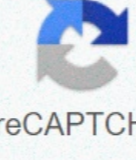


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Ost about time part 4 golden

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SHIPPING NOTICE: Given the current pandemic crisis, please be patient with shipping. We are working steadily and safely, on a limited schedule according to local ordinances, to get orders out in a timely fashion. Expect up to 7 business days from the date you place your order for it to ship from our warehouse and, then, we respectfully ask customers to wait up to 4 weeks to inquire about packages/deliveries not yet received. All such inquiries should be made to info@lalaland-ent.com - Thank you. Please stay well and safe, everyone! We're doing the same here at LLL, following all business mandates & safety precautions, as we continue to take, process and ship online orders. OUT OF PRINT LIMITED QUANTITIES AVAILABLE NOW! We have recovered some still remaining units of out-of-stock titles. They are available now, but won't be for long. These are the very last units available, so don't miss out! THE OTHER SIDE OF THE WIND: 43 units remain MAN HUNT: 65 units remain LINK: 56 units remain GRIMM: 90 units remain We are honored to have released our 12th title in the Universal Pictures Film Music Classics Collection - BANNING music by Quincy Jones. KARATE KID PART II DISC REPLACEMENT: We have corrected a minor mistake to our initial KARATE KID PART II master. If you purchased this disc from us PRIOR TO 10/26/20 and you would like a replacement disc, please contact us at info@lalaland-ent.com with the subject heading KARATE PART II REPLACEMENT DISC. Include your name and full shipping address in your e-mail to us. Any purchase of this title ON OR AFTER 10/26/20 will include the corrected disc, so DO NOT request this replacement disc if your purchase was made on, or after, that date - only if you purchased prior to 10/26. Thank you. EXTRA "PANDORA" TRACK! Free download for the PANDORA SEASON ONE track "The Adventure Is Just Beginning" by Joe Kraemer & Penka Kouneva DOWNLOAD HERE! CHECK OUT our video talk remembering Masetro Morricone and TWO MULES FOR SISTER SARA! VOYAGER VOL 2 DISC 4 REPLACEMENT: There is an error on Disc 4 of our STAR TREK VOYAGER VOL 2 set, concerning Track 28 (wrong cue). We are correcting this mistake and issuing a replacement disc (starting in January 2020) to those who have purchased this set from our site or anywhere else. To get a corrected Disc 4, e-mail us at info@lalaland-ent.com with the subject heading VOYAGER DISC REPLACEMENT. You must include in the e-mail your name and full mailing address. Thank you. "Time To Make History" is a battle theme for Persona 4 Golden. However, this doesn't play during a battle where you achieve a Player Advantage. It is the second track of the Persona 4 The Golden Original Soundtrack. Composed and arranged by Shoji Meguro with lyrics by Benjamin Franklin[1], performed by Shihoko Hirata. The final verse of the song serves as an Instant Kill song in Persona 4 Arena Ultimax. The song is also featured in Persona 5 / Royal when using the Yasogami High uniform in battle. An extended version is found on the Persona 4: Dancing All Night Original Soundtrack [1]. There is a remixed version by Akira Yamaoka [2]. Another remix is here. Lyrics[] Persona 4 Golden OST- Time To Make History P4G version It's a war out there everyday You can't hide from it, gotta play by the rules play it cool gotta laugh in the face of the sad disgrace when your friends and foes look alike on the face of it they missed their history but they fight over place in it yeah they fight over place in it Hard-hit by the times That's just how your life goes by I know it's not your fault you say But there ain't no other way So step on up to the plate Meet your fate Walkin' straight on into the lions lair Step on up - up to the plate Cause this ain't no game It's time to make history yeah! Time to Make History (Full size)-0 It's a war out there everyday You can't hide from it, gotta play by the rules play it cool gotta laugh in the face of the sad disgrace when your friends and foes look alike on the face of it they missed their history but they fight over place in it yeah they fight over place in it Hard-hit by the times That's just how your life goes by I know it's not your fault you say But there ain't no other way So step on up to the plate Meet your fate Walkin' straight on into the lions lair Step on up - up to the plate Cause this ain't no game It's time to make history yeah! You sink, you fall, you break down And you think you can't take One more round But something almost evil keeps getting you up Something angry Something deep Something stuck in your gut Something telling you You can not give up You can not give up So you fight the times That's just how your hours go by In combat we roll & ride Take your losses in your stride So step on up to the plate And if you fall Get up, rise like a phoenix - that's your fate Step on up - up to the plate It's your last chance now It's time to make history today! So step on up to the plate Meet your fate Walkin' straight on into the lions lair Step on up - up to the plate Cause this ain't no game It's time to make history yeah! Learn more about what comes next. Turning a completely single-player game into a multiplayer experience doesn't have to suck, but most of the time developers choose the quickest and most jarring and disruptive options. Persona 4: Golden proves that you can introduce an online community into an offline world without shoving in unnecessary options like competitive battles. But Persona 4: Golden is much more than online connectivity. With all-new characters, items, and locations, the Yasogami investigation team has a lot of work cut out for them as they look into a chain of grisly supernatural murders taking place in the sleepy rural town of Inaba. What you'll like Smart online components Persona 4: Golden is all about subtle yet brilliant online flourishes. As you guide the main character through the murder mystery in his new high school, you can occasionally tap on a little bubble in the top-left corner of the Vita screen. Doing so pops up tons of messages revealing what other players did with their after-school hours. Since both versions of Persona 4 follow a fairly strict calendar schedule, succeeding at the game means carefully budgeting time day-by-day. Seeing what other players did might reveal new strategies or overlooked side quests. Three top investment pros open up about what it takes to get your video game funded. Watch On Demand But the online functionality isn't limited to thought bubbles. Once you enter a dungeon in the TV world, you have the option of sending out an SOS message, similar to the notes you could leave in Demons' Souls and Dark Souls. If you find yourself