

Mister-Nep's Game Log:

Some things to note:

1. I swear. A lot. Get used to it.
2. Not listing adult games. Yes I own and play them. Not gonna list them ever. Partially because I don't want people to google the games, and partially because I don't want people to know which ones I own.
3. I don't pirate games, and I don't list them in the log. Even if I did pirate games they wouldn't be listed. I'm a firm believer against piracy.
4. I don't list demos or betas. I don't normally play either, but for the sake of the log I'm only keeping track of full games. Unless their indy games. I'm ok with logging in an incomplete indy game.
5. For import games, take my translations with a grain of salt. If I said I translated it myself then don't take the translation as accurate. I'm really bad at translating so it has a high chance that what I said is wrong. I'm not a professional translator for a reason :P
6. I subtract time if I'm just idling in a game. For example, if I left the game alone for 20 minutes, and I started from 1AM and end at 2AM. With a situation like that I would write that I started 1AM and ended at 1:40AM.
7. I may post spoilers in my notes, but I never fully spoil a game.
8. I list the platform the game is played on rather than the platform of the game.
 - a. By this I mean if I'm playing a PS1 game on the PS3 then what is listed on the log is not PS1 but PS3.
 - b. I do this in order to keep track of what platform is turned on, and being used rather than what platform the game is from. It's a personal choice I made.
 - c. So it might look weird that something like Final Fantasy 8 says "PS3", but that's because I'm playing on the PS3.
9. I also have an anime log. You can check it out [here](#).

January 1st

The Legend of Heroes: Trails in the Sky HD Edition (PS3) [old]

10:14AM-10:40AM (26 min)

Resident Evil 4 (PS3) [old]

10:42AM-12:07PM (85 min)

Notes:

- Trails in the Sky
 - Figured I should start the new year with a game I got last month. This is the PS3

port of the PSP game. It's the exact same game, but with sharper images. It's all in Japanese, and the text is hard as fuck to understand. Luckily I played through the whole game in English so I'm going off of memory/youtube.

January 2nd

Sol Trigger (PSP) [new]

7:13AM-8:07AM (54 min)

Resident Evil 4 (PS3) [old]

10:08AM-12:01PM (113 min)

Notes:

- Sol Trigger
 - Chapter 6 is titled Gluttony
 - The chapter ended with the Sol Trigger group confronting one of the bad guys. The bad guy flees, but Ema tries to give pursuit. What ends up happening is that an enemy does a sneak attack, and Farrel ends up saving Ema but gets himself hit instead. So chapter 6 starts with Farrel getting some rest and I now have control of Walter.
 - Walter has a flashback to the moment that the original leader, his friend, died. It turns out Walter got tricked, because the old leader (I can't figure out his name. I think it's Wile but that name doesn't make any sense) shoved Walter far away so he could escape while the old leader fought to the death to stall for time.
 - Before that flashback Ema was with the group beating herself up, because it was her fault he got injured. If she hadn't rushed Farrel would be alright right now. Everyone tried to cheer her up (although Gustav was really frank about the situation, and so Cyril punched him for that).
 - I just got control of Walter and that's where I stopped. Kinda wondering how the chapter will play out. Farrel was an ok damage dealer so now I'm wondering if he'll be removed from the party for this chapter.

January 3rd

Sol Trigger (PSP) [new]

7:18AM-8:14AM (56 min)

Notes:

- Sol Trigger
 - So it turns out I controls Walter to see some backstory and find the journals of the two dead Sol Trigger members. Farel wakes up soon after that. It turns out the bad guys are doing something yet again.
 - Up to now the Sol Trigger has been less direct. Their tactics have been more about crippling the bad guy's operation, and helping people out whether they wanted the help or not. Seriously, some of the townsfolk fear or despise them.
 - This time around the plan is to straight up attack one of the bad guy's airships. Don't think this is a smart idea since there's only 6 people versus god knows how many of them.

- I must say this new dungeon's song is unbelievably fantastic. It's sex to my ears. The music overall has been really good, but this song put me over the edge. I badly want the soundtrack now.

