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Game NameFY2020/3FY2021/3FY2022/3FY2023/3FY2024/3FY2025/3Total SalesLike a Dragon: Infinite Wealth0000000000001,1804801,660Like a Dragon: The Man Who Erased Their Name000000000000740220960Persona 3 Reload0000000000001,2208502,070Sonic Superstars0000000000001,8106202,430Sonic
Frontiers0000000003,2007606104,570Total War: WARHAMMER III0000009605804203802,340Shin Megami Tensei V (Including Vengeance)000000990150109602,110Yakuza: Like a Dragon4507204102406803602,860Persona 5 Royal (Including Remaster version)1,0307003501,8201,6001,7507,250Team Sonic
Racing1,3808705203102002203,500Total War: THREE KINGDOMS2,100410230230170703,210 (in thousand units) Page 25, the grey text box, at: Holy damn, Persona 5 Royal. Nice numbers for Yakuza 8 and Persona 3 Reload. Yakuza 7 at almost 3 million is awesome. Edit: Yakuza 7 and 8 are definitely the highest selling in the series, right? Maybe
Yakuza 0 sold similar numbers so 10 million for persona 5 as a whole assuming vanilla persona 5 had its legs cut off at 3 million because of royal also ooff smt v has no legs. i dont blame ppl tho its got too much sand The numbers are for the end of FY25 (March 31st, 2025): Sonic x Shadow Generations (2.3 million) Metaphor (2 million) Source:
(BONUS) The last known Metaphor milestone was 1 million copies... www.resetera.com Sonic Superstars did way better than I would have guessed The numbers are for the end of FY25 (March 31st, 2025): Sonic x Shadow Generations (2.3 million) Metaphor (2 million) Source: (BONUS) The last known Metaphor milestone was 1 million copies...
www.resetera.com this is different. we got actual numbers ltd for games we didnt know I know its through heavy discounting, but that Y7 number is amazing to see. What a banger of a game The numbers are for the end of FY25 (March 31st, 2025): Sonic x Shadow Generations (2.3 million) Metaphor (2 million) Source: (BONUS) The last known
Metaphor milestone was 1 million copies... www.resetera.com Finding out there are hidden numbers inside of the documents is new news, and as such, a new thread is made. WOw SmT 5 IS the first mainline SMT to hit 2 million Infinite Wealth's low numbers are a real bummer for such a fantastic game. I was expecting way more for Yakuza 8. They
announced that 1M copies sold number a while ago and I thought the word of mouth was really good (except for opinions of the story) Base Shin Megami Tensei V sold more than Vengeance despite being exclusive. Well, that's interesting. Now investors can sue Sega for Three Kingdoms 2. The Total War numbers make me think this is at least a little
off, surely Warhammer 3 has way higher sales than 3K given how they treated each of them after release. Holy crap, we finally have P5R numbers and they're actually massive. As a Kasuga and crew stan, these numbers need pumping up. They need all of the sales Last edited: Jun 20, 2025 What happened recently for Persona 5 Royal to sell so much?
Persona 5 just had far more eyes on it pre-release than a lot of the games on this list, and has the strongest word of mouth - arguably - of any JRPG released in the last decade, outside of maybe Clair Obscur. It also stands out thanks to it's gameplay loop, I know many people that decided to play it for the school-sim and story elements rather than it's
combat or JRPG-ness. Also helps that you don't need to play 10 games in a row just to get into the series, the game is standalone. It's over a decade now, but digital games had an immense impact in catalog sales. Wow Persona 5 at 10 million without spinoffs. The numbers for LaD IW, P3R, and SMTV really put Metaphor's 2 million in 5 months into
perspective and why Sega are so happy with its performance. Damn, Persona 5 sold 10M them. Yakuza 7 almost 3M too 2 million: www.resetera.com Also, Meth is a funny abbreviation lol Ah, I missed that thread, thank you so much! Infinite Wealth's low numbers are a real bummer for such a fantastic game. Honestly I would argue it's selling pretty
well, it's selling a bit faster than 7 was and 7 has had the benefit of going on much deeper sales for longer. Those Total Warhammer 3 sales seem low. Didn't Total Warhammer 2 sell gangbusters? P5R's numbers are very impressive. Definitely their best selling game since one of the Olympic games. P3R did good too. Sonic Frontiers had an explosive
launch, but I imagine SEGA wanted somewhat better legs. I do think it'll reach at least 5M copies sold before the next mainline game next year. Team Sonic Racing did surprisingly quite good for what it is. It's not surprising at all that Crossworlds is coming. Sonic Superstars did a lot better than I expected. I thought it'd be at 2 million at most. WH3
did quite a bit worse than expected imo. Base Shin Megami Tensei V sold more than Vengeance despite being exclusive. Well, that's interesting. word of mouth on smt v isnt so hot. as much i enjoyed it its just really one dimensional. it became obvious when i went back to it with vengeance. the dozens of battle themes and dynamic field music kinda
tricks you otherwise Sonic Frontiers is the best selling Sonic game since the Genesis days Huh, so Sonic Frontiers is the highest selling 3D Sonic game in history, huh? That's pretty incredible. They did a good job reinventing the formula and refining its mechanics; you can definitely feel the growth from it to Shadow Generations, which has also done
extremely well considering it's not entirely its own thing. I guess the pressure to nail Persona 6 must be huge on Atlus considering P5's success. Infinite Wealth's low numbers are a real bummer for such a fantastic game. It's selling pretty good for a direct sequel. Yakuza 0 and Yakuza Like A Dragon are seen as great entry point games. Naturally they
would sell a bit better. Infinite Wealth being a direct sequel would probably result in it having a ceiling. It's selling pretty good for a direct sequel. Yakuza 0 and Yakuza Like A Dragon are seen as great entry point games. Naturally they would sell a bit better. Infinite Wealth being a direct sequel would probably result in it having a ceiling. IW is selling
better than 7 time aligned Honestly even understanding that Vengeance is included in those numbers, that's like twice what I expected from SMTV. Good to see, and makes me feel like we can expect SMT to continue and not have Atlus eventually kinda have to focus entirely on Persona due to sales. (I say as someone who has Persona in their top 3
series, lol) Also looks pretty clear that people favor 3D Sonic over 2D now, at least based on Shadow versus Superstars. I actually liked the latter a lot (minus those final boss battles), but there's no denying that Shadow Generations was pretty amazing itself. Whatever's next (Frontiers 2 or the like) is probably gonna be big. Page 2 Sonic Frontiers is
the best selling Sonic game since the Genesis days Huh, so Sonic Frontiers is the highest selling 3D Sonic game in history, huh? That's pretty incredible. They did a good job reinventing the formula and refining its mechanics; you can definitely feel the growth from it to Shadow Generations, which has also done extremely well considering it's not
entirely its own thing. We don't know that since we don't know the LTD numbers for any other 3D Sonic outside of Colors at 4 million. It definitely had the biggest launch though. The closest to it is SA1. The budget for Yakuza games must be kept really low if these numbers are successful, they don't sell much The sheer absurdity of the statement is
the /s, just gotta be charitable It's a fairly old injoke within the Persona community and, amazingly, it's a pretty big joke outside of the Persona community too Hell, that joke is probably the thing Persona 5 is most known for by people who haven't played Persona 5, besides maybe Joker in Smash Base Shin Megami Tensei V sold more than Vengeance
despite being exclusive. Well, that's interesting. I actually think Vengeance's sales are pretty impressive for a rerelease, especially considering the lack of legs on the original SMTV. I enjoyed base V but it really felt incomplete and I could see why the word of mouth wasn't strong. Are we sure this was a mishap lol? Team Sonic Racing 3.5M is top sales
for a arcade racer. It really shows how much of an outlier and how big Crash Team and Mario Kart are. Excluding those that's one of the biggest selling arcade racers out there. Now let's see how well Sonic Racing Crossworlds will do. Maybe double I wonder what the budget for Y7 and 8 might be? They are pretty smart about refusing assets for
multiple games. I love both games and hope they are considered a wild success for Sega. The budget for Yakuza games must be kept really low if these numbers are successful, they don't sell much Japanese salaries are lower and they reuse a lot of assets to keep costs down. They probably start making profit with 1 mil sold I guess. They used to be
considered very profitable even when they didn't sell more than 1 million and when sales was mostly from Japan. I actually think Vengeance's sales are pretty impressive for a rerelease, especially considering the lack of legs on the original SMTV. I enjoyed base V but it really felt incomplete and I could see why the word of mouth wasn't strong. Yeah,
especially when it sold more in its first quarter than the OG did. And a quick check showed that SMT4 sold over 600k copies back in 2015. Not sure if there are more updated numbers. Base Shin Megami Tensei V sold more than Vengeance despite being exclusive. Well, that's interesting. Shin Megami Tensei V's original release was much more of an
event, and niche JRPGs have often benefitted from a Switch boost, which Nintendo rolled out the red carpet for this one. Unless you shoot through the cultural zeitgeist like Persona 5 has, you don't look at long legs (and by extension strongly performant re-releases) in this genre. I'm actually surprised Vengeance batted a similar fiscal year run. It felt
like a much more low-key drop and was right around the corner of an Elden Ring expansion. It ended up punching above its own weight. I like Atlus games but SMT (and Raidou) dont really interest me at all. LIving off of Mania hype. Any disappointment will be reflected in the next title's sales. Sort of like how S4 Ep I did well enough, while Ep II
which improved in many ways did not. Sonic Superstars far outsold Sonic Mania though. Mania reached 1 million sold after 10 months while Superstars hit 1.8 million in 6 months (at a higher price point). I don't think this is the case at all. P5 Royal selling over 1.5m EACH fiscal year for the past 3 is insane. P6 is gonna do some serious numbers from
the get go. The Total War numbers make me think this is at least a little off, surely Warhammer 3 has way higher sales than 3K given how they treated each of them after release. 3K was the best selling Total War game when it released, but the DLC did not sell very well. It still got two years of DLC which is more than any other historical title other
than Rome 2 I think and is still th second most played Total War. That game sold a lot and was a huge success. Despite the community talking about 3K being "abandoned" it got a bunch of support. It's just the Total War fanbase lacking object permanence. Though I don't think any historical game will ever have DLC that does as well as Warhammer
or a fantasy game. Those games just are better fits for selling DLC word of mouth on smt v isnt so hot. as much i enjoyed it its just really one dimensional. it became obvious when i went back to it with vengeance. the dozens of battle themes and dynamic field music kinda tricks you otherwise Aren't all shin megami games like that though? Minimal
story and just dungeon crawlers? I prefer them to persona but I really can't see much difference between smt3 and smt5 and if anything smt5 has more of a story as you don't have to connect the dots yourself Interesting. Sales for the Yakuza/Like a Dragon games are surprisingly low considering how they pump them out and the fact that RGG Studio
has practically taken over internal Sega development. Meanwhile, I didn't realize Atlus was actually Sega's crown jewel in terms of sales. For whatever reason, I always kind of thought of them as this niche part of the larger Sega corporation. Those kind of look like sad-ish numbers considering how much Sega usually lower their prices, but if that's
enought for them to be happy and consider these games successes then I'm actually glad IW deserves way more and I expected more too, 1.6 for it and I thought Yakuza Gaiden sold way less, ~1 mil for a game they did in 6 months is good. Jesus, 4.7 million seems extremely low for a big main line Sonic game. Edit: I stand corrected, that's actually one
