is not acceptable at all, especially given how much it happend in my short time of playing.So I finally get into combat, and the combat itself is very different.
54	self is very different. Not bad different, but I find myself thinking of that saying "If it's not broken, don't fix it." They wanted to try something new, but as with the majority of this game, I personally don't think that it was the right choice.At this point, I was genuinely upset, because I found myself thinking that I ca
55	Technical:Performance:The game still has huge performance issues.
56	What did these patches do?They always say these patches fixed some bugs but every time I started the game after an update and tested the new patch and the bugs they claimed they fixed it basically took me only 5 minutes to reproduce the bugs.
57	Then we went into the fighting
58	We weren't fighting the same enemy here.

59	TL;Dr at bottomAs of right now I would not recommend this game as a whole, as it is average if not painfully mediocre.
60	Forgive me if some things are rather specific, but everything I mention is worth considering.Pros:-The music is great- Graphics are above average-The interface does its job exceptionally-Large diversity of characters to play as, but requires you to unlock them as you play the game-Combat is mostly simple but has many components what can be used to enhance it, such as items, environment, and more-Crafting in the game is balanced enough, offering some specialization to suit your tastes, to a degree-Small distractions such as owning a house offer some distractions you can use to interact with other characters if you want-Different factors can decide battles, though it has varying resultsCons:-99% of the battles are so boring, easily cheesed.
61	Win a battle designed to be 10+ minutes by ignoring the purely optional objectives and running straight to the commander and beating it in 1 minute.-AI who follow you around more often than not sit and watch-Even during important battles, the AI will be too stupid to properly navigate, preventing them from joining in like they're obviously meant to do-Traveling the world is essentially a big chore until many hours later into the game-Some enemies will just straight up despawn in front of you, forever gone-Some of the text you need to read flies by during a second, screwing you over if you needed to read them-Game has issues with rendering, even in cutscenes some things will just not fully render, such as characters in the front of the action.-The voice acting is something that is more of a distraction than it is a treat to listen to, as almost all voices you will hear in the game are less than desirable to listen to, and you'll hear them often enough, which detracts from enjoying the downtime between combat as well as what are supposed to be meaningful scenes.-The lip synch in this game is just god awful, with the only passable parts being special cutscenes.
62	This comes a distasteful annoyance, like the voice acting.-Some of the game's animations come off as being slower than they should be, which is distracting-Game has inherent performance issues during combat-Dialogue audio cuts out during combat a lot-Enemies clip through objects more than often enough, putting them in places they shouldn't be, and becomes painful during battles in castlesOverall, I'd say 100% pass on this game UNTIL they patch some of the problems later down in the road (especially the AI and other oversights).
63	It's not a great game, but it isn't trash, either.TL;DrI personally cannot recommend this game, but you do you.
64	I'm just here to inform I feel it is painfully mediocre at best, and that is being somewhat kind.
65	It's bad, but it isn't as bad as people make it out to be.One of the reason I never touched this game until now is because of the bad reviews, awful presentation, bad changes to the combat systems, and the terrible English voice acting.
66	The gem system is kinda okay, tho.There are too many characters, and you can only focus on one, since characters' levels don't scale as you progress through the story unlike previous installments, and the lack of incentive to replay the game from the beginning(since the game returns to be character-focused Musou Mode instead of kingdom-based as in 7 and 8).
67	Characters lose their unique weapons, and can only select generic weapons.The new combat system, although works surprisingly well despite my initial disapproval, is kinda broken.
68	Just stunlock them and finish them when the prompt appears.Horse pathfinding is atrociously bad.
69	Just don't use "Auto-Run", whatever you do.Photo mode is pure atrocity to navigate, and doesn't serve much purpose with the bland world, it feels like an afterthought.The voice acting.... well.
70	If only they animate the cutscenes like in the previous games, maybe I would get the feels, because some cutscenes, like Sun Jian's burial, looks dumb when not animated properly.The new characters actually have interesting designs, and the new designs for existing characters are very nostalgic and refreshing at the same time.
71	It's like they want to emulate the aesthetics of Dynasty Warriors 4, but with more modern design.Music has always been one of the best part of Dynasty Warriors series, and this game is no exception.
72	Although it's a bit inferior compared to 8, I was never bored with its music.
73	The battle themes especially are rocking it.The new movement system is also more fluid and fun.
74	Combat roll from DW6 is back, which is good.
75	You can do side missions to reduce the main mission's difficulty level, so you are still incentivized to do some stuff before facing the big bad of the chapter.
76	Lu Bu, for example, turns from a level 40 menace to a puny level 10 if you managed complete all sidequests.Some of these problems(emphasis on some) have been patched(including the stunlock mechanic, but now Lu Bu can just super-armor through anything, which is good and bad at the same time), but this is the problem with this game.
77	This is an exact repeat of the Sonic 06 situation.I honestly have so much fun with this game, but I cannot overlook its fatal flaws that will turn away even the most hardcore of the fans.
78	Personally, as much as I like thinking games, I find some mindless killing every now and then is good for the soul, especially after a long/bad day.The only differences between the games are the franchise themes (Chinese history, Japanese history, Zelda, Gundam, etc) and the extra gimmicks used for the individual games to try to make them stand out from the rest (giant boss enemies, character switching, weapon switching, bonus card tactics, etc), which can all change in between each game of the same series, let alone the different franchises.
79	Visuals on here are rather boring to look at.
80	This series of games always have bad dialogue, but not only is this one bad, but it's boring and wants to put you to sleep.
81	Huge cast of characters, which is normal for a Dynasty game, but this has more than some previous titles.
82	You can equip any weapon to any character though, so this results in no real uniqueness between them except their appearance and their special Musou attack.
83	Plus, with all the characters, given that this is Koei, you would think there would be more costume options available to unlock or even as DLC, such as versions from the previous games (this is the 9th gen after all), but no.

84	The new combat system introduces additional moves/control options for fighting, but the actual combat feels much more basic than before because the original combo fighting is no longer there and there's little need to use the new options.6.
85	While you could always just charge straight for the enemy general in previous titles, it could still prove to be difficult without at least clearing some of the ruffraff beforehand.
86	There are 13 story chapters in the game.
87	With each chapter comes its own presets of who controls what.
88	Now back under enemy hands.
89	Even the ones off in the far corner that have no bearing on the current story chapter that should suddenly make them an enemy to you.
90	*****NOTE: As with all Koei Tecmo games, I refuse to touch this game with mouse and keyboard.
91	Therefore, this review is only relevant for people who have a gamepad.*****Edit: I don't know what Koei did, but I'm getting stupid amounts of lag now (25 fps on a good day).I'm going to have to give this game a negative review, but surprisingly not because of the new combat system.
92	I actually like the new mechanics - they feel quite fluid, if unpolished (more on that later).Dynasty Warriors 9 feels like a step forward and two steps back.
93	The open world was an interesting idea, the hunting, fishing, and hideaway systems are fun diversions, and the overhauled combat is pretty good.
94	But unfortunately, everything good also feels like it could have used just a little more time to iron out the wrinkles.First and foremost, the combat.
95	Gone is the usual "Combo X number of normal attacks into Y power attack that always does Z" system that they've used since the beginning (ignoring DW6, of course).
96	Instead, all combat buttons are contextual.
97	I've lost count of the number of times my character lunges past my intended target in order to counter an enemy attack fifty meters away when all I wanted to do was perform a guard break.*****The BIGGEST issue I have with the game is a simple one: all of the battles and chapters feel exactly the same.
98	Instead, they clash at a specific point, get bogged down, and stay there for the entire battle unless you happen to go kill the enemy officer.
99	You get a basic stat system (Health, Musou, Stamina, Attack, Defense, Speed, and Archery) where you can invest stat points as you level up, giving you the ability to fine tune your characters, shoring up weaknesses (e.g. boosting Sun Jian's attack to keep pace with his defense) or min/maxing (giving Xiahou Dun nothing but attack boosts).
100	On top of even THAT, each weapon has 6 enhancement slots that improve various traits and grant your special attack elemental abilities (Fire, Ice, Thunder, Wind, Slash, Poison).
101	The character customization is probably my favorite part of the game (by virtue of everything else being entirely broken).All in all, the game lacks depth and polish.
102	I have a lot of good and bad things to say about this game, so please do what you will with this review.The reason why I rated it negative is because someone who isn't a fan of the Dynasty Warriors franchise will NOT like this game, if you are a lifelong fan of the series, then it could go both ways for you.If you never played a Musou/Koei game in your life, don't buy this game.
103	Seriously, don't.If you have, consider what I am about to say.CAMPAIGNThis game claims to have individual campaigns but that's incredibly false, each kingdom is separated into chapters and only specific characters can play certain chapters.
104	Long story short, the campaign is a long story mode, no chapter is unique to certain characters, they're all the same.Characters/Mechanics.The combat was revamped, I can't really say it was for the better... it's different, and I can respect that.
105	Every single character has this, the difference is significant enough but it's a step down, some characters can do some cool stuff (Xun Yu you can jump after using your knock up and hit them with more throwing knives, Zhu Rans down can be used to poke enemies) so on and so forth, Character cloning isn't a big deal, trust me you won't be playing every character, which goes on into the next segment.Replayability.None, zero.
106	Pick your characters wisely, because I guarantee that you won't be playing the same campaign twice, playing as Sima Shi in chapter 11 is the same as playing Zhong Hui in that same chapter.
107	I advise you to pick different characters while jumping from the campaigns, pick characters who die early into the campaign so you can have an experience with a bit more variety.
108	So don't play through Sun Quans full campaign, because you would have already experienced the story, and you wouldn't want to play through Wu again.Story.The story is actually really well narrated, and I believe that this is the best thing about the game.
109	I don't want to say much since I experienced the story nine times but just know that this is the best of the nine in terms of narration.One more issue.No free mode, my favorite character is Pang Tong, and he dies two chapters after he is introduced, in a normal dynasty warriors game I could just select him in free mode and enjoy playing him in whatever era I want.
110	If your favorite character is a short lived one, tough luck."You just need to complete one character's story to play free mode, but it's only unlocked for the chapters+faction that you have already played ie completing Cao Cao's story won't unlock free mode for Shu's or Wu's chapters."So free mode turns out to be POSSIBLE but only under specific circumstances, personally I won't be going back to play the same chapters, dynasty warriors 8 just has a better mission structure.So...The game is fundamentally bad, you really have to be a fan of this series to somewhat appreciate the attempt at an "open world" game.
111	The best way I can describe this game: Fun, but not fun.I can spend hours playing Dynasty Warriors.
112	I find it a lot of fun, and can put a lot of hours behind it.

113	I can't do that with DW9.It's fun for about an hour, but I find it to be less fun the longer you play, which should be the opposite of a DW title.
114	I don't have an issue with the revamped moveset (although mass clones, and de-cloning through DLC is absolute ????????), but the combat itself is pretty fun.
115	If your PC can handle it, the scale of some of the pitched battles is pretty fun.
116	But again, the longer you play, the less fun it becomes.
117	There is no urgency and no risk of failure outside of you dying to fire arrow spam from archer towers.But you push through and complete a character's story.
118	Once I finished his campaign, if I wanted to play the rest of Wu (this was before the mass unlock feature) I had to play as Sun Ce, starting at Hu Lao Gate (which I literally just cleared) to progress the Wu story.
119	Then his story ends at Chapter 4.
120	The next batch of Wu characters don't let you pick up at Ch 5, but instead you have to replay chapter 3 or 4 with the new unlocks.
121	So yeah, the more you play, the more of the same you encounter, and the less fun it becomes.
122	I can't play for more than about an hour or so per session without getting bored.Overall, I'd say it's a great concept with innovative ideas, and I'd enjoy it a whole lot more if the execution didn't completely ??? the bed.
123	There have been some mistakes - namely, reduced enemy density in DW4 damaged what made the series special while replacing weapons and reducing the character count in DW6 was not good for me.Through all that, this is the first game in the series that I just don't like.Not only is it not any good in general, but I can't come up with any redeeming qualities to soften the blow.
124	I'm not one for hyperbole, I just can't think of any single thing in this game that is better than other games in the series.I hoped that the DLC would help, but, in its own way, it showed the same poor workmanship and laziness of the base game.
125	Each of the DLC characters reuse a weapon and pose from other characters.
126	To be fair, the DLC characters execute different moves, but if you played DW8, you'll immediately recognize the poses - Dong Zhuo's daughter has Gan Ning's old weapon and pose, for example.Anyway, I've written good reviews for games that just made me so happy that they deserve the praise.
127	I've written bad reviews, mainly for games that made me angry for one reason or another.
128	Nearly every minute of my play time was spent wishing I was playing DW8.In short: Dynasty Warriors 9 is like finding your old friend from school - the one who was always nuts and made everyone smile - and discovering that he has become addicted to meth and suffered crippling brain damage from sniffing glue.
129	While this game is not as terrible as some people claim it to be, almost every aspect of it is mediocre at best.
130	While the map is pretty big, exploring it is not fun at all.
131	Then we got super fun activities to do in a hack and slash games.
132	As the result, open world ruined one of the most fun features of DW games.3)New combat system is not bad but i can't say that I completely enjoyed it.
133	It's more flexible than the old charge system while also making all characters playing the same regardless of weapon they use.
134	It's oriented on beating officers to death in one combo rather than fighting multiple enemies which I can't say is good.
135	They are not as bad as DW6, but playing some characters without their iconic weapons feels wrong.
136	Instead of making enemies more aggressive, they just increase their HP and damage to abnormal levels.
137	That's one of the main reasons why the old games were much fun in comparison to the newer ones.
138	Also enemies like to roll (which is completely invincible) so much to the point that makes fighting them infuriating at times.
139	I saw one of them roll 20 times in row.5)Story.
140	Yes there are much more dialogues than before and many characters got enough screen time.
141	Once again they disneyfied some tyrants while transforming some characters into grotesque parodies.
142	Once again Lu Bu's story and character was written by a 10 years old person.6) Localization...
143	They confuse Shu with Wu, Yuan Shao with Yuan Shu, they called Zhou Fang "her", they called Guan Xing (Gwan Ching in Huang Zhong's ending) older brother to Guan Ping while it's opposite, "Zhurong is attacking Zhurong", "Attack Zhurong from a distance and rescue Zhurong" and many more mistakes like that.7)Soundtrack is surprisingly good in comparison to DW7-8 bland tracks
144	They confuse Shu with Wu, Yuan Shao with Yuan Shu, they called Zhou Fang "her", they called Guan Xing (Gwan Ching in Huang Zhong's ending) older brother to Guan Ping while it's opposite, "Zhurong is attacking Zhurong", "Attack Zhurong from a distance and rescue Zhurong" and many more mistakes like that.7)Soundtrack is surprisingly good in comparison to DW7-8 bland tracks.
145	On other hand, generic officers look ugly - bandits who look like ministers, ministers who look like warriors, old men who look like young men.9) Optimization is pretty bad.
146	Fortunately, since it's PC version, graphics can be tweaked to greatly enhance performance with a stable (relatively) framerate even on average computers like mine.With everything (almost everything) being said, I can recommend this game only to hardcore DW fans and even many of them will not like it because it is very different from the old games (not in the good way).I have been waiting for worthy successor of DW4-DW5 for years, unfortunately the game with name "Dynasty Warriors 9" says it is finally time to give up on the main series.
147	Those are understandable.Personally, I never play a ??? ton of characters in the franchise.

148	Unfortunately Koei Tecmo tries to follow the "crafting open world" that plagued western games for the past 6 years.
149	There are a lot of things to do, but they're quite obviously half baked (such as the ability to sneak, which is useful never) and upgrading your very own homebase, which to be fair does allow you to change costumes and listen to some dialogues. You still fight enemies, you still capture bases.
150	Base capture is quite annoying because there are plenty of them and the enemies keep trying to retake them.
151	But as I said things only happen when you're around: unless you approach the mission area your struggling ally will not die, the base under attack won't fall.
152	But important bases get captured when you defeat the officers inside, and they already have unlimited soldiers inside anyway, and you can defeat them in single combat without worrying about silly things like "reinforcements". The worst part is there's no more unique missions like DW8XL's "escort Zhang Miao to enemy officers to make them switch".
153	"Go here and kill them" The combat, if nothing else, manages to be both satisfying and not at the same time. To be fair, combat in Dynasty Warriors have always been about mashing buttons and repeating the exact same pattern of execute combo A, execute combo A, execute combo A over and over again until the target is dead.
154	Depending on your input lag you may have executed EX attack 1 or 2.
155	DW9 did away with that charade and just give you a single combo chain.
156	You can then execute what amounts to EX attack 1, 2, or 3 to either uppercut the enemy, "stun" them, or knock them down.
157	Either way successful attack allows you to continue to combo B, so you can repeat the whole process again.
158	Each attack is mapped to different key, so you can always execute the exact attack you want! It's satisfying in that you're no longer frustrated by input lag.
159	I can't believe how many times I tried to execute Lu Bu's EX 2 only to execute EX1 in DW8 because the animation for attack 3 hasn't started yet although I've already pressed [] 3 times But this also means there's nothing unique in every officer's attack.
160	I can't believe how many times I tried to execute Lu Bu's EX 2 only to execute EX1 in DW8 because the animation for attack 3 hasn't started yet although I've already pressed [] 3 times But this also means there's nothing unique in every officer's attack.
161	There's no unique attack like Lu Bu's face grab, or Diaochan's self buff.
162	Each officer has a single "unique" attack that actually just does the same thing: AoE damage. I can't recommend this game.
163	Not because the game itself isn't fun, the open world design has a great potential, and fighting is just as good as the previous games, but the execution is pretty poor.
164	I've got the whole series to base my opinion on so I easily poke at what I consider to be improvements and misfires. Positives I can give: The Musou attacks combining some of the older attacks from Dynasty Warriors 3/4/5 with the new attacks from Dynasty Warriors 7/8 are very welcome advancements for clearing a crowd as well as making the characters feel like gods of the battlefield. The character designs are still very appealing and show that the developers can still make the characters come to life and still feel new. The new charge system which has you pick from your options based on holding the R1/Right bumper makes for a very good system of constant attack and a good way to keep combos going as well as maintain momentum against enemy officers. The combo system has been simplified to favor newcomers to the game and give them easy entry. Negatives I have: Stretching out the maps and calling them open world has done the game no favors.
165	It is better to keep the maps as compact as they did in the former titles because at least then the world didn't feel so empty. The combo system has been overly simplified.
166	No new combo attacks to work for sadly only hurts the game's lifecycle in the long run.
167	A better system would have been to combine the normal attack/charge system from Dynasty Warriors 8 but keep the new charge system as the new EX system and have 4 different EX attacks that were tailored to each character. Characters sharing weapons hurts replay value.
168	Only Lu Bu has a unique weapon.
169	Even though the characters that share the weapon might have slight differences with their charge attacks, it does not help that they still feel like reskins.
170	The excuse to have characters with certain weapons for sake of "realism" gets destroyed when you see characters still fight with highly flashy attacks as well as producing elemental abilities that just make the "realism" argument more in tune with the fact the game felt unfinished.
171	The cinematic feel is gone and has been replaced with lifeless scenes where the voice acting only seems to make the entire showing worse.
172	I had to switch it to either Japanese or Chinese just to stomach the voice acting. I see the potential this game could have had as a Dynasty Warriors game but sadly I feel it is by far the worst one made.
173	The combat is somehow more complex and simple than it's ever been with the Trigger combos and instant kill mechanic on enemy officers/captains, and the feeling of an empty world except when you finally make it to an area with enemies is vastly apparent considering the stages in Musou games in the past were always littered with peons to either slog through or ignore completely while running through them on a horse. With all of this being said, I still think the game can be enjoyable, but dear god the QA on the PC port was poor if not virtually non-existent.
174	Being able to cheese sieges instantly with the item makes them a complete joke, and then you just run into the fort/castle/base center, beat the enemy officer, and you've captured it immediately. I'll keep a hold of the game because I can appreciate the experiment Koei-Tecmo did with this game and believe it can still be decent in its own way, but I no longer view this game as an entry in the Dynasty Warriors franchise even though I've played less than two hours of it.