January 4th-6th

Nothing

January 7th

Resident Evil 4 (PS3) [old]

5:19AM-6:48AM (89 min)

Sonic All-Stars Racing Transformed (PS3) [new]

3:56PM-5:06PM (70 min)

Page Chronica (PS3) [new]

5:15PM-5:56PM (41 min)

Notes:

- Resident Evil 4
 - If you're wondering what I'm doing I'm replaying the game for the first time on PS3 to unlock the Ada storyline. I played this game to death on the Gamecube, but, needless to say, I'm restarting from scratch on this version.
 - I'm near the end of the second stage. I think I'm a few screens away from the final boss of the castle.
 - Despite the number of years it's been I still remember all the secrets of the game. I don't remember the rooms, but the moment I enter it I instantly remember what I need to do, and what is optional. Goes to show how much I've played the game.
- Transformed
 - I haven't mentioned it before, but this is the second time I've played the game on split-screen. It seems you can do all the races/challenges in the grand prix mode. Which helps a lot having a friend.
 - It's also nice that whatever exp the friend gets for a character counts for your file.
- Page Chronica
 - This is a fun/neat idea for a platformer. You spell words in order to gain temporary abilities (like double jump) and refill your attacks.
 - The game is very comprehensive with the words. Words like sex, yu, and bes count.
 - The game has a multiplayer option where the second player is pretty much immortal. If the second player dies then they just respawn where you're at. If player one dies then you go back to a checkpoint. So having a second player simplifies the game.
 - It's a charming idea. The game is kinda fun so far. I'm too early into really get a feel for the game.
 - The stages have a timer which sucks since you have to spell words and the timer doesn't stop when you do. So I've spent minutes at the spelling screen trying to spell a word.

- The game's word select screen has a random selection of letters slowly flying through the screen. It turns out if you select a letter and then cancel it the word goes back to the word select screen. Except it goes back to the word select screen as a different letter. So you can force a letter to turn into the letter you need if you wait long enough.

January 8th

Resident Evil 4 (PS3) [old]

6:12AM-7:23AM (71 min)

Notes:

- Resident Evil 4
 - Ok I forgot an entire chunk of the castle level. I forgot there was an underground segment with a boss. Beat that and then went to the new target practice area to unlock bottle caps I unlocked years ago. Hooray! /sarcasm.

January 9th

Sol Trigger (PSP) [new]

7:21AM-9:37AM (136 min)

Notes:

- Sol Trigger
 - Chapter 7 is called lust.
 - The chapter 6 boss was Flan, and the ending was just painful. She's really not a bad person. She really could've been on our side, but fate wasn't so kind.
 - She was the enemy of Sol Trigger, and so at the end of the chapter she blew herself up. It's really tragic.
 - She blew herself up on the airship we were on. We probably would've died, but we got teleported back to base (not willingly).
 - It turns out one of our NPC members of Sol Trigger wasn't as trustworthy as one would think-oh who am I kidding he was suspicious as fuck from the get go. He regrets his actions, but the members weren't that forgiving. Then Farel steps in and he forgives Noy (I think that's his name. It's hard to figure out how it's spelled).
 - After that he starts giving out information on a Sol Arm (every member has one of these. These are all special weapons) called Zanadu or something. It's some sort of special sword. Farel is a sword user, but I don't think they're talking about his sword. So I guess it's a different sword. It's hard to figure out what they're saying about the sword. I just know it's an important sword. I think it might've been Wile's weapon (still don't know this guy's name. His name is also hard to figure out).
 - Also, they're beginning Phase 4 of Sol Trigger's plan.
 - This chapter feels like the final chapter. Mostly because the Sol Trigger base is trashed, and Farel was walking around giving all the characters (even some important NPC characters) a pep talk of sorts. They kept repeating that this'll be

the final battle, and Walter himself said this'll be his final battle and he doesn't intend on dying either.

- Out of all the talks the one with Ema was the longest, and was quite romantic. She talked about her dream of living together with Farel, and talked about her worries about tomorrow and such. They also almost kissed, but didn't. Sigh.
- The next day the team meets up to talk about Phase 4: God's (something something). They said something like Tabatsu. Not sure if that's fully right). Afterwards they head straight out to fight.
- As we were going to rendezvous with Noy we find that he was being attacked by some random soldier. We beat the soldier really easily (he's actually one of the starter enemies of the game), and Noy hands Farel the Xanadu. Farel auto-equips it and auto-learns a new skill.
- Noy is heavily injured, but the team doesn't have time to address his wounds (it's not as cold hearted as I'm making it to be) so they make the decision to leave him. Chinami shows up, and the building nearby turns into the Sol Trigger base. Chinami is there to sell stuff, the Sol bank is there, and a save point is there.
- I stopped playing shortly after that. I'm surprised I'm so close to the end of the game. I thought it was gonna last longer than this.

