

Forum: [Hack Forums](#)

Thread: [\[Sword art Online -Hallow fragment-\]New Sword Art Online game in making. PSVITA](#)

Ice Queen - October 17, 2013, 2:27 am

[Video: https://www.youtube.com/watch?feature=player_embedded&v=YemiMC0twSQ]

I can't believe they are already making a sequel to Infinity Moment.
It's basically the same game now with you being able to dodge and new story + character.

SkullTraill - October 17, 2013, 3:08 am

lol they're doing it all wrong. if they wanted a sao game, they should make it an mmo. nubes.

?aber - October 17, 2013, 3:28 am

Yea . I remember reading this. can't wait to use my PSP vita again. that means I have to find a new paper weight replacement

Venny503 - October 17, 2013, 4:48 am

I hope a translation for Infinity Moment is released. Or was it already translated?

Ice Queen - October 17, 2013, 12:02 pm

Translated as in fan translation? An official translation has not yet been made.

Lelouch Vi Britannia - October 18, 2013, 7:10 am

It's too bad because all the games I want to buy a PSP or Vita for are not fucking translated.
That's another reason why i want to learn jap.
I can't play any english VNs, or english SAO game.

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Kotei - October 18, 2013, 7:15 am

(Oct 17, 2013 03:08 AM)SkullTraill Wrote: [\[CITE\]](#) lol they're doing it all wrong. if they wanted a sao game, they should make it an mmo. nubes.
Pretty much. But that'd be too much work I guess.

JackPackage - October 18, 2013, 8:25 am

SAO game? How much for the nerve gear?

brazilianbeauty - October 18, 2013, 10:19 am

They should make it compatible to the Oculus Rift... XD

poopinberg - October 18, 2013, 3:45 pm

I wonder how will they translate the whole death penalty aspect the show had.

Ghostfreak - October 18, 2013, 8:33 pm

I can't see this being any good beyond a generic psuedo-MMO...maybe they should spend the money improving the second half of the anime?

yoziolios - October 19, 2013, 8:21 am

(Oct 18, 2013 08:33 PM)Ghostfreak Wrote: [\[CITE\]](#) I can't see this being any good beyond a generic psuedo-MMO...maybe they should spend the money improving the second half of the anime?

I agree with ghost, this will be just like any other MMO, what they should do however, is to implement their characters with existing MMOs like what mabinogi did with Vocaloids. I mean....i could see myself spending unnecessary amounts of money to own characters/gears/title from sao..

Yuusha - October 19, 2013, 9:01 am

I do have to say that it looks quite good. Too bad it's Japanese with the chance of a translation being low.

SIM-1348814 - October 19, 2013, 11:55 am

Make a mmorpg on the pc then we all be happy

B?tcoin - October 20, 2013, 1:14 am

Most Asian MMORPGs fail because of the lack of interest from the western gaming population. Why? Because Asian games are usually created in a way that to get strong, it needs to be a grind fest. There will be a lack of instances, repeatable quests, and such... mostly just grinding monsters non-stop every day to gain a couple levels (if that).

If there was an invention similar to nerve-gear, I doubt that they would actually create a mirror of SAO (minus the trapped in the game) because it wouldn't gain many dedicated followers after the initial hype.

The 2nd part of the anime was not completely horrible, it just skipped too much of what the LNs said. Other than that, it wasn't too bad. The anime was rushed, each arc could've spanned 25 episodes each...