175	I'll be waiting for PC performance patches in the meantime though, because at the moment its nearly impossible to play.
176	I seriously waited years for DW9 and this is what I get.Mindless galloping around the 'open world' to kill 1 guy in 10-30 seconds that is no challenge.Major battles such as Hulao gate becoming a joke and forgetful.Glitchy graphics (can make walls disappear at a certain angle).Overall poorly optimized.A slap in the face English voice acting.I couldn't even get any further because it was that bad, the hunting and everything else looked so poorly done I think it would of just led to more disappointment.
177	I sunk hundreds of hours into DW8XTRL and 6, I thought 6 was bad compared to 8. 9 just made 6 look like a good game while 8 being amazing.
178	I don't hate the open world format, yes, I like the past better, but I do see potential if they get their ???? together.
179	Now, while this is definitely the weakest entry in the series (I think strikeforce was more fun), the flow system is, in my opinion, better than 6's Renbu system.
180	Combos are easy to set up and keep going, and you don't have to chain like 1k hits before you can use your entire moveset.Graphics are ok, but the environment is a huge letdown.All the castles and bases look the same or close enough to it.
181	Cloning is back and badder than ever (possibly worse than 6&7), but at least they have unique specials (Think EX attacks a la 7&8) and their own musou finishes.Character models, however, look much improved over the pc port of DW8XLCE, and graphical effects are vastly improved as well.Enemy and friendly AI has received another bump, but that may have been from an update as I remember when this came out, it was more of a cakewalk than usual with this series.(Also, bodyguard AI is downright fantastic as far as this series is concerned.
182	Yes, I know, it's bad.
183	It's real bad.
184	There are a few ok instances of voicing here, but most of it comes off as so bad it's either funny or painful.
185	Feels like Omega was just saying "You want an English voice track so bad?"
186	Here ya go." Lazy rush job by the dev or publisher.Music, however, is very nice, still.Gameplay has some pacing issues, but now that I'm done being absolutely outraged like most everyone else was upon release 2 years ago, I'm finding myself enjoying it.
187	(I'm talking like 3k+ hits without missing a beat)The bad in this game comes from it's performance, even on modern hardware unless you've got a top-of-the-line system, maybe.The overall world map is pretty bland, and you can't really tell where you are just by looking around.None of the areas feel particularly unique.
188	Something like over \$300 for everything if you made the mistake of purchasing everything separately?Also, the story.
189	Please, for the love of everything fun, start getting hypothetical again.
190	We've lived the 3 kingdoms story across 8 mainline games now.
191	The open world concept could work, and so could the new combat system, but I doubt they'll stick with that in particular (again, dw6 and it's renbu system.) If you can get past that, and like the novelty of a Chinese dub on top of the English and Japanese ones, I'd say this is ok to buy at a fairly deep sale.
192	Costumes being dlc only is a joke, and so are the "NPC exclusive-but-purchasable-as-DLC" characters.As much as I want to recommend this game, I can't unless you're a fan who wants something different from the game and doesn't mind more jank than usual.
193	I wrote this review by keeping open a text document while I played the game, writing down things that irked me as they happened.-----Guan Yu has trouble hitting prone enemies, so you end up never wanting to do his prone-causing trigger attack.Cao Xiu's attack pattern's movement often puts him in awkward positions, causing his attacks to no longer hit the target, forcing you to manually reorient yourself to the enemy even if you were locked onto the target the whole time.The new fighting system in general is unreliable, anytime you hit either the X or Y key you can't be 100% sure what attack you'll be doing, and the Y key in particular is problematic because you use it to charge enemies at a distance, but sometimes it doesn't do that for... reasons.
194	When it comes to combos you can give a *suggestion* for it to do a particular one by starting it with a trigger attack, but after the initial string is finished you're more or less at the whim of whatever combo it wants to throw out there.
195	It's especially troublesome for characters like Cao Xiu, where he has an interesting and fun string that looks a lot like actual martial arts, and it's good for really focusing on one guy in front of you, but he's also got a string that always starts with him flinging his weapon around his body, hitting everyone around him.
196	That in itself wouldn't necessarily be a problem, I'm always for AoE attacks, but this particular attack seems to take *forever* to complete before you can continue the string, and it's often not up to you regarding which string you start doing when you hit X.
197	While playing as him I ended up just giving him another weapon to avoid it altogether, that's how frustrating it was, I wrote off an entire weapon category and an entire character based mostly on how ineffective and unfun his combo-starter was.
198	It didn't help that his "special" attack was also entirely useless.Why is the stable at all necessary for changing which horse you have equipped?
199	I understand one for *buying* horses, but most characters seem to start their story in a town that *doesn't* have a stable, meaning you have to consistently go out of your way to go and equip something when you'd prefer to just be playing the game instead.Every character starts with 100 speed.
200	There are no more "fast" characters anymore.
201	The same line of thought that suggests everyone's speed should be the same ("We don't want some characters to feel more sluggish than others") would also be used to remove the speed stat altogether.
202	It makes the game much less fun to have to wander around walking over every single thing that drops to collect it.

203	Being able to cancel out of an attack by jumping is a fantastic feature that really adds depth to what you're able to do.
204	You should encourage people to use this mechanic to get the most out of the combat.
205	The only time I ever wall-jump is by accident.A lot of the enemy AI seems pretty broken.
206	iculous. It's only barely faster than your non-sprinting speed, so you can't be sprinting, whistle for the horse, and then hop on when it c
207	iculous. It's only barely faster than your non-sprinting speed, so you can't be sprinting, whistle for the horse, and then hop on when it ca
208	rently have. There's absolutely no apparent indication as to which weapon is
209	a "favorite". Unless I'm misunderstanding, and "favorite weapon" is a specific weapon of a specific weapon type, rather than just the person's defa
210	ult weapon type. If it's a person's weapon type, why would you ever not have it be
211	r default one? And if it's a specific special weapon in a weapon category, why would you ever use any other
212	weapon at all? Even if there are stronger versions of that weapon, if it's not "favorite" and you don't get the special bonuses that entails, it's not worth using!Why is the ability to check what kind of treasure an icon on the map represents a separate menu option than the rest of the
213	As a long time fan of the series, this is a no for me.I'm sure the story is there somewhere, just have to walk thousands of miles in game to find it.Becomes a walking simulator with very little in the world to explore.
214	Missions are rinse and repeat fetch quests / kill bandits.Would have made for a great MMO ?
215	The heart of a Dynasty Warriors game is its combat system.
216	DW6 has long held the title for worst Warriors combat system, oversimplified to become the truly mindless button masher.
217	DW9 takes DW6's one-button Renbu system and tries to simplify it further; now you can mash a single button and the game will try to perform the most appropriate attack for the enemy being faced.To this formula, Koei has added new contextual attacks that you can trigger with another button.
218	Positioning doesn't even matter, as the game will happily rocket your character 10+ feet to perform the attack.
219	Added to this mix is a poor copy of Arkham Asylum's counter system; stronger attacks by enemy captains and officers will bring up contextual attack prompts that will again rocket your character across the screen to interrupt their attack with a counter attack.EDIT: After multiple updates, I returned to give the game another try.
220	While the default right analog stick settings are still terrible, you can launch the game, go into the Steam Overlay, go to controller config, click on the right stick, and go to advanced options to both reach a detailed dead zone configuration as well as pick between multiple acceleration curved.
221	Combat is way too easy and way too short to be interesting, particularly for all the time you spend running and riding to your next encounter.
222	Enemy counts are low.
223	Even the most mediocre open world games are still more interesting than DW9.
224	The hunting/gathering isn't fun or needed.
225	The enemies are spread out and even the cities/towns feel empty when you fight in them.The combat system is dull.
226	There is no combo system like the old games.
227	Triangle is now a finisher type move, where you can counter of finish off chains to deal a lot of damage to enemies.
228	One of the worst games I've ever played and an embarrassment for an already flawed series.New characters?
229	Great additions.
230	By far the worst combat has ever felt in the series.
231	Who's idea was it in a game where the main focus is fighting people to change from the old string system that lets you do exactly what you want to, when you want to do it and on the target you want to do it to, to this strange, horrible almost automated combat that auto targets enemies for you?
232	New combat system is terrible and the open world is pathetic and pointless.
233	It's a minor issue in the big picture but it's there.- LONG story.
234	Make it Kingdom based instead of character based: there is no reason to play them all since the story is the same for everyone in their Kingdom except for some battles where some don't take part.- Open World is useless.- Bad optimization.- Weak new entries (except Cheng Pu, that guy is awesome!- No hidden weapons or things to do.The good part are the character designs and how they go deep with the story, I loved that!Overall: stay away from it, KOEI failed hard this time.
235	I've had fun running around and "Fast Traveling" to unexplored areas of the map.
236	Unless you are someone that has a good laugh like me at the ridiculous glitches that can occur it will infuriate you to no end how everything can glitch out at any point.
237	You can grapple in ways you shouldn't be able to (jumping, swimming, on horse), make it through tight spaces you shouldn't be able to, ride your horse where you shouldn't be able to, and so on.Graphics wise the game is alright.
238	I run a ASUS GeForce® GTX 1050Ti 4GB ROG STRIX OC Edition HDMI 2.0 DP 1.4 Gaming Graphics Card and outside of random white spots on characters, my screen seemingly blinding me with white light as though an explosion occurred after Fast Travel, the sky becoming pixelated while also looking like someone carpet bombed it, and frames dropping to low numbers when too many people appear on screen I've had no major issues :^).AI.
239	Enemy AI.

240	It just takes forever to kill anything because of high health and defense.
241	I actually enjoyed trying to come up with various combos, but comparing to past titles it was so dull and lacking.
242	I could be mid combo and somehow the enemy recovers out of it.
243	I can visit an opposing forces city and speak with the major characters, but if I take a trip to the close base/camp I can go attack their forces with no repercussions whatsoever.
244	By the second chapter I had fully maxed attack and could hardly see differences in how long it takes me to kill opponents unless they were around level 1-15 (I am around level 70 at the 4th chapter).
245	I have one of the best weapons if not the best weapon for Cao Cao (which I could somehow get in the first chapter by simply collecting materials in about an hour of roaming the map) and it feels like there is no difference to my strength.
246	Maxed 999 weapon strength and attack all for naught.
247	If I complete missions not only does it take forever to register that I completed them, but if I leave the area it will stay incomplete until I return and wait for some time.
248	I actually had to restart the first chapter because I somehow went to the village entrance to advance the story, was Fast Traveled to a certain spot with the soldier's prompt, Fast Traveled myself back to complete a different mission, and was then told to go back to the same village entrance to continue the story only for there to be no soldier
249	If you aren't careful the story will not advance forcing a restart.
250	hat. The sub missions don't even give you a specific order you should complete them in which can cause plot issues where you can kill someone that is key in the main mission in some sub story mission and the game will act as though they are still there allowing them to speak their lines or appear in a cuts
251	I was also able to allow my soldiers to enter the castle, proceeded to flood the castle, steal enemy supplies after all of this, and then kill off Lu Bu.
252	ut the entire game.Voices. I am someone who, when given the chance, will always select Japanese voices over English voices in any game I play because I generally hat
253	e has changed that for me. The voice acting is confused, co
254	is confused, confusing, and poorly set up. I have been able to put up with poor voice acting in prior games within this series because of the entertai
255	up. I have been able to put up with poor voice acting in prior games within this series because of the entertainment brought by how over the top it has
256	ries. Glitches galore, lazy Open World setting, poor gameplay in every aspect, and equally poor voice acting
257	ries. Glitches galore, lazy Open World setting, poor gameplay in every aspect, and equally poor voice acting d
258	ries. Glitches galore, lazy Open World setting, poor gameplay in every aspect, and equally poor voice acting di
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260	ries. Glitches galore, lazy Open World setting, poor gameplay in every aspect, and equally poor voice acting dire
261	Every bad review you've heard about this game is pretty much true.
262	First of all, I am somehow the lucky one, I have NOT encountered ANY of those known bugs AT ALL, and since I am running this game on an old 980TI/16GB Ram pc right now, I used the mid graphic setting and my FPS always bounce between 45-60, maybe drop a little when musou right into a crack load of enemy(which happens on all other DWs in the past anyway), So this allow me to view this game on a much peaceful level and not as a raging ranting gamer...Game is good, but just "good" and nothing more then that (by my rating, that is around 60/100), it's fairly fun and action packed (If you actively looking for action) on a fairly big open world map, It murders time like a boss, I am around 11 hours into the game and I haven't even finished Cao Cao's story yet, you always have something to do in the game, I'll break the "things to do" down to sections...[Story Quest]This is the main quest chain you need to do to complete the cheaptor, you usually have a GOAL and some Pre-Quest that lead to the completion of the goal, by follow the quest chain it will bring out the full capability of your force and reduce enemy resistance down to ground.[Minor Mission]Those are random missions giving by residents in the city or guards at outpost, those are often simply "go there and kill that" mission, it usually rewards golds, meds and assets.
263	On completion, those minor quests also reduce enemy's level and make them easier to deal with.[Hunting Animals]Hunting rewards player with assets and "hinting point" assets are need for crafting, and hunting points will yall you rewards from NPC in tarven, and both are leading to end game gears.[Cheasing Bandits]There are bandits roaming in the wild, they are a great way to collect golds and old coins, even golds arn't play that big part in the game anymore, but you will still cheasing after those badits for those "old coins", since those coins are what you need for acquiring blueprints of end game gears.[Fishing]So far the best way to earn golds, you can easily get a hack load of top tier assets with fishing, this will be the way to pay for your meds and arrows.[Takeover Outposts or Forts]There will be a lots of outpost along the main road, you can jump in and attack them if they are in enemy hand, they usually rewards around 3 - 4 crates once you manage to takeover the control, and those crates are the main source of income and bit of bouns assets, and outpost under your control also act as fast travel nod.There are also Forts that you can attack, once you takeover a fort they will yall 1 - 3 crates, and there will also be item merchant and blacksmith in the fort as well.[Manage Your Hideout]Hideout act as an alt-able fast travel nod, you can alt the furniture to alt the hideout's function, and since NPC army will not attack hideout(unlike outpost), you can also use your hideout to fast travel deep into enemy land.And if you installed Couch, you will be able to invite officers to visit your hideout and build ralations.[Sightseeing]There are special spots that buckets you loads of XP, you will want to visit them for a bit of xp boost.[Crafting]Well...
264	You will need to complete quest to collect the blueprints, or buy them with old coins, or earn them by hunting reward, and once you got the blueprint you can start pumping out meds, gems, cooking and weapons that will aid you in dealing with tougher enemys.That sounds great isn't it?

265	Will I recommend this game to you guys?FK NO!!On top of those common bugs and proformance issue that people encounters (which I avoid with pure luck).This is the only game that DEVs make players download full language packs for the game, but bars access to Chinese language packs becaues they only want PS4 players to get access to extra language support, then when they learn steam users manage to alt their registration to access extra language packs, the DEVs released a PATCH to REMOVE the language pack from the game...
266	Product refundedNote: This review is written after patch 26.Pros:+ More characters than ever+ Photo mode+ Some graphical enhancements (like your clothes getting dirty if you roll around)Cons:- Performance- Overall gameplay- Voice acting- Cloned movesets (which is a downgrade from 8)- Dull open world- DLCI'm a huge fan of KOEI.
267	But I always get enjoyment out of them and get a lot of hype every time they announce a new one.I have been burned in the past by their practices.I understand that they hate their PC audience, often providing sub-par ports.
268	DW8 had PS3 graphics and messed-up control scheme.
269	Dead or Alive 5 had no lobbies and you couldn't see opponent's costumes in multiplayer.
270	We still get artocious voice acting (which, to be fair, I don't really care about, since I'm playing with Japanese voices 90% of the time).And I understand that they want money, having so many DLC that they will put Paradox games to shame.And with all that, I still forgive them.
271	I forgive everything, as long as the game is fun.Well, DW9 isn't.DW8 was their masterpiece.
272	Much more than I expected.And while there are some graphical glitches, this game isn't ugly.
273	y. And unfortunately, it was the most fun part of this ga
274	Because I really hated combat in it.
275	I never thought I'd say it, but when it comes to combat mechanics, I would rather play Dynasty Warriors 6, than this.So yeah.
276	DW6:E made DW6 playable and enjoyable.
277	Bugs and glitch here and there, tutorial messed up button display, etc.What about the new open world feel, you ask?It's a world of nothingness, waste of time, empty space greatness.
278	FUN!!!!What this game really is, it's a beta test for DW 10.... if this doesn't go well, they can just revert it into ordinary hack and slash again.
279	If you see my playtime, divide it by 2, half of it was me traveling from point to point of quest, afk, and trying out all available graphic configuration to minimize the FPS issue.
280	An empty world full of meaningless side-quests, level grinding, and terrible AI.Oh, and good luck finding anyone to play with in online mode.Skip this trash, and hope for a better DW 10.
281	Many of the new features are bad, like the new combo system.
282	The attacks might look different for each character, but they all feel the same.Also many weapons have been removed and many characters share weapon types.
283	KOEI did it probably so they can sell new weapons in an overpriced DLC.The battles also feel less epic, since all you do is rush in, beat a certain officer, and boom the battle is won.Open World is not a good feature either, since you spent most of your time travelling around instead of fighting battles.In summation I can't recommend this game.
284	Doesn't quite hold up to its predecessors but it's still pretty fun.The visuals are crisp and the gameplay itself runs like water.Not sure if I like the open-world approach they took.
285	Feels like an MMO now.It's still really satisfying to "KO" enemies by the droves so there's that.The music still gets you in the fighting mood.Nothing outside the Musou genre makes fighting this enjoyable.This has all your favorite characters with a few additions.I just hope they release the classic Dynasty Warriors someday especially 3 + 4.
286	I do agree a little bit on the Open World setting to be empty, but I don't find it bad.
287	Here's my full review below:Combat- Obviously, DW9 combat is WAY better than the awful Rembu System in DW6.
288	The combat is fast paced, intense and fun.
289	However, I find Hard difficulty easy, so I crank it to Ultimate after leveling my characters 10 levels above the enemy, and equipped with EX Weapons.- The Flow and Reactive attack system is so engaging, it compensates the cloned move sets.
290	I never expected how much fun playing as Sun Ce and Wen Yang with the bad weapon choices Koei Tecmo gave them.Open World Traversal- In my perspective, the main goal of the Open World system is to relax, relieve the stress of the fighting, and travel as you see fit.
291	It's not that bad.- Most of my play time was travelling by manually or auto-run with a horse, it was relaxing.- Too bad there are not enough Towns and Peasants in this game to explore or discover, and that's my only complain about the Open World map.- The Open World causes the Battle of Chibi to be slightly broken.
292	Ready your Exploding Arrows and prepare on defeating Cao Cao in the water lmao- In Story Mode, you play as the Officer beginning with their service to the Kingdom up until to the end when they died or retire.
293	That means for example, you play as Liu Bei from Battle of Yellow Turbans to the Battle of Yi Ling, that's long.- Side Missions' battle for some reason, are fixated in 2-3 different locations outside the City, I find it annoying but it kinda works.- Officers level up so fast on higher difficulties, it becomes easier when you get the hang of it.- Hunting is fun, but the Bow camera sensitivity is a bit broken.- Music Playlist is a bit broken, when I tried to reset the playlist to default, it plays the playlist again.- Needs more Side Missions, but its alright I guess.- It lacks Legacy costumes, too bad.- I don't care much about the graphics, I find the game beautiful.To be honest, this is now my 2nd favorite Dynasty Warriors game, 1st place was DW8 and 3rd was DW5.
294	As a hardcore Dynasty Warriors fan, I recommend everyone to play this game and invest your time with your favorite character, ignore the bad reviews saying the game is boring.I give this game a .
295	I gave DW6 a 7/10, and that means this game is way more fun.