January 10th

Sol Trigger (PSP) [new]
7:28AM-8:24AM (56 min)

January 11th

Sol Trigger (PSP) [new]
7:24AM-7:41AM (17 min)

January 13th

Sol Trigger (PSP) [new]
7:15AM-8:00AM (45 min)

January 14th

Nothing

January 15th

Resident Evil 4 (PS3) [old]
7:19AM-10:33AM (194 min)

Notes:

- Resident Evil 4
 - So I completely forgot lots of segments. I forgot this game had a minecart section. I forgot this game had a giant statue chase scene. I forgot this game had a clocktower area.
 - I visited several locations I had forgotten, but I almost instantly remembered what

I had to do at each section. Just the reflexes of where to move and when to shoot didn't go away. Even though I forgot it from memory my reflexes remembered. So I died very little.

- I finished the second area of the game. I did just a small amount of the island area. I haven't met Krauser, or cured Leon and Ashley.

January 16th

Sol Trigger (PSP) [new]
7:17AM-8:15AM (58 min)

January 17-18th

Nothing

January 19th

Resident Evil 4 (PS3) [new]
10:25AM-11:50AM (85 min)

January 20th

Sol Trigger (PSP) [new]
7:17AM-9:58AM (168 min)
Megaman Powered Up (PSP) [new]
11:31AM-12:19AM (48 min)

Notes:

- Sol Trigger
 - So the chapter boss this time around was Istvan himself. Before fighting he sends a severely wounded Flan to attack us. She's in such bad health that she dies after she gets one attack off.
 - After that is the fight against Istvan himself. This time around he isn't messing around. All his attacks drain Sol, and some of his stronger stuff decrease attack on top of doing high damage. He builds a meter from all the stolen Sol and when the meter is full he uses a really strong full party attack.
 - By the way, Istvan is the name of the main bad guy. He is in charge of stopping the Sol Trigger. He's voiced by Solid Snake.
 - So after the fight we were winning, but then Flan was forced to yet again get back up (even though she was badly wounded) and retreat with Istvan in tow. I really feel bad for Flan. She really seems forced to be on their side.
 - So after that we give pursuit and find the Pope himself. He lets us come inside the church, and then proceeds to attack us. He's easier than Istvan. Thankfully I restocked my Sol before the fight so I was fight for fighting.
 - After that fight it turns out the Pope was a robot, and Ritora was behind things. She sends this horrific monster on the group, and everyone dies except for Walter, Cyril, and Farel. Farel saw all his comrades (and Ema) dead so he made a mad dash towards the creature responsible. His Sol was exploding with

immense power. He makes one attack towards the creature (they called the creature God), and the game ends. It says "To Be Continued" and Lars' story is unlocked.

- The game was split into Farel's Story and Lars' Story. Lars is a new kid in the Sol Trigger group (set after Farel's story). He is accompanied by Wilma, and Clotho in order to retrieve a connector Noy was wanting.
- Lars plays like Farel, Clotho plays like Ema/Gustav (ironic since he's a guy), and Wilma plays like Sophie.
- I just started Lars' story, but I think I'm gonna be taking a break now. I think it's time I knock out some quicker PSP games before coming back to this.
- Megaman Powered Up
 - This is actually the first time I've ever played this game. I've been putting it off for a while.

January 21st

Resident Evil 4 (PS3) [old]

7:13AM-10:27AM (194 min)

Notes:

- Resident Evil 4
 - Finished the game today. I did not remember at all that this game takes 20 hours to complete. Maybe it's because I took the time to collect all the treasures (except for one since it requires backtracking) and do lots of the mini-games.