of the higher selling games. Holy shit, I thought Sonic sold a lot better. But it doesn't help either, otherwise Fire Emblem wouldn't have been on the brink of death before Awakening. Not to mention ARMS & KoF/Fatal Fury seeing no boost, DQ/XB/Three Houses sold the same as they already did prior to getting characters, and so on. Said games
succeed on their own merits, Smash has nothing to do with it. Jesus, 4.7 million seems extremely low for a big main line Sonic game. Edit: I stand corrected, that's actually one of the higher selling games. Holy shit, I thought Sonic sold a lot better. Yup. There are several series like this, such as Metroid. Where people on forums have it in their head
that the series is bigger than it is but I'm actuality rarely ever breaks 2 million Wow those Sonic Frontiers numbers are fucking insane. And hopefully with those Infinite Wealth numbers, RGG takes their time with the next k e and learn from the massive flaws 8 had to make 9 good. Infinite Wealth deserves a lot more sales Unlocked, this thread as
these sales numbers weren't supposed to be revealed unlike the other thread I am not happy seeing that the games I like the most are the ones that sell the least. Damn those P5 Royal numbers. P3R are looking good as well. I understand that Gaiden and Pirate sold less than 7/8 due to their spinoff nature, but I wonder if this is also partly because the
current fanbase might just be more into turn-based combat? Never seen these numbers, puts Metaphor's 2M in context (had no idea how to judge it) comparing with the rest here. Happy it's done well! P3 Reload skipping Switch really didn't make much sense, but it seems to be selling well regardless. It's fascinating to see how much Capcom is on a
different level compared to Sega. All the series that you constantly hear about, like Yakuza and Sonic and Total War sell under 5m, even after a longer time. They have their business figured out I guess and they are operating profitable but they have a billion dollar movie franchise based on a game series unable to sell 5m. I hope they continue their
way, as stuff like Metaphor and Yakuza still seem super fresh compared to a lot of other AAA games. Fingers crossed for the VF revival. We don't know that since we don't know the LTD numbers for any other 3D Sonic outside of Colors at 4 million. It definitely had the biggest launch though. The closest to it is SA1. It's worth noting that the Colours
figure includes the DS version which is 2D, although I do imagine the majority of that 4 million comes from the Wi verison. Last edited: Jun 21, 2025 Honestly, the fact that P5R sold 1.7M last year might be the most impressive thing here. At the rate it's going, it could reach 10M in the next 2-3 years. also ooff smt v has no legs. i dont blame ppl tho its
got too much sand They 100% way overshipped it (and Vengeance too) which makes it look worse in terms of legs but also makes the initial numbers look better so ¯_(ツ)_/¯ And I have to hit my 'it's a shitty SMT entry' quota, so uh, that too. It's fascinating to see how much Capcom is on a different level compared to Sega. All the series that you
constantly hear about, like Yakuza and Sonic and Total War sell under 5m, even after a longer time. They have their business figured out I guess and they are operating profitable but they have a billion dollar movie franchise based on a game series unable to sell 5m. I hope they continue their way, as stuff like Metaphor and Yakuza still seem super
fresh compared to a lot of other AAA games. Fingers crossed for the VF revival. A thing to keep in mind there is that there's a new Total War and Yakuza every year. While a bunch of AAA franchises sell more per title, most of those have years between new entries. They 100% way overshipped it (and Vengeance too) which makes it look worse in terms
of legs but also makes the initial numbers look better so ¯_(ツ)_/¯ And I have to hit my 'it's a shitty SMT entry' quota, so uh, that too. It wasn't overshipped, it was still under a million (~800k) in 2021 during it's launch quarter with pretty consistent new shipments into the next FY (where it did clear a million in the spring). Famitsu sellthrough also
didn't show any sign of overshipment. It didn't have legs at all really though, 10k sales in FY2024 show that. Nintendo publishing in Europe (and keeping price higher there) probably didn't help though and might be why Atlus decided to delist it entirely (unlike P5 after Royal). Vengeance wasn't overshipped really either though, it's initial shipment
was ~450k and it's gone on to double that over the FY. I understand that Gaiden and Pirate sold less than 7/8 due to their spinoff nature, but I wonder if this is also partly because the current fanbase might just be more into turn-based combat? I wish we had numbers of the previous games in the series so to better compare with things over a wider
range of games. 1mil for Yakuza is actually really good! So Gaiden's actually quite the success especially as it was thrown together incredibly quick and had a budget of about 50 bucks... But yes, I also feel that the different gameplay might actually be attracting more people - turn based Yakuza was very popular in 7 and then 8 did better still (I
suspect it'll continue to sell very well throughout the years, Yakuza's are traditionally slower selling, but longer legs, or at least that's what RGGS implied). Im actually quite curious how well Stranger than Heaven does - a big(ger) budget brawler but at the same time, not one that is attached to the Yakuza series yet, so who knows if it'll do even half
as well (Im excited for it, at least!) It wasn't overshipped, it was still under a million (~800k) in 2021 during it's launch quarter with pretty consistent new shipments into the next FY (where it did clear a million in the spring). Famitsu sellthrough also didn't show any sign of overshipment. It didn't have legs at all really though, 10k sales in FY2024
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Vengeance has had the same pricing trajectory as Valkyria Chronicles 4 and Soul Hackers 2 here (both of which are still available new for $5). It seems to happen with Sega and Ubisoft games consistently. About damn time, though it looks to be running at 30fps. Hopefully the Aigis DLC is included. disturbing the peace 😱 look into my eyes
Thereitis.jpg Need Metaphor next Nice! Started and forgotten it on pc, this looks like a second chance for it for me. Nice. I might double dip. I enjoyed it on PC. Gonna laugh my ass off if it's $70 and Episode Aigis isn't included least surprising port ever Does it come with the Answer? Persona 3 Portable HD, finally. Performance and resolution is very
disappointing Surprised it's 30fps, you can run this pretty smoothly on Deck. Haven't played this game yet but one of the top comments spoils a characters death apparently. Welp lol. Always the bare minimum, although I do wanna play this eventually. Fun game but had my fill already. Is the art in that thumbnail new? It looks sick I was hoping the
reveal would say one way or the other how the DLC is being handled. Will buy on a crazy sale. Was hoping for fantazio and 4...skipping this.. Atlus Always the minimum .. Hmm if its not bundled with the expansion pass i'll probably skip Just a heads up, the expansion pack is sold separately. Modern video game industry selling over year old ports and
separate dlc Man if this was 10 years ago, they would know they'd get dragged through the mud for this no metaphor whyyyyyyyyy i hope it comes out this year but i'm losing it I've got the PS5 version but haven't started and will probably just sell it and grab this eventually. Playing portable means I have a chance to actually finish the game... I'm
expecting this to be just a keycard without the DLC included lol They can kick rocks, will wait till $25 or used No included DLC. Still no FeMC. Game-Key Card. Flop. Last edited: Jul 31, 2025 Ill get it only if the game comes full in a cartridge Page 2 Like the DLC launched less than a year ago? That's not weird? They shouldn't be expected to give you
everything free just because they didn't somehow release it on a system that wasn't out yet? There's no way they'd include the expansion pass when it's stupid expensive to begin with. I expected Metaphor as well, not what I wanted as I already played this but this announcement is still huge for those who have not played it. So guys, if you have not
played P3R, give this game a change, worth your time. Now expecting a Metaphor Royal version coming probably next year or in 2027 P3R is Key-Cart confirmed too Disappointed about this launch. I was looking to buy it again on Switch 2 (I already have it in PS5) but this nonsense with the Aegis expansion its just... Atlus being Atlus. Yeah no, not
buying this. Atlus will get my money if one of their new games ever comes out day and date, until then they can suck a fat one Sega has been fumbling despite having the most games on the platform. It's wild. Seems like a pretty quick turnaround for the port, no? If we're giving credence to the talk of Devs getting devkits relatively late. Would seem to
reflect well on the unreal development pipeline Atlus has running now. Which would also imply we might not be getting a Metaphor port as quick as people seem to be expecting, given its on an internal engine. Also Lmao them spoiling a major plot beat in the first 5 seconds. Classic atlus yikes. Portable 3 Reload is nice but the trade off here of me
already having a version that runs at 60 FPS, 4K resolution, and getting the DLC basically for free at one point to pay for it now is madness. Eh. I'll get it. I like the switch 2 form factor more than the steam deck... > Full price > No Episode Aigis > Game-Key Card I wanted to double dip, but yeah I'm good. WOW This deal is getting worse all of the
time Game-Key Cart, no dlc, full price, over a year late If I ever get this, it's going to be on a heavy discount This is a good game but I just played through it last year so I'm going to pass on it. Hm, Sega seems to have forgotten how this works. Part of the deal with Switch late ports is we get all DLC included... Game Key Card and no DLC on top is
such an insult. Late port at full price better include the god damn DLC and it better be on a cartridge, but it's Sega/Atlus so of course it's not, so that means I'm not getting it. Looks like 30fps, game-key card, no expansion and full price likely... BRUTAL. Switch 2's year 1 is sucking pretty hard so far. Atlus strikes again it seems So, I'll wait to see if
Metaphor has a Royal/Golden whatever version at this point. Game-key cart is just the worst shit ever. Makes Switch 2 so uninteresting to me. Hopefully someone from Sega/Atlus reads this: THE PEOPLE THAT BUY PHYSICAL GAMES BUY THEM BECAUSE THE DATA IS ON THE CART. SO HOPEFULLY YOUR DIGITAL SALES ARE GOOD BECAUSE
WE AREN'T BUYING NO KEY CARTS. It's $60 instead of $70 so I guess that's something Such a bummer that it's yet another GKC and that Episode Aigis isn't included. I'll wait until it's on deep sale years from now I guess. would pick up if i haven't already wonder if 6 will be day one on switch 2 This game is only like 26GB-30GB why does it need to
be a Game Key Card? Aren't the Switch 2 carts 64 gb and expensive vs CDs? If third parties aren't able to use up all the space on a cartridge they probably can't justify the costs associated with it It's interesting to compare these market dynamics to the era back when Sony first launched the Playstation, third parties were desperate for cheaper
alternatives to Nintendo's monopoly at the time Look at it this way : Episode Aigis is not fun and was, in the original and remake, best played as a youtube video, so they are saving you some time! I think Episode Aigis having the only challenging non-superboss fights in the game should count for something. Now granted, everything leading up to
those is still just as mindlessly easy as the main game, but still. Sega/Atlus really trying to pull a fast one on people with a triple whammy (full price, GKC, separate DLC). I'd rather just get it on PC. Probably a good time to ask here, but would Persona 3 Reload click with me more as someone who liked (the original version of) 5's gameplay, but found
it too juvenile in some ways (the teacher as a confidant, Morgana's behavior towards Ann and Ryuji, the guys cat-calling Ryuji)? Between that and dialogue in the game that really could've been truncated without losing any needed details, I found myself not coming back to it after the third palace without much desire to see if the plot picks up.