296	Koei did the impossible.This is worse than Dynasty Warriors 6.#Edit: Yes, DW6 was better than Online or Strike Force, but I've never thought of DW Online or Strike Force as "actual" part of the series XD
297	A pretty mediocre installment to the Dynasty Warriors series.
298	I'd feel let down, but to be honest I'd expected it to be rubbish; the first DW game of any new console generation tends to be bad.
299	I suspect this is probably because they can't straight-up reuse assets from the previous game, resulting in more work for the devs, cut corners and underdeveloped mechanics.Even in it's subpar state, I've been content enough remaining fairly neutral towards it.
300	I've found it enjoyable enough as disposable entertainment.
301	What pushed me over the edge to write a negative review, however, was Koei doing exactly what many of us knew they'd do: lie to us.In regards to concerns about several cut weapons from the previous game, DW9's producer Akihiro Suzuki has been quoted as saying "In this game, we've been able to present various things richly, so we also thought to make the weapons wielded by characters to be more realistic.
302	The fake "realism" excuse followed by this weapon DLC pack is deplorable; it's hurt the company's credibility with me and I won't soon forget it.For this, Dynasty Warriors 9 has earned the only "Not Recommended" I've ever handed out on Steam at the time of this writing.
303	???????? this is bad.This is like the only time where pirating the game is literally more convenient than trying to figure out what you're even supposed to buy here to get a "complete" experience.
304	I can't stress just how bad this game is in EVERY single aspect playability.
305	The cities are just copies of each other.Instead of focusing on improving the performance and adding actual content to the game, the devs keep pushing "waifu" or sexy costumes as DLC.Lower the price of the game to 40€ and add mod tools such as world editor/mission editor/weapon and character creator and let the community fix the game for you, because it's obvious you don't know how to do it.70€ for a quick money grab, the nerve of these greedy bastards...
306	The worst Warriors game ever created.Sometimes, we hate a game out of disappointment after it released and when we dig it out years later suddenly discover it ain't so bad afterall.
307	If you now think the graphics had to be crazy good for something like this to happen, then the answer is nope.
308	While their movements at least look sleek, the character models are also extremely outdated looking as if 2012 was knocking on your door except that clothing can move with the wind while running.I don't know, this game's combat can be fun for a while, but it gets old really fast.
309	Just two buttons to activate skills, one for dodge and finally counter/finisher with the almighty Y button.
310	And because apart from official climbing walls none of them fit very well together, you often end up sliding back down because the hook only got you part of the way and there was nothing solid to stand on.You get the most XP by just following story missions.
311	Leveling was made so slow, so tedious, where I have a whole army of max level characters in other warriors games, in this one I have .
312	The officer tickets you see in the DLC are to unlock more officers if you dont want to pay for the full game, but still want more characters to play as.However, if you buy the game, which is now bundled with the scenarios or extra weapons, you get all of the officers included.
313	But the trial edition was a great move on KOEI's part.
314	You get to play through with three officers for free, plus there are officers free to play as online through co-op.If you want to play the game, but dont want to drop ~\$50. thats fair.
315	Now obviously you're gonna pay out the A\$\$ if you just keep buying individual characters.
316	Thats why you can still buy the full game and get all the officers.TL:DRDon't listen to recent reviews about DLC Officers.You can now play co-op and/or your favorite three officers for free, with the option to buy more characters.You can also buy the full game and get all the officers and some extra content.Dynasty Warriors has been one of my favorite series since I was a small boy. 9 isnt too great, but with a free to play option, I respect it.Quit your b-i-t-ching and kill some yellow turbans.
317	The online multiplayer, the reason why I received this game on PC, feels different and is quite buggy.
318	I also experienced a bug online where I could no longer do normal attacks.
319	The controller button, keyboard key & mouse button would not perform a normal attack, so I had to leave the lobby and join back in to fix it.
320	So far, I have not seen any bugs on single player.The graphics are pretty good and since it is PC, you can customize the settings to your needs.
321	I do not care for graphics, especially since I always get blown away by the graphics of DW5 or DW6, so how pretty the game looks doesn't influence or persuade my opinion on it.
322	I personally ride my horse to most locations unless its +2000m away or if I am playing online.The designs of the characters are much better in this game compared to the last two games.
323	I am just glad that most of the characters are somewhat back to their old armored ways with the amount of armor seriously decreasing with each release until now.There are also multiple new characters.Wei: Cao Xiu, Man Chong, & Xun YouWu: Xu Sheng & Cheng PuShu: Zhou CangJin: Xin XianyangOn top of that, there is also an over-priced DLC that is a third of the games price that adds an extra four characters:Shu: XiahoujiOther: Yuan Shu, Hua Xiong, Dong BaiThere is also more DLC that adds in hypothetical stories for a bunch of people.
324	If you're willing to pay, the costumes are pretty good.I must mention though that I do not have the 4 extra characters or hypothetical DLCs on my PC copy of this game, nor are they being factored into this evaluation of the game.They also somewhat changed the combat but I do not know all of the technical stuff or remember any of the terms.
325	To note, they added these ability moves which you can activate at anytime.

326	The special EX move does a lot of damage and usually attacks a large area and kind of acts as a quick mini-musou.
327	The ability is however bounded to a cool down timer to prevent spamming.
328	There are also these reactive attacks which are basically a quick time event attack.
329	You will be prompted to press a button in which your character will charge at that enemy, dealing a lot of damage or stunning them.
330	There are weapon clones in this game, more than in DW6, which is a big problem in the fan base, and is another 'problem' I do not understand or care about.
331	People using the same weapon has never bothered me in any game.
332	Also, this is modern DW, so you can just change to a different weapon if you don't like the move set.
333	p about it. If you care about weapon clones, then here is your warning, I really don't understand you. Overall, I personally enjoy the game a lot and it is quite different to other Dynasty War
334	it gets is unwarranted and exaggerated and
335	t might not be the best but it isn't bad. I personally find none of the mainline Dynasty Wa
336	riors games to be bad, not even this one. I had fun with it on console, now I am going to
337	se something without giving it a chance (DW6 & 9). I know the game was very rocky at launch but that doesn't give you room to hate the game years later unless you
338	do not have any enjoyment with it at all. There are definitely still some bugs in the game, at least on PC online multiplayer, but a coup
339	do not have any enjoyment with it at all. There are definitely still some bugs in the game, at least on PC online multiplayer, but a coupl
340	t have any enjoyment with it at all. There are definitely still some bugs in the game, at least on PC online multiplayer, but a couple bugs
341	are a thing, if you care, but they have never bothered me. Like every other Koei game, there is excessive DLC and it is even more egregious and expensive in this game, one thing I can agree with hat
342	Bought it during the last KOEI sale (early May 2021), played it for a total of 46hrs approx., and I only got through one story run. not because of bugs or poor optimization (although those problems do exist), but because I was genuinely enjoying myself... and I picked Xiahou Dun, who's story lasts for 9 chapters out of the 13 chapters total that this game's story mode covers. In that time, I fully conquered the North-East of China about 6 times; bought about 12 of the games Hideaway buildings; completed all-but-one of the Ordeals [DLC challenge modes]; maxed out friendship bonds with 6 Officers [that I can remember]; raised Xiahou Dun and one of the DLC horses to max level; unlocked 29 out of 44 achievements; forged about 20 high-level weapons; and completed every side-mission in every battle with as little fast-travelling as I could be bothered with.
343	When they said you'd be playing across all of China, they MEANT IT.- 94 playable characters, that can either be unlocked through gameplay or bought with Officer Tickets (which can be bought bundled together, if you want them all available from the get-go)- Each character has their own story to play through- some only last for one chapter, others span across almost the entire timeline- There's enough to do to keep you busy- bases to capture, resources to pick up, things to hunt, fishing [for some reason?], houses to buy and decorate.
344	And The Ordeals give a decent analogue for a challenge mode, for when you run out/cba of busy work and just wanna smack thousands of army grunts around- Technically free to play, but you need to buy at least one Officer Ticket for it to be worthwhile- There's online co-op (not tried it yet)- Soundtrack's about as good as most DW games- ENG dub is so bad it's almost funny, but you can always switch to JPN dub- Graphically decent, if you can run the right settings (see Cons below)- Cutsscenes come in two flavours- polished in-engine 'Events', and wonky mid-game 'stand around and occasionally gesture while talking'.
345	Can be boring for some after a while- 94 playable characters, with maybe 20-30 weapon varieties between them, meaning some will feel exactly the same as each other.
346	A lot of weapon types from previous games are absent, some were re-added through DLC [e.g.: Xu Shu's kan sword, Guan Yinping's double mace, and what they did to Zhang He].
347	Leading to some poorly acted moments that will have you laughing for the wrong reasons [Fa Zheng's and Ling Tong's deaths spring to mind, check them out on YouTube]- The game is HORRIBLY optimized, to the point where playing on 'High' graphic settings or better makes the game nearly unplayable.
348	Even then, expect frame drops, texture popping and more-than-occasional glitches- Liu Bei's mustache is not available by default, meaning you're stuck with 'Bootleg Shang' until you get to chapter 8 in his story- What they did to Zhang He VERDICT NEVER play full price for this, only buy it on sale, and buy a bundle that includes all the Officer Tickets.
349	I'd recommend the Season Pass bundle for the DLC weapons and Ordeals- but I payed about £45 for it in the last sale, and I'd argue that's quite a fair bit overpriced considering the optimization issues and lack of voiceover/cutscene polish.
350	Its not that bad.
351	Sometimes, I get one, like Hyrule warrior, or a DW, or whatever, and play it for a couple of hours. Recently, I got DW8 and played it a couple of hours, and wanted to try out DW9, as the graphics are so much better.
352	I read that the game was "bad", but thought, it cannot be that bad, its a followup of a game that has so many iterations. Well, it is, that bad.
353	It is really not fun.
354	Because the combat is boring. Really disapointed :(I am going back to DW8 while waiting for 10.
355	Even with the "Complete Edition" Update and fixes, the gameplay is not fun as a warriors type game.
356	After trying, I realized I don't really need gathering, hunting, and all that side stuff, because I'm playing Warriors game for the Action hack and slash. But even if I skipped all that side stuff, the actions really falls short, it's the worst battle

	system in DW ever, it might even make DW6 battle system looks awesome. and there's too much walking in nothingness in between actions make it even worse.tbh I don't care much about weapon clone too much, (tho I'm sad they're making linqi wearing S&S, her crossed pike is one of the most fun weapon in DW8) but with all major problem I mentioned above, only thing I want to say : avoid at all cost. if you really want to try warriors type game, buy DW8 / WO instead, and get through the action immediately rather than wandering in hollow open world with subpar action gameplay.
357	At its core the game is just mediocre, but throw in the shocking optimisation and horrendous bugs and you've got yourself just a mess.
358	I had fun with it for a couple weeks but unlike every other entry in the franchise it's safe to say I will never be replaying this.
359	Role on DW10 where the open world would have hopefully been thrown in the trash.Pros -MusicCharacter designsCombat fluidity (though repetitive and a little too simple)Graphics in certain placesThe story is really good in places, as are some of the cutscenesCastle sieges are actually good this time aroundCons-Empty, dead open worldFar too many cloned movesetsToo many underused characters (honestly koei stop adding characters if you can't implement the ones you already have)Very very repetitive story mode (Just play as a couple of the characters per faction to see each kingdoms story, the stories are all 99% the same)Difficulty even on ultimate is a jokeCountless glitches and bugsGraphics in other places are literally reminiscent of PS1 and N64 textures
360	Swinging your lance is still fun as hell and roaming the land feels epic but every side activity is a massive chore.
361	So far that is very nice and well done (for a Dynasty Warriors).The graphics look pretty nice as well ... for a Dynasty Warrior ... which basically means it looks like PS2.
362	Fighting isn't much different from the usual ...so it's ok.BUTit's microtransactions.
363	While you can unlock some characters by playing, some characters can/have to be bought with real money.
364	A massive step back from previous Dynasty Warriors where the "DLC" only included cosmetics.The camera is so close, it's almost nailed to the characters back making the angle awkward ... to describe it in polite ways.
365	But there is no polite way to describe the controls.
366	It feels like the character can only move 1 out of 4 (or 8) directions just like 20years+ ago, the movement looks and feels
367	It all leads to one thing: the main and most important thing in the whole game: fighting, is massively painful.
368	For someone who has played EVERY Dynasty Warrior since Dynasty Warrior 1 on PSX that is a devastating statement ...You finally have an open world game that looks like they forgot to release it back in 2000 and plays like they forgot to implement actual controls.
369	Plus you are expected to buy additional stuff including characters with seperate payments.
370	We can all agree that Dynasty Warriors 9 was a mess at launch, having multiple bugs, optimisation issues and missing core features, this game wasn't ready to be released and as a result it didn't reach its full potential.
371	It has been improved, optimised, and new features have been added with updates and patches, including the Local/Online Co-op which makes the game quite more enjoyable.
372	I praise the developers for continuing to support this game, improving it and making it great as it should have been at launch, thank you.I personally like the Open World introduced in this entry, it looks nice and fresh, but like every Open World game, it becomes a little bit boring and repetitive eventually, still I praise the AI and changes in events that occur in the world in real time depending on your action and quests you take on.
373	Terrible animations and voice acting, poorly design quests, no sense of urgency during missions, annoying soundtrack, battle interactions made by a 10 years old with lines that made me want to vomit.
374	I've had fun with this game.
375	It has the right features to be fantastic but very few parts were done correctly.
376	Who in their right mind thought it was a good state to release this mess, I played it quite a bit hopefully maybe the story can still be gripping but no, they arent even do that right.
377	Any good will they had is gone, they had better buck up their ideas fast as the modern gaming industry doesnt tolerate multiple disasters of this magnitude.+outstanding music as always, might go as far as to say best dw soundtrack+quite a lot of the smaller camera related issues and bugs fixed+a lot of content+particle effects are really good-horrible anti aliasing that doesnt apply to a lot of surfaces such as trees-very cpu bound performance-horrible performance which is highly inconsistent, no optimization patches either, it performs horridly on all platforms its on.-dumbed down combo system-massive amounts of clones for weapons-poor script for the story, it tells a lot more however its not told well-animation quality is shocking-eng voice acting is a absolute mess-lack of meaningful loot, every weapon you buy from a shop 30 minutes into the campaigns which can last for 10+ hours-"epic" tier loot has no use and is basically sell for a lot of money only but nothing to buy with said money-no motivation to explore, no treasure, no unique temples or anything-too many quests are go here and kill that, the variation is very small.-very high price-dlc is massively expensive for blatantly cut content £10 for three weapons, £6 for some rubbish to put in your house which also has no use anyways-bland colour palette, everything is forest green or brown.-ai is a complete mess-draw distance is WAY too low-sieges are pointless due to the grappling hook-extremely clunky bow controls also horrible hit detection-removed co op-no cg cutscenes which used to be really good-fewer musou moves compared to dw8-story which makes no sense, completely destroy an army but pull back for no reason is the outcome of all the battles-fishing gives you literally nothing of benefit aside from money-no character customisation
378	Performance of the games is not quite as bad compared to what've read granted there is some slight drop on my fps but not as bad as some are saying.
379	There iGraphics of dynasty warriors series have never been known to push the limit but, the graphics are terrible while they have moved a bit more onto the pbr workflow the world environment just reaks of low res texture which ruins the immersions for me, the hair texture of the characters look to be the same waxy like from previous games.

380	Dynasty warriors 9 is screaming for temporal AA, fxa, msaa or smaa is never going to fix the problem Animations are also terrible they seem to be stuck using the legacy animation rather than moving onto ik animation some of the animations just don't for some reason not smooth, some of it's animation also look quite buggy at best The AI in dynasty warriors have always been bad imo but the AI in Dynasty warrior 9 however is the worst by far the series.
381	The AI is not dynamic, they will not do a random wander patrol or such, everything is more a conditional if statement, the ai looks to be using a fsm or behavior tree & really did not bother to do more complex AI behaviour. Dynasty warriors 9 uses a different game engine and i don't feel all that impressed by it, sure they made some improvements to modernize the workflow and such but i can't help but feel they should've used a different new engine.
382	The game still got some bugs, especially during Castle Siege. Enemy Engineer troops keep respawning in one place and a stairs in the corner garrison that cannot be pass diagonally, and Base Captain inside the wall. Placement of Base Captain in the mountain/cliff area also bad. Animal companion i want to like it but i can't because the animal keep get in my way and make it hard to channeling the reaction moves. Battle of Chibi always my favorite scenario in the DW series with good bgm.
383	Feels like really a big war showdown as it should be. Other than that this is a really fun hack&slash game to play especially with new moveset with reaction. at least i won't keep hearing my character to says the same words over and over everytime i repeating my charge move. English Female VA was bad during the character battle. it's sounded unspirited (Except WangYi due to her character). For the Male VA, i love HanDang.. so funny. Overall, the game world feels like AC Odessey, but more worst. The gameplay it's really fun for hack&slash and it's better than DW8E just bare with the bugs.
384	Maps are filled with nothing but auto pathing to objectives. 2. not enough enemies to beat down EDIT: Refunded the game and bought it back after i saw a review that you can use chinese voices which didnt sound too bad.
385	wait till they make a patch for performance
386	A friend and I DL'd it to play co-op stuff.
387	There were other instances where he was doing a quest and I couldnt even see the bad guys to kill while he was attacking "the air".
388	Cash grab says it lightly, as well as the ability to use what you buy.
389	They could have easily created a storyline that incorporated a generic character into the mix to allow you to play through the open world with any character you chose (or even made), but they didn't.
390	You buy the ability to use on their game and you are then limited in doing so.
391	The ONLY bad part about that game is basically no keyboard support and not dubbed.
392	It's unfortunate because, if done well, the open world could have been a huge step forward in the otherwise linear franchise, but they really missed the point of what makes open world games great here.
393	Resource gathering is dull and feels pointless, exploration is dull, everything (bar the characters) is poorly rendered or created using the bare minimum number of polygons to avoid lagging out this poorly optimised engine so objects look jagged and out of place. They've also massively skimped on the voice acting this time around.
394	Unfortunately, the English voice acting makes the game brutal to the ears and the voice actors they've chosen sound like they've been given zero context to their lines. If you're a die-hard DY fan and you can get this on the cheap side, <£10 or so, it's probably worth a try to see the direction the franchise is going.
395	+ Graphic improves much from previous game+ Nice small detail, such as cloths get dirty, getting wet, accessories such as bell (Gan Ning) is ringing while moving, etc.- No more unique weapon for each character like DW 8.
396	The characters that use same weapons have pretty similar moveset except their special/musou attacks- Extremely stupid horse AI- English voice acting is horrible- The world is big, but very empty and boring.- Worthless side quests / side missions.
397	Loading, and repeat.- Game breaking bugs:1.
398	Shu Story, Chapter 6.
399	Shu Story, Chapter 7 (I play as Liu Bei).
400	I'd try to stay close with him, but He still defeated even though there were no enemy around and his health was fine. 3.
401	For example In Dong Zhuo story, there's a mission to transferring the Capital to Chang'an... The cart stuck at waymark.
402	Honestly its impressive how garbage it is even from someone like me who is a longterm fan of Musou games.
403	From the humble roots of a 1v1 fighting game, Dynasty Warriors 9 is the first in the series to implement open world sandbox.
404	While the game (at the time of this review) sits on 14% Overwhelmingly Negative, it's still worth playing as it has given me many hours of fun.
405	After all, isn't that what games are all about? Gameplay One of the big changes for the series is the new Flow Attacks combat system.
406	This new system makes the one versus a thousand theme like a dance where you never want to stop combo-ing your enemies. If you grow tired of the action, you can take a breather and do many of the activities that open world 220 AD China brings you.
407	The quest log keeps your main objectives neatly organized so you'll never lose sight of story progression. Graphics The first thing you'll notice is the upgraded character models from previous versions: higher polygons, higher resolution textures, better cloth models.
408	This seems to be some sort of optimization issue with the game itself. The sound in this game was something of a surprise.
409	The orchestrated soundtrack is the expected guitar syths but the sound effects and enviornmental audio are realistic and vivid.
410	A lot of the negative reviews talks about how the performace is bad but provide no additional details such as PC specs.

411	There is also a lot of negative sentiment of the removal of the Chinese Mandarin dub, but I don't feel publishers are responsible for providing additional localizations not native to the end users' territories.Overall, I feel that the game provided much more fun and enjoyment versus negative sentiments/frustrations.
412	Dynasty Warriors 9 is a great addition to the series and of the genere despite some of its shortcomings.
413	lots of performance issues, couldnt recommend it right now as they need to patch it first
414	I'm having a great time with this game and there's a lot I really likebut you probably won'tRemember DW6?
415	It's kinda like that but with lots of jank and bugs
416	The game is not fun when it runs below 20 fps, like at all.It will also look terrible at the lowest graphical options possible, here take a gander:DYNASTY WARRIORS 9 A Screenshot of DYNASTY WARRIORS 9By: Wasp Eye LadSix hours, however I barely got over chapter 2 as Xiahou Dun.
417	"Unplayable" is the keyword here.And no, this is not a issue that can be solved with the nvidia fix - That fix is for those who are getting sub 20 fps while having a rig that is ABOVE recommended.This game IS poorly optimized, one of the worse from Koei.
418	New combat system: press square to attack with some extra things.2.
419	Outdated graphics, performance + QoL, UX, UI, major lack of optimization.
420	Bad tutorials.
421	ENG voice acting is worse than the cringiest anime dubs.4.
422	Some animation improvements3.
423	Open world and RPG elements are interesting premises that could work in theory, however it's obvious that devs have neither the budget nor skills needed.4. grapple hook5. horse movement upgrade6.
424	SFX upgrade7. press L1 to get back up during fall animation change.EMPIRES ver improves a few things, I think?
425	Pirate Warriors 4 wasn't perfect, but it was at least very fun, and a step in the right direction.
426	Even SW5 felt pretty fun so far for me after a few hours atm.Others have pointed out many more fair flaws - This is just my quick take.I bought it on launch and quickly dropped it.
427	After completing a multitude of the campaigns, I mostly find myself asking whether or not this game needed to be open world.I love the franchise, but I'm not convinced this is what they needed to do to "spice it up".I'd say it's mediocre at best, but definitely strayed pretty far from what one would expect from Dynasty Warriors / Samurai Warriors.Edit: Spelling
428	Here is what I found:- Performance problems.
429	There are certain settings that affect the performance by a lot, the Fog.
430	I change Fog related settings to low, it runs beautifully at 50+fps with vsync on in the middle of combat.
431	There might be other settings to but change this is enough for me to get a decent performance, so there is no visible changes from other settings.- Technical problems.
432	I have loved every single Warriors game in the past but this game, I wouldn't even put it in the same genre.
433	The new controls and combat actually feels terrible where its all about holding a button, pressing another one and tapping the attack key constantly.
434	The combo system is gone, replaced by a context system which makes the game incredibly boring as everything just becomes a bullet sponge and you are left just staring as you character infinite-combos enemy generals until their health bar depletes or another context button comes up to finish them off - with a finisher that is boring.The cinematic feel is also completely gone - cinematics are now replaced with people standing in a circle talking to each other.
435	No cinematics of Huang Gai attacking the ships with fire - no, thats just pop-up dialogue that appears and tells you that its happening.There's a giant map with nothing to do, it makes it look like there is some kind of system where you can influence where your allied army attacks - only there really isn't.
436	There is a weapon upgrade system which is frustrating as hell because you have to go around a mostly empty world, looking for resources - which is exactly what I wanted to do in a Warriors game - not kill things, look for specific stones and upgrade my weapons which are limited by DLC.I wouldn't say this is the worst game i've ever played but its close.
437	Same old game with optimization issues and same crappy DLCs for unreasonable price points.This company's been always like this and i've given them 20 years of support despite that fact due to nostalgia reasons.Done.
438	Then this one got released and proved to me that KOEI will never change from their "Premiumly priced B-rated game developer/publisher" practices.If you are longing for a good musou game, just do yourself a favor and buy DW8 Xtreme edition.
439	I look forward to cranking many more hours on this game again.To start, the tutorial requests that you attempt various attacks, and on one, it reflects the incorrect binding for the type of attack.
440	It wanted a "fell-attack" but showed the "special attack" I did the action that was listed as "knock-down," and I was able to move on.I highly recommend that new players swiftly knock out the Yellow Turbans Rebellion 1st main mission.
441	Then, you will start getting side requests for fishing, hunting, and other fun new activities in the game.
442	It's definitely different but not bad.
443	Some bad reviews say that they don't feel like there are enough enemies nor that fronts get pushed = again, they set the difficulty to Hard pretty early on, and the game gets a whole lot better.
444	However, the hardest difficulty is just annoying, as the enemies are just sponges.
445	Oh! Also, change your bow camera sensitivity down immensely - that makes archery easier.
446	Using the bow is best for hunting; there are different arrow types that are best for different enemy types.