January 23rd

Megaman Powered Up (PSP) [new]

7:31AM-8:12AM (41 min)

January 25th

Megaman Powered Up (PSP) [new]

7:09AM-7:46AM (37 min)

Megaman x Street Fighter (PC) [new]

9:03AM-9:50AM (47 min)

Notes:

- Megaman Powered Up
 - FUCK YOU GUTSMAN('S STAGE)!
- Megaman x Street Fighter
 - Fuck the official title. This is the correct title.
 - I got through 4 of the stages. I beat Chun-li, Ryu, Viper, and naked guy. In that order. Chun-li's stage and fight is a broken piece of shit level/boss. Terrible easy, and just terribly designed.
 - The levels after that are pretty cool. Ryu's gimmick involved breaking wooden pole's to progress, and they're guarded by tough enemies. Ryu himself spammed the hell out of hadouken, shoryuken, and ansatsukens (the [pound cake attack](#))

- out the ass. Which makes for a semi-challenging fight. Mostly because of how hard the timing of shoryuken can be when he alternates regular and EX versions.
- Viper's stage had an elevator gimmick, that was broken as fuck. No seriously, the elevators when going from room to room can actually crush you if you don't time the jumps right. That is pure and utter bullshit. It's such a broken gimmick. I had most of my deaths in that stage from getting crushed WHEN I SHOULDN'T HAVE!!! I died because of the poor programming. That's just shit.
 - The Viper fight itself didn't take long to understand. She just likes to get close and spam the fuck out of her ground pounds. Leads to lots of fuck ups when I don't predict properly.
 - Naked guy's stage wasn't that bad once I understood how it worked. There was some falling platform sections that was semi-hard because if you don't time it right you can crush yourself. Also his stage had some weird ass climbable wires similar to Super Mario World climbing cages from the castle levels. Megaman has never done that so I literally spent about half a minute not knowing where to progress because Megaman has never done climbing like that.
 - Naked guy himself took a while to beat. Mostly because he builds up his ultra really fucking fast, and his ultra is just putting up a shield that auto-shoots back anything I throw at him. Once the shield is up his fighting pattern goes back to normal. So I had to basically avoid shooting him at all when he put the shield up, dodge everything he threw at me, and avoid ramming my face into the shield. So yeah beating him took a while because I had to spend a lot of time just surviving. It's especially hard since half his moves are fake outs. Lots of his moves look like the other attacks he does. So there were MANY times I just jumped straight into him or his attack.
 - I busted each boss. Mostly because I didn't correctly guess any of the weaknesses.
 - I'm playing this blind. Don't have a single clue what order I should be going or how difficult each stage is. People I'm subscribed to on YouTube have been posting videos out the ass for this game so I've been avoiding watching their vids for awhile now.
 - My password after all four bosses was A2, B5, C2, C4, D1, D3, D4, E1, E2.

January 26th

Megaman Powered Up (PSP) [new]

7:22AM-7:34AM (12 min)

Rayman Origins (PS3) [old]

10:13AM-12:05AM (112 min)

Notes:

- Megaman Powered Up
 - Fuck you Gutsman('s stage)!
- Rayman Origins

- So I played the download version for the first time today. Apparently the disc and download save data are not compatible. For fuck's sake!

January 27th

Megaman Powered Up (PSP) [new]

7:22AM-7:54AM (32 min)

Notes:

- Megaman Powered Up
 - Finally beat Gutsman. I had to use his weakness once, and it counted as not unlocking the boss. So I redid the fight on normal to unlock him.
 - Ironically, I was able to reach Cutman again, and this time kicked his ass. He destroyed me last time.
 - I've been playing the game on Hard so far. I want to clear the game on hard. I'll use weaknesses if I need to, and then go back on an easier difficulty to unlock bosses.

January 28th

Rayman Origins (PS3) [old]

2:12AM-3:36AM (84 min)

January 29th

Disgaea 4 (PS3) [new]

5:05AM-10:19AM (314 min)

Notes:

- Disgaea 4
 - I beat the chapter I was stuck on the last time I played. I finally reached chapter 7. Apparently I was close to the end of the game. Chapter 7 is called the final chapter. I never knew I was so close to finishing the game. Mostly because I'm not even close to the level I was on Disgaea 1.
 - In Disgaea 1 the final boss was level 100, and my main character was level 80. Everyone else was in the 50s. In Disgaea 4 I'm at the start of the final chapter with a level 55 Valvatorez, and everyone else around the high 40s.
 - Not sure if the final chapter has a huge grind curve, or it's easier on purpose.

