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About This Game

Rising Angels: Hope is the story of Faye Moonfallow, her squad of somewhat lovable misfits, and their dreams of joining the Katajion Space Force. However, before they can get there, they have to first pass the rigors of the Space Sector Academy. Life is rough, non-stop, and the danger of getting the boot is ever-present. Can Faye and her squad overcome the challenges posed to them or will the group destroy itself in chaos? Each day is an adventure as the young researcher tries to find her new place in the galaxy.

Features:

- Expanded remake of the original Rising Angels story, Rising Angels: The Red Rose
 - 8 - 10 hour adventure spanning Faye's year
 - Options to help guide Faye through her adventure
- Unlockable gallery with unseen images from both the original game and the remake

Rising Angels: Hope is a yuri visual novel with 3 parts that were released as free updates. The combined parts adding up to an 8-10 hour adventure of love, mystery, and growth.

Part 1: RELEASED!

Part 2: RELEASED!

Part 3: RELEASED!

Bonus Episode 1: RELEASED!

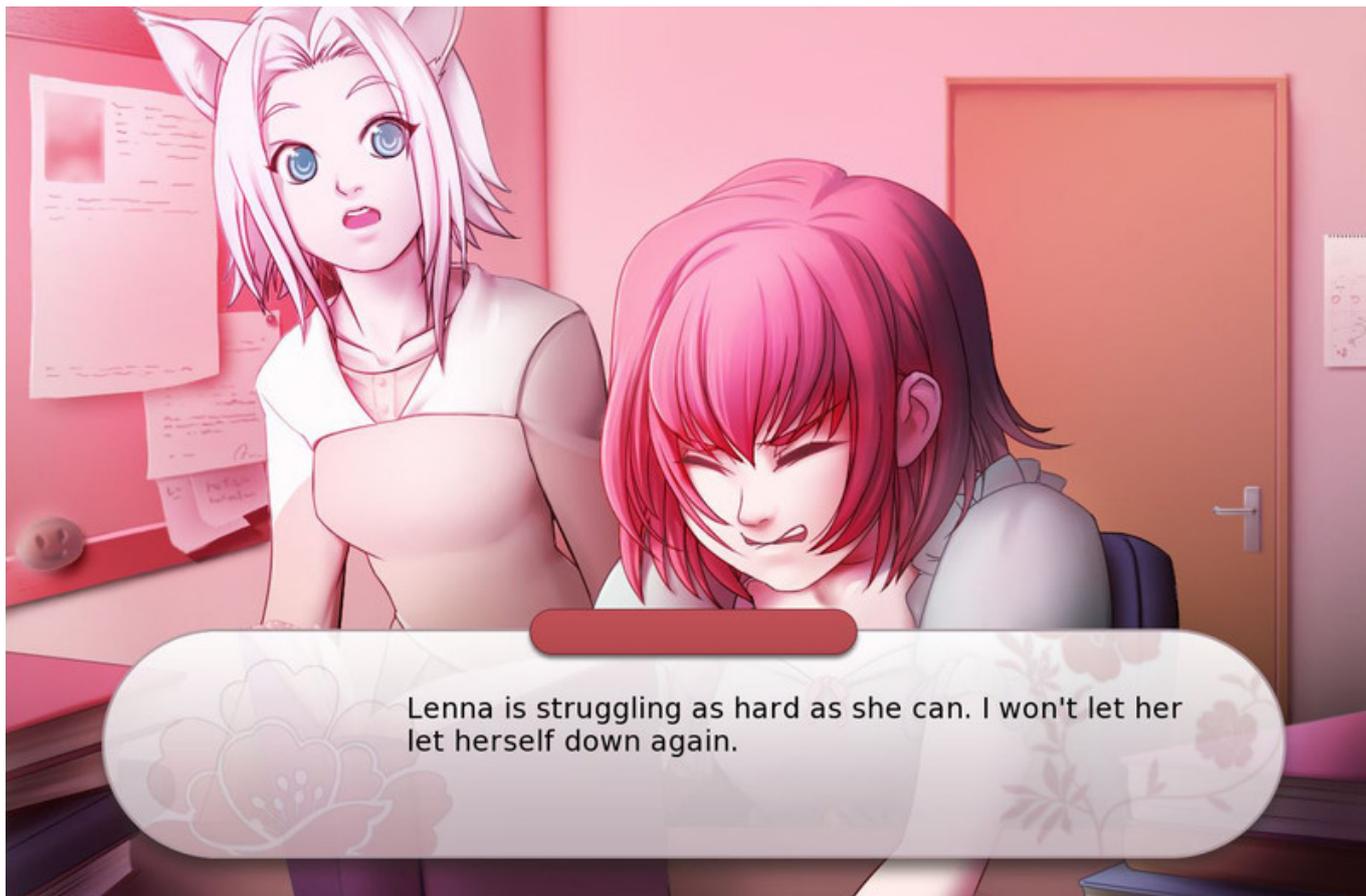
Bonus Episode 2: RELEASED!