447	You can ignore all the quests/secondary battles/strategic decisions and just rush straight to the main plot objective, which will let you progress to a next chapter once completed.
448	) The landscapes are beautiful, the soundtrack is amazing (as always) - letting oneself dive into it is a perfect way to relax.I also think that Koei's marketing policy was messed up.
449	Music is good as well.
450	Combat is enjoyable although still too simplistic.The bad?
451	Lags even on powerful PC, with medium settings, which means bad optimization even after multiple patches.
452	We don't set expectations high but we expect to enjoy it regardless because hack and slash with a multitude of weapons and characters gives immense replayability and depth to the core mechanic of combat.
453	You've had it from Dynasty warriors from the start to the last iteration with DW8, While not staying precisely the same it never deviates too much from what makes the originals repetitive but enjoyable.I expected a game that probably bit off a bit more than it could chew but was certain that I would have fun regardless.When you make an trailer or a reveal for a game that includes a plethora of new mechanics along with a western adopted approach in OPEN WORLD style play, you innately get hit with a dose of skepticism.
454	You could say its about time they've shook up the franchise as the game really relies on its one trick pony approach of having stages, mosou modes for every playable character and weapon unlock based movesets and progression.From an outside perspective you might even think this is a positive change as who wants to play the same thing over and over again ?
455	Besides the characters and seemingly similar although vastly different approach to combat.
456	You want more things that fill the world and unique things at that.Its become a formulaic niche to apply simple game mechanics that work well in other games to franchises that ARE SPECIALISTS at one particular mechanic.
457	Why does a game so specific in its audience and gameplay require a spade full of mechanics thrown onto the grave of an already dying franchise?
458	IT COULD.. have worked out, but we knew deep down it wouldn't add any depth to a game that has nothing to do with exploration, hunting, vast open spaces, crafting Traditionally speaking. 8 games like said before keeping the mold fleshed out and familiar yet vast changes have ruined the mould for this game and sickened the fans wanting another dynasty warriors game.This is a failure of open world exploration and progression with Dynasty warriors player models and a changed but similar combat system Chucked in.
459	They set themselves up with the perfect excuse to cut corners...And not just in terms of map design.The gameplay is approached in such a mundane way, repetitive missions with no end goal but to kill an officer at the end.And before you argue "WELL EVERY DYNASTY WARRIORS GAME HAD EXACTLY THAT" while that holds true there was nuance and detail in the way it played out, there was challenge and experience that went along with those missions that make it enjoyable and enticing to play again with different characters.
460	Even if the dynasty warriors mold was SIMPLE it was fun and it did IT WELL.Now there is little to no challenge, musou has been traded for copy and paste missions that the developers gave little care over.
461	Its so blatant to see that with the lack of english voice actors of any quality and terrible animations outside of the combat that they could not care for detail.
462	Throw in default animations and path characters in a multiple amount of ways and just interchange the characters at different parts in the story so that when you play it again you're seeing the same scene but its played out by different characters.Even though im not really a major fan of the lore of dynasty warriors, it still had it.
463	He sounds like a moron his AI acts like a moron (just like every enemy in this game) and he's dead in my eyes in this game just like the vast majority of this games cast.
464	ITS CUT CORNERED, CHEAP and easy.The stories seem to be continued but with the approach to how missions play out, none of the detail matters as you really don't need to perform any of the side missions to get through the game well.Segwaying far into the open world mechanics that fail here are the hunting and crafting mechanics.A bitter disappointment for anyone thinking it enhanced the game in anyway, a short sighted and tacked on couple of features to flesh out an already flat and unimaginative world to give the player something to experience traveling the enormous wastes of grass and tree plotted, similarly laid out landscapes.Along with them being terrible tacked on aspects of the game they don't even make much sense at all besides wolves being near mountains and frozen lands.
465	Im going to list pros and cons and you can make your own decision to purchase.Pros:-New mechanics-Grappling hook-Towns- Open world- Ability to now counter- true native controller support that you dont have to adjust like previous dw games on steam- crap ton of enemies if your settings and pc can support itCons- 1 Game mode instead of the multitude of things we are used to- no more co op- Less weapons to try and appear more realistic in one of the most arcadey fake games weve grown to love- Cannot switch characters without going to a previously completed chapter.- story seems worse and more boring than usual- that open world i mentioned as a pro? yea well its far too much open space. if i cant quick travel i set my horse to run to the location and go do something else for 5 minutes.- Terrible and less flashy movesets- Lubu has a far better moveset in DW8 than here- Hell everyone has a better moveset in the past than here- no free mode- A.i is even worse than usual.
466	The store mysteriously carries everyone elses fav weapons.- Voice acting is pretty bad and who usually cares about this? not me.
467	But this is awful- Game is poorly optimized.
468	Did NOT get the bonus pass since why would I even want to spend money on DLC characters that are already in the game as "Unique NPCs"?? ((and now I'm very glad I didn't waste the money on it)).
469	At first the English dub was funny to listen to and I could joke about how bad it was, but now I'm just really disappointed and upset whenever I hear it because I immediately think back to how endearing the previous English dub was and I don't know why I take it so personally but I'm just really upset!!!
470	The early DW games had better voice acting than DW9 does at this point!

471	There's only like 2 or 3 characters whose voices are tolerable to listen to ((I actually quite like Cao Cao's and Xun You's, but that's only when I compare them to the trainwreck that is the rest of the cast)) and it's just.... so, so disappointing.I kept holding off on getting a refund for this because as much as Koei consistently lets me down lol I had hope in the updates and was just praying it would fix how the game ran.
472	But even without the frame rate issues, I think all the new gameplay mechanics are very gimmicky and worthless.
473	I will say the story is actually pretty good from what I've seen uploaded online thus far, and that's probably the only redeeming quality this game has.
474	Sucks that the only Pros to getting this game are Decent Story and Upgraded Model Viewer Compared to Previous Games in the Series lmao!
475	The best way to describe DW9 is you take what worked in past games and toss them out the window for some unknown reason.
476	They wanted a map with a bunch of active battle, problem is story is downgraded.
477	The saving grace for this game is the characters design.
478	The new characters is also a welcome edition.
479	It has an RPG style open world map of China in which you follow the stories of The Three Kingdoms from the perspective of the respective characters.I believe if you play through the whole story, you unlock free mode, which then enables you, to play through all the stories with different characters, of which there are about 90.I think the game is great, it's not perfect, it could have been better, but I enjoy it a lot more than some of the recent AAA games I have bought in recent times.I would give it an 8 out of 10.
480	The voice acting is atrocious, The graphics are ridiculously bad compared to the expectation set by the intro video, The controls are ????? considering this game is for PC, but the prompts are ONLY showing console controller layout.
481	(Seriously, how hard is it to show me the correct platform controls in the prompts??) The game-play is OK, but just underwhelming given the potential of an open world game like this.
482	Absolutely atrocious optimization, frame rate drops, textures wont load, movement feels choppy, and character look weird and out of proportion.
483	this game is very different to other Musou games. the open-world idea is very promising but it sadly it really falls flat. this game is unfinished.the graphics are strange, something always seems off about the game. the strange gold reflections come to mind.the combat is weird. it doesnt have the standard action game "light attacks into heavy finisher" combos like the rest of the series (except 6). instead most of your time is spent pressing X and then using the new RB attacks. the RB attacks are nice but would have been much better alongside the typical action game combos (which DWOrigins is doing woohoo!).if you're looking for proper Dynasty Warriors, wait for DW Origins or play 7/8 instead.
484	I honestly wish I could refund this, but some misguided sense of love for the Warriors franchise made me play for too long and now I can't do even that.Everyone else has mentioned how empty the 'open world' is, so I won't get into that, but let's talk about the combat system.Previous Warriors games allowed you to have full control over what you do, from basic attack combos to charge attacks weaved in between, but DW9 for some reason thinks it's acceptable to take control away from you and have the player perform attack chains depending on their position relative to the enemy.Is the enemy standing up?
485	Basic spinning spear combo from Zhao Yun.
486	Is the enemy knocked down?
487	Completely different thrusting combo from Zhao Yun which I would like to use outside of enemies being knocked down.
488	Enemy has their guard up?
489	Spear pole kick which would be incredibly useful in other situations but is annoyingly locked behind this context sensitive nonsense.As you can see, the combat is really stupid and the players are being treated like children.
490	Useful moves which would otherwise make combat exciting are now locked away, and I'm often having my rhythm thrown off as a move I don't want to use is automatically used.I do not recommend this game whatsoever, not for the price, heck, not even if it was free.
491	It'll genuinely traumatize you if you're a Dynasty Warriors fan.Hopefully Koei Tecmo has learned their lesson from this one and first perfects the basic elements their series is beloved for before trying to shove ambitious but incomplete things down our throats.
492	I love the Dynasty Warriors series;This game broke my heart.I got the free trial version just to see for myself, and I still regret downloading it.Atrocious port from the consoles,the keyboard/mouse layout is terrifying.The voice acting is awkward.....
493	Let's start with the obvious:Game is "free"... you CAN play online with free officers.The game plays like Dynasty Warriors should (you slaughter hordes of NPCs)The game is open worldThe good:There's a fair bit of storyLots of information about people and places (like all the games)Battling feels fairly similar to older games (honestly feels easier though, which is a bit sad)Graphics are okayFairly simple crafting system (crafting in a game like Dynasty Warriors feels odd though)Fast travelMissionsPETS!The BAD:You have to buy ALL charactersYou have to buy ALL weaponsTrial tickets cost money (you get 3 to start) and they expire VERY quickly, i do believe 30 minutesYou don't unlock content by playing, which goes against how the games always have beenOverall I feel very mixed about the game, but there's no mixed option on steam.
494	But the way the battles work is a huge step-down from the past games and a perfect example of why self-contained leves is sometimes better than a huge open map.
495	But so far in my playthrough of DW9, there was absolutely no need for strategy, I could just zoom past the enemies, climb a wall and directly fight the boss.
496	Where's the fun in that?

497	DW has always been about repetitive button mashing but at least they had some events and a tiny bit of strategy to it, you could never go and beat the enemy commander directly, either because he wouldn't appear unless certain conditions were met or because he was behind some doors that didn't open until you had completed certain objectives. There's no point in getting this, it's the very basic formula of a Musou game, as in sending a bunch of enemies flying with incessant combos but with all the fun sucked out of it.
498	I need to pay for each character but can play only some chapter only?
499	i never skipped a Dynasty Warriors game but this style will be fit more as Empire but when you playing story mode its just so random . i can't play more than 2 hours Just don't waste your money not worth it



Lampiran III

Daftar 500 Kode pada Dynasty Warriors: Origins

No	Text
1	The combat was fun, and the story has more depth than the originals and it was an unexpected hit of nostalgia right at the start of 2025, from a simpler time.I give this game a solid 9/10 - It has the Nostalgia value and is genuinely a fun game to me.Where'd the 1 go?
2	This was the game I played Co-Op with my older brother, taking on Wu and Wei as the sworn brothers of Shu with each release, before going back and trying other characters.
3	Splitscreen Local Co-Op or Online would have made this game a perfect 10/10 to me.
4	If you miss playing the OG DW on Playstation 2, then this game is the replacement but with enhanced graphics and gameplay.
5	They successfully brought all the past DW elements to this game (except local co-op / multiplayer ofc) and the best part is they add more!
6	If you don't have any problem with no character customization then I might say this game is 10/10.It has a very nice and fluid fighting mechanics and variety choices of weapon so you can choose your own playstyle.
7	We all know how annoying fighting Lu Bu back in the days right?
8	It is WORTH IT!
9	It's actually fun.
10	Runs great on Deck, text is VERY small though.Badass music, reminded me of when I played Dynasty Warriors back on PS2
11	I think fans of the series would like to see a Character creator/More outfits to wear/More Weapons/And possibly Co-op added into the game/In a sequel. Great Job Koei ? ?
12	Severely disappointed. Not in the game, the game is amazing.
13	They were capable of making games THIS fun and just didn't for so long?!
14	Edit: Wow, this game gets even better after beating it once! Pros:-Good combat.
15	Very fluid and each weapon feels distinct.-Storytelling is much more immersive than before.-Enemy officers are more challenging and fun to play against.-Ally army and morale are more relevant.
16	I love the mix of new and old designs.-Horseback combat feels better.
17	Strong attack will now dismount you, and it's very useful!-Lu Bu really feels like a boss.-OST includes rearrgements of tracks from past games.Cons:-Yuanji wasn't born yet.-Musou attacks are just lame.
18	Battle Arts are way more impactful and cool.-Can't play with all the officers.-I wish I could create my own character, instead of having a fixed protagonist.Then I wouldn't mind characters being made into NPCs.-No co-opOverall, I really like the new direction of the series.I'm already looking forward to a sequel that can improve on it even more, and hopefully focus more on the actual three kingdoms era.(Kinda sick of the majority of games focusing solely on the formation of the kingdoms).And of course, we can always replay the older games.I've been wondering if we'll ever see a new Orochi game.

19	PROS:An evolution of gameplay that was asked for many years.2. new and interesting choice of varieties of combos, each weapon has its own unique fighting style.3.
20	An unique story mode, perfect for veterans and newcomers of the series.4.
21	Despite the original music composer having left the company, the soundtracks are still very good, with remixes of the old ones that will make the veterans shed tears of nostalgia and newcomers appreciate it.6.
22	The voice acting has been made good again, DW9 had an huge fiasco due to the very poor english voice casting, but now you can relax and be stress free, many professional voice actors joined the cast of Origins, making the game more enjoyable, so you can avoid fighting and reading texts at the same time and not being forced to put voices in Japanese, although the original japanese voice cast is more than worth to listen to if you can focus properly.
23	Some npc officers don't feel anymore generic and forgettable, they do actually interact in the story and have important dialogues, it's hard to believe it, and you forget that they are npcs and not playable officers, due to some of them having deep connection into the story.
24	This is something that no other DW has ever done before, it's really crazy to think about, now I won't spoil you which npc is important to the story, but trust me you won't be disappointed.9.
25	To make things more challenging and interesting, the game features boss fights, who will fight you with unique moves and will require you to use more of your brain instead of your fingers, something that the previous titles could have easily added, both DW and SW could have been more intense and fun with this feature, for example when you fight Oda Nobunaga during the incident at Honnoji in SW4, it doesn't exactly add much except for you being locked in the fiery temple and Nobunaga healing once... yea that does not exactly add much and you can easily bring him down, but Origins totally change things and will make sure you'll have a fun and challenging experience during these boss fights.10.
26	Leveling up it's kinda different here, you are required to increase your weapons proficiency, each time you level it up with any weapon, you will automatically level up your stats, this system seems to have been made in a way to make you play as every weapon in the game and give you an experience full of variety during Story mode.
27	There are a total of 6 skill panel upgrades to boost your stat or learn new arts for your weapons.
28	Battles are not fought like we used to, enemy AI is very engaging, making officers put up a lot of resistance with a super armor that you'll need to break multiple times in order to defeat them.You will have to cooperate with your allies in order to win, supporting them in their fight is essential to achieve victory, helping them will increase their morale and sometimes join you in chain-attacks, so unlike the older titles, you are going to share sweat and pain alongside them, if you want to complete the stage.It has been a very long time since Dynasty Warriors was considered a hard game, and finally after so long it is once again!
29	Besides the usual hack n slash combat, this time you are able to gather your own personal unit, to make them launch different types of stratagems, such as charging with their spears or launch a rain of arrows, this is something you don't get in your usual Dynasty Warriors and I think it works perfectly for this one, since this feature seems something more appropriate for an Empires or a Kessen game, if anyone even remember what are those.CON:Other characters can only be playable temporarily in selective stages.
30	What's worse is in order to "play" as them you'll have to fill an huge chunk of Rage bar, which can take you a bit and by the time, the stage already ended or you are close to beat it and let's not forget that when the rage ran out you will swap back to the wanderer, this makes things very insulting to the player, since Dynasty Warriors has always been about playing with your favourite character, and the fact that Origins toys with you about it, it's really sad and pathetic.The self insert protagonist is totally unnecessary, since his background story can easily be filled by a customised character, this is a very poor choice, since the game heavily promotes bonding with famous officers, this rpg aspect serves far better for your own OC, therefore I find the Wanderer very invasive, annoying and forced. by not adding the option of creating your own character, this game loses a big chunk of points.Many characters's iconic weapons have been changed to something more "generic".Exploration is very limited, although the walkable map is nice, it would have been fun a tiny bit of free roaming (example DW7) especially inside the inn and visiting towns.
31	Every cutscene, every character design, every line of dialogue in this game embodies a 14 year old boy's idea of what is cool.
32	I absolutely believe the protagonist in this game and his friends were one of the younger dev's childhood DWSE CAW factions.
33	Probably my favorite Dynasty Warrior game from the series.Pro:- The combat feels much better than other versions and there are parry and counter that are rewarding enough for you to actively aim instead of mashing attack button.-Some Characters look young>older due to time line and etc and each have their own believe/ambition no one feels outright bad guy even Dong Zhuo have his cool moments.- The charging assault mechanic and large army feel very epic and your personal guard tactic feels meaningful to use.Mix:- Grinding can make the game easy but its up to you anyway.- I got smashed by Lu Bu.Con:- Some random crashes but not too many.- Non-existence customization for your character apart from an extra sorta Wuxia hero costume
34	I just finished the game and got all the achievements, here is what I can say about it:The Positives:-Enjoyable gameplay.- Squad Tactics & Battle Arts are cool.-Musou Rage and how it cleans your screen. (almost!)-Changeable skills & Weapons.-Amazing open world.-The duel system.-Dramatic story telling.-Awesome amount of soldiers on your screen and their movement.-Lovely graphics.The Negatives:-Main character could've been a "Created Character".-Story is short.
35	(In comparison to how the older games reached or almost reached the closure with the JIN story.-Key figure characters are missing.-Many weapons are missing.-Could've had utility Squad tactics like setting up ladders or be engineers for weapons.-Each officer should have 3 different Squad tactics which can be used.
36	(RTS element where you direct other officers to use them at certain places)The game feels like an amazing fresh start to the series.
37	Review written from the perspective of someone whose been playing these games since DW2.Short version: I do recommend the game, but its a 7.5/8 out of 10. not the 10/10 everyone is making it out to be.Storytelling/Narrative:A big effort was made to revamp their approach to storytelling in these games, and if we graded on effort, then yes, this