January 31st

Megaman Powered Up (PSP) [new]

7:24AM-7:51AM (27 min)

February 2nd

Disgaea 4 (PS3) [new]

10:06AM-12:29PM (143 min)

February 3rd

Megaman Powered Up (PSP) [new]
7:24AM-7:56AM (32 min)
Tekken Tag Tournament 2 (PS3) [new]
1:02AM-5:28AM (266 min)

February 4th

Sonic and All-Stars Racing Transformed (PS3) [new]
4:35AM-6:48AM (133 min)
Megaman Powered Up (PSP) [new]
3:43PM-4:23PM (40 min)
Halo 3 (X360) [new]
6:43PM-8:16PM (93 min)

Note:

- Sonic Racing Transformed
 - Ended up unlocking lots of stuff. I made it to the last of the circuits you can access to unlock stuff. I just barely reached it, but haven't actually tried it.
- Megaman Powered Up
 - So I fucked up and didn't save my save data from the past few days of playing. So I lost progress on 4 robot masters. INCLUDING GUTSMAN!!! FUCK! FUCK! FUCK! FUCK! FUUUUUUCK!
 - So I'm gonna put the game down for now, and play something else.
- Halo 3
 - Played the beginning of a game with a friend. It was fun making jokes about all the dialogue and glitches that occurred. That was the highlight of my playing. That and killing my own friend with the new hammer weapon. That was hilarious, because of how well-timed it was.

February 5th

Sonic Generations (PS3) [old]
1:12AM-1:45AM (33 min)
Disgaea 4 (PS3) [new]
2:01AM-9:53AM (472 min)

February 9th

Disgaea 4 (PS3) [new]
1:47AM-5:08AM (201 min)

February 10th

Final Fantasy 8 (PSV) [old]
11:46AM-1:17PM (91 min)

Notes:

- Final Fantasy 8
 - I started up FF8 on another platform again. This time I spent a big chunk of my

time playing the card game. I reloaded my save file SO. MANY. TIMES! I kept losing in the card games so I reloaded, and I find that I didn't save. So I ended up being stupid several times. I finally saved after I won one card (that isn't even good) and then proceeded to the world map to grind. So a lot of my play session today was a big fucking waste, because of how much I fucked up the card games and reloaded my save file.

February 11th

Megaman Maverick Hunter X (PSV) [old]

7:53AM-8:34AM (41 min)

Ragnarok Odyssey (PSV) [new]

8:45AM-10:16AM (91 min)

February 12th

Page Chronica (PS3) [new]

7:21AM-7:58AM (37 min)

Disgaea 4 (PS3) [new]

8:02AM-10:09AM (127 min)

February 13th

Playstation All-Stars Battle Royale (PS3) [new]

10:05AM-12:14PM (129 min)

February 15th

Gravity Rush (PSV) [new]

7:56AM-8:05AM (9 min)

Playstation All-Stars Battle Royale (PS3) [new]

12:05PM-1:18PM (73 min)

February 16th

Gravity Rush (PSV) [new]

7:20AM-7:33AM(13 min)

7:42AM-9:23AM (101 min)

Playstation All-Stars Battle Royale (PS3) [new]

11:04AM-1:16PM (132 min)

Notes:

- Gravity Rush
 - Today is the first real day I play this game. Yesterday I barely started the game. I was literally being taught how to run in the game before I stopped. That should tell you how little I did yesterday.
 - Today I reached chapter 3. I finally got a chance to save, and I was just having fun running around exploring stuff.
 - I ended up finding a manhole I think I wasn't supposed to find, because the

description of the manhole was about a theft that hasn't happened yet. So yeah I think the manholes accidentally spoil stuff if you discover them too early.

- I also met this ghost NPC. I don't think he was on the map. I just found him while exploring. I wonder if he's a quest or something.

February 17th

Gravity Rush (PSV) [new]

7:22AM-7:38AM (16 min)

Playstation All-Stars Battle Royale (PS3) [new]

1:37PM-4:12PM (155 min)

Notes:

- Gravity Rush
 - This game is turning out to be so much fun. Just something about the game is fun to play. Not only that but the game has fantastic music so far. I actually wanna purchase the soundtrack if it's possible. I'm really liking the music.