Bonus Episode 3: RELEASED!

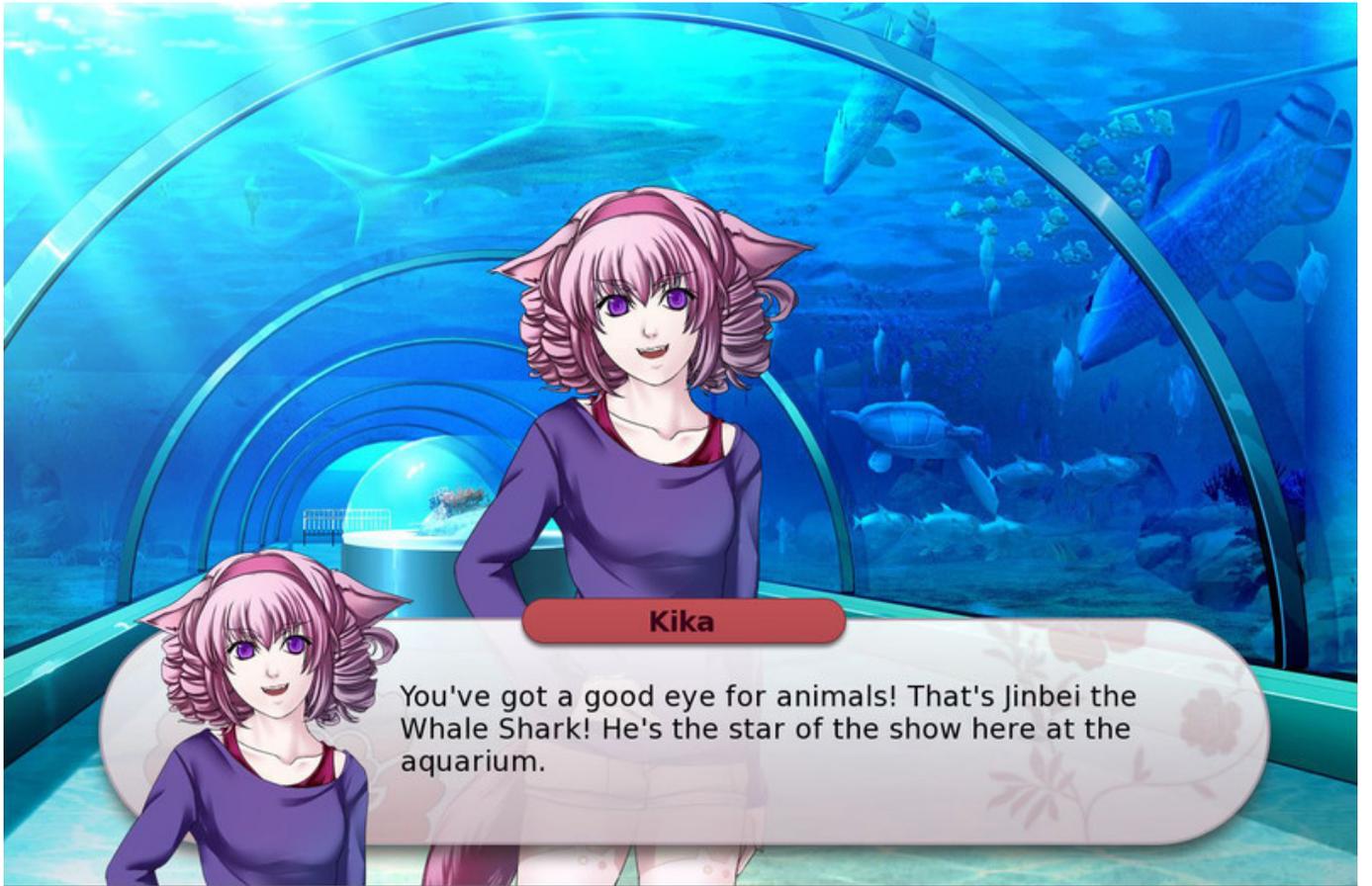
Title: Rising Angels: Hope
Genre: Adventure, Casual, Indie
Developer:
IDHAS Studios
Publisher:
Sekai Project
Release Date: 18 Mar, 2016

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English







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+Cute story
+Cute music
+Cute characters (Familiar tropes, but very well done)
+Cute illustration

-Lack of military discipline and what you could/would get away with is... eye rolling if you have a basic understanding of what morale and discension is lol.

-Yoi : This character infuriated me, and it only got worse and worse and worse and worse and everyone in the story considers her a friend no matter what... no matter what... no matter WHAT! The morality behind it is so questionable is actually disturbs me eveytime I think of the choices the writer made, creating this story, and the lessons we're to learn from it.. Wish there was options to actually make Faye pull away from this character...

-A bit spendy

Thats it really, a great game so far, bit pricey.. It's hard to be a space military cadet while having a big bushy tail. To all the wolf girls of the galaxy, I salute you.. I really liked the first game, this one not so much.