	game would be a 10/10. the execution however, shows a lot of flaws that end up hampering the success of their attempts.
38	The decision to frame the entire game around an original made up character is imo the biggest blunder the narrative of this game suffers. having an amnesiac mute, who has to be constantly talked at and over explained to every.single.cutscene really grows tiring super quick.
39	The game already has a lot of padding in the cutscene department, so when you then have to make those scenes take even longer because characters can no longer talk among themselves naturally, they must always talk at the player to explain every single thought/event creates this weird unbalance in storytelling vs gameplay (combat).
40	The 3 Kingdoms novel, and the games are stuffed full of characters with complex story arcs as they each attempt to shape the chaos of the turmoil and bring their vision of a unified china to reality.
41	By having the entire game revolve around this original character, all of their achievements are undermined. no longer are the great deeds of these warriors their own, its all the original character that did everything, everyone as a result is a useless standby.The game also has a bond system that's just a slog of copy and pasted cutscenes that play over and over. you "meet" an npc in the world map, they give you training scrolls (kill 40 enemies doing a dab, conquer 5 bases wearing a tutu, etc). and when completed you get a cutscene of them expressing how kawaii you are. repeat this process 2-3 times per character, over and over.
42	There is a massive lack of originality or enjoyment from these, there were 3 of these bond cutscenes I chuckled or got some scene of "hey that was worth it" that's 3 out of like 100.The game features alternate story paths at certain points, which is a staple in their last entries, however here, they are....surprisingly disappointing.
43	You'll have the option to save certain characters that are meant to die in respective battles(usually a battle they actually died in in history). in previous entries saving these characters would often result in wildly different outcomes to the story of a kingdom, saving the would be ruler would result in that kingdom thriving rather than collapsing under the weight of grief, or lack of leadership. here saving them amounts to an extra cutscene of them going "wow you saved me, that's awesome, anyways, I'm gonna just pretend I'm dead and chill" and then the rest of the game plays out as if they had died. maybe instead of doing 100 boring bond cutscenes we could have done a few that meaningfully chance the outcome of a kingdom when these altered fates occur.All of these narrative issues add up and cause a big unbalance in the amount of playtime spent doing fights vs just watching cutscenes. chapter 1 especially is gruelingly long, its 2 fights with over an hour of cutscene padding it.
44	You cant just go to the in to look at the encyclopedia quickly, you have to load the cutscene of the character slowly walking in and sitting down, and then oops you forgot to check the weapon store, so now you have to wait for the cutscene of him getting up and walking away, over and over, these little issues impede and pad up the runtime of the game needlessly.Combat:OK lets get to the meat of the game. its why we all got into this.Overall the combat is fantastic, with some minor wrinkles.The game has battle arts which are special weapon abilities you can equip and "cast" using a resource called Bravery.
45	The game now features a parry mechanic, and an evade mechanic with a "perfect evade" mechanic that rewards you with extra bravery.There are a total of 10 weapons and they each handle quite uniquely and that was pretty cool to see.
46	There is a blueprint here for how to do a proper DW game in the future with an actual roster of characters where they each wield their own weapon and that's very exciting.My one real complaint about combat is that....there's a ??? ton of cutscenes that happen in the middle of fights that don't need to be cutscenes. in previous entries if an enemy unit sprung an ambush you would just hear a voice line and see a dot on the minimap indicating what happened, and the battle summary (text that occasionally appears on your HUD explaining how your allies are doing in different parts of the map while you fight elsewhere) would go over the outcome of said ambush.
47	But not here, if an ambush happens, cutscene, if an ally burns a bridge, cutscene happens, there's 1 fight in specific for the Wu Kingdom where an ally will aim to burn 5 bridges, and each of the 5 times you see the same cutscene. constantly interrupting your combat. whats worst is sometimes the cutscenes will reset the endurance of enemies (deplete their endurance and you can stun them and do extra damage), so the amount of times I used my resources, to deplete their endurance, only to be interrupted by 1 of these cutscenes, and then afterwards they were standing reset was infuriating.Another frustrating aspect of combat is that when allies of enemies use special tactics (rally their forces to charge, or do river dancing, etc) the game will yank your camera away from what you're targeting to force you to see this.
48	I appreciate this the first few times it happens, but this game desperately needs an option to turn this camera hijack off. its infuriating to be in the middle of a combo and then the game yanks the camera, (you can still get hit when this happens, its...FUN).If they add an option to turn off these excessive cutscenes in combat and the camera hijacking during tactics, this combat loop would be the golden standard for musou games.Other, Misc:Voice acting - I found the voice acting to be underwhelming compared to the previous entries. there's a gradient when it comes to voice acting in games: So bad its fun (old Dynasty Warriors, devil may cry, etc) -> middle of the road meh (this game) -> so good you are moved (Last of Us, God of War, etc) My point here is your voice acting should either be committed enough to be taken seriously, or so wacky that its jut a fun silly time. sadly in this game, while there are some good performances, a lot of it just feels muted and boring. this in turn makes the long cutscene runtime feel even longer.
49	previous entries. Previous entries have the benefit of having 5-10 times the amount of battles as this game though.Zhang Jiao - I wanted to shout out 1 thing I thought the game successfully improved narratively, and that's with the character of Zhang Jiao who lead the yellow turban rebellion, his upgrade in character from a 1 dimensional whack-job, to a leader that's lost his way is really good.Closing thoughts:If you read my grievances and feel like they're things you'd be into, then get it now. if you like DW combat, but the grievances I mentioned seem concerning, wait for a disco
50	REVIEW #1 - DYNASTY WARRIORS: ORIGINS10 Years later the DYNASTY WARRIORS Saga returns and stronger than everYour own adventure begins when the protagonist, who remembers absolutely nothing of his life, fights in a battle and from that moment on,his life will begin to make sense because as you advance in the story, characters will begin to appear who will give meaning to his lifeand he will be able to begin to remember little by little as you fight alongside your allies and do not give up on knowing your past.- Decision making: As you progress through the game you will be presented with many choices that will help your character and you will be able to make allies depending on the answers

	and you will help other charismatic characters. When you reach chapter 3 you are presented with something quite complicated because there are 3 factions that have already split up and you will have to make the most appropriate decision (depends on each player) for the future of the Regions and you could even fight with former allies who are now on the opposite side because they think and do things differently (It has also been made for replayability)- Combat: Each battle has its own bosses and there are several types: mini-bosses / bosses / and final bosses. Depending on each one you should adjust your own strategy and weapons to the combat so that it is as fast as possible because in many occasions you will have to save Allied Generals who are important in the battle so as not to lose it and help them.
51	(In these fights it is mandatory to be alert in order to make a good strategy)- Allies and Army System: Depending on your choices in the Story, you will have Allies that you will often not see again and others you will because they will ask you to join their faction to help them and you will also have your own army of up to 30 extra soldiers so that the battles are more epic with unique abilities. Side Quests:- Skirmishes (Normal extra battles that give XP)- Boss Battles (Require level to conquer)- Character Quests to strengthen friendship and bring the level to the maximum to make it a unique ally.- Soundtrack: Every time you go to fight in a Battle it encourages you to make everything more epic and spectacular and motivates you to kill like a sadist. My final opinion is that this game shines in every aspect and is spectacular. I definitely recommend it to anyone and even new players like me. The ending made me cry and you empathize with the characters and grow very fond of them.
52	A musou game that prioritizes fixing the fundamentals of the series that have been in decay for two decades rather than chasing after quantity with X amount of characters and unique weapons.
53	An amazing foundation for the future of the genre.
54	Dynasty Warriors: Origins takes away the option of having 100 officers, but the improvements Omega have made to the combat are noticeable.
55	You definitely feel like you are a part of a huge battle, and everything from air striking to simple combos have been revamped for a super fun outcome.
56	The Combat is super fun. The Weapons are all awesome. The Gameplay Loop of a battle scenario is great. The World Map is neat. The Game makes you feel powerful. The Story Cutscenes are boring. The English Voice Over lacks enthusiasm. The Game cost me \$102.95 (AUD).
57	That's amazing.
58	Dynasty Warriors Origins is a new rebirth point for the series with better graphics, an overhaul to its gameplay, and new insight into the origins of the story.
59	These changes keep the excitement that I love about Dynasty Warriors but add a challenge to spice things up.
60	You can even duel officers in intense 1vs1 and command your battalion of soldiers with tactics! There are a few weapons to use, and while it is a far cry from the amount other games in the series offer, each of them comes with their particular ranks, movesets, and skills that make them feel complete and complex.
61	I like the sword the most because making a shadow clone is cool and the moves are flashy but other options such as the powerful Podao can obliterate enemies with huge cost moves or the Twin Pikes that allow you to dash across the field!! I had a lot of fun with the game, and also my fingers hurt a lot *blows on fingers* phew those officers wouldn't go down...my hands!
62	Pains aside, I am surprised the team went to so much effort when it comes to map variety and objectives that keep things fresh in the long run.
63	I joined Cao Cao (cause I love Wei) and there were battlefields where you have to control 10 bases at the same time to beat Lu Bu or distract enemies with maneuvers.
64	The game also requires focus to the objectives which I found enjoyable, rather than beating up everyone since some enemies can respawn forever or your allies require you to do things right in the moment as they cannot wait on you to wipe everyone off. I found the story to be a trade-off.
65	Gone is the emotional flair of previous games in the series, instead replaced by a more grounded tale that follows the historical events better than any other Dynasty Warriors game.
66	The game also seems to be inspired by the 2010 TV show to some degree, as in some cases the same phrasing is used such as when Guan Yu is convinced by Zhang Liao to join Cao Cao temporarily. You can view my specs on my Steam profile, but I run a 4070 RTX Super, I was able to play the game on 4K with everything maxed out and above 60 FPS with no stutters.
67	Another thing is that very few maps like Bowangpo of Wei VS Shu ran horribly during the majority of the fight for some reason, hovering around 20-30 FPS.
68	ly. The more you progress through the game the worse performance you will get (by a little) as battles get bigger and more elaborated so keep that in mind! For 70 bucks (angry gamers at the 10 increase incoming!) is very worth it, the game took me 20 hours to beat my first playthrough and I was rushing to do the main story mostly (I enjoy the meat of the game more than the grease aka side c
69	The more you progress through the game the worse performance you will get (by a little) as battles get bigger and more elaborated so keep that in mind! For 70 bucks (angry gamers at the 10 increase incoming!) is very worth it, the game took me 20 hours to beat my first playthrough and I was rushing to do the main story mostly (I enjoy the meat of the game more than the grease aka side content).
70	Taking this into account, the two other sides can pretty much give another 20-40 hours depending on whenever one rushes through the main plot or indulges in all kinds of content.
71	Mind you, I say rush but I didn't skip any cinematics or story, and barely touched the side content thought. For newcomers, an interesting game for sure...if you are curious about the setting the story takes place and enjoy action games such as Wo Long then there is something to be enjoyed here.
72	To me, Origins is the perfect introduction to the series as it focuses more on the formations of the Three Kingdoms rather than their resolution of the conflict.
73	All while also enjoying tense and intense combat that is challenging and satisfying.

74	I played half the game in medium difficulty and half in Historian difficulty, and let me tell you some battles can be challenging even in Historian!For veterans...is a touchy subject.
75	You will either be delighted at the game's reinvention and a new take on making the foundation of combat better than its predecessors, or you will lament as be like "Why do I have to play as John Dynasty?
76	(Don't hurt me Dynasty Warriors 4 and 5 enjoyers!) I didn't like Ziluan aka Wanderer's story {notice I never mentioned him in the review until now?} but everything else was perfect.
77	Intense gameplay that requires skill, careful thinking, and insight as to how battles will play out to come out victorious makes for a perfect recipe when combined with a fantastic story and characters
78	Intense gameplay that requires skill, careful thinking, and insight as to how battles will play out to come out victorious makes for a perfect recipe when combined with a fantastic story and characters.
79	s. Whenever you are a newcomer or a veteran, if you are still on the fence I recommend you give Origins a try and see for yourself what an amazing game
80	s. Whenever you are a newcomer or a veteran, if you are still on the fence I recommend you give Origins a try and see for yourself what an amazing game i
81	Best Dynasty Warriors game in the series so far, only barely rivaled by Dynasty Warriors 8 XL and Dynasty Warriors 5 XL, but the new combat system and the improved storytelling blow any prior game out of the water.Finally having a Musou Game with a snappy and not-clunky combat (aside from DW6) feels amazing and makes going through the stages an absolute delight, paired with the typically amazing music.
82	Fighting against hordes of enemies has never felt better and besting a strong officer in combat feels rewarding and satisfying.
83	Also the Parry and Dodge mechanics are addicting to use and master.Not to mention the more in-depth story, giving the best portrayal for each character of the Three Kingdoms Saga in a Dynasty Warriors game so far.
84	There's ample time to get to know everyone and learn about their unique characteristics.The roster basically being reduced to 1 character is not an issue, since the MC gets 9 different weapons (essentially 9 characters) that all play differently and offer much more depth than any playstyle in any prior Dynasty Warriors game until now.
85	(Also being able to change equipment on the fly mid-battle is a delight)Not to mention the story is broad and offers 3 different paths, each with a historical and a what-if route.
86	On top of that, there is an added mystery surrounding the main character, which gets explored alongside the main story and offers characterization for the MC, as well as a unique new ficitonal story set in the Three Kingdoms era.For any Dynasty Warriors Fan, this is a must-have and for newcomers this is a great entry into the Dynasty Warriors Franchise as well as the Three Kingdoms Story.
87	As a longtime fan of the Musou genre since DW4 on the PS2, I can confidently say DWO is the best entry in the series.The game introduces a new amnesiac protagonist with fresh refined combat system that includes the new Bravery mechanic, Squad Tactics, Combat Arts, Perfect Parry, Evade and QTE Combos for great gameplay.The storytelling is solid, offering great replayability, and there are moments where you'll truly feel the intensity of battle—facing "large forces" armies that give you goosebumps.
88	The lack of a traditional Musou Mode or Story Mode is disappointing, and some iconic characters no longer have their unique weapons, which feels like a step back from past entries.
89	Additionally, the limited selection of weapons and skins for the main character is a missed opportunity to offer more variety.Overall recommended for all those interested in the genre and who are eager to annihilate thousands of enemies.
90	+nostalgia+satisfying shredding waves of enemies, like no other game ever made+gets better and better as you progress+so much potential for future releases+strategy and difficulty are mostly there, some battles take multiple tries but once you figure it out (slightly overlevel your character and know who to protect and where to find meat buns) it becomes a little simple-protagonist is extremely bland, and 40% of the dialog is just praising you. 0 depth there besides a bunch of characters you probably won't keep track of the names of.-voice line decisions don't make a difference (besides when faced with a yes or no decision). terrible in those RPG aspects.-side missions are extremely repetitive. kill the one guy, clear the base, run up the hill right, left, kill the other guy. this mission haunts me.-no co-op or online - could be GOAT with large-scale PVE or PVP.-combat doesn't really vary. you either like it or you don't. i don't understand people saying there's multiple styles, you mean XXX+Y or YYYYYYYYYY?-not worth \$70 for what you get. if you can easily afford it don't think twice, it's one of the best single player titles in recent memory (i don't agree with \$70 titles in general).it's a solid 8/10, as someone who hasn't really played since bleeding their eyeballs out on DW4 and having the money for it, i have no buyers remorse yet.
91	Even with its issues its a hit out of the park- stuck using one playable character (no creator) and a very limited wardrobe selections its only 3 :- need more weapons but its a good selection only missing Dual swords, Shuangshou Jian Tupu and maybe sword and shield.+ everything else about the game is fantastic the semi souls-like gameplay, the huge numbers , the design of the characters and no silliness OK ok less silliness XP , overall graphics and color look great with tons of detail if you know how to see it, nice looking levels too.overall it the most proper Dynasty Warriors game we could hope fori hope we get more content for this game to buy and i cant wait to see what they do with the next Samurai Warriors :D
92	First of all, which is the most important aspect, from a DW fan to another, the combat is 10/10, exactly what we wanted and dreamed of since the PS4 era.The attacks and abilities, the thousands of soldiers flying at one swipe of your spear, the chaos of jumping in the middle of the enemies armies and swinging your weapons and pressing the most random buttons is..beautiful, the soundtrack shines in these moments which is also something I judge these games by (I wish there was more soundtracks, but it's fine)Play it, you'll love it, regardless of the negative points I'll be talking about below.ok, so..to the second point:While I never judged DW by the story telling, this annoyed me too much, every single character will harass you sexually or emotionally, that is without doubt what you will understand from what they're saying, Guan Yu has the hots for you, Zhang Fei is a tsundere, Xiahou Dun takes you to dinner 32 times, some new Wei guy always has the "URGE" to see you, the girls will blush and act too girly with you, some Guo Jia guy wants to "talk" to me in private, all the while Xiahou Yuan figured how being fat helps Cao Cao army's logistics.and thats not all, everyone

	will make some over the top remark that any person who talked to more than 4 people will interpret them as 'meet me behind the sakura tree to ????'whoever the writers are, they have the under developed brain of a teenage girl addicted to high school anime.what is surprising is Zhang He has the least suspicious remarks of them all..lolThird point:86% of cut-scenes and conversations are utterly useless and a waste of time, these 86% can be summed up in the following:officer: I wanna be the bestyou:officer: man you're right..you're the best I'll learn from you and I hope to impress you when you watch me perform in battle my friend, and btw I always dream of your face.that's it, almost nothing of value in those cut-scenes, every conversation is stupid, the same, or childish, it is sad that developers wasted their time working on these instead of doing something that is actually fun or I actually wanted from a DW game.---- anyways, I love it regardless, its ugly when it talks, but the combat is so good which I really hope they do an Empires game with it, where we create our own officers or a journey mode like the one in DW5
93	This is one of my favorite child hood series and I have to say, I haven't had fun playing DW like this since DW5.
94	All I can say is, this is probably the best DW game that has been released in the last decade keeping in mind that it doesn't have multiplayer/co-op.
95	I much rather play this game in single player than play DW6-9 with co-op.
96	If we could get a DW 10 that plays like this game but has the 100's of playable officers + free play, that would be great.
97	as a long time dynasty warriors fan this is a hell of a good feel to the game and though i do wish for more weapons, i have enjoyed everything i have gotten so far.
98	Though i do kinda wish for character customization.
99	Combining new features with the best ones from the previous titles, including the SOUNDTRACK, this is the ultimate DW experience, for old and new fans alike.Unfortunately, I must rest for the battles to come.May the heavens shine upon you and grant you countless victories.(9.8/10)
100	After playing this game for 25h straight and already finishing the wei story, and getting in a pretty good position where I'm farming for them special weapons...
101	I am conflicted.Pros:1-Damned great graphics.2-Beatiful sound designs.3-Great maps.4-Satisfying af.5-The MOST well made instance of the entire series.6-Combat is fcking GOOD, with so many different types of enemies, and AI that actually feel challenging, and all the niches where you control your own units and stuff.7-It's just, fcking GREAT.Cons:1- Costs an eye.2-Way too many cinematics (I think having to sit through 4 cinematic before a single mission is a bit too much.
102	)3-Voice actings and some scenarios are a bit lacking and/or unfitting and/or straight up weird.Aspects I'm unsure of:1-The entire game system.
103	It's fun and neat that I can "explore" the world, run around, bring peace to the land, interact with npcs, but it just doesn't feel right for me for some reason; It feels incomplete.2-The level system; I just don't like the other weapons.
104	It is so odd to say this, since this is the very first time they actually have a GREAT and actually executed in such a well crafted manner.
105	Just as cheap as older instances where every character has their own story, but in the end, all revolves around "I am now the greatest".5-No co-op.
106	I'm fine with it being a purely single player game, but I also kinda want it back.6-"free play" mission selection is not all that great.
107	I get it is for story telling, so you unlock more interactions, but at least, give me the opportunity to do more with it.
108	But they get cut more or less at the same time as previous instances of DW, making it feel a bit lacking, especially when they've put so much effort into the story telling of the game.2-I also really expected almost a diplomatic aspect of the game, especially when I learned about making friends with the different characters.
109	Doesn't have to be a 10 mission story; Maybe even a small origin (aha, get it?
110	DW origins) story, of how they came the way they are.Conclusion:All in all, it is a damned great DW game, where they have ABSOLUTELY nailed the core of the series, which is combat.But there are many aspects of the game that leaves me wondering if they could've/wanted to do more with them.And in all honesty, if they do implement the game for the better, especially the diplomatic side of the game (which was also historically such a massive part of the entire three kingdom era) legit wouldn't mind spending 80 fcking euros on this game.As for right now, if you are not a massive fan of the DW series, it falls a bit into the "monster hunter" cathegory, where new players will definitely feel it is overpriced, while old fans will fawn over it.Again, it is a damned great DW instance; It could've just been SO much more.As an old fan of the series: 8/10As a new player, taking into consideration the price: 6/10PS: Koei could also implement aging, since all the characters are so damned young (I can't get over the fact how young caocao looks, or how alluring liubei looks)
111	The game's portrayal of key figures such as Liu Bei, Guan Yu, and Cao Cao is notably engaging, although I found the narrative to be somewhat overstretched, making it feel like the story dragged on longer than necessary.Having not played the previous nine entries in the Dynasty Warriors series, nor the various Romance of the Three Kingdoms games, the Three Kingdoms setting seems already oversaturated to me.
112	The variety of weapons available adds a decent layer of depth to combat, while the bond system with officers—a feature somewhat akin to that in Rise of the Ronin, this is the closest example I could give—is welcome.
113	However, the post-game content is substantial, offering players an opportunity to continue exploring the world though I already had a burn out at that point.Art chains and musou attacks with the partner officers are essentially dope.
114	The genre is inherently repetitive, focusing on HnS combat with massive hordes of enemies.
115	The eagle eye-like (where you can survey the battlefield) seemed like it would lead to interesting scenarios (there were some missions where you needed to break the 'magic') but it really didn't which was... disillusioning I guess.Well, it's fun, it has some depth, and it's satisfying, but ultimately, it doesn't reinvent the wheel.??? ?
116	The downside is we can't really play as all the characters and the story does end on a cliffhanger.
117	One main character but you can swap to buddies in a fight and use a lot of different weapons so the variety is there.