February 18th

Hatusne Miku Dreamy Theater 2nd (PS3) [new]

4:26AM-5:28AM (62 min)

Monster World 4 (PS3) [new]

7:05AM-7:38AM (33 min)

Playstation All-Stars Battle Royale (PS3) [new]

7:44AM-8:51AM (67 min)

Megaman 10 (PS3) [new]

10:21AM-11:14AM (53 min)

Notes:

- Megaman 10
 - Went back to try to get the perfect run trophy.
 - Failed to clear the last boss stage. Couldn't beat Commando Man at first, but then I practiced a lot and found a good strategy.
 - Apparently standing still at the front of the stage is a good strategy. I can just stand there and block all his attack with his weakness, and dish out some minor damage to him. Once he gets really close though I unload on him like crazy. By the time he reaches me he's been wounded enough that this strategy works.

February 19th

Playstation All-Stars Battle Royale (PS3) [new]

1:42AM-7:18AM (336 min)

February 20th

Gravity Rush (PSV) [new]

7:29AM-7:37AM (8 min)

8:12AM-9:04AM (52 min)

Disgaea 4 (PS3) [new]
10:17AM-12:51PM (154 min)

February 22nd

Playstation All-Stars Battle Royale (PSV) [new]
7:38AM-8:04AM (26 min)

February 23rd

Playstation All-Stars Battle Royale (PSV) [new]
7:18AM-7:30AM (12 min)
7:35AM-7:54AM (19 min)

February 24th

Playstation All-Stars Battle Royale (PSV) [new]
7:20AM-7:31AM (11 min)
Twisted Metal Black (PS3) [new]
1:49PM-3:27PM (98 min)

Notes:

- Twisted Metal Black
 - God I suck at this game. I played the game on normal, and it took everything I had to just beat the first stage. The second stage was really hard. So I restarted on easy, and still hit the same roadblock.
 - So I then restarted the game with cheats. Specifically infinite health, and one-hit kill weapons. That was basically the only way to beat the game.
 - I played as Dollface, and I got some unlockable characters. I think 2 or 3 of them. Still have more to go.
 - For some reason this game made me queasy. I got more and more sick as I played. Not sure why. Maybe it's all the turning around I had to do?
 - I'll try again another day, but for now my stomach can't handle the game. Which is a shame, because I love the shit out of this game.

February 25th

Playstation All-Stars Battle Royale (PSV) [new]
5:20AM-5:49AM (29 min)
Resident Evil 5 (PS3) [new]
9:56AM-11:50AM (116 min)
Disgaea 4 (PS3) [new]
1:37PM-2:21PM (44 min)
2:48PM-4:57PM (129 min)

Notes:

- Playstation All-Stars
 - The Vita version is fun to play. It's nice being able to pause the game at any time, taking pictures when I want, and having custom soundtracks whenever I want it.

- It sucks that I have to redo everything for the trophies. When I logged online all my character levels got re-unlocked for the Vita version, but the trophies didn't. So I have to redo everyone's arcade mode, and lots of match specific trophies.
- Besides that the last complaint I have is that the screen size doesn't work sometimes. Basically big stages zoom out when enemies are far away, and so the action gets really zoomed out as well. On a portable screen it's slightly hard to see. The good part is that when that happens the icons for each player is well displayed (they get larger than normal). So if I know which player I am then I know exactly where I am. Assuming I payed attention to my player number.
- The biggest difference between the versions is that the menus on the Vita are different. They're more zoomed in than the PS3 version. Which of course makes sense for the screen size.

February 26th

Disgaea 4 (PS3) [new]

3:36AM-11:10AM (454 min)

Notes:

- Disgaea 4
 - So in 7 hours I managed to beat 1 chapter, go through half of the new (which is also the final) chapter, and level-up-out-the-ass my characters, and super light weapon leveling. I also completely re-arranged my towers in Cam-Pain HQ.
 - I thought I was strong enough to beat the game, and my levels definitely indicate that, but the structure of these final levels are so harsh that my high level characters (high level for the story. Not high level in the grand scheme of things) are dying. I don't really need to grind more I just need to strategize in how I attack enemies.