Hopefully someone from Sega/Atlus reads this: THE PEOPLE THAT BUY PHYSICAL GAMES BUY THEM BECAUSE THE DATA IS ON THE CART. SO HOPEFULLY YOUR DIGITAL SALES ARE GOOD BECAUSE WE AREN'T BUYING NO KEY CARTS. Sd express are so expensive I won't bet digital sales would be as good as they could be... 1tb is
prohibitive... Page 3 I was hoping for Metaphor instead but cool I guess. I can wait till this comes on a game cartridge. Sega/Atlus really trying to pull a fast one on people with a triple whammy (full price, GKC, separate DLC). I'd rather just get it on PC. Probably a good time to ask here, but would Persona 3 Reload click with me more as someone
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palace without much desire to see if the plot picks up. Maybe? P3 has a much more focused narrative than P5 and definitely goes by quicker but most of the juvenile elements are still there, if lesser in volume. Probably the worst social link in the game is the classmate who really wants to bang his teacher and the optimal route to getting it over with is
encouraging him at every turn. But compared to Kawakami's confidant in P5 it's a way smaller part of the game. I'm not that surprised that the DLC isn't included, but it being Game Key card is a little surprising. My only guess is Sega is expecting Sonic Cross-Worlds to sell well enough to justify the additional cost of putting it on the 64GB Switch 2
game cards while they're probably expecting comparatively lower sales here. It's a year old port of a remake so that seems like a reasonable expectation. Not to mention I think the game is maybe only 20-30GB on currently available platforms so a 64GB game card is way more storage than they would even need. Essentially, if smaller game card sizes
were readily available I bet this wouldn't be a Game Key card. Definitely buying this and Pac-Man day one, I have a trip planned a few weeks after this comes out so I'm guessing I'll have this to play on the plane lol. Hopefully we don't have to wait too long for Metaphor and Persona 4 Revival Switch 2 port announcements! Well, no DLC included...
they will definitely sell a "full package" version in the next two or three years. I just hope that then they decide to do the FeMC route. Looking through the DLC listings, I'm seeing all the outfits, digital soundtrack/artwork but no Episode Aegis. Are we sure it isn't being included in the base game? I'm assuming their game pass marketing deal
precludes them from including the Aigis DLC in bundles with the game, but who knows, really. Well, no DLC included... they will definitely sell a "full package" version in the next two or three years. I just hope that then they decide to do the FeMC route. I highly doubt they'll rerelease this, especially if they all they have to show for it is just simply
bundling the DLC with the main game. But yea, if it actually does happen, FeMC is the only addition I can picture them using to justify it So wait for the Switch 2 version to be on sale. Got it. Sd express are so expensive I won't bet digital sales would be as good as they could be... 1tb is prohibitive... And fucking expensive. A 1TB card in Germany runs
nearly 400€. Third parties can fuck alllll the way off, I couldn't buy their games even if I wanted to with the paltry memory actually available on the switch 2 Maybe? P3 has a much more focused narrative than P5 and definitely goes by quicker but most of the juvenile elements are still there, if lesser in volume. Probably the worst social link in the
game is the classmate who really wants to bang his teacher and the optimal route to getting it over with is encouraging him at every turn. But compared to Kawakami's confidant in P5 it's a way smaller part of the game. If the narrative is more focused/quicker, and the juvenile stuff is relatively lesser, then I can see myself shaking off the latter to
enjoy the former. I'll keep 3 Reload in mind then, thanks. Why would anyone expect the dlc to come included its only a year old on a new platform it isn't that crazy Sure it would be nice but that wouldn't make atlus more money So does this still cost $70? Because if so, that's kinda wild. GKC means I'll wait for a digital sale I guess. Sega/Atlus really
trying to pull a fast one on people with a triple whammy (full price, GKC, separate DLC). I'd rather just get it on PC. Probably a good time to ask here, but would Persona 3 Reload click with me more as someone who liked (the original version of) 5's gameplay, but found it too juvenile in some ways (the teacher as a confidant, Morgana's behavior
towards Ann and Ryuji, the guys cat-calling Ryuji)? Between that and dialogue in the game that really could've been truncated without losing any needed details, I found myself not coming back to it after the third palace without much desire to see if the plot picks up. I think so. It doesn't get talked about much but I do actually think P3 is the overall
best written game of the modern Persona trilogy. I would give it to P4 if not for some really glaring issues around how certain characters are written. Not to say P3 isn't without its faults (based on what you said you may very much struggle with the character Junpei. That said, I like his arc) but I think P3 avoids those pitfalls or navigates much of that
stuff a bit better than the games that came after. As much as the exclusion of the FeMC in this remake sucks, I also think some of the worst aspects of P3's writing was exclusive to FeMC (characters being horny for you, a side plot with a child that has child grooming vibes, probably other stuff I'm not remembering) I feel like there's stuff about Yukari
kind of sucking that I don't recall specifics on but I think many of the characters are of a more immediately likable quality. At the very least, I think the initial setup of this game is better than P5. I guess it's hard for me to answer totally subjectively as P3 original was my first. Still though, I said before that I think P4 would be overall best written
narratively and character-wise if not for some significant specific glaring writing issues. So you could also wait for that remake as I would expect the remake to largely rectify many of those issues. DLC not included is wiiild. Arrogant Atlus era lol 🙃 What's the source on it being a GKC and not including the DLC? Not doubting, just want hard facts.
DLC not included is fucking crazy I feel like it should be standard practice if you're re-releasing a game later on a different platform, it should just include all content. They already made their DLC money from people willing to buy the first time This feels like the first time Atlus hasn't done the DLC with a late port. Now sometimes they'll make all new
DLC but they usually include the old stuff. Not a surprise that it's a game key card, but it's absolutely going to stop me from getting the game. Storage is limited as it is. I was so interested on this release... Well, I guess I'm gonna wait for a deep discount Will this be the fourth time I buy this game? I really should finish one of these versions. :p Like
the DLC launched less than a year ago? That's not weird? They shouldn't be expected to give you everything free just because they didn't somehow release it on a system that wasn't out yet? I agree. For a current gen game that came out last year, before the Switch 2 was out, I'm not sure why everyone expects it to be reduced price and/or include
free DLC. If it was a previous gen game, then yeah. But a current gen game is going to have current pricing. I agree. For a current gen game that came out last year, before the Switch 2 was out, I'm not sure why everyone expects it to be reduced price and/or include free DLC. If it was a previous gen game, then yeah. But a current gen game is going
to have current pricing. No one expected it because Atlus, but it isn't that unusual. FF16 for example did exactly that. I feel like there's stuff about Yukari kind of sucking that I don't recall specifics on but I think many of the characters are of a more immediately likable quality. Yukari is kinda closed off and a bit abrasive but this is by design. Unlike P4
and 5, P3's cast has problems that aren't immediately solved with the power of friendship. Yukari keeps the MC at arm's length for like half the game and I think that only makes her a more interesting character. Cool but was honestly expecting/hoping for 60fps :(Not a deal breaker but still. All the other info sucks even more i wonder if the switch 2
version still has rt reflections Greetings, SEGA fans! We've got some news to share regarding our Classics bundles. As of December 6th, 2024 we'll be saying farewell to new purchases of the SEGA Mega Drive and Genesis Classics & Dreamcast Classics. Both of these great bundles and select individual games will be delisted on...
steamcommunity.com Sega Genesis/Megadrive Collection Delisting Greetings, SEGA fans! We've got some news to share regarding our Classics bundles. As of December 6th, 2024 we'll be saying farewell to new purchases of the SEGA Mega Drive and Genesis Classics & Dreamcast Classics. Both of these great bundles and select individual games will
be delisted on Steam December 6th. No worries if you already own a game or bundle. These games will still live in your Steam library. You can download and play SEGA Classics games whenever you want, as long as you own them before December 6th. Read more in our FAQ: (So, if you've been thinking about picking up a SEGA Classics game or
bundle, there's no time like the present! Xbox BC Sega Titles being Delisted Altered Beast Crazy Taxi SEGA® Mega Drive Classics™ Golden Axe Monster World NiGHTS into Dreams SEGA Bass Fishing Shinobi Sonic the Fighters Streets of Rage SVC: ToeJam & Earl Virtua Fighter 2 Last edited by a moderator: Nov 6, 2024 that is a lot of games
getting delisted for no reason. Basically everything except for SA1 and 2 Need to nab Space Channel 5 Even the Genesis collection? Why Pizza Hut didn't want to renegotiate the deal? Huh, glad I bought Sega Genesis Classics on Switch not long ago at a great sale if it's getting sacked there too. Exclusivity deal for Switch 2 NSO updates incoming ok
so put them on sale then. crazy taxi hasnt gone on sale in years I recommend getting them all, especially the Genesis bundle as the Steam Workshop support for that is amazing This feels like a new collection or something is happening. It's not like SEGA lost the license to NiGHTS etc man sega why would you do this nonsense. Worth getting
everything btw. The genesis bundle just gives you all the roms in a folder too iirc. Like ffs they have a big classic IP revival project. Clearly the best thing to do is to make sure that if people want to play the older versions of those games they can't. It does sound like a new collection is coming. Maybe widescreen versions of the games like Sonic
Origins? SEGA doing everything but a Dreamcast Mini Probably will be available in that Mega Game they announced awhile back instead? Or rights issues I imagine. I smell yet another Genesis games collection re-release coming up. I guess a new collection is coming? Can't wait to see Sonic 3 left out again. (By the way, this is available physically for
$20 - $30 depending where you look.) it'd be a good time for Nintendo to remember that Genesis is on NSO New classic collections incoming. SEGA Mega Drive Classics is currently on sale on PSN (6 euros). I'll buy it there. There is also physical release of this one. Dreamcast Collection Steam is the ultimate destination for playing, discussing, and
creating games. store.steampowered.com (why is Nights there? it's a Saturn game...) Genesis/Mega Drive Collection Steam is the ultimate destination for playing, discussing, and creating games. store.steampowered.com I guess it is time for another collection sku to be released. On PC, these were like actual rom files that a user can pull from the
folder to use wherever, right? Edit: The Mega Drive collection, that is. Thankfully I have most of them. Well on Xbox (a couple on steam but I don't play pc anymore). Actually I don't have Sega bass fishing, maybe I should grab that on Xbox. Same with Virtua fighter 2 That's a bunch of BC XBLA games that are coming down. I have to assume they are
doing something else with these.... It does seem like a sign that a new collection is coming. Hoping that the Sonic Adventure games will be included in the new collection since the current Steam releases are barebones and the first game has performance issues on PC if playing the vanilla version. Have the collection on steam. Might get it on psn and
will pick up crazy taxi on steam what a bewildering company. You'd like to think maybe they're doing this to refocus their retro catalogue or something but coz its SEGA the 60/40 split is they just don't do anything with it all. Find the best prices for SEGA Genesis Classics across 7 different stores, see the full price history, and be the first to find out
about its next big sale at Deku Deals www.dekudeals.com It is currently on a steep -80% sale on the PS Store in the EU and UK, if some still want to grab it. Not in the US unfortunately. Random semi-related question... is there any way to play Eternal Champions on PS5? I'm guessing they want to make way for modern versions and avoid confusion.
