

What do you usually look for when you want a good story? Normally, for me it's great pacing, great writing, and enjoyability. Today on Rockmandash Reviews we have G-Senjou no Maou by Akabeisoft 2. This is one of the best Visual Novels I've had the chance to experience, up there with Steins;Gate and Ever 17. Why is that? let's find out in this review.



This review has been rearranged to fit the TAY review format. Check out this review on [PGRF](#) if interested in the original arrangement, and I got the video review up for this :)
Also, could you please do me a favor and check out my Video Review of this? That would be great :)



Writing



G-Senjou no Maou has a plot that is only rivaled by a few stories in any medium. It's one of the best I've ever experienced. I like to call G-Senjou no Maou the Death Note of Visual Novels. I have several reasons for this, as the plot is quite similar, the characters are kinda similar, and a lot of people know Death Note. The story is a thriller, and it plays with your expectations. It's very great, but it's also pretty dark. Just a few bleak topics this game covers are: kidnapping, terrorism, murder, hostages, the Stockholm syndrome, massacre and death. What's nice about the plot though, is that at other times, the plot is pretty lighthearted, so it's a nice balance. The characters are quite amazing in G-Senjou no Maou. You play as Kyouuske Azai, the son of a Yakuza boss. During the day,

he acts as an average high school student, but at night, he helps run the family business and a single sentence by him can send a business into bankruptcy. The main heroine is Usami Haru, an awkward, cute genius girl with too much hair. Her logic abilities are outstanding, and along with her amazing personality helps makes her one of my favorite female leads in any story ever. Maou is an evil villain who you get the perspective as and sounds exactly like Kyouzuke, but nobody really knows who he is until the end. The question of his identity always lingers in your mind, and it's great. He comes up with these elaborate plans, and is a very engaging character. He's running the show, and does it magnificently. What makes this plot so thrilling is the interactions between Haru and Maou, as only Haru can ever figure out Maou's plans, yet Maou just trolls her the whole time. Whenever Maou comes up with a plan, it's usually a "game" from Maou to challenge Haru, and just seeing them duking it out is thrilling and engaging. The Other characters are pretty great as well, and all the characters are pretty fleshed out. I can't forget to mention the ending; The ending with its fabulous epilogue is one of the best endings I've ever seen. It has enough closure to satisfy you, but it's open ended enough to keep your curiosity. Personally, I'd be the happiest person in the world if they made a sequel, but I'm completely satisfied with how it ended. This is how you end a game. Also to help with the plot is the excellent pacing, as it never felt too fast or too slow, but It's a thriller so the pacing's like a roller coaster, propelling you at great speed. I must note that all everything have been saying talks about the main route. The other routes are weak, have little character development, and are probably not worth your time, but they aren't so weak as to ruin the plot of this game. G-Senjou no Maou has a story that was beautifully crafted. It's an amazing plot.

Writing - 9.5/10

Personal Enjoyment

I came into G-Senjou no Maou right after re-watching Kara no Kyoukai and I can't think of a better way of getting into something like G-Senjou no Maou. I love thrillers, so G-Senjou no Maou made me smile like i'm some kind of idiot. I loved the main ending, it was mind blowing. The void left after that ending... man I wanted to start up the other routes, but the void wouldn't let me.... I couldn't get my mind off of that ending, and thus this review exists. I wanted (and still want) an after story-like conclusion, just because of how awesome the charecters are, and how awesome the ending was. I'd have to say the ending is up there with some of the best endings I've ever seen. This game, has an amazing plot that will drive anybody to love it. I've had a great experience with G-Senjou no Maou, so much so that I was hooked on it and didn't do anything else for a day and a half and played all of the main route in one full run, and I'm sure you'll love it as much as I did..

Personal Enjoyment - 10/10

Sound

G-Senjou no Maou talks about music all the time, and its justified as it has a pretty good soundtrack. A good chunk of the soundtrack are remixed classical pieces but there are several original pieces. The soundtrack, was quite great, and the usage of the soundtrack was outstanding. They did an excellent job at with the voice acting as well. The most notable voice was Maou's, as they casted Jun Fukuyama (aka the japanese voice for Lelouch from Code Geass) and it was fantastic. The sound is pretty great.

Sound - 9/10

NOT BAD...



Gameplay

It's a Visual Novel, you read, and decide between choices... I've said this quite a bit... it's nothing new. G-Senjou no Maou takes the Steins;Gate approach to plot progression, one main arc that splinters off into the other endings. That means, if you fall into one of the other routes, (the game makes it hard to do so though, warning you with exclamation points and such) the main plot gets completely dropped, with the other routes being their own independent story and ending. If this bothers you, just play through the game, but the other arcs, like I said before are kinda weak so if you play as you go, you'll enjoy them more. A great part of G-Senjou no Maou's gameplay is how it told the story, it really uses the flexibility of the genre to the fullest, as some important plot events are shown to you and not the Protagonists, but still manages to conceal some of the biggest mysteries. I must put this warning out: this is an eroge, and there are H-scenes. If you are not a fan, there is a patch for cutting out nudity, and I have the link [here](#).

Gameplay - 7/10

Visuals

The visuals work for the most part, it's nice and there's nothing glaringly bad, but it can be improved, as we once again meet the dreaded 800x600. The character art is pretty good, some of the background art is really nice and most of the art about character's backstory is good, but a lot left to your imagination sometimes.

Visuals - 8/10



CONCLUSION

G-Senjou no Maou is a great example of what a Visual Novel should strive for, and it has one of the best stories I have ever experienced. It's written well, it uses the genre to it's a game that should not be missed.

Overall - 9.5/10

Rockmandash Remarkable



TAY SAYS:

**GO
FOR IT!****Who It's For:**

- Anybody who likes a good plot
- Fans of classical Music
- People who like a thrilling mystery

Who It's Not For:

- People who don't like a dark plot
- people who cannot stand 4:3

If You Like This Try:

- Death Note
- Code Geass
- Sharin no Kuni, Other AK2 Stuff

Developer

Akabesoft2

Platforms

PC

Release Date

May 29, 2008

What TAY Played:

The main plotline in 2 days,
and tried a few of the other
routes but gave up.

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