February 27th

Disgaea 4 (PS3) [new]

10:24AM-12:37PM (133 min)

Notes:

- Disgaea 4
 - So I went through hell on stage 10-5. I went to forums and apparently 10-5 is the hardest story stage in the game. It definitely felt that way. I flat out had my team killed off in one turn on my first attempt.
 - The biggest hurdle of 10-5 is that there's a group of archers that can one-shot any character that doesn't have high HP. My highest HP character (Valvatorez) took 2 hits to die. Not only that but there's a group of enemies that can't be reached that are constantly casting status ailments on me, and healing the enemy.
 - So my strategy was to bring out only 1 unit and then bait as many enemies as possible. Very slowly enemies started trickling through. This strategy was slow and took about 16 turns to complete. This is the first

time in the entire game where a fight took more than 10 turns.

- Apparently there's a super easy strategy where you should bring out your best spellcaster, and buff them up. Then bring the spellcaster as close to the edge of the archer enemy range as possible. Use your strongest area spell, and then have one more unit to pick up and throw the spellcaster out of the archer's range. That way you just spam your strongest area spell each turn without risking getting hit by an archer (because they can one-shot spellcasters).
- On the plus side there was SO MANY enemies on the stage that all my main characters leveled up a lot. Valvatorez got 5 levels (now level 114), and Desco is 112. My other two main warriors are in the low 100s.
- For an angel, Vulcanus dies a lot. I figured angels can't die since they're already dead, but she's actually my most killed character. My spellcaster (Emizel) is second most.
- So after some tough stages I finally reached the final stage of the story. I'm stopping here for today, and next time I play I will finally beat this game. It's been a long LONG journey, but I'm finally gonna see the ending to this game. I'm really eager to beat the game, and finally access the DLC I purchased back when the game first came out.

February 28th

Gravity Rush (PSV) [new]

8:29AM-8:37AM (8 min)

8:40AM-9:06AM (26 min)

Notes:

- Gravity Rush
 - So I did a tiny bit more of story. I mostly spent my time exploring seeing what I could find.
 - I didn't find any new manholes, but I did find another random conversation with a person. These people seem to be ghosts that only Kat can see. They're not on the map, and there's 16 of them. So far I've found 2 of them. I might look up all their locations if I'm near the end of the game and I still haven't found them all. I seem to just find these people while I'm exploring so I'm good so far.

March 1st

Senran Kagura Shinovi Versus (PSV) [new]

9:54AM-10:59AM (65 min)

Disgaea 4 (PS3) [new]

11:55AM-2:09PM (134 min)

Notes:

- Senran Kagura SV
 - So I just got the game today. It's a dynasty warriors style game with the Senran Kagura cast. I've only played two fights with the main characters cast. It looks like

I can select whoever I want for each fight, but it seems to recommend me a specific one. Not sure though, because I've used the character I was recommended both times.

- So far both fights were tutorial level fights. The first one was just a small area where I fight lots of enemies, and the second was just a 1 on 1 boss fight.
- It's my first time playing, but I've already got a decent idea of the character's personalities.
- Did not know Yagyu acted the way she does. She's super obsessed with protecting Hibari, and talks like a guy.
- Then there's the super pervert Katsuragi, the moe blob Hibari, Asuka is the one who suffers from generic main characteritis, and the swordswoman hasn't shown any real personality so far.
- Disgaea 4
 - Finally beat the game. This makes it the second numbered Disgaea game that I've beaten. It took me 77 hours and 58 minutes. It took over 100 hours for me to beat Disgaea 1 so that's quite a difference in grinding.
 - In Disgaea 1 I beat the final boss in my first try. It was just everyone died except for Laharl. In this game I flat out game overed on my first try against the final boss. The second time I played smarter and managed to beat the final boss with 4 allies remaining.
 - Now I can finally start playing all the fucking DLC that's been bought for so many months. FINALLY! I cannot tell you how frustrating it is to purchase DLC I can't access until I pour nearly 100 fucking hours in the game. GOD DAMN THAT WAS A BAD DECISION NIPPON ICCHI!