Hoping for a Crazy Taxi trilogy that restores the music and licensing where possible. Hopefully they'll become nicer collections with better emulation/features. I know you can just run the rom files on the PC side of things in more competent emulators, but playing the Genesis collection on Switch, for example, is abysmal IMO. If these are getting
pulled for yet ANOTHER Genesis collection.... Bruh, you got other platforms of stuff to port Sega. Though the fact this seems to include some Dreamcast & Saturn maybe means we'll be seeing more of a "Sega Archives" style release that'll encompass more than just Genesis? Oh there are a couple 360 backwards compatible titles going away too.
Worth it to get Sonic the Fighters and Virtua Fighter 2? Unfortunately, no. The only ports were to the Wii Virtual Console & the Genesis Mini console. That's what I thought. Bummer. I might buy the collection anyway but that's the one game I really wanted to play. Always loved fighting games and never had a Mega Drive as a kid so missed out on EC
and always thought it looked cool. If these are getting pulled for yet ANOTHER Genesis collection.... Bruh, you got other platforms of stuff to port Sega. Though the fact this seems to include some Dreamcast & Saturn maybe means we'll be seeing more of a "Sega Archives" style release that'll encompass more than just Genesis? I don't think any of
these are Saturn games, are they? NiGHTS is based on the PS2 version, and Virtua Fighter 2 is the mega drive/genesis version on Steam, and the 360 version is based on the arcade version. Although a Saturn collection of some kind would be great. Excited about what they will be replaced with. But it sucks these have to be delisted. Interesting that
they're specifically delisting VF2 and Sonic the Fighters, but not Fighting Vipers that released alongside them. I wonder what the difference is here. Oh there are a couple 360 backwards compatible titles going away too. Worth it to get Sonic the Fighters and Virtua Fighter 2? Unless they're planning on releasing updated versions, these are already
pretty good for what they are. VF2 is a straight arcade port, but HD. It looks great. StF actually has some cut content restored (Honey the Cat is now selectable in any mode), and also lets you play as bosses but only in vs modes. As a fighting game it's kinda middling, not amazing, but it's not as awful as it's made out to be. Hopefully there is some sort
of "Atari 50" style release coming that includes a lot of history and features along with games from across multiple platforms. Though the fact this seems to include some Dreamcast & Saturn maybe means we'll be seeing more of a "Sega Archives" style release that'll encompass more than just Genesis? Hopefully, they're sitting on a bunch of ports
that have only been rereleased via the Yakuza games. Wonder if something will be announced at The Game Awards next month. I always hoped for a revival of the Sega Channel, but that'd take a miracle. They ever fix the lag on the Switch SG collection? My biggest fear here is they'll pull them and we'll only get them back as part some sort of
subscription. I own them all anyway but it would suck if further ports where only accessible in such a way. It's concerning as new ports or not there shouldn't be any reason for them not to keep most of these up as an option. Page 2 Oh there are a couple 360 backwards compatible titles going away too. Worth it to get Sonic the Fighters and Virtua
Fighter 2? A bunch of these are 360 compatible, and can still be downloaded to an actual Xbox 360 console from "Downloaded Games" after being purchased on the new store. The ports developed by M2 are fantastic and well worth picking up while the ones by Backbone, like Altered Beast, are much more basic and dated. In particular, if "Monster
World", "Golden Axe", and "Streets of Rage" are referring to the Sega Vintage Collection releases, these are high quality ports developed by M2 with a plethora of display options and such. Originally released in Japan as the Sega Ages collection. But why? Gonna have to check if some individual games on Xbox are not in the collection. and yet they
keep selling that garbage Sonic Adventure port like it's no big deal. 😑 The average person won't care to mod it to the extent it needs to be even halfway acceptable. Segaaaa why are you like this and yet they keep selling that garbage Sonic Adventure port like no big deal. 😑 The average person won't care to mod it to the extent it needs to be even
halfway acceptable. Segaaaa why are you like this Isn't that part of the Dreamcast collection that is getting delisted? Edit: guess not I always hate to see things delisted, but isn't this Genesis Collection like barebones and really shitty? I've heard it's had terrible lag I always hate to see things delisted, but isn't this Genesis Collection like barebones and
really shitty? I've heard it's had terrible lag It is. Various emulation issues and unplayable online. But it is the only legal way to play some MD classics on current consoles, like Streets of Rage 1 & 3 for example, and Eternal Champions (this one is exclusive to Steam). New generation of consoles, new collection of the same Genesis games they've been
repackaging since the PS2. They better discount these! I'm particularly getting the Sega Vintage Collection: Golden Axe release on Xbox because they has the Arcade version of Golden Axe 1 and it's the ONLY place you can buy the Arcade version! Would be great to have links to everything getting delisted in the OP. bring back Sega Ages baby I
always hate to see things delisted, but isn't this Genesis Collection like barebones and really shitty? I've heard it's had terrible lag It's passable. Workshop Support on Steam is neat! The presentation is kind of charming. Selection of games is good. Really hoping we get a new collection. Is SEGA wanting to announce a new console like a genesis mini
or something ? Because it is completely nonsense otherwise O.o I do hope this leads to a more consistent and thorough rerelease series for their library. Sega's previous rerelease work has always been very scattered and inconsistent in quality depending on the company they partnered with for each one. It is. Various emulation issues and unplayable
online. But it is the only legal way to play some MD classics on current consoles, like Streets of Rage 1 & 3 for example, and Eternal Champions (this one is exclusive to Steam). Fwiw in the specific case of Streets of Rage, you can play those through the vastly superior Sega Vintage Collection release on Xbox, but otherwise you're dead on. :P Join
Axel, Blaze, and company as they battle the evil Mr. X across all three Streets of Rage games. Notice how delisting notice does not mention PS3. Some of these games are still there to buy. and yet they keep selling that garbage Sonic Adventure port like it's no big deal. 😑 The average person won't care to mod it to the extent it needs to be even
halfway acceptable. Segaaaa why are you like this My guess is that they're leaving the Sonic Adventure port up because they know people would be angry if they removed it due to SADX Mod Installer being so popular. Hope we are getting a better collection soon as you are all saying. It would make sense taking into account they want to use their
own ips more. Guardian Heroes BC is not going to be affected then? I should be picking that one soon anyways. Is there a chance for a sale on Steam before delisting? Good riddance to shitty Crazy Taxi ports. Is there a chance for a sale on Steam before delisting? SEGA’s collection of Mega Drive & Genesis Classics comes to a new generation, now
updated with even more features: online multiplayer, achievements, mirror mode, rewind, save states, VR and more! Over 50 classic games in one great package. Get into the classics! store.steampowered.com on sale right now, -45% Your Price: $36.30 Do we think any of the Xbox ones will go on sale before delisting? NEOGEOBATTLECOLISEUM
said: SEGA’s collection of Mega Drive & Genesis Classics comes to a new generation, now updated with even more features: online multiplayer, achievements, mirror mode, rewind, save states, VR and more! Over 50 classic games in one great package. Get into the classics! store.steampowered.com on sale right now, -45% Your Price: $36.30 Ah, I
didn't notice that was the sale. I was basing it on the price history here. NEOGEOBATTLECOLISEUM said: SEGA’s collection of Mega Drive & Genesis Classics comes to a new generation, now updated with even more features: online multiplayer, achievements, mirror mode, rewind, save states, VR and more! Over 50 classic games in one great
package. Get into the classics! store.steampowered.com on sale right now, -45% Your Price: $36.30 I think that's just to complete your collection. You can own several games or all of them. Does this mean we will get a proper remaster of Sonic Adventure? In Steam I have the Sega Mega Drive Classic and the same in Xbox, also from the list in Xbox
I'm only missing Altered Beast , Sonic the Figther and SVC ToeJam and Earl, but those are already available in the collection except for the Sonic fighting game uh. I could get delisting Space Channel 5 because of the Michael Jackson license, but the others baffle me frankly. It always goes on sale for $6 on PSN but I always pass on it. Really hope it
goes on sale one more time before it delists even though I own it on disc. This feels like a new collection or something is happening. It's not like SEGA lost the license to NiGHTS etc Yeah, didn't they delist the classic Sonics prior to Origins collection launch? Though, i think they announced that collection prior to delisting those games, did they not? I
don't remember... Man, what the fuck - de listing crazy taxi, jet set, nights?? I mean, I own them all but why? There must be new remasters coming. These games are all (for the most part at least) getting some kind of sequel soon, and Sega's been getting interested in their back catalog recently. Makes more sense the more I think about it. First, Sega
delists the individual classic Sonic titles to push the (much more expensive) Origins collection. Now, this. Delisting will never not be a stupid, anti-consumer decision, even if the games do end up becoming available again later, in some altered form. Hopefully, they're sitting on a bunch of ports that have only been rereleased via the Yakuza games.