While I get the idea of the characters, I can't help getting worked up due to the writing, the situations, and their conclusions. They're simply bad. Every single character is annoying to a point where I cant handle it anymore. Im out for now. Cant play it. Not good for my health. Almost smashed my keyboard several times. Blood pressure rising, neighbor's complaining because of frustrated screaming all over the building.

Nice art though!. I must say\Faye is the cutest one

I want to squeeze her

a

LOT. I rarely write reviews but I've been playing the bonus episodes. I just want to say that I've almost completely left PC gaming for the Switch but once I found out about the bonus episodes I reinstalled and got right back in.

I love Rising Angels. Ever since I first came across Rising Angels: Reborn I've tried to get people to check it out. The same with Rising Angels: Hope.

I'm near the end of bonus episode 2. I need to dry my tears after such an emotional scene. I love this series and I cannot wait for more.

I wasn't sure what to expect from this when I first played it after hearing friends talk about it for a while, but it was quite enjoyable. I played this after RA: Reborn, so it was nice to see how all the characters from that and how they were back at the Academy. Everyone's got their own story, and I found myself feeling sympathy for even the less likable characters like Sol and Yoi. And then there's Kika, who just steals the show whenever she's on the screen.

One thing I'd like to mention is that the game's still getting support from the developer - recently he's started adding some bonus episodes a year after the original release, with all-new characters and scenes. Only two of them are out so far, but I'm really looking forward to the rest of them. There's admittedly a few typos here and there, but I sent some of them to the dev and he fixed them pretty fast, so if you spot any yourself you can be assured that if you make a report they'll be dealt with.. I very much dislike the fact that your unable to chosse who you fall in love with.

Also I rather chosse any other female character for Faye to fall in love with.

No at all found of Lenna, Would rather Faye fall in love with Lotor.. If you played the original version, Rising Angels Red Rose, You'll notice that this remake Hope copied and pasted alot of the script V text from the original version.

During most of the first few hours of the game, I was bored cause I literally knew what would happen next. This is because almost all of the text were literally copied from the original and pasted into the remake. It felt like I was reading the original all over again but with a new paint job.

BUT!!!

Does that mean this is a bad game? The answer to that is

NO!

The game does add a few new scenes to keep people like me who played the original, entertained and interested in game. And these new scenes are amazing, They give us much needed character developement.

I should also mention that if you played the original, you'll notice that a few chaacters are missing, That's because they were taken out. There's nothing wrong with removing characters who do nothing for story, But its a problem when the game mention the names and the actions of these removed characters but don't show them, this leaves people who are new to the series wondering "Who is (Insert name here) ?"

I know it seems like I'm being negative towards the game but I do love Rising Angel Hope. The 2nd half of the game is were we (The people who played the original) get some fully new content, diving into more of the story! This is where it becomes like a dating visual novel, You get 3 romance options, Yoi, Lena & Kiki. (Kika FTW~)

Depending on your choices, You'll get one of 3 possible endings, Yoi END, Lena END, Or Kika END! (Kika is canon route BTW)

For the people who played the Original, There is enough new content here to be worthy of a purchase but reading what you mostly read already to get to the new content is entirely up to you.

For the people who never played the original, This is definitely a good purchase, You will enjoy the story and characters!. Was pretty fun, had cool characters and some okay art

8V10 Would headpat a fox girl. Overall, I found this VN to be quite enjoyable. The different art style to Reborn took a bit getting used to, but wasn't bad. The music was good. Faye as main character was interesting (the wolf sounds got a bit old rather quickly, though). Of course, Kika is still best character :)

One request for the person responsible for the text: please check the meaning of the word "complement". It was used instead of "compliment" several times and that was a little irritating.. I played Rising Angels: Reborn prior to this and that is how I ended up finding Rising Angels: Hope. At first I was a little bit hesitant because of the price, but after looking at the artwork (which is fantastic, btw!) I took the plunge and don't regret a thing. This visual novel was amazing! My favorite to date!

All characters are interesting and well developed and the storyline is solid. The balance between positive and negative events is good and most conflicts or problems are resolved quickly enough that the stress that they induce isn't too bad. I get heavily emotionally invested in games and visual novels, so a drawn out conflict resolution can be quite stressful. The character subtleties and backstories are also very well thought out and well implemented.

Without giving away any specifics; there is a plot outcome in Rising Angels: Hope that I have never seen in a visual novel before that left me speechless when it happened. Never has a plan gone so wrong so fast in anything other than real life.

My final rating is definitely 10/10. I hope (hehe) that the continuing adventures of this crew will come out soon! I can't wait to see what they get up to!

If anyone is still reading this far, I have one final word about the price. It is somewhat higher than many other visual novels, but the production value is high. The artwork is fantastic, the music is well done and suits the mood of each scene very well and the writing is great. For the cost of going out to see a 2 hour movie at the theater; you can have an 8 hour adventure with a handful of great characters. If I see anything from this studio again; I will not hesitate to jump on it even at full price.

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