118	Love the dodges and parries, though some enemies are total bullet sponges so keep getting better weapons or you'll feel the pain of the three kingdoms.
119	Listen, the game is awesome, and the tension in some of the battles is honestly incredible; they really nailed the adrenaline in some of the climactic battles. However, what has surprised me the most is that they actually managed to make the story good.
120	They took the same Romance of the Three Kingdoms, recontextualized into a new "Chosen One" narrative which is kind of out there, but they also laser focus on characters that we've never seen much of a focus on, and they fricking nailed it.
121	Heads up: not recommended for the asking price, get it on sale. As expected it looks good, music is as always nice (even tho not fitting for the era).
122	Combat is largely fluently.
123	Various mechanics, actual duels and a combat system with parries and counters work well.
124	You cannot pick 1 of several dozen heroes and play the battles they took part in (or could have), you can't just pick any char and any scenario (like beating up Lu Bu with Diao Chan or killing Zhang Jiao as Zhang Jiao), there is only 3 difficulties and with no characters to choose from there is also no "historical" strategies to employ in battles nor is there "quests" to farm a characters unique weapon. RPG elements with unlocks and skillpoints translates to mindless grind...you run around the map to enter skirmishes, extremely small generic battlefields (take 1 base, kill 1 commander...) over and over again to farm. Only 9 different weapons = 9 different movesets and their unlock is locked behind campaign progression. All in all the reboot and campaign is a solid attempt, but relegating all beloved (or hated) characters to simple NPC's in the background and completely removing widely varying campaigns, movesets, unique weapons and quick play is just not worth it.
125	It's made for pure entertainment where you grab your controller, kick your chair and enjoy the steroid of absolute cinema and mass murdering after the long day.
126	Extremely well polished from gameplay, story narration to PC optimization and technical success.
127	You get an improved moveset of select few yet familiar weapons each come with respective distinct attack and combo.
128	Story telling become immersive and detail narrated through established new original character who has a choice to side with one of three major kingdoms and interact with their generals.
129	The best part is battlefield feel massive now with how many soldiers they fit into and how they can actively affect gameplay on scale of entire map through grand tactic deployed by an army. Story is much more detailed and engaging than other musou titles.
130	Instead of having Yellow Turbans as first stage, it has a build up of 6-7 hours long introducing each key characters and series of important events and battles that eventually lead to Final Showdown of Yellow Turbans.
131	The amount of details and cutscenes are well delivered even though you may already know the story from other media it's still engaging to see how it unfolds in this game. The most noticeable change is that anything can damage you now if play carelessly.
132	Difficulty setting alter behavior of AI and core mechanics unlike older game where it just buff up hp and stats, meaning the flow of gameplay could be played differently depending on option. Morale becomes even more important and fair to both sides.
133	Unless under special condition, morale will directly affect performance of an entire army.
134	In addition to morale is Courage, which is something that's always in Musou title, an officer with high courage will have this lighting sparking aura effect to them and much more stronger than one without the different is that now the game come with clear indication and ally can have Courage too. In Origin introduce the new mechanic of Large Force Army.
135	Since Origin is story based game, completing the game once allow players to restart any chapter to tackle different route or trigger hypothetical route for different endings or do some missable events or side missions, any battles that have been cleared can be replayed for grinding or tackle for better result.
136	Character progression.(+) New character design made them look less outrageous. Grey: (*) Now focused on original MC than using huge roster. (*) Now using world map style to move around. (*) Companion using quite similar moveset to us. Cons: (-) Large subtitle display still looks small. (-) No split screen co-op, nor any co-op in general. Overall the game is very worth for the quality of the game.
137	Dare i say they perfected musou game formula with the combat flow. Lack of co-op and split screen co-op is huge blow considering that's what the game known for since very long time.
138	But the story flow quite make up for it.
139	From the lows of the nearly series-killing Dynasty Warriors 9 to this - what I would describe as EASILY the best game in the entire franchise. The best combat in any musou game, full stop.
140	Morale plays a much more prominent role in the battles of Origins than they do in past entries, and there's also now some RPG elements.
141	The massive character roster we've all known and love are now prominent NPCs in a RPG game.
142	The game's story is basically a story within a story - the Wanderer's journey plays out alongside the events of the Romance of the Three Kingdoms.
143	Context scale 10 - perfect game / would single handily justify the existence of video games as a medium 9 - all time classic / easily the sort of thing you would replay on a whim in 10 - 20 years 8 - excellent game / almost no objective flaws, most criticism would be up to matters of taste 7 - great game 6 - good game 5 - bog standard game 4 - waste of time 3 - uniquely bad game ruined either by corporate greed or severe incompetence at a high level 2 - actually painful to play / the sort of game you make video essays about trying to understand 1 - actually unplayable or broken. This game is an 8/10 trying to be a 9/10 and almost achieving it. The important thing to understand is that this is not dynasty warriors 10 it is its own game or a side game like strike force or warriors of orochi.

144	It doesn't tell the story of the three kingdoms so much as it tells a Wuxia inspired fictional story of its own that takes place during the three kingdoms period. The combat is great and by great I mean it is the best it has ever been in any koei warriors title and by a large margin.
145	They managed to make the battles feel truly epic in scale again like they did in the original dynasty warriors.
146	The battles can only feel epic and huge if the warriors/soldiers have real weight to them.
147	See in the original games that were based on dynasty warriors (A fighting game in the style of like soul caliber) each of the soldiers could also do combo strings and had health and defense and attack on the same sort of scale as the officers.
148	So fighting a group of five of them would require multiple combo strings of your own.
149	In 6 and onward they decided the battles would feel bigger if they rendered like a thousand guys at a time but each one was as threatening as a fly so you wouldn't get overwhelmed.
150	You are part of an army fighting another army, You actually need to have teammates.
151	So now instead of like 6 troops following you and whatever generals are on your team you are part of an actual army clashing with another and they are actually useful enough to make it worth moving together or saving endangered allies so you can attack bigger formations.
152	All of that is to explain that they made the battles feel truly epic again in a way they haven't since like dynasty warriors 3 or 4 or maybe 5. I was going to put this onto the last section as one big the way the game feels from moment to moment way but trying to explain the feel and epic scales of the battle took more words than I thought.
153	Anyway the Combat is inspired, Not only have they drastically improved the basic combo strings of every weapon but they made the weapons different from each other in meaningful ways rather than just changing the animations they do as you use the basic combo strings of basic attack strong attack or basic attack basic attack strong attack.
154	Now each weapon has different enough mechanics without getting away from the punchy fast and fun hack and slash the series is known for.
155	But most well implemented is the new battle arts mechanics in which you can equip four different moves depending on what type of weapon you are using to further customize how your warrior fights in battle.
156	This can range from special high damaging attacks, ranged options, stuns and mix ups or simple aoe wave clear options.
157	It really adds an element both to your custom experience as well as to the moment to moment action having these options to stop from getting into a repetitive groove of using the same combo over and over. As I mentioned this is not dynasty warriors 10 you are not playing the famous generals and characters we are used to but rather the main character of the story being told (who you can name in game), Admittedly this comes across as unusually cruel because each of the characters from the series are there and at their best.
158	ood and evil. The character direction they took Diao Chan in particular justifies the existence of this game to be honest. If in the future this game gets dlc that allows you to go down different story paths or an update with a free mode where you can do any battle with the normal cast of characters like the main line dynasty warriors game it is easily in striking distance of not only a 9/10 experience but being the best game Koei has ever made. In conclusion this game is so good that it makes me a
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161	Fun game. Neutral:-Everybody knows this is a stepping stone game.
162	Enemy attacks tend to keep you on your toes more and not paying attention to things like arrow volleys will interrupt your attacks (even if they don't do much damage...).
163	When you're in a big cluster of enemies and you land a parry and clear just enough breathing room to do another powerful swing, it's a hell of a feeling. -Weapon types don't confine to the usual 1+2 button layout and have their own unique properties, making for a generally fun time with some weapons obviously outshining others in more scenarios.
164	The game screams to have two available at a time like previous DW, but at least you can freely swap them in the pause menu at any time. -Weapons have their own "arts" abilities spent with a smaller gauge called bravery, and adds a little more spice with later ones.
165	My favorite abilities are ones that let you basically steal back your turn from them by interrupting them.
166	Most of the weapons are a lot more functional for single target combat than before so that helps too. -Being able to restart the battlefield at key points on a forecast instead of retrying the entire mission when you lose is both easier and lets you know what went wrong.
167	I'll take it over "looking better but running worse" any day. -Narrative is actually attempting to get you invested this time instead of exposition dumping like the last couple decades. -Music remixes are top notch. -Performance is very good for how cursed Koei Tecmo games usually are with... everything involving PC ports. Cons:-\$70.
168	Even Chinese Gacha Games are putting more voiced dialogue and effort into the blank MCs nowadays.
169	The gauge also takes a ludicrous amount of time to build up so most of the time I forgot it was even a mechanic because I would finish maps right around when it was available. -Weapons feel fun, but fun != usefulness.
170	Practically every weapon wants you to grind their rank out to get basic attacks and features that would make using them feel way better if you just had it to begin with.

171	My favorite weapon is the Podao for its extremely powerful charge attacks, but I don't blame anyone for sticking to your starting Sword/Spear because they'll have the most experience points and weapon arts by far.
172	It doesn't help that the game will keep throwing high level weapons in sequential order, so you'll always get a high level sword first.-Rescuing Officers means simply being near them and they restore all of their health.
173	Say goodbye to any of your husbandos or waifus that aren't the main characters.-Musou attacks are the lamest they have ever been in history
174	. This shouldn't feel like an experiment; this should just *be* something they're good at.-I glazed the narrative earlier, but man is there a ton of talking stil
175	When your gameplay is so much faster and visceral, you want to get back to it more than listening to the same ROT3K story again which they'll regurgitate before and during the battles anyways.Overall, Origins is a glimmer of hope for me that DW is only going back up from the limbo of DW9+Empires gameplay wise, but I fully understand anyone wanting to skip it or not enjoying the lack of characters that everyone grew attached to.
176	Still awesome fun
177	This is currently off 10 hours of gameplay and a long time DW fan.The game has many pros and cons ---Pros:Its a different experience that the old school style games and feels like the game is moving more so in a positive directions.Has many things outside of the main story to do like side missions and mini-goals.
178	(Recommended if you want to keep the difficulty high you avoid grinding.)Actual Story Progression while actual choices and from the sounds of it NG+ that'll chance the endingsCollectibles/Rankings/Levels/CraftingGives you the feeling of being apart of the story rather then just being a character within the story.
179	(Many drawbacks as you cannot customize.)Character feel more like peopleMorale matters a lot comparable to before....Like failing or succeeding big "plans" can change the difficulty of the missions.Combat is very fluid and blocking/parrying/bravery etc....Cons:Little to no customizationGame gets much easier with any sort of grindingSomewhat linear but enjoyableOverview map is cool but seems quite limited a lot of work and options could be added.
180	Not sure what can be done here but seems a little lacking at times.In MS missions the amount of enemies seems low, like in some older versions of DW I felt I was always coming across either enemies or allies.
181	But here its like big clomps of enemies rather then it having them spread across the field.I would say my biggest gripe so far is that its lacking all the proper aspect of the game.
182	So yea feels like we are missing a lot of possible gameplay.Price point should be lower, but I don't regret spending the \$90This is not a game for everyone.
183	It is enjoyable even if there are some things that could be better.****Edit after Chapter 3(20+Hrs Now****Im currently in Chapter 3 at Rank 31 mission are 25ish, the game is easy ofc since im over leveled.
184	But the battles have become much more interesting and there are basically force lose battles if your not properly geared and leveled.
185	I think its definly missing the obviously aspects of the game but its pretty good for a reintroduction to the series.
186	There's just something awesome about slashing through thousands of enemies on screen, it's pure, chaotic fun.But Dynasty Warriors: Origins?
187	The combat is smoother, faster, and way more satisfying.
188	They've nailed that "one versus an army" feel better than ever.The story?
189	Instead of feeling like something tacked on between battles, it's told in a way that actually makes you care about what's going on.
190	Cutscenes are engaging, the voice acting is solid, and even if you're not a history nerd, the way they deliver the narrative is entertaining.And, of course, the soundtrack.
191	I don't know how they keep doing it, but the music slaps hard.
192	It's thrilling, energizing, and just so dang good.Performance wise, it's a smooth ride.
193	No stutters, no lag, and the graphics are sharp.
194	I wouldn't even mind some skin DLCs or seeing older weapons make a return, imagine rocking those classics in Origins' new engine!Koei deserves all the praise for this title.
195	Yeah, it's a bit steep, but honestly, it's worth it for what you're getting.So, what are you waiting for?
196	Basis: You're playing as one character going through the story of either Wei, Wu, or Shu.
197	I personally still have yet to finish the story but I imagine that they all intertwine with each other until the end depending on the faction you choose which will determine the ending.
198	Starting off, you will have that coalition where all the factions are united, but later break off and you will eventually have to choose which one you will want to support.Story: The story is a retelling of the typical Dynasty Warriors games where it stays mostly the same with the exception that you are now a whole new character helping out the coalition at first and then having to pick one faction.
199	It's not so impactful in the main story you are partaking in though.
200	It's a pretty straight forward story and not a bad one.
201	I find this story to be much more extensive compared to most other titles and it is quite nice but lord are there so many cutscenes.
202	However, if that's something you like, then this game is definitely something to enjoy even more.Combat: It is similar in most other Dynasty Warriors game with light attacks and strong attacks mixed in.
203	However, it adds a bit more to that with Battle Arts which are attacks that use a button combination and you only have 4 to use and can only use them based on how much 'Bravery' you have.
204	To increase said Bravery, you just need to smack enemies around and/or parry attacks from officers.

205	Musou Attacks from what I have seen have been changed a little.
206	You then have the Ultimate Musou Attacks where you enter a Rage Mode and your attack is increased.
207	On top of that, you also have Musou Attacks that you can perform with your companion that you can choose at the beginning of the battle if you are given one and you both do a normal Musou Attack which wipes out a pretty large area of mobs. Weapons: The weapons types you would be allowed to use are limited compared to other games such as DW8 which is a bit disappointing.
208	However, you are able to change your weapon mid-game to any of the weapons that come from officer drops upon their defeat.
209	I honestly really would have liked to have had more weapon choices as the amount you get in this game is quite lacking.
210	Hopefully in future installations, that will be an option again. Gameplay: The game itself is quite enjoyable from what I have experienced.
211	It does have more of an RPG element to it where you have a fairly large open area and you roam around as the MC collecting materials to create gems that help increase your stats or to do side missions to increase your weapon proficiency, get more currency to buy new and better weapons, collectible currency, etc.
212	This kind of pressure allows you to actually focus on the mission a bit more as opposed to fighting an endless army and racking up that kill count.
213	r to do so. Having that added pressure of the tasks that come up also makes it enjoyable because it presents a challenge that I usually am able to complete, but may struggle doing so which is typically rewarding to me. Final Notes: Overall, I do very much en
214	r to do so. Having that added pressure of the tasks that come up also makes it enjoyable because it presents a challenge that I usually am able to complete, but may struggle doing so which is typically rewarding to me. Final Notes: Overall, I do very much enj
215	ge mob of enemies. The combat is enjoyable and can definitely be challenging especially when fighting cert
216	mob of enemies. The combat is enjoyable and can definitely be challenging especially when fighting certain
217	The combat is enjoyable and can definitely be challenging especially when fighting certain officers (Lu Bu).
218	dds a bit of immersion to it. However, the lack of being able to choose which area of the story I want to play after the main story is done is quite disappointing and even more so that unlike other Dynasty Warrior titles, I can't really play as any of the other characters unless they are an option to be my companion, but even then, I only
219	However, the lack of being able to choose which area of the story I want to play after the main story is done is quite disappointing and even more so that unlike other Dynasty Warrior titles, I can't really play as any of the other characters unless they are an option to be my companion, but even then, I only get to play them very briefly.
220	I already mentioned that I would have liked more weapons to be implemented as the current selection is quite lacking.
221	I already mentioned that I would have liked more weapons to be implemented as the current selection is quite lacking
222	cking. Even some of the non-playable characters are tied down these weapons and it kinda does take out that uniqueness from them which is a disappointment. Overall, I'd give the game a sol
223	e and just wait for a sale. It's a s
224	e and just wait for a sale. It's a so
225	e and just wait for a sale. It's a sol
226	Let's start of by saying i've been playing the musou franchise since i was incredibly young, i've nearly played them all. If you want a TL;DR: I'd give it a solid 7/10. The Good: This game puts the musou franchise i believe in the right direction, new combat style is enjoyable and the RPG elements are a welcome guest.
227	Graphics are an obvious improvement from previous iterations and the new models for officers feel more fitting.
228	Dong Zhou no longer looks like a caricature of Chinese George Costanza and the upscaled resolution makes all the character faces look up to par with next gen games.
229	The progression of weapons feels good and meaningful, overall good feel with the unlockable combos especially paired with the extra range charm (i'm looking at you chakrams).
230	You still feel like a 1 vs 1000 god warrior, but now you have to work for it a bit more. Everyone who plays these games for the most part knows the entire story and probably skips over all dialogue and just comes for the combat.
231	The "revisioned" story is actually very good and far more detailed than previous titles.
232	I actually recommend listening in. The Bad: Holy ***** the screen tearing in this game is god awful please fix this no co-op??? I also foresee this game being in microtransaction hell, mark this comment in your calendars when i say i told you so.
233	There is not enough weapon variety, or outfits to make playing a single character worth it.
234	I bet they add more weapons and outfits down the line for \$15 a piece.
235	This game desperately needs more weapons and more cosmetics, you can't go from warriors orochi 4 ultimate where you have 400 playable characters with different costumes to 9 weapons? 2? 3? costumes.
236	This game is Origins, so i understand this taking place a little earlier in the storyline however the characters they bring out from the cast are FAR from any fan favorites.
237	KOEI cooked with this one. Nice adjustments on the formula with everything that made DW great.
238	I've yet to beat Dynasty Warriors Origins, 23 hours in and I can safely say this is one of the best Dynasty Warriors games I've ever played. My main gripe is you made the main character a hot twink that has sex with Guan Yu, but that's about it. Co-Op would be really nice too.
239	Picked this up after seeing the Overwhelmingly Positive review score and after the previous few releases I thought this was the second coming of Christ.

240	After playing and reading into the mechanics, I think many of the reviews are high on copium.
241	Only after completing the main story can you go back to other missions, what?
242	I've played a few of them here and there, but none of them have kept my interest longer than a few hours until now. Graphics are the best I've seen in the series, but by no means will it beat the highest quality games. The combat is quite fun, especially once you unlock the Fists.
243	The stance switching combat with the Fists is my favourite so far. The story in this game is the most I've ever been drawn into for a DW game as well. Levelling system is pretty good too, lots of things to work towards, and it encourages you to try different weapons and swap between them by tying weapons to your levelling progress.
244	Dynasty Warriors Origins marks a momentous return to glory for the series, with the company properly addressing numerous issues that plagued its predecessor.
245	I would argue that Origins has redefined the hack and slash genre as a whole, and may perhaps inspire many future games in the same category to follow in its footsteps. Hack and slash games, no matter how fun and engaging, eventually has a chance to run into a common obstacle: repetition.
246	DW Origins has just the right number of mechanics to help overcome this hurdle.
247	Weapon skills, movesets/stances, SP moves (interrupts), dash cancels, and guard tactics all contribute to allowing players to grind battles without feeling miserable from boredom.
248	In the midst of the hectic battles and tactics being thrown around, it is nice to see that even on Hero/Ultimate difficulties, nothing seems too far out of reach or impossible to achieve.
249	The horse stamina mechanics are even well-designed to provide just the proper speed boost when you need to go help out an officer on the brink of death, and hills and walls are placed strategically to give the sensation of being at the core a true battle of strategy between two factions. This is unrelated to the of cutscenes and voice acting, which will be covered down below, but the storytelling and worldbuilding are done quite well considering this is a reboot.
250	The events that lead up to the tension amongst the Three Kingdoms is done with proper pacing, with the story touching upon the main points and characters (albeit briefly for some of the series' beloved characters).
251	All in all, the game did an incredible job in keeping me interested in the plot.
252	[Then again, I'm not a game designer so the programming might have been on a different level from a game like Nioh 2.] As much as all the weapons and skills were well-designed, the progression mechanics like weapon crafting and skill trees could use more work for future titles.
253	Weapon crafting should have been introduced earlier maybe around chapter 2, but even then, you would soon realize that there is no real purpose to it other than combining weapon abilities into one.
254	ok..... the game is apart of a long series of games and i have been playing since DW3 on ps2 the last game DW9 tried a lot of new things and was clearly an attempt to reboot the formula of the game. it was very bad almost every fan of the series agreed and most people didn't play it much. this game knew it had to be awesome..... and form a game play point of view it is..... it has a modernized and vastly improved combat system that stays true to older games in the series as far as feel goes and its 10/10 there is no denying that. however the reason i am giving a negative review is because of what it doesn't have..... one of the most important things in the series..... every game up until now had a large roster of characters you could chose to play as so much about what made the game fun was trying out all the different characters and there different weapons and play styles and finding the ones you liked but it wasn't just that they are have a different vibe and personality and we all had are favorites that we like to plays as.... EVERY GAME WAS LIKE THIS!!! until now imagine a marvel game that came out and you cant play your favorite hero they only exist as some power up move that your generic main character gets to use every so often when he powers up... its really sad they choose to go this route it just real like it absolutely guts the game..... imagine a fighting game like street fighter but none of the roster of fighters that the fans have played and grown to love over the years are playable and you just have your one main character and they are not even customizable... i was really hoping to play as my favorite characters..... now they are just npcs apart of some dumb story RIP..... cant believe they when this direction..... but i think i know why..... i think they did this in an attempt to appeal to new players.... they probably though having 47ish characters to choose from was going to be too overwhelming and they are probably right but..... idk i am just really sad :(this game will be a big success and we will never get are characters back :(
255	Everything from the story, combat, strategies, and relationships are all shifts in the right direction.
256	I only miss playing through multiple different officers. Playing at a leisurely pace put me at 12 hours for the yellow turban / waning Han story and ~15 hours per each faction
257	First review ever on Steam but this game certainly requires a review. Unlike the last DW game this is a large refresh of the series taking all the positive parts off other DW games such as duels and tactics etc and even taking the negatives but rebuilding the approach which put together has made for a great experience so far and puts DW back in a good place again and I hope the groundwork for further games to follow this style going forward. The story is the most detailed it has ever been and in a creative and surprising way follows the Romance of the Three Kingdoms book closer than any other DW game so far even though you are a nameless wanderer and not an actual character like previous games made you play as.
258	It has found a nice balance between hack and slash action and story development around all the key characters of the story though and it's still satisfying as ever to go crazy in hoards of enemies with satisfying results. What has surprised me is that with reducing the amount of weapons and characters from previous entries focus on development around game mechanics and story I've found to be more enjoyable alongside the RPG elements that they've included with the skill trees and weapon sets.
259	Sometimes less is more than just piling on loads of characters and weapons and barren level designs with no real thought on story etc so DW Origins is setup to provide a great experience. In my opinion this is exactly what the series needed after the poor showing of DW9.
260	after clearing the main story, i can confirm, it doesn't get better. combat was fun, but being limited to one hero is lame. the entire relationship/bond/dating sim system is completely pointless, at best you might unlock a new move. you're still limited in companions based on what mission you're doing, unless you've already done that battle before and have