Wonder if something will be announced at The Game Awards next month. I often fantasize about a Sega Arcade Collection with all the ports that have already been released through other means, presented in cabinets within virtual recreations of their most iconic venues, such as the various Sega World theme parks across the world. It would be like
taking the basic concept of the Yakuza/LAD games, with their walkable Club Sega/GiGo/Hi-Tech Land locations, expanding it, and then combining it with something akin to the 3D Hub of the Genesis Collection. Can you imagine that in VR? The dream! it's weird if they are delisting something like Sega Bass Fishing or Crazy Taxi as BC 360 games, but
are keeping them on the PS3 store? Xbox links SEGA® Genesis Classics™ SEGA’s collection of Mega Drive & Genesis classics comes to a new generation! Including over 50 titles across all genres, from all-time classics like Sonic and Streets of Rage 2 to deep RPGs like the Phantasy Star series; arcade action, shooters, beat’m ups, puzzlers, old
favourites and... Altered Beast (Online Interactions Not Rated by the ESRB) The original arcade classic Altered Beast now on Xbox LIVE Arcade! Crazy Taxi Hey hey, come on over and have some fun with Crrrrrazy Taxi! Barrel through traffic packed streets, hurdle off parking garages, and Crazy Combo your way to Crazy Money in a wild frantic race
to scare up the most fares. In Crazy Taxi, time is money, and only the Craziest Cabbies come out victorious. SVC: Golden Axe Grab your axe, swords, and mythic steeds to fight against evil in all three classic Golden Axe entries! SVC: Monster World Bring peace back to Monster World in these three classic action RPG titles: Wonder Boy in Monster
Land, Wonder Boy in Monster World, and for the first time outside of Japan, Monster World IV! NiGHTS into Dreams Slip off into the dream world and go on an aerial adventure as NiGHTS in this classic Saturn remake. SEGA Bass Fishing Explore the exciting sport of bass fishing! Based on the Dreamcast hit, motor out to eight different fishing
locations to catch the biggest and baddest bass possible! Choose between fourteen different lures, and compete in four tournaments. Start off as an amateur, and work your way up to the... Shinobi (Online Interactions Not Rated by the ESRB) The original arcade classic Shinobi now on Xbox LIVE Arcade! Sonic the Fighters Join Sonic and friends in
battle in this classic arcade game from AM2. Originally on the console as part of the Sonic Gems collection, Sonic the Fighters is back with an all-new online mode, including both online versus and tournament play. SVC: Streets of Rage Join Axel, Blaze, and company as they battle the evil Mr. X across all three Streets of Rage games. SVC: ToeJam &
Earl Join aliens ToeJam and Earl in their adventures across space in classic titles ToeJam & Earl™ and ToeJam & Earl in Panic on Funkotron™! Virtua Fighter 2 Go back to the roots of 3-D fighting with Virtua Fighter 2, the second title in AM2's flagship fighting franchise. Experience the legendary polygon-based 3-D graphics and fluid fighting
mechanics that made the game so influential in the arcades, and later on the Sega Saturn. With all-new... Hopefully this means space channel 5 something releasing soon, but if they're delisting these because of the remakes they can fuck off Sega Mega Drive Collection is £4.99 in UK. I have literally just picked it up because delisting is shit. Get
Nights into Dreams people... New collection annoucement at TGA? First, Sega delists the individual classic Sonic titles to push the (much more expensive) Origins collection. Now, this. Delisting will never not be a stupid, anti-consumer decision, even if the games do end up becoming available again later, in some altered form. I often fantasize about a
Sega Arcade Collection with all the ports that have already been released through other means, presented in cabinets within virtual recreations of their most iconic venues, such as the various Sega World theme parks across the world. It would be like taking the basic concept of the Yakuza/LAD games, with their walkable Club Sega/GiGo/Hi-Tech
Land locations, expanding it, and then combining it with something akin to the 3D Hub of the Genesis Collection. Can you imagine that in VR? The dream! I thought the same. Lots of easy material that is already ready for multi platform release. Stuff from Yakuza games, mini consoles... In the case of Jet Set Radio, is the Steam version considered to
be the best or is the DC version better? Page 3 They're doing a new collection(s) Thanks for the heads-up! Looks like I was missing two of the games in the Genesis Collection on Steam, so I got those before they're getting delisted. I wonder why all of these are getting delisted on every platform. The most logical explanation to me would be that Sega
is planning to re-release them in a different form, but we'll see. What I asked for: A Sega classic arcade collection of games that are currently only playable inside Yakuza games, or nowhere at all. What I got: Sega delisting all of their classic games from all platforms. The Xbox BC games were all digital only on X360 right? Last edited: Nov 7, 2024
The Xbox BC games were all digital only on X360 right? No there was a disc release, featuring Crazy Taxi, Space Channel 5, Sega Bass Fishing and Sonic Adventure DX. I'm not 100% certain this disc version is BC, but I would assume so. Although come to think of it, Space Channel 5 isn't BC.... Hmm. No there was a disc release, featuring Crazy Taxi,
Space Channel 5, Sega Bass Fishing and Sonic Adventure DX. I'm not 100% certain this disc version is BC, but I would assume so. Although come to think of it, Space Channel 5 isn't BC.... Hmm. Do you mean the Dreamcast Collection? Didn`t know that it was backwards compatible. Is the only bad thing about the Crazy Taxi 360 port that it's missing
songs, it's decent other than that? Is the Monster World collection M2, so that's worth getting if you want to play those games? Last edited: Nov 7, 2024 Really hope we get better collections with more games, specifically I hope we get more Dreamcast and Saturn games, and maybe Xbox/PS2 games. So which of these games would you say a worth a
standalone purchase on Xbox? Does the experience differ that much from the Genesis/Megadrive collection? My guess it has to do with them releasing the new games. They will probably have a new pack to sell along side them. NEOGEOBATTLECOLISEUM said: SEGA’s collection of Mega Drive & Genesis Classics comes to a new generation, now
updated with even more features: online multiplayer, achievements, mirror mode, rewind, save states, VR and more! Over 50 classic games in one great package. Get into the classics! store.steampowered.com on sale right now, -45% Your Price: $36.30 thats not a sale I would say they are making another collection, but doing this for pretty much -
every- single one of their classic titles makes this feel....very nonspecific. And even then, whenever we get a collection, remaster, whatever, it's usually just Steam that's affected. Going and delisting all this stuff on the Xbox marketplace is weird. Heck, it's not like SEGA's against having multiple versions of the same game on one console either. They
have four versions of Sonic 2 on the Switch! On Virtua fighter II and Bass fishing, on Xbox I checked and they both went on sale once 2 years ago? So maybe we'll get one before delisting On Virtua fighter II and Bass fishing, on Xbox I checked and they both went on sale once 2 years ago? So maybe we'll get one before delisting Yeah I'm gonna keep
an eye out, the 6th Dec is a Friday and the final Xbox sale should go live on 3rd I think, if nothing goes on sale by then I might just get Crazy Taxi then and call it a day I would say they are making another collection, but doing this for pretty much -every- single one of their classic titles makes this feel....very nonspecific. And even then, whenever we
get a collection, remaster, whatever, it's usually just Steam that's affected. Going and delisting all this stuff on the Xbox marketplace is weird. Heck, it's not like SEGA's against having multiple versions of the same game on one console either. They have four versions of Sonic 2 on the Switch! Yeah, the delisting of the Xbox stuff as well is what really
stands out Dreamcast Collection Steam is the ultimate destination for playing, discussing, and creating games. store.steampowered.com (why is Nights there? it's a Saturn game...) Genesis/Mega Drive Collection Steam is the ultimate destination for playing, discussing, and creating games. store.steampowered.com Are these the only games getting
delisted? I have both collections am I Good? I have both collections on Steam, but this sucks, and it already sucked when they removed the classic sonic games from the Megadrive collection so they could sell you Sonic Origins. Oops I mis-read the title and thought these were being taken down yesterday, not Dec 6th. I wound up buying Sonic the
Fighters and Virtua Fighter 2 for $5 each. I wonder if I should refund in the hopes of a sale before the delisting? Not a big deal either way, these are already pretty cheap for good arcade ports. Each game is just 20 quarters! Sonic the Fighters stands out here. I'm assuming the de-listing of Virtua Fighter 2 refers to the (awful) Genesis version and not
the absolutely stellar arcade perfect port we got for PS360 in 2012.... but Sonic the Fighters was part of that Model 2 collection..ish thing. The release also doesn't specify Fighting Vipers being de-listed. Regardless, anybody who hasn't grabbed those absolutely should, amazing version of the games. In a perfect world, if they de-list, they'd then give
use the Model 2 collection I've always dreamed of on Steam/PC VF2 FV Virtual On Virtua Striker Virtua Cop Virtua Cop 2 Sega Rally Daytona USA House of the Dead I do wonder if they are planning their own version of NSO for all classic Sega console games Sonic the Fighters stands out here. I'm assuming the de-listing of Virtua Fighter 2 refers to
the (awful) Genesis version and not the absolutely stellar arcade perfect port we got for PS360 in 2012.... but Sonic the Fighters was part of that Model 2 collection..ish thing. The release also doesn't specify Fighting Vipers being de-listed. Regardless, anybody who hasn't grabbed those absolutely should, amazing version of the games. In a perfect
world, if they de-list, they'd then give use the Model 2 collection I've always dreamed of on Steam/PC VF2 FV Virtual On Virtua Striker Virtua Cop Virtua Cop 2 Sega Rally Daytona USA House of the Dead The Xbox arcade port of arcade VFII is being delisted I think I said it elsewhere but I'm honestly surprised Sega even remember this stuff was up
on their marketplace. And the crazy thing is a few days ago they went and said that their prioritizing revitalizing IP but I guess it's only certain IP.. lol Hey I'm used to it there are certain games that I absolutely 100% think they will never touch again (anything to do with MadWorld and Anarchy Reigns/Max Anarchy... I swear I still don't know how the
numbers were that terrible... -_-), but there are others when they can very easily bundled together and sell as a collection. Same goes with any of their portable titles I'm honestly surprised after the GBA collection of Castlevania, they haven't done something similar with Sonic Advances... -_- There was an idea way back in the day that Sega would do a
Sega Saturn: Sonic Team collection, however one of those games would include Burning Rangers, and I know that game in particular has some iffy issues when it comes to certain emulators. The option of course is just to simply leave it out but we'll see what happens... Lol (I still love that game from the fact that they had to tap into the sound
processor to get extra power was pretty awesome) I'll probably hold off until Space channel 5 goes on sale but I have NiGHTS so I'm okay. For now (give me a legal way to play that horrible wii game again!) It's in the yakuza games on pc. Most of those Yakuza arcade games are using code from the 360/ps3 game ports. Appreciate that, but booting up
a Yakuza game just to play VF is just not a reasonable solution imo - we need actual, bootable independent ports (also VF2's installation size is about 50MB on PS360, versus 20GB+ for the Yakuza games) So everything that's going to be delisted is contained in one of these two Steam bundles? Steam is the ultimate destination for playing, discussing,
and creating games. store.steampowered.com Steam is the ultimate destination for playing, discussing, and creating games. store.steampowered.com Or are there other things I'd need to pick up? Well I have Sonic Adventure in Steam, but not in Xbox. I will double dip because it's cheap. Makes me wonder if Sega is doing a bunch of new