trapped in a dungeon with little to no healing capability or escape items, other players can find your SOS and heal your party. This is that multiplayer component I mentioned before. Even though you are playing through the game on your own, the fact that you can fall back on other players when you're in a tight spot is a very endearing and helpful mechanic. The developers didn't have to work social and online components into Persona 4, but how they did it is completely unobtrusive, optional, and ultimately very useful if you take advantage of it. Other developers should learn from Atlus's example here. Gamers don't need multiplayer shooting matches to interact, and sometimes anonymous companionship is preferable to building up friends lists. New content If you're concerned that Persona 4: Golden is just a port of a PlayStation 2 game, you worry too much. Atlus knows its fans and knows that new characters, scenarios, and explorable locations mean the world to players returning to their favorite games. So Persona 4: Golden is simply bursting with new content. The one most notable changes, besides the online connectivity, is the inclusion of a new side-story character named Marie. She's a grumpy yet intriguing girl who doesn't seem to like the protagonist much when you first meet her, but eventually she softens. Marie's story is integral to many new components in Persona 4: Golden, so hanging out with her is an absolute must if you've played the game previously. Players also have the option of exploring a new neighboring town called Okina after they learn how to ride motorized scooters. This gives you access to more shops and unlockable goodies. You can even buy new outfits to wear when you're exploring dungeons in the TV world, some of which are very silly. More forgiving dungeon mechanics When you die in the original Persona 4, you start from your last save. This is a frustrating role-playing game holdover from the dark days before autosaving. Every gamer probably has a horror story about finally making it through a tough dungeon only to die in a boss fight before saving their progress. Well, Persona 4: Golden breaks the save-reload tradition by letting players start from the beginning of the floor or stage of the dungeon they died on. So, if you perish in a boss fight, you'll pop up just outside the doors leading to the fight in the same condition you were in before the battle started. This is a lifesaver, especially when you realize how unprepared you were for the boss in the first place. The developers also tweaked Persona's card-based battle reward system. After some battles, players get the chance to pull a tarot card from a spinning deck that gives them a new creature to summon in battle or various stat boosts. Originally, you would look at the cards and try to keep an eye on the one you wanted as they shuffled in front of you. In Persona 4: Golden, the cards shuffle before you see them and now have various secondary effects. Some cards diminish how much money or experience you earn in a fight, but choosing that card might grant you the chance to pull two more from the deck. Since new Personas are often found in the shuffle, sometimes taking a debuff can lead to a greater reward. What you won't like Chie's new voice When Chie Satonaka's voice changed for the Xbox 360 and PlayStation 3 fighting game Persona 4 Arena, I feared that the new version would make its way into the Vita rerelease. With all the added content in Persona 4: Golden, the localization team opted to rerecord all of Chie's lines with the same voice actress from Arena, and in so doing irreversibly changed how players will think about the character. I'll be honest. I wasn't crazy about Chie's original voice. She was sometimes a little too hammy, but when she needed to sound terse or extremely emotional, all her lines fell into place. The new sound is very jarring and cloyingly bubbly compared to the tough, Kung Fu movie-loving girl in the PS2's Persona 4. This change probably won't bother people playing through Persona 4 for the first time on Vita, but returning fans will likely wrestle with the difference. Rather than sounding very commanding about her meat infatuation, new Chie is whiny and overtly girly despite her interests. The new voice simply doesn't fit when compared to the old one. But Atlus's only alternative was to just add new dialogue to the game and leave a glaring vocal discrepancy between the original voice actress and the new one. So rerecording everything makes sense, but it doesn't mean I have to like it. Seemingly endless exposition This complaint is a holdover from the game's original PS2 release, but Persona 4: Golden takes forever to get going. If you want an RPG you can hop into quickly, I suggest you avoid the Shin Megami Tensei series entirely. The beginning of Persona 4: Golden is a 90-minute-to-three-hour slog through the main character's arrival in the rural town Inaba and an introduction to the murder mystery hanging over the populace. Along the way, you meet the first three members of your party, realize Chie has an unhealthy obsession with steak, and fall into a television. None of that seems dull, but for most of this introduction, you'll be clicking through dialogue screens and moving through scripted events instead of exploring the world. Even though Persona 4: Golden is a fantastic adventure, heavy exposition is frustrating for many players and will certainly turn away some prospective Vita owners looking to break into the series. Japanese-RPG fans sometimes accept these narrative tools too quickly and forget that not everyone wants to watch a game play itself for hours at a time. Conclusion Persona 4: Golden is a beautiful and content-rich bundle of joy for Vita owners looking to dust off their woefully undersupported handhelds. The subtle incorporation of new characters, scenarios, and even online connectivity takes full advantage of the new hardware without compromising content or story quality. But Persona 4 isn't for the faint of heart. Playing it is a very long but ultimately rewarding journey full of unforgettable characters. It's just a shame that Chie's new voice can sometimes distract from her depth and place in the story. Score: 98/100 Persona 4: Golden was released on the PlayStation Vita on November 20, 2012. Atlus provided a digital download code for this review. GamesBeat's creed when covering the game industry is "where passion meets business." What does this mean? We want to tell you how the news matters to you -- not just as a decision-maker at a game studio, but also as a fan of games. Whether you read our articles, listen to our podcasts, or watch our videos, GamesBeat will help you learn about the industry and enjoy engaging with it. How will you do that? 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