	completed the main story already, then you can use almost anyone (further making the bond system pointless).the main thing i didnt like is that this felt more like a visual novel with some combat mixed in, rather than a combat game with some story mixed in. in that, you will sit through about 30 minutes of cut scenes before you can enter the next battle, which takes maybe 5-10 minutes on average. so you literally spend the same amount of time watching cut scenes, if not more, than you spend actually playing the game.they definitely put more effort into the story this time around, which is great if you want to immerse yourself in the story. but if you just want to play an action game, this aint it. even spamming the 'skip cut scenes' button you still have to sit through 5-10 loading screens before you get back to the action.i love dynasty warriors. i liked the combat. but theres definitely not as much content as literally any of the past installments, theres less creativity/freedom than even older mainline games (im not even talking about losing out on CAW, thats just an extra nail in the coffin), the voice acting is sometimes good, sometimes awful, but usually ok (English dub).if you were hoping the morale system would save us from the awful AI of past games, I have bad news.
261	If you want to keep everyone alive your only option is to rush to every ally and defeat their enemies for them, they simply cannot do it themselves. the exceptions are the special warriors who are being given plot armor like the couple occassions when Guan Yu is being hyped up.if you don't mind any of this, then its still a fun action experience.
262	I mainly don't recomend it because its more cut scene than gameplay, little to no creative freedom (2 item equips, 4 consumables, 3 bodyguard abilities, and 1 weapon at a time, total of 10 weapon choices, two of which are swords and 4 which are polearms). it is what it is, if the demo didnt win you over, it doesnt get better. i will say though if all you care about is a fun gameplay experience then i'd recommend it, its better than DW9 as far as in-game action goes, it just feels like its aimed in a different direction than all previous titles.
263	Gosh I wish Sun Shangxiang would squeeze my head with her thighs
264	Tao Te Ching - Lao Tzu - chapter 18When the great Tao is forgotten,Kindness and morality arise.When wisdom and intelligence are born,The great pretence begins.When there is no peace within the family,Filial piety and devotion arise.When the country is confused and in chaos,Loyal ministers appear.
265	There are 9 weapons to unlock with unique (enough) movesets to enjoy.
266	Combat is amazing enough to sell this game on its own.
267	Many anti-frustration mechanics like evasion canceling and parrying make this a joy to play.
268	Upscaling eliminates most potential framerate issues.
269	Actually runs on the Steam Deck too.Now for the fanboi part of the review: I wouldn't call this a "reboot" but I would call this Omega Force's best attempt by far at bringing their unique 1v100 gameplay style to the masses and with refreshing story twists that stay within the veins of Romance of the Three Kingdoms (ROTK) but without fear of branching out by adding their own "seasoning" to the mix.
270	Example of new story elements: the protagonist and his peoples did not exist but there are in-game lore reasons for them not existing?
271	Now just add local co-op so my companion can be controlled by my partner. :D
272	An absolute nostalgia hack & slash game!
273	Gameplay feels smooth & responsive, very fun to play with Musuo as you kill more enemies, story was great.
274	As for game performance, it can easily run about 240fps in 4k resolution via NVIDIA DLSS 3 FG.
275	My DualSense Edge controller works no problem and I'm glad it supports both Xinput and DualSense input controller.Only con is that animation sequence was a bit longer, compared to previous Dynasty Warriors series which I wish it has the option to fast-forward animation sequence when activating Musuo.
276	In addition, the text clarity looks a bit blurry, even in 4k resolution.
277	It needs to have UI Text Scaling option to increase text clarity, regardless resolution.All in all, I've been a huge fan of Dynasty Warriors series since the PS2 era which I've played Dynasty Warriors 3, 4, 5, etc.
278	I love this game and it feels classic and more fun, as opposed to Dynasty Warriors 9 which had a lot of problem due to open-world elements which nobody has asked for.
279	Just keep the formula almost as similar to the PS2 version, keep the game as linear as possible in order to make the game fun and enjoyable!
280	Lastly, I'm glad that they have brought the original soundtrack from previous Dynasty Warriors series which I give props to Omega Force for maintaining fan-service which is very important for long time Dynasty Warriors fans!
281	The core game is a really great time, they finally innovated in ways that actually improves on the base gameplay I feel, even if I'm not super into the skill system pulled straight out of Pirate Warriors 4.The story is pretty bad so far outside of a few exceptions, namely Dong Zhou finally being the intimidating figure he was in ROTK instead of some fat pervert joke, we just don't get nearly enough of him.
282	Every character talks about how cool and amazing you are, this is completely fine in a spin-off like Empires where you make your own character and it's some what-if universe... but this game isn't trying to be that for the most part.
283	I don't need 90+ characters to play playable, I would have even just been fine with the Wo Long/Nioh character customizer brought right into this somehow.The weapons... there really should be more available in my opinion, but what's there are really fun to use and unique in their own ways.
284	I don't personally enjoy the Wheels but everything else has been fun.Overall I'm a big fan so far.
285	It's still over the top but not cartoony and it's fun to revisit things in a new light.
286	The overworld map, especially after the most recent update to mute random talking, is the RIGHT way to do these games.I hope we can finish Ziluan's story but I hope we may be able to do something similar for the new Main Line dynasty warriors.
287	Limit it to the lore interactions and relevant pieces that can't be told through battles.9/10 game.

288	Definitely not worth \$70 and it's actually a little outrageous that its sold at that.For that price you should be getting a pretty damn premium game, which this one is not.It's not a bad game at all, the battles are fun although kind of short and the combat is engaging too.
289	However the graphics, storyline and customization are pretty mid, like 2010 mid.I liked the game but after playing a few hours i couldn't justify the \$70 and returned it.
290	YouTube™ Video: Dynasty Warriors Origins Review Views: 2,212Thoughts of Dynasty Warriors Origins after receiving the game early for reviewing from Koei, comparing and contrast the memories of earlier Dynasty Warriors and Koei games for this latest, and flashy...tl;drGameplay is amazing, story is stupid, too few weapons / characters, the main character is a Gary Stu that everyone loves and can do no wrong, and I do emphasize on the "Love" part once you hear some of the steamy conversations the characters have
291	I like the new combat style, it adds in extra bit of spice that the Dynasty Warriors formula has needed for a while.
292	Having command over a small squad of soldiers is also a great feature that I really enjoy.The lack of being able to play as other characters from the series, and the fact that you can't customize the Wanderer is a bit disappointing.Overall, this feels like a good twist on the DW formula, to the point that if DW10 comes out using all these same assets, combat and systems, I'd be buying it day 1.
293	It's a great place for new players to pick up the series, and it's just enough of a difference to breath some life into it for veterans.
294	Dynasty Warriors is Back!Overall Dynasty Warriors Origins is a very enjoyable experience, for the author himself who can be said to be a newcomer to this series can still enjoy it without any expectations.
295	Dynasty Warriors: Origins delivers the best gameplay the series has seen in two decades, blending classic mechanics with fresh innovations.
296	Standout elements like combat, weapon customization, and a dynamic soundtrack shine through.While the limited roster and pacing issues hold it back, the game lays a strong foundation to elevate the series to new heights, offering an exciting and accessible experience for both newcomers and veterans alike.?
297	Engaging soundtrack: Remixes of classic tracks and an adaptive soundtrack that complements the action.?
298	Engaging gameplay balance: Strikes the best balance between familiar Dynasty Warriors mechanics and fresh innovations, with added tactical layers.?
299	Vibrant visuals: Gorgeous environments, detailed character designs, and flashy combat effects enhance the experience.?
300	Refined combat mechanics: Enhanced weapon systems and evasive options reward skillful play while maintaining accessibility for newcomers.??Limited roster: Lacks the expansive character roster fans expect from the series, with a primary focus on the protagonist and limited partner use.??Weak post-game content: Lacks the same level of post-game content or variety found in other titles of the series.??Familiar mission structure: The core mission structure may feel overly familiar to long-time series veterans, with limited innovation.Summary: Dynasty Warriors: Origins revitalizes the classic hack-and-slash formula with tactical gameplay and engaging customization.
301	Despite a smaller roster and pacing issues, it delivers the best Dynasty Warriors experience in over 20 years and lays a strong foundation for future titles to reach new heights.9/10.
302	What if a Dynasty Warriors game wound up with added depth in combat?
303	The ability to command your own soldiers to launch attacks during gameplay.
304	Better written dialogue, though the English voice acting has a few stumbles as the talking animations remain for the Japanese dialogue, so the VAs sometimes have to awkwardly pause mid-sentence.What if the game actually displayed a thousand soldiers at a time on the screen?
305	Huge armies fighting each other with you in the middle of it all.
306	And if you're a fan, as long as you can adjust to just playing as one character instead of a roster of dozens, you're going to love this one.
307	Now I am still poor and serving the army but my inner child is healed.Get the game if you love dynasty warrior at it's finest but also get the game if you're new cause it's three kingdoms elder ring.EDIT: After playing many hours, I found that the bromance is amazing.
308	- Ultrawide 21:9- PS5 Controller Button Overlay- 240Hz FPS
309	It's simple and fun.
310	I love it.
311	Game is great, I bought it because it was one of my favorite game when I was young.I was not disappointed at all.
312	I played one complete story and let it stand in my library and play another one once I want to play again.Graphics are goodWeapon choices are goodCharacter customisation is not there, but I was not too annoyed by itLu-Bu is as scary as ever when fighting (I wish I could play him though)They upgraded the fighting system to have more dept to it and I am up for it.The story as good as everThe main character story was a nice touch, but I didn't care as much.I will give this game a 9.5\10, Game is truly great, but I would of prefer to play the actual Characters, like the old ones.
313	Also the optional stages can be a bit boring I would of rather seen more story driven ones.Overall I hope we see samurai warriors and other spin off games to follow closely with the core of DW origins such as the flow of battle allied officers being able to kill other officers and peons being aggressive/deadly.
314	As I continued to get older, I found myself buying later iterations out of nostalgia rather than genuine excitement (but DW8/XL was great imo).
315	After the flop of DW9 I was pretty sad thinking it might be over for good, but for a change I can say that I'm genuinely excited for what's in store next.After 100%ing Origins, I can confidently recommend it to anyone that's on the edge (worst case, go check out the demo or refund the game before your 2 hours are up if you're not feeling it).Origins is not perfect by any means, but majority of my complaints are nitpicks at best:Performance-wise I had no issues on my rig playing at max settings.Can't comment too much on the English VA as I usually play in CN/JP voices (but the English VA

	has always been memed on though seems to have improved in this iteration minus some pronunciation inconsistencies I've heard complaints about)Bond conversations were sussy (leads me to believe male/female char customization got cut)If you're a longtime fan and you recognize that this isn't DW10 then I honestly think you'll have a good time.Hats off to everyone who worked on this game over at Koei and Tomohiko Sho, this experiment was a resounding success based on the reception.
316	My concern now is that having set the bar so high from where it was prior, this will be a hard act to follow up.Needless to say, my next purchase won't be a product of nostalgia because Origins 2 (or DW10) can't come soon enough!
317	Enjoying it so far on hero difficulty.Wish there was co-op/more modes and that you got your bodyguard unit earlier.
318	PERFECT GAME! you Love Dynasty Warriors Series?, its Good for you!
319	YU dont like DW series or dont know anything about it, ITS ALSO GOOD FOR YOU!THIS GAME IS NOT 1 V 1000 ANYMORE, its a good game lik JRPG and they still got the 1 V 1000 AS WELL!LOVE IT!
320	THE DIRECTOR IS DOING A GREAT JOB, GREAT WRITINGS AS WELL!
321	LOVE ITTT!!Please please please make an Empires game like this too with character creation and my money is yours!!
322	This is an excellent step forward for the series and feels like a fresh start without abandoning everything that made the previous titles fun.
323	Dynasty Warriors Origins revitalizes the beloved hack-and-slash franchise with a deeper focus on storytelling and refined gameplay mechanics.
324	To summarize my thoughts on the game in Pros vs Cons format:Pros:+ A stronger emphasis on story and character development, adding depth to the series.+ An improved combat system with satisfying combos and new mechanics.
325	While it is a shame they removed so many weapons from the game, I do think they'll add more in the future with the new engine.+ Stunning visuals and polished character designs -characters like Zhang Jiao and Dong Zhuo look badass!-.+ Excellent PC optimization with smooth performance and customization options.
326	Official Ultrawide support!!+ Dynamic battlefield events.+ Actual boss battles.+ Incredible music as always!
327	This has been a recurring issue and remains disappointing.- The bond system could be a lot better. 95% want to sleep with the main character for some reason, while the 5% left give you a deeper understanding of their character like Dong Zhou.8/10, highly recommended.
328	I am bit mixed about this game.The good:The combat is very fluid compared to previous DW entries.Huge battles feel actually like huge battlesThe story is good for a DW gameOverworld is cuteThe characters look really prettyThe checkpoint system is great, where you can restart a failed battle at key events that happened during the battle.If you like Fate/Samurai Remnant, you'll probably like this too - if romance of the 3 kingdoms is for you ofc.
329	And so far I had this option only for story battles.The game has only story mode, there is no free battle or sandbox mode.Closing words:If you like the huge cast and the grinding of the previous games, this game isn't for you.
330	I loved Dynasty Warriors ever since I first played DW3 on the playstation and got totally hooked.This game is a new incarnation of that great game.
331	New, but the same? like.... it's the romance of the three kingdoms with that power-trippy 1v1000 fighting, but just polished very well.the story is cringe.
332	Canonically I am supposed to marry lord such and such but your mere presence makes me feel feelings!But, if you can get past the laughably bad story, the gameplay loop is a lot of fun.
333	It feels fresh and improves nearly every aspect—gameplay mechanics, immersion, combat, graphics, difficulty, fighting styles, boss battles, etc.The biggest downside is simply put, the inability to freely play as the other characters.Instead, you're stuck with a nameless, silent protagonist who doesn't grab your attention; thus, I don't feel the urge to keep continuing play as him.
334	I can understand using this character for story mode, but instead, you get teased that you can play a "demo" of select characters for about 15 seconds, which is frustrating.I'm sure that Koei Tecmo will eventually will add the use of the memorable characters, even then, I hope they can add them properly with progression like the main protagonist.
335	Amazing...
336	Getting grade 8 weapons on UW mode is a real adrenaline rush.
337	Hoping this game gets a DLC with more weapons and additional story paths!
338	Please don't get me wrong, they added depth to the story, gave the combat a little overhaul but it just feels like something is missing.If you are a fan of the original Dynasty Warrior's games you will be met with nostalgia and pure satisfaction because this game feels like the good ones on the Playstation 2 but we should not judge games based on Nostalgia, should we?Below I will let you know what I am enjoying from the game so far and any issues I am facing, but first a quick disclaimer!One of the issues I am facing is this - for me some of my text writing and button prompts are blurry.
339	Least, in my 10 hours I only have 2 outfits that I started with.?The combat WAS fun, fluent but as time went on... its the same thing over and over again for countless hours.
340	Yeah you get combos, yeah you get abilities... have fun using them over and over again.
341	- CHECK PROS TOO?!I spent a tiny bit of time looking for the "COOP" or "SPLIT-SCREEN COOP" option, but sadly... it appears that there is no option to do that, YET.
342	I am sorry to say as of 17/01/25 there is no Coop of any sort.?The combat, so far, is absolutely fantastic.
343	It's fun, fluent and it all goes really well.
344	This has been made by a very passionate team!
345	- CHECK CONS TOO!?So far, the story has been rather interesting.
346	It really seems more in-depth than the originals which is a fantastic step-up to be honest.?The main menu let's you access ALL of Dynasty Warriors music tracks.

347	Did not have to pay for a soundtrack!!!?The game, so far, has not crashed, stuttered, froze, fps dropped e.t.c on me yet.
348	Not only that, the damn blurry writing strains my eyes at times and gives me a headache.The lack of HD... textures?
349	The only thing I don't like about this game is the Gary Stu main character that everyone seems to fall in love with immediately.
350	What?Other than that, the combat is incredible and the game runs smooth as butter on an RTX 3080.
351	Shocker.Anyhew ~ Love you!Except that blurry font at the time of this review.
352	I don't love you.Still deciding if I like or hate the camera.Trying to bring peace back to the land with the Artist Formerly Known as Prince of the Yellow Turbans.Edit: Probably should have edited this 100 hours ago, but I hate the camera.
353	The weapon selection is not that great, you're locked into a single character for the entire game, there's no co-op at all, and the sheer amount of yapping will give you a mild headache.
354	Absolutely phenomenal game, an incredible feat of pushing technical limitations, Koei Tecmo known mostly for dropping multiple amounts of poorly optimized PC ports have finally turned around and released a product that not only runs flawlessly, but also looks amazing.
355	The amount of troops that are rendered on a screen is mind blowing, Dynasty Warriors truly feels like a a total warfareThe story follows the typical Romance of the Three Kingdoms, where you can choose a faction and lord to serve, this part of the story I believe is fine and the few cutscenes there are, look very nice and play out well.Outside of that you play as a voiceless wanderer who has a pretty dull backstory, however their story is much disconnected from the main RotK story so it's easy to disregard if you don't enjoy it like I didMy only other gripe are the strange bond scenes, almost every character seems to fall for you or holds you in extremely high regard even though you had just met them only a few moments ago.
356	There were so many times I thought "that was the coolest thing I've ever seen." They really give you the feel for being in combat now.
357	The combat feels much more alive and realistic as well.
358	I love the depth they have added into it.
359	LOVE this game.
360	Nice game, Hope everyone turn 100% music on.
361	I had a so many ideas about to write about: The new and creative takes they've done to give characters more depth (Zhang Xiao and Diaochan stand out, but the outsider approach to the Dynasty Warriors canon is fun and manages to surprise), the combat (combos are fun and intuitive, being able to switch between weapons at will is fantastic), and the incentives to go back and replay old levels (what if you went out of your way to save THIS character, we have a unique scene for that!).But in the end, I only have one thing on my mind:They made Lu Bu a Souls boss.And it's incredible.
362	I love this game and only hope for more from it going forward.
363	I was only disappointed that there was more battles so I will go on maxing weapons and replaying them instead.
364	Dynasty Warriors, Welcome back!Pros:Excellent Combat: Combat feels great!
365	The skills and parry system add depth.
366	The moves look awesome!is the best in years!
367	I highly recommend it for those who love the series or want to dive into taking on the Three Kingdoms through hack-and-slash shenanigans.I will update as I progress further—currently at in!
368	Game-play, combat, control, and story, all vastly improved over previous entries.
369	The combat is especially notable for how much more fluid and dynamic it feels compared to past experiences.
370	This game is great for Dynasty Warriors fans.They need to let you customize your character.
371	This brings back all of the good memories of the classic Dynasty Warriors style with a twist.
372	My comment below about the main character's story is true for Wei/Shu only.
373	Siding with Wu greatly expands on a certain character tied to the MC's past and to be honest this faction feels like the "Canon" option for the wanderer.A very welcome "reboot" to the Dynasty Warriors Franchise. my thoughts below are after achieving the true ending of Shu.
374	I'll likely edit the review once I've completed both Wei and Wu.GameplayOne on One fights with generals and historical figures feels much more impactful than ever because of the changes in combat, every fight feels like a proper battle which is refreshing from the one sided stomp you get from the other games.Morale plays a huge role in the game and heavily dictates your allies and enemies strengths, it's highly discouraged to just rush the enemy boss for a quick win.Battle arts are a neat addition and are incredibly powerful, the absence of unique charge attacks is a shame as many weapons just don't have them per standard attack (Gauntlets, Spear etc) Musou attacks are honestly the worst they've been in the series and feel severely undertuned.Tactics and the introduction of "Eyes of the Sacred Bird"Chapter 2 you get access to guards that you can increase the number off through side missions and ultimate warrior challenges (post game only) that have various tactics that can greatly assist against generals if used properly, things like arrow volley, mounted charge and other various tactics.The new mechanic Eyes of the Sacred Bird is used to view the battlefield from a distance allowing you to see how battles are progressing allowing you to see healthbars etc, this lets you focus your efforts better.
375	This is also how tactics are employed by your guards.From a story perspective this mechanic is unique to your character and initially is why many of the main characters are interested in the MC.
376	However it quickly falls flat as the battles later on never use or expand on this feature despite officers constantly reminding you to "use your eyes" which is a shame.
377	I would've loved to see more strategies used by the enemy that you can foil for morale boosts etc.StoryAnyone that has played Dynasty Warriors before is well aware that this is a retelling of the story behind Romance of the Three