compilations/rereleases I can confirm that the 360 Dreamcast collection disc works on the Series X via bc. It individually downloads each game as a new file and uses the disc as a check. Tho I guess Space Channel is not supported. No, they delisted them, so those classic versions of Sonic can no longer be purchased for that collection. But if you had
them before, you still have access to them. I thought you were referring to the Genesis Classics Collection that came out on all platforms but I must have misunderstood! I am. On pc you can buy the games in the collection separately a la carte, so they delisted those: 1, 2, 3. They also delisted CD, but that was a separate app. And on consoles they
removed some standalone versions not related to said collection. But if I buy the Genesis collection on, say, PS4 right now before the delisting, will it still include the Sonic game(s) it included originally? I'm sure you're being clear and it's just way too early/im too tired to be thinking through this straight lol. Appreciate your patience haha But if I buy
the Genesis collection on, say, PS4 right now before the delisting, will it still include the Sonic game(s) it included originally? I'm sure you're being clear and it's just way too early/im too tired to be thinking through this straight lol. Appreciate your patience haha On consoles i would say yes, because the collections are one single package. If you were
to buy it on steam, then no. EDIT: Maybe someone with the console version can confirm that, since i only have the pc version, just in case. Last edited: Nov 16, 2024 But if I buy the Genesis collection on, say, PS4 right now before the delisting, will it still include the Sonic game(s) it included originally? I'm sure you're being clear and it's just way too
early/im too tired to be thinking through this straight lol. Appreciate your patience haha On consoles i would say yes, because the collections are one single package. If you were to buy it on steam, then no. EDIT: Maybe someone with the console version can confirm that, since i only have the pc version, just in case. Yes, the Genesis collection on

consoles include all 40-something games it originally had when the game first released. No games in it were removed. That said, the Sonic 1 and 2 ports in this collection are very bad. On the Switch it's better to get Sega Ages Sonic 1&2 or Sonic Origins. On PS/Xbox there's just Origins. On consoles i would say yes, because the collections are one single package. If you were to buy it on steam, then no. EDIT: Maybe someone with the console version can confirm that, since i only have the pc version, just in case. Yes, the Genesis collection on consoles include all 40-something games it originally had when the game first released. No games in it were removed. That said, the Sonic 1 and 2 ports in this collection are very bad. On the Switch it's better to get Sega Ages Sonic 1&2 or Sonic Origins. On PS/Xbox there's just Origins. Thanks both! Now it's clear to me my confusion was because I was solely thinking of the console versions initially and didn't realize the Steam version operated a little differently. I shouldn't post when the baby wakes me up early lol Sonic the Fighters stands out here. I'm assuming the de-listing of Virtua Fighter 2 refers to the (awful) Genesis version and not the absolutely stellar arcade perfect port we got for PS360 in 2012.... but Sonic the Fighters was part of that Model 2 collection..ish thing. The release also doesn't specify Fighting Vipers being de-listed. Regardless, anybody who hasn't grabbed those absolutely should, amazing version of the games. In a perfect world, if they de-list, they'd then give use the Model 2 collection I've always dreamed of on Steam/PC VF2 FV Virtual On Virtua Striker Virtua Cop Virtua Cop 2 Sega Rally Daytona USA House of the Dead Needs Top Skater as well! Page 4 Sonic the Fighters stands out here. I'm assuming the de-listing of Virtua Fighter 2 refers to the (awful) Genesis version and not the absolutely stellar arcade perfect port we got for PS360 in 2012.... but Sonic the Fighters was part of that Model 2 collection..ish thing. The release also doesn't specify Fighting Vipers being de-listed. The arcade perfect port of Virtua Fighter 2 can be purchased on Xbox Series S/X. The awful Genesis version can't be purchased separately on Xbox. I would strongly recommend that everyone buys Virtua Fighter 2 on Xbox before it gets delisted. To my knowledge, this arcade perfect port isn't available on Steam. The arcade perfect port of Virtua Fighter 2 can be purchased on Xbox Series S/X. The awful Genesis version can't be purchased separately on Xbox. I would strongly recommend that everyone buys Virtua Fighter 2 on Xbox before it gets delisted. To my knowledge, this arcade perfect port isn't available on Steam. I want to say it's in at least one of the Yakuza games on pc. Not sure of the quality of that version though I would strongly recommend that everyone buys Virtua Fighter 2 on Xbox before it gets delisted. To my knowledge, this arcade perfect port isn't available on Steam This. And it's not on steam unfortunately. Maybe this de listing means that could change in the future, otherwise I don't really see a reason why they'd de-list it (ie no licensing issues etc) Titles like Sonic Adventure (germany/italy), Sonic Adventure 2 (germany/italy) and Sonic Fighters (xbox only) should continue to be available through the Sonic the Hedgehog Legacy Bundle on Xbox and Steam after the games are delisted on december 6, but not available as standalone purchases anymore. Edit: It seems Sonic Adventure 1 and 2 were removed from the list of games that will be delisted in germany and italy as far as I can see so it seems they won`t get delisted anymore? So if these are not on sale by Tuesday 3rd then I guess it's safe to assume they won't be given a final sale and we can just buy the ones we want cowards not putting any of these on sale except for sonic adventure. Gonna be really annoyed if Sega Vintage Collection: Golden Axe isn't discounted before the delist next week. Gonna be really annoyed if Sega Vintage Collection: Golden Axe isn't discounted before the delist next week. Xbox sales normally go live each Tuesday, so if there is no discount by the end of Tuesday 3rd December, then I'd assume none of these games will get one and just buy the ones you want That's my plan anyway Only Sonic games that get a discount? seriously sega? Already had most of them. Bought the missing few on Xbox so I am good now. Are the golden axe collection and shinobi being delisted as well? They are the only 2 I haven't bought. To confirm, Sonic Adventure DX on Steam is getting delisted but not Sonic Adventure 2? I wanted to gift some copies to friends and family who like the games but don't own them on Steam yet I just read that Daytona USA is still available on PSN. The SEGA FAQ doesn't mention PS3 releases of their classic games, were Crazy Taxi and the likes available there digitally? To confirm, Sonic Adventure DX on Steam is getting delisted but not Sonic Adventure 2? I wanted to gift some copies to friends and family who like the games but don't own them on Steam yet It seems that the Sonic Adventure games won`t get delisted. The germany and italy list listed them as games that will be delisted, but they updated the list later again with no mention of Sonic Adventure. I want to say it's in at least one of the Yakuza games on pc. Not sure of the quality of that version though VF2 (and 2.1) are in: Yakuza 5 Kiwami 2 Judgment (Remaster) (kinda feel like Im forgetting one...) Thing is, it lacks the online mode that the standalone version has. If someone just wants VF2 standalone, the 360 port is the better choice here. All will be forgiven on my end if this means we get properly done Sonic Adventure and Sonic Adventure 2 ports. All of the original effects intact, no cut content, modern UI, HDR, maybe even 60+ FPS support. Really commit. The fact that this hasn't happening before the release of Sonic 3 is baffling too. I get that they're pushing Sonic x Shadow Generations but cashing in on SA2 nostalgia would have been a real smart move. Shit, they could have done a proper 3D collection and thrown Shadow the Hedgehog in there too. man i want some of those 360 games, but i just cant really justify the spending right now. I already spent so much when the 360 store was shutting down i dont think i can commit to more right now. I forgot the switch sale ended today. I literally just bought a $10 card from target...only to have the price change before I could put in the code. Ugh! Hoped for a sale on Crazy Taxi and Sonic the Fighters. Their loss man i want some of those 360 games, but i just cant really justify the spending right now. I already spent so much when the 360 store was shutting down i dont think i can commit to more right now. If you have any of those Bing reward points, it might be the time to use them. They helped me a lot when the 360 store closed. Grabbed this on Xbox for £4.99. I own most of the games in so many different ways, but totally worth a fiver to easily have Shining Force 1 & 2 and Phantasy Star 2, 3 and 4 on my Xbox forever. Alright, getting a few more Xbox ports of the Dreamcast games, especially Crazy Taxi. Was Space Channel Part 2 ever on the old store apart from the disc? It's too bad that one isn't BC and available on the modern store. Seems nobody knows what will happen to the PS3 store listings, but let's hope they stay like Daytona USA did. It says I own the Genesis collection on Steam, but I can still complete my collection for $32? So shitty of them to not discount the Xbox 360 titles, wtf. I guess there is technically still time, but as most Xbox sales start each Tuesday, and they were not discounted today, I'd say there is a 99% chance they don't get a discount before they go now Yeah it is shitty, they had the time to give people a heads up, so why not just drop them all to a few quid for the last week, you'd probably sell more copies than you would just leaving them as they are I need to look through and see what I actually do and don't have. I have the Sega collection on both Steam and PS4 so I think I'm good with everything except the Dreamcast games, so if I buy that bundle on Steam I think I'm okay. It says I own the Genesis collection on Steam, but I can still complete my collection for $32? You'll own some of the games. IIRC you could buy/get access to all of the games separately on Steam, as well as the whole bundle. Either way, they open up the Mega Drive Collection frontend when you play them - so you technically own that even if you only have one game in your account. I'm the same, I own loads of the individual games but not all of them. You'll own some of the games. IIRC you could buy/get access to all of the games separately on Steam, as well as the whole bundle. Either way, they open up the Mega Drive Collection frontend when you play them - so you technically own that even if you only have one game in your account. I'm the same, I own loads of the individual games but not all of them. That makes sense, thank you. Guess I'll pick some on these up for 0.99 I absolutely would have spent money on the Xbox titles if they put them on sale. I had the Mega Drive collection already, but now also got Crazy Taxi, Nights into Dreams (it seems interesting and unique enough) and Monster World because IV doesn't seem to be available on Xbox in any other form (the remake wasn't released there). Not on the Xbox delisting list seem to be the standalone ports of Phantasy Star II and Comix Zone. Both should be in the Mega Drive collection though. Almost surprised they never did a standalone SEGA Vintage Collection Phantasy Star or Shinobi bundle back in the day. Last edited: Dec 3, 2024 The "DLCs" needed a bigger discount on steam :(No worries on the Crazy Taxi mod information for the Steam release. The proper music is like half the games atmosphere, I wouldn't want to play it without it. Another mention to 'SVC Streets of Rage' on Xbox (was originally a 360 release). This is an M2 ported version, with pretty much perfect scanline filter implementation, great scaling + ratio options, background image disable option (can also do this via the options screen ratio setting and then editing your TV setting to 4:3), and the option to switch region versions for each SoR title where this gives you access to the much superior Japanese version of SoR3. You also don't get any of the input lag associated with the Classics Collection (important for SoR), so they're definitely the best versions of each of these titles on current hardware. Well, I picked up the Xbox collection for $6. Maybe it was a waste but why not. I know they are not going to be delisted but maybe I will get the Adventure games and Sonic 4 in Xbox in the future. I already have them on Steam anyway, but I doubt I will play them there. I remember reading some of these had HORRIBLE input lag...was it the genesis collection? I have the collection in my cart and want to get it on Steam, but it's still a bit steep of a price. That Xbox deal is amazing, shame it didnt apply to other platforms. Page 5 The PlayStation store had two different sales (Black Friday, Anniversary sale) and Sega Genesis Collection was not on sale for either of them. What a bummer. Also, dumb question but can you still install mods on delisted games? Wanted to get the Crazy Taxi one with the original soundtrack It wasn't a piece a shit from what people were saying about it 6 years ago. But like, at this point, you may as well just get it to avoid wondering if you already got a game or more somewhere else since these are too many games to account for unless you really want to or have done that. Does anyone know if the Toejam and Earl games in the SVC are exactly the same as the ones in the Genesis/Megadrive one, is there any diferrece apart from achievements? it will delist tomorrow but still no sales? wtf sega? Does anyone know if the Toejam and Earl games in the SVC are exactly the same as the ones in the Genesis/Megadrive one, is there any diferrece apart from achievements? They are the same games, but I imagine the emulation itself is better in the SVC version. I haven't tested it myself, though. Does anyone know if the Toejam and Earl games in the SVC are exactly the same as the ones in the Genesis/Megadrive one, is there any diferrece apart from achievements? I don't know about the quality of the Sega Megadrive Classics collection, but I can highly recommend all the SVC (Sega Vintage Collection) releases for Xbox 360, which were ported with care by M2 and include a ton of detailed options. Originally released in Japan as the "Sega Ages collection." SVC: ToeJam & Earl SVC: Golden Axe SVC: Monster World SVC: Streets of Rage Each set includes excellent ports of multiple games with various region versions, display options, etc. and I believe all set to be delisted. Caved in and bought Sonic the Fighters. Helps that it's not available on Steam. I don't even know what's ToeJam and Earl so this is the only SVC title I'm not going to get 😂 Thanks for your responses, I'll go ahead and buy it since it's the only SVC one I don't have Just a reminder that a bunch of Sega games are getting de-listed today. Last chance to get what you want. Glad I came across this thread yesterday, bought all the games I wanted. Bummer they didn't put any of the Xbox 360 BC games on sale. Is today the last day? Or are they gone today? Update: Looks like they're still up outside of the Alex Kidd SVC. Weird. Last edited: Dec 6, 2024 Is today the last day? Or are they gone today? Update: Looks like they're still up outside of the Alex Kidd SVC. Weird. Alex Kidd SVC was de-listed a long, long time ago, unfortunately. It was de-listed around the same time that Jet Set Radio and Daytona USA got de-listed from Xbox. I have all the complete Sega Genesis classic collection now it looks like as it says 55/55 games But I'm looking at the achievements and there's ones for Sonic 1 and 2. The only Sonic games I have in this collection is Sonic 3D and Pinball. Is that correct? I have all the complete Sega Genesis classic collection now it looks like as it says 55/55 games But I'm looking at the achievements and there's ones for Sonic 1 and 2. The only Sonic games I have in this collection is Sonic 3D and Pinball. Is that correct? Sonic 1, 2, 3 (and CD?) got delisted a while ago around the release of Sonic Origins Nabbed VF2, already had Crazy Taxi, Nights and Sonic the fighter. Plus JSR and Daytona from before the 360 storefront shutdown. Decided to pass on bass fishing Despite already owning the SEGA Classics on the Switch, I decided to double dip on the Steam version as well because of this news and holy heck, I had no idea about the modding community this game has. Played a game named Gleylancer and it was awesome! Looks incredible on the OLED Deck, too. Last edited: Dec 6, 2024 Despite already owning the SEGA Classics on the Switch, I decided to double dip on the Steam version as well because of this news and holy heck, I had no idea about the modding community this game has. Played a game named Gleylancer and it was awesome! Looks incredible on the OLED Deck, too. i ended up getting the physical ps4 one due to it simply being cheaper. Yes but unfortunately it'd be best to just get these games now or or keep an eye on them until they're on sale. Is this the only way to own Space Channel 5 on modern hardware? I don't get it, it seems I have the Mega Drive and Genesis Classics in my Steam library but the games don't show as "owned". Is that because you can buy them by their own outside of the emulator? Or is the Sega Mega Drive and Genesis Classics an app that was free and you need to buy the games for it? Ok, was able to confirm I had the app on my Steam library because they gave away Sonic 2 at some point. Purchased both Collections. I don't even like older Sega that much lol Missed out on some of the xbox titles since their site was messing up and having payment processing troubles or something, blahhh, that sorta sucks Why even delist these though? Wonder if they wanna re-sell them in new editions for a higher price later on down the line, which would be sorta slimy but quite possible, though this is a LOT of games to relist in new editions without any falling through the cracks. Just learned about this, and checked the UK xbox store to see everything listed as 'NOT AVAILABLE SEPARATELY]' I wonder why Fighting Vipers was spared on Xbox. I guess I'll buy it before it disappears. How soon can we expect to see whatever is replacing these? TGAs too soon? VF2 ages very well. Haven't played it since the Saturn port, era approriate too, so a long ass time ago lol. The Dreamcast games are still available on Steam Damn didn't hear about this, glad I randomly grabbed the Genesis collection on PS4 at some point VF2 ages very well. Haven't played it since the Saturn port, era approriate too, so a long ass time ago lol. Oh man, hopefully you grabbed that VF2 arcade port on ps3 or 360, it's arcade perfection. Still really don't get why they're de listing this stuff, hopefully we hear something soon With a pop-up store in Shinjuku. That's something! There is also an Online store but obviously it's not shipping overseas because we can't have nice things. I think a remaster would do well on modern platforms, PSO just hits different than other online games. PSO remaster would be hella nice Wasn't PSO the game that hackers exploited to dump disks via broadband adapter on GameCube, possibly Dreamcast as well? PSO's HuCast is still the best cast design after all those year, I played PSO 2 / NG for 400 hours and the cast design there is a overly designed mess. In fact when PSO2 went Global on Steam I bought the 40€+ HuCast costume, haha. PSO2 imho is an example that sometimes more, isn't better. Like I liked PSO2 as it's own thing, but imho as a "sequel" to PSO, it was a poor one. Though I suppose if you looked at it as a sequel less to PSO and more to PSU, then it makes a lot more sense. Though Phantasy Star Portable 2 feels closest to a true sequel to PSO. Funny enough the original on Dreamcast was my first online game ever. Love this game so much. Yep, me too, the Dreamcast got me into online gaming. I mean I dabbled a bit on PC before then using modems to play MUDs and such, but PSO was my first real true online multiplayer game. In fact its why I bought WoW in 2004, I was looking for something to capture that PSO feeling. Old PSO merch? Mercari here I come. Rerelease PSO Eps 1&2 on Steam please. Also none of that mech is anything special, I'm in the market for a good PSO poster if I can find one for a decent price. Happy birthday PSO! Never really played online, but had a good time with the game still. Great vibrant look and good sound design, especially the music. Would be nice with a (non sloppily made) remaster, preferribly with the Blur Burst content added in. This makes me so happy. And a bit sad that I can't be there to buy every single thing possible. Although I played R6 and GR back in the day online on PC, PSO was my first online game where I properly ibteracted with people and created great relationships. It was also how I became fluent with English. This game will always hold a special place in my heart. Man I had so much fun with PSO2 as well before New Genesis ruined it. Man I miss my old PSO friends. Will never forget jumping online after a disconnect on my GameCube, seeing I lost everything, then learning I could just shout in the lobby until a duper caught me right back up. Will never forget jumping online after a disconnect on my GameCube, seeing I lost everything, then learning I could just shout in the lobby until a duper caught me right back up. I used to have a character on og PSO on Dreamcast I bought a Gameshark just for that game when I learned you could cheat online with it. Had 1 character I used to dupe items and meseta on he had the most broken gear and spells in the game. Please remaster it, Sega. Release PSP2 & Infinity on PS5, you (Sega) cowards!! I'd buy one of everything if I could. Damn, I want those awesome Section IDs badges. Aw man I need that yellowboze ID. Switch + PSO is all I need. PLEASE Sega. I've not loved another game like I loved PSO. Sure, it has a lot to do with being a kid playing a game on the internet for the first time, but it was legitimately magical. They're not going to remaster it. Sorry to (Blue) Burst people's bubbles. The game simply isn't tuned for the Engagement Farming that the industry has decided is requisite for these kinds of games to exist now. Especially when Sega is high on the fermented profit of PSO2's Gacha MTX. It would also be competing with the (free) private servers that have entrenched audiences, and any legal action against them would end up muddying the waters on a remaster for many. The right call at this point is a PSO3 that gets the memo on what audiences want and goes back to the classic formula with modernized gameplay. But I don't trust current Sega with such a task TBH. Have they actually acknowledged the original Phantasy Star(1-4)? Over the years I've debated if I should start playing that PSO Blue Burst private server but the thought of a possible remaster always looms over my head. Remaster with crossplay. Throw in episode 3. I'd go crazy in that store 😂 Need a PSO and PSU remaster and also a PSO2 Classic server or offline experience It's long past time for a remaster. Not a single follow-up to PSO has come anything close to its magic. ^^ Need PSU rerelease just so that its Episode 3 can stop being lost media. Yes, they announced a tabletop rpg Discover a new Tabletop Roleplaying experience in the Phantasy Star storyverse! skydawngames.com Whaaaaat. It says Phantasy Star, but the "Building Your Hero" part of the webpage has new art of Kireek from PSO. EDIT: Actually, if you browse the website there are several artworks with PSO characters in them. Last edited: Oct 17, 2025 I imagine an illustrator at Sega being asked to create a new illustration for PSO's 25th anniversary, and the illustrator going, 'Phantasy Star what?' 