	Kingdoms, starting from before the formation of the Yellow Turban Rebellion you'll meet iconic characters and see a new side to many of them.
378	This is expanded on with the bond system, an optional side piece with conversations with various officers. To be clear, This story starts from just before the Yellow Turban Rebellion, and ends just before the "formation" of the Three Kingdoms Era.
379	You won't see the unification of the realm under any faction like previous games. as far as my playthrough with Shu would suggest. You play as a original character (player picked name and real name revealed later in the story) with amnesia, who's origin is unlocked as you progress through the story finding out your purpose. later finding out your goal is support the lord you feel can unite the realm.
380	However where every previous Dynasty warriors has just been spam attack button one shottng everything, Dynasty Warriors Origins feels much better as a Action game, however there is some cons which I'll detail below. Cons- Story ends way too soon in my opinion, 5 Chapters spanning the Yellow Turban Era to the formation of the Three Kingdoms Era and then it just stops.- Many characters didn't make the cut, Guan Yu's children for example- The characters that did make it, not all of them have their iconic weapons.
381	Sun Ce's awesome tonfas?
382	This feels like DW6 where majority of the generals just use the same weapon and it sucks- Main Character's story has a lackluster ending with a predictable twist and their "uniqueness" to winning the battle is never expanded upon making you just "another general"-Whilst the return of English dub is great for western audiences, it's just...bad.-The price tag is crazy, no microtransactions or dlc though (yet)Pros-Awesome soundtrack-AI is much better than any other Musou Game available, and challenging without being frustrating-9 weapon types with a 10th unlockable in post game-Battle's feel huge and truly feel like two armies clashing-Expanded characters through the bond system and cutscenes-Lu Bu is the strongest he's ever been, not counting the spin off game DW StrikeforceOverall I'd give a 8/10. it's a strong game, there's alot to love here even with all the things that are missing.
383	The ability to swap to the big name heroes for a brief time in certain battles is an amazing touch, they put a lot of time into making this great.
384	Graphics and animations got a huge upgrade over past titles.Soundtrack and sound effects are your typical musou game stuff.
385	New soundtrack is good.
386	There's room for improvement here, but what we got is a good foundation, and I trust Omega Force to do what's needed to make it even better in DW10.+ Ultrawide+ Steam Deck settings in graphics options+ Non-janky controller support+ Mandarin and Japanese voice options+ Excellent PC port overall- English VAs are awful.
387	Consider it more a Warriors game than a Dynasty Warriors game, since you only ever get to play with the insert original MC.PROS:Graphics are niceanimations are coolCombat system has a real modern style and flow.Special unlock requirements are not hidden.CONs:Skipping 4 cutscenes in a row to get back to playinghaving to skip cutscenes that would be interesting in other installmentsOnly a single playable character.....
388	The Heroes/Ally special power/switch only lasts like a minute in the entire mission.Not a lot of weapon variety.Insert Original MC is every characters crush.Look what they did to Zhang He.The game is a far cry better than DW9, and they seem to have figured out how to re-balance the game difficulty that was severely lacking since like DW5 days.
389	Downside is that they basically had to gut musou system, and all but eliminate the traditional combo flow from all but two weapons.
390	It's not a bad game though, but it can't really be a Dynasty Warriors game if you only have 1 playable character.....ps: The second this game tries to sell me back the dynasty warriors that they cut out, or any of the weapons they removed, and this review goes to negative.
391	Great combat and progression.
392	If you liked 2-6 you will love this.
393	30 minutes of in depth Han dynasty lore in between battles really makes killing thousands of cannon fodder foot soldiers hit that much harder
394	Game is fun, but i have crashed multiple times in long story battles only to need to fully restart them and lose any progress i made.
395	I dont see why it will save states for when you fail to roll back and retry, but if you crash, it doesnt save the battle progress.
396	I love this game.
397	The scale of the battles is SO much fun.My only real complaints are:1.
398	I like pretty much all the weapons in the game.
399	I just wish there was more.2.
400	I wish there were more cosmetics to buy from shops so my character could look cooler with some of the bigger weapons.3.
401	Some of the large scale battles have bad frame drops or hitching.
402	If you've played the series before, you know what you're getting - except the combat has been tuned to feel significantly smoother.
403	No more element management on weapons, weapon switching isn't the de-facto parry any more.Instead, parrying is the parry.
404	Being able to switch your weapon any time is great, and my only complaint in regards to the game is that it takes a fair while to get to the point where you unlock tactics and a larger variety of battle arts.Story is fine, we all know the 3 Kingdoms at this point.
405	Except this time we have short-haired griffith hallucination to spur our amnesiac character along.Combat animations are great, although some character models leave a lot to be desired.

406	Very K-Pop Idol for most of the male characters, with zero emotion in those faces.As for dialogue, the bond moments are very nice - but the English text and Japanese audio setting makes some low effort localisation glaringly obvious.
407	The game is Amazing, from the 3 sides to the story and their true ending counterparts to the combat and weaponry.I loved every part of the game.
408	Played it on Hero mode and going back to it for Ultimate Warrior Difficulty.I feel as this game is best played on Hero difficulty for the best setting of how great this game really is as well as anything lower than Hero difficulty would be to easy.
409	But, this is my first time really sinking my teeth into a main Dynasty Warriors game -- I absolutely love it.
410	I actually really enjoy Ziluan and his story, along with the unlockable weapons.If you've never played a Musou before, this is a great place to jump in!
411	Max settings & frame rate.
412	It also has Steam Deck settings, and has ran great there too.20+ years after DW3, this is what I wanted.
413	Really enjoying the game so far, this is a great new direction for DW but now it has me craving a full open world empires version.
414	Koei Tecmo decided to take the Dynasty Warriors formula and turn it into a heartfelt character driven tragedy that puts all those multi-hundred-million dollar AAA slop titles to shame.
415	Oh and then slap in some of the most polished and engaging combat for a Warriors game that tangoes with some of the best action games.
416	This game is real and those positive reviews are real.
417	No free mode no multiplayer the guy you're forced to play as is just so lame most of the 9 weapons feel the same or really lack any real identity tbh I have no idea how this game has such high ratings
418	First off this game is great in all aspects.
419	The massive battles that you transverse throughout the game gives it a touch which actually creates the battles as if real world throughout the historical accuracy of the Romance of the Three Kingdoms.
420	You have a wide variety of weapon choices that you can switch from In-between combat that gives it a little touch to the point you have to think before you engaged with a certain enemy.
421	The game now has actual combat to which point you need to focus on parrying, guard breaking, defensive movements, combos and massive amounts of area of effect damage.
422	The combat in this game is seriously on point.
423	I love that fact you have a story map you can travel and speak to different officers through the world.It gives the game a different light to where I can say it's very well put together, I love the fact that you can now implement strategy while in battle that gives you the access to command troops and give commands to allow different formations for any scenario.
424	Now, my only problem with this game which is why it gets only a 7/10 is that they're is no co-op or online.
425	Not compared to their other titles that gave you the option to play online with friends.
426	The one thing that really upsets me is I wish they had a Free-Mode option so you could actually play as the Officers you want to play as.
427	So, game is great but is lacking in many aspects from the original idea of what the game was meant to be.
428	n. It's great to have him, but Koei if I can't ride into battle as LuBu on Red Hare for the full entirety of the battle then I don't think I will be playing this game all that much longer once I've acquired everything in the g
429	It's great to have him, but Koei if I can't ride into battle as LuBu on Red Hare for the full entirety of the battle then I don't think I will be playing this game all that much longer once I've acquired everything in the game.
430	I'll just be sitting their bored just to go back to battles that I've already played and no online capabilities.
431	I think they released this game a little to early and should've did a survey or received feedback from numerous players before the release.Like I said good game but just lacking in many departments.
432	If they make this game online in any way, I will see you on he battlefield my friend.
433	reminds me of DW 4, really good combat and visuals. story is alright but cringe a lot of times, but theres something to do towards end game and hopefully they add more to it
434	I have been playing Dynasty Warriors series since the PS2 days and stopped during PS4 era so my opinion is definitely shrouded in a thick layer of nostalgia.
435	What makes it even weirder is there are only 4 female officers in the game which kinda defeats the purpose of the semi dating seems feels to it.The combat is also extremely competent as well.
436	I think this is my favorite Musou combat so far.
437	The weapons has their own unique niche while also viable (with the exception of staff).
438	Cao Ren is the most baffling one.It's been a blast playing this game and I can't wait for the continuation of the story.
439	This game provides a rather in depth combat system, and large scale battles.
440	The story is overall pretty good, and adds a lot more content and depth for the early part of the Three Kingdoms story.
441	Only story beats that were not so great were the hypothetical routes here, as the writers did not seem to change much at all after you've committed to hypothetical route.(I personally am not a fan of the protagonist though, I'm unsure why they didn't just let you create your own character here it feels very awkward),The only true downside with this game is it feels like a heavy lack of content compared to certain past titles like DW8XL.
442	As this older title boasts many more generals, and unique weapons for every general.
443	DW Origins is also missing quite a few characters, and unlike past titles is completely lacking the Jin faction and actual hypothetical routes.

444	I would love to see them do more with this game and add more content or DLC later, as everything produced in this title was of great quality and was addicting to play. Overall please consider buying this game at a discount, as I do not feel this game meets enough expectations to warrant a full \$70 price tag; I highly recommend waiting until it is about \$40-\$50.
445	You're also in charge of your own deployable squad with customizable up to 3 tactics that has independent cooldown for each that if executed in certain situation, will trigger dramatic success, boosting your team's morale and depletes enemy's significantly, turning the tides of war.
446	It has a very long cooldown vary from 3-7 mins making it too valuable to just using it without thinking but luckily, the protagonist comes with Eagle Eye that will help you to read the battlefield, observe friends and enemy's HP from afar, the directions of where enemy tends to charge and where friends positioning barricades etc, and time will pause while using it so this thing helps you to make a flexible decision, which tactics to deploy best while adapting with the field's situation, prioritize to protect a key officer while they're executing their own grand tactics? charging recklessly using your cavalry squad? deploy a static spear wall to counter cavalry charges?
447	That's for you to decide, but keep in mind that you're also at risk of losing your troops and if you keep losing one, you can't deploy your tactics anymore due to lack of required troops, even if it's not on cooldown. Another thing I'd like to highlight is the refined combat mechanics.
448	Instead of brainlessly mashing weak and strong attack button, the game offers 9 weapons with each unique playstyle for example, Podao that focus on strong charged attack, Lance with counterattack kits that demands you to take damage and reflect bigger damage the more damage you take, Gauntlets that can change stances up to 4 forms with different moveset for each stances, Wheels that need to time your attacks when you throw and catch it like a rhythm games etc.
449	You can also equip up to 4 skills (called Battle Arts/BA) where each weapons have dozens of it like its too manyyyy you won't be out of option and they all have satisfyingly beautiful animations, this Battle Arts costs something called Bravery which you can get gradually by performing combos or instantly by consumable items.
450	All these mechanics are essential since it completely transform the combat especially when facing a strong officers 1v1, it truly feels like facing a field bosses you can't just steamroll under 1 min with just XXXY combos (well maybe you can in lower difficulty or grinding enough levels above) but most of the time its not, you have to recognize the attack pattern for each weapon the officer is using so you know the timing of when to evade and parry, and punish them.
451	And sometimes when you encounter a key officer, a limited time Duel event will occur (just like in DW4), this Duel is optional and you can just ignore it if you don't feel confident, but if you do and win, it will gain you a huge boost of morale and your surroundings will choose not to fight back and this is so funny to watch as they'd just sit there waiting for mercy XD Now move to the story, I'm really fall in love with how the direction is, the cinematics are stunningly beautiful and dramatic with decent voice acting, even though the game retells the event we already know, the storytelling is just so good with different perspectives and also some additional events from each factions, adding more value to its replayabilities.
452	The main character you're playing also has its origin story that makes him involved with the major events, yet somehow doesn't ruin it, and depends on your actions, sometimes leads to hypothetical ending.
453	If you want to experience the story of Three Kingdoms, go with this game, it's one of the best for it. Lastly, the cons.
454	Somehow I missed the iconic weapons each character has and wish to play them with theirs, like Sun Ce's tonfa, Zhou Cang's longtuo, Diaochan's maraccas etc.
455	But in this game they changed their weapons to a generic one with the same as the protagonist and also shared the same moveset and skills, making it less motivating to pick them as a companion since you know there's no difference on playing them and your protagonist.
456	Also I wish the protagonist were customizable, or at least let me pick the female one on NG+ for different experience XD (you're addressed as Guardian of Peace here, there's also a female Guardian of Peace too in the story but the only playable one is just the male sadly).
457	Forget to mention that this game also has a bonding system with several officers outside the battle, but unfortunately the bonding story feels so mid and somehow all of them only ended up admiring you as friend, and doing the bond story is less rewarding, it offers no actual benefit on battle, and only reward you with just money or coins, or collectible stones you can get from the overworld.
458	It's a big turndown for me. But overall, I love this game and really enjoy the journey to completely achieve everything in this game, the game feels fresh yet at the same time feels nostalgic too thanks to those remixes of classic tracks added to the game.
459	I wish there were more character options for playable companions, more explorable spots like the towns, story expansions (maybe with JIN?), and able to customize our protagonist. I'll be here, waiting for Samurai Warriors Origins, please do it KOE!!!
460	Getting 100% completion, while quite a bit of work, I had fun the entire time doing it. Great way to pass the time, get this game if you love mindlessly slaying hordes of enemies, it never gets old.
461	me fight lu bu, he kill me, me practice, now me kill lu bu, fun game
462	Cool map, great gameplay, same old terrible voice acting that we've come to love.
463	Classing DW gameplay with new mechanics and great cinematics and storytelling. I used to think of Zhang Jiao and the Yellow Turbans as intro pushover enemies but this game made them into a credible threat with a backstory. If you liked the classics on the PS2 then you'll adore this new version.
464	Outstanding PC version that runs with pretty much no issues, aside from occasional glitching shadow in the background.
465	Best combat the series had seen in ever, pretty much.
466	Weapons - while less numerous - are very distinct from one another in terms of playstyle, with basic Sword being the closest to Light Attack -> Heavy Attack variations of the classic DW formula and everything else giving some sort of twist to it.

467	Quite a blast to play through. There are some problems: Allied Officers being complete push-overs all the time, meaning you have to dart from fight to fight all the time, lack of character customisation, only one "MC" which might be disappointing for those who want massive rosters. But it's an outstanding stand-alone spin-off and a great foundation for a proper DW10.
468	Also, here's hoping for an amazing DW10: Empires.
469	If they had managed to cook up a fresh formula for combat, who knows?
470	Maybe they'll make a great Empires game too?
471	A fresh gameplay with combination of hack n slash and soulslike is absolutely YES! and i love DW old ost being remix in this game, it very nostalgic, yet also goosebumb. 9/10 point for me.
472	The opening mission hits us with the good ol' soundtrack EVE from DW4.
473	Nostalgia at its strongest for someone who grew up playing the DW series.
474	Just like the demo, this full version's experience has been great so far, with fresh gameplay mechanics while staying true to the roots.
475	The new approach of retelling the story of the Three Kingdoms up until the Battle of Chibi (Red Cliffs), seen through the perspective of a protagonist caught in the ever-growing chaos across China feels refreshing and exciting as well. Can't wait to see what the devs have for us in terms of future content or sequel.
476	The nostalgia is hitting hard. I'll update my review with more detail after I finish the game, but...
477	100% improvement over Dynasty Warriors 9 and previous titles, lets hope if they make Empires it will have much love put into it.
478	Simply lovely with 240 fps native. it will cure your eyes
479	And also I never enjoy so much about DW Story line until now, great DW series !
480	so much fun.
481	I'll update my review with more details once I've played more but, for now, this is a must buy! PS.
482	Love all of the music released from these games throughout the years.
483	: Chapter 4 done and iam so positive surprised they turned that around.
484	Fun abilities and some really fun fights.
485	The world map looks really good so much details. Chapter 2 and the game is still really fun...cant believe it after the last releases.
486	Can imagine that some of the building on the map are there cause "empire" version ^^I cant believe it but, DW:O seems to be extremely good. Looks good, plays good, the officer fights are pretty cool with parrying or abilities. The muso attack is just a big swipe so meh pretty boring. The weapons have different abilities and mechanics, pretty good. The story is told "UNTIL NOW" much better than the OG games, like the pretty pretty old ones. If it continues like this gimme the DW:O empire version No denuvo...the price is abysmal tho. 8/10
487	PEAK gameplay and story
488	Epic battles, incredible challenges, and masterful combat—this is Dynasty Warriors at its peak!----- -----After earning all achievements, I can confidently say this is one of the best entries in the Dynasty Warriors series.
489	The epic scale of battles, improved combat mechanics, and satisfying challenges make it a standout experience.
490	Ultimate Warrior difficulty is tough but incredibly rewarding for those who seek it.----- ----Combat: The parry and evade mechanics are game-changers. Mastering these mechanics is essential for Ultimate Warrior difficulty, making every fight feel rewarding. Combat feels fluid, skill-based, and deeply satisfying.----- -----Big Battles: Massive, epic battles never get old. The sense of scale is incredible, and each skirmish feels unique and impactful.----- -----Difficulty: Ultimate Warrior difficulty offers a steep but rewarding challenge. Learning to master the mechanics feels satisfying, and the challenges push you to your limits.----- -----Achievements: Unlocking all achievements feels like a badge of honor. Challenges are well-designed and fun to complete.----- -----The Good Stuff: Parry and evade mechanics add depth and skill to combat. Ultimate Warrior difficulty is tough but fair, offering a satisfying experience. Massive battles that feel grand and epic every time. The game never feels repetitive, even after hours of play.----- -----The Bad Stuff: Some players might find the difficulty intimidating at first. A small learning curve with parry/evade mechanics for new players.----- Conclusion: Dynasty Warriors fans, this is a must-play.
491	The epic battles, incredible challenges, and improved combat make this one of the best entries in the series.
492	I wish China was real
493	i love this game and am looking forward to any sequels / spin-offs / dlc
494	The combat is engaging and the tactic with your guards is innovative.
495	The story is masterfully crafted, pulling me into the chaos of the Three Kingdoms era like never before.
496	Each cutscene and dialogue feels meaningful, making the narrative a standout feature. The game mechanics?
497	Combat is smooth, immersive, and satisfying, with every weapon swing and combo feeling impactful.
498	The addition of new mechanics brings a refreshing twist, making battles even more strategic and engaging. As for the new features—they're a game-changer!
499	Whether you're a veteran fan or new to the franchise, this game has something for everyone. If you love action-packed gameplay, a gripping story, and innovative features, Dynasty Warriors: Origin is a must-play.



Lampiran IV

Tabel Perbaikan

No	Revisi	Keterangan
1.	Perubahan Judul	Sudah diubah pada judul penelitian menjadi “Analisis Sentimen dan Konten Perbandingan Game Dynasty Warrior 9 dan Dynasty Warrior: Origins”
2.	Perbaiki Penamaan Peneliti	Sudah diperbaiki di bab 2 bagian 2.1 studi sebelumnya pada halaman 6 - 8
3.	Penggunaan DistilBERT	Sudah ditambahkan penjelasan tentang DistilBERT pada bab 2 bagian 2.2.3.2 DistilBERT di halaman 13
4.	Penggunaan Sumber pada Tabel 1.1	Sudah diperbaiki penggunaan / referensi Sumber pada tabel 1.1 di halaman 2
5.	Jumlah Data yang Digunakan	Sudah ditambahkan jumlah data yang didapatkan saat scraping dan setelah pre processing pada bab 4 halaman <i>data prepare</i> 22 dan pada <i>pre-processing</i> 28
6.	Penjelasan Gambar	Sudah ditambahkan penjelasan terutama pada wordcloud, confusion matrix, dan grafik batang pada bab 4.2 di halaman 38 - 43