😂 Phantasy Star 1 got a Switch port a few years ago. 2, 3, and 4 were on Steam but got delisted a few years ago with the whole of the Sega Genesis Classics collection. Genesis Classics (with PSII-IV) was also on PS4, Xbox and Switch. They're also delisted now but you can still find the physical versions easily. PSIV is on Nintendo Classics if you subscribe to the Expansion Pack for Genesis games. PSIV was also on the Genesis Mini and PSII on the Genesis Mini 2. The day I get a PSO Episode 1 and 2 remake or remaster is the day I'll acknowledge Sega actually giving a short t about the Phantasy Star IP (that or even make a single player game again). PSO2 was OK. New Genesis was AWFUL and we've had nothing else since. Seriously... Sega should be prioritizing Sonic and Phantasy Star or even other IP. Instead, they rather focus on Atlus and RGG Studio... It's seriously frustrating and for me, they're at the bottom of the list when it comes to the major Japanese game publishers. Page 2 I dunno if you could really remake PSO, with how different online gaming is today. But man, do I miss its look, sound, and feel. PSO2 was fun, but never scratched that same itch, and NGS was even further from that. Still; if SEGA wants to just do a remaster, I'd bite. Remaster it with the offline split screen intact, Sega! Also... I'll say this. Given I now have Final Fantasy Tactics The Ivalice Chronicles and Chrono Cross The Radical Dreamers Edition, there are only 3 of my top 5 games remaining that either don't have or will never have remakes or remasters. I want PSO to get a remaster or remake more than Earthbound and that says a lot. Chrono Trigger, PSO and Earthbound. Chrono Trigger is at least possible given how good Square Enix has been. PSO... might have like a 15% chance and Earthbound is almost bound to never happen. I think a PSO remaster could work if it was just really cheap. It's a lot simpler as a game compared to newer releases and the price point should reflect that. It would make it more palatable to newer players. I want one of those Withill medals. The day after I leave Tokyo :(A PSO remake could do really well. Its funny to see games like MH and Souls(which heavily borrow concepts from the original PSO) become such huge successes. Meanwhile PSO is trying to chase MMO Gacha money. A remaster could do decent, but honestly the genre its in is so crowded. It would get some attention on release because of the Nostalgia but after that they would have to probably pull the plug on the servers. They're not going to remaster it. Sorry to (Blue) Burst people's bubbles. The game simply isn't tuned for the Engagement Farming that the industry has decided is requisite for these kinds of games to exist now. Especially when Sega is high on the fermented profit of PSO2's Gacha MTX. It would also be competing with the (free) private servers that have entrenched audiences, and any legal action against them would end up muddying the waters on a remaster for many. The right call at this point is a PSO3 that gets the memo on what audiences want and goes back to the classic formula with modernized gameplay. But I don't trust current Sega with such a task TBH. You say that but we live in a world where even Blizzard eventually did classic WoW and where Old School RuneScape exists. So I want to believe PSO could also happen. God what iconic sound and visual design that game had. I can experience it in my mind with perfect clarity. We have games like Chrono Trigger stuck in some black hole where even a paid emulated version simply will never happen again on consoles. Then you have Sega basically abandoning the original Phantasy Star I thru IV games. Why would Phantasy Star Online be any different. I'm going to get that Tumbler for sure Absolutely adore PSO (which is ironic, given I just posted about liking short games). We need a remaster SEGA! Also, kinda sad that there's no PSU love in there while PSO2 is represented. Strange they'd seemingly consider it a different series. PSO wad amazing. Never played PSU. PSO2 wad solid. PSO2NG flipped everything in a bad way. I hope for a PSO remaster but I doubt it'll happen but I would love to be corrected in this case PSO was the first and only SEGA game that my old game froze had stacked on the counter on release as many people came in to buy. I felt like SEGA finally had a big commercial hit that day xD I bought a keyboard just for this game and hope SEGA will port it to consoles again in the future Best we will get is PSO on NSO Gamecube app i think. Maximillian about to take an emergency trip to Japan for this lol Not sure, the Dreamcast game was pretty basic and primitive, I'd rather Sega remaster Portable games and that Xbox 360 title. IIRC all three games were connected. PSO 1&2 needs to be fully remade. Also please Sega, save NOVA from Vita prison. That framerate absolutely murdered that game, it needs a fresh breath of life. I still think Sega missed an opportunity not getting the Etrian Odyssey team to make Phantasy Star V with a return to first person dungeon crawling. It would've been so cool. I'd love a PSO remaster but its one of those I'll see it when I believe it. I've seen publishers acknowledge the existence of lapsed JRPG IPs to sell merch with no new game in sight before. So this doesn't engender any hope in me. They're not going to remaster it. Sorry to (Blue) Burst people's bubbles. The game simply isn't tuned for the Engagement Farming that the industry has decided is requisite for these kinds of games to exist now. Especially when Sega is high on the fermented profit of PSO2's Gacha MTX. It would also be competing with the (free) private servers that have entrenched audiences, and any legal action against them would end up muddying the waters on a remaster for many. The right call at this point is a PSO3 that gets the memo on what audiences want and goes back to the classic formula with modernized gameplay. But I don't trust current Sega with such a task TBH. Sega could compete with the private servers by offering what none of them have which is new graphics and new content. They also don't need to shut them down to remaster PSO. The big audience is on modern consoles where people can't play on private servers and hell you see how many people refuse to even buy games on other platforms on PC. Just being on Steam would get them sales that wouldn't be absorbed by the private servers. BUT I agree that it isn't happening. Just for the simple fact as much as I love PSO, it's not a lucrative brand Sega is missing out. I would love the PSO3 you suggested but I also don't think that is happening because its been so long since PSO came out, Phantasy Star now has a completely different audience that got into it via the very different PSO 2. People who never even touched the Mega Drive originals. It would be an uphill battle for a marketing team. Plus it would most likely be f2p which sucks for preservation/access. At least you can play PSO on Dreamcast and I & II on gamecube even though the online is gone down. Same can't be said for when PSO 2 gets shut down. Last edited: Oct 18, 2025 I want one of those Withill medals. It was a limited run earlier this year that I first saw these - I guess they've got them on this store, too But the good news is - whoever made that limited run stole the idea from a few Etsy artists who make resin Section ID pins. I've had a GREENILL pin for several years on my bag. i like the new art they did, it's kinda PSO2 and PSO1 style mixed, would not mind if a new game would look like that That store looks kinda sad, honestly Is it really 25 years already? Shit.. Favorite game of all time. I want a remake or remaster. Wild they didnt make Ragol a playable area in either PSO2 or PSO2NG. This looks like a cool idea but because monsters would frequently approach from all sides, it'd be a nightmare for me to play a long time. I had enough difficulty with some of them even knowing where they were... as demonstrated in this video, haha. It's relatively easy to disengage and strafe until they are grouped all in front of you. But yeah, it can get hectic. I would love the PSO3 you suggested but I also don't think that is happening because its been so long since PSO came out, Phantasy Star now has a completely different audience that got into it via the very different PSO 2. we know for the giant super game live service push that there will be several games that they will aim to be more global than PSO2 previously we'll see what that means someday. i strongly assume that n PSO will be part of this because i severely doubt that Crazy Taxi and Jet Set Radio will be the IPs they choose to renew their GaaS initiative Is there a way to play blue burst on Steamdeck? The amount of dev interviews I've seen over the years makes me think this has to be one of the most influential games of all time. You can see its influence everywhere, especially in the era of live services. Sad that sega doesn't do more with it, even a remaster that only had p2p connection so they dont have to manage servers would be enough for me. Is there a way to play blue burst on Steamdeck? This thread will serve as technical support and instructions on how to get the best possible experience on the Steam Deck. If you require technical support for installation on the Steam Deck, you must post in this thread for a response - technical support will not be provided through Discord as... www.pioneer2.net Works flawlessly Would PSO still hold up well today you think? It's a game I only got the chance to play very briefly on release. Would PSO still hold up well today you think? It's a game I only got the chance to play very briefly on release. I doubt it, unfortunately. Most people would get to the first batch of monsters and get destroyed without a dodge roll mechanic. It's all about positioning, timing and knowing when to or not to extend your combos. I doubt it, unfortunately. Most people would get to the first batch of monsters and get destroyed without a dodge roll mechanic. It's all about positioning, timing and knowing when to or not to extend your combos. Yeah, I feel like if they did re-release or remaster PSO without making changes to the gameplay most people who didn't play it back in the day would hate it. Would PSO still hold up well today you think? It's a game I only got the chance to play very briefly on release. With modern gaming audiences, probably not so much. However, if a re-imagined remaster of PSO was made with some nice quality of life changes, and maybe even some minor mechanics changes to make it feel more modern, I could see it doing very well even with new people. Its a simple formula that worked incredibly well back in 2000, and I think that formula could work very well today if they kept it simple but improved it some. I mean, I'd buy a straight up 1 to 1 Steam port of the original PSO and I'd happily play the snot out of it! 😁 But I don't know how well it would sell for modern gamers. Sega have had no problem acknowledging PSO over the years. It's doing anything meaningful with it that never happens. ^^ Need PSU rerelease just so that its Episode 3 can stop being lost media. I could entirely picture them rolling the entire thing back to the start, drip-feeding the content again (with us a year+ behind a JP schedule), and then pulling the plug before Episode 3, when people fail to stick around lol. I dunno if you could really remake PSO, with how different online gaming is today. But man, do I miss its look, sound, and feel. PSO2 was fun, but never scratched that same itch, and NGS was even further from that. Still; if SEGA wants to just do a remaster, I'd bite. I think a PSO remaster would faceplant if released today. The game was amazing, but its mechanics are very much of its era. Like Jet Set Radio and Shenmue the Dreamcast's lack of a second analog stick can be felt directly within the core of its gameplay systems. I think an actual remake if done with the correct care could actually see legitimate success. Games like Souls and Monster Hunter have popularized slower more deliberate placement and timings within combat. Unlike when the likes of PSU and PSO2 were hitting, the trend isn't currently for all action based games to be of ever increasing speed with instantaneous responses. A remade PSO could successfully implement evades such as dodging and rolling, whilst still accounting for not allowing each of the abusable as some form of quick stepping to avoid enemy spaces entirely. Weapon attacks could animate far more smoothly whilst mechanically requiring similar timings for attack and recovery. The primitive animations of that era often relied on visible pauses within the player controls to force deliberate combat mechanics. This also applied to games like classic tank controlled Resident Evil, or the OG Tomb Raiders... but we've found ways to create similar gameplay with less jarring feels in recent years. Give the game suitable art direction to provide it with a mood and atmosphere closer to the originals, and less modern anime-like than PSO2 trends towards and I think it could find itself a very respectable audience... especially if Capcom keeps pulling having Pokemon-esque moments with future Monster Hunter games, and both them and From Software continue to impede seamless multiplayer cooperation throughout their game's main stories. Whaaaaat. It says Phantasy Star, but the "Building Your Hero" part of the webpage has new art of Kireek from PSO. EDIT: Actually, if you browse the website there are several artworks with PSO characters in them. Yeah, i really like the artwork for the characters, glad to see my favorite android Wren in official art. I have a feeling Sega is watching the performance of this, just like they did with SoR, maybe if this did well they may consider more Phantasy star content, unless they already got more in the making, which I wouldn't also be surprised by. Edit: I am hungry for more PS content so I would like a PSO remaster as well or something new either single player or the next online title. Blue Burst on Ephinea actually allows you to enable a second analogue stick for camera control. I just did this for the first time after playing Ephinea for a long time You have to go into your button bindings in-game to enable it after enabling it in the launcher, but sure enough. Two sticks. Wow. Revolutionary.