March 2nd

Senran Kagura Shinovi Versus (PSV) [new]

8:00AM-8:11AM (11 min)

8:43AM-9:53AM (70 min)

Notes:

- Shinovi Versus
 - So I finally reached the first real part of the game. Got past the tutorial level stuff, and faced my first real boss, Murakumo. She beat me repeatedly. I only won when I realized I can rush her, and that the gameplay is way faster than a typical dynasty warriors game.
 - That was my problem, I was treating this game as a typical dynasty warriors game. Instead, it's a faster version of that. I'm supposed to be moving, and attacking several times faster than dynasty warriors.
 - The first boss was an interesting person. She wears a mask, and acts all tough, but when you beat her and take off her mask she becomes a meek and busty as hell girl. Did I mention every character has a large breast size? Cause they do. I think the smallest breast size is a D cup. These breasts were originally meant to be seen on a 3DS screen so it makes sense for that platform. Not so much for

Vita.

March 3rd

Senran Kagura Shinovi Versus (PSV) [new]
7:35AM-7:50AM (15 min)

March 4th

Touhou 13 (PC) [new]
4:56AM-5:31AM (35 min)
Disgaea 4 (PS3) [new]
6:35AM-9:16AM (161 min)

March 5th

Resident Evil 5 (PS3) [old]
6:44AM-8:11AM (87 min)
Exploredemon (PS3) [new]
8:19AM-10:06AM (107 min)

Notes:

- Exploredemon
 - Finally beat the game. I bought it on launch and have just mildly played it bit by bit over the months.
 - I did not enjoy this game. The humor/story of this game was fucking awful. Any speech of Exploredemon was hard to understand, and stupid as hell.
 - The gameplay is pretty fun, but there's a ton of extra paths every 2 seconds that are sometimes downright cryptic on what you need to do to get there. I seriously didn't know what I needed to do for half the optional puzzles in this game. A lot of the mandatory puzzles revolve around exploding blocks in a specific angle. This gets tedious really fast.
 - The final world of this game just ramped up the bullshit in this game. Before this world the only cause of death was losing health against enemies. The final world added acid as the main cause of death. Actually, I think it was my ONLY cause of death. I hated how easy it was to fight enemies and bomb myself straight into acid. Or the segments where the acid is rising, and you have to haul ass, but there's these stupid enemies that draining your bomb meter so you can't do shit for a full 3 seconds WITH ACID COMING UP TO KILL ME! So if I so much as get touched by one of these enemies I just had to kill myself because I wasn't gonna make it. Just one fuck up meant I had to redo that segment.
 - So if the game had better writing, and better level design this would be such a super solid game. But as it is it's not a good game.
 - Also, no one has posted videos of this game on YouTube so I might end up doing that just because it'll help people who are stumped on what they need to do. If my suffering means someone else won't suffer then it'll be worth it.

March 6th

Senran Kagura Shinovi Versus (PSV) [new]

7:41AM-7:54AM (13 min)

8:04AM-10:17AM (137 min)

Notes:

- Senran Kagura
 - Ok this game is addicting. I didn't mean to play it for so long. It's just such a short bit-sized chunk of action that I feel like playing more and more and more and I'm stuck in a loop.
 - So from the 5 characters (out of 20) that I've played I'm happy to say that each one plays differently. Their basic combos are the same, but how the handle is different. Someone like the swordswoman is super speedy and can easily chain a 700 combo (already did it) from the enemies. While someone like Katsuragi (feet user) is slower and more defensive based. So it's good that the characters I've used so far play differently.

March 7th

Senran Kagura Shinovi Versus (PSV) [new]

7:42AM-7:51AM (9 min)

7:58AM-9:12AM (74 min)

March 8th

Senran Kagura Shinovi Versus (PSV) [new]

7:29AM-7:52AM (23 min)

8:21AM-8:46AM (25 min)

March 9th

Senran Kagura Shinovi Versus (PSV) [new]

7:23AM-7:31AM (8 min)

4:51PM-5:57PM (66 min)

Playstation All-Stars Battle Royale (PSV) [new]

5:58PM-6:48PM (50 min)

Megaman 2 (PSV) [old]

7:05PM-7:17PM (12 min)

7:28PM-7:40PM (12 min)

Senran Kagura Shinovi Versus (PSV) [new]

7:42PM-7:50PM (8 min)

March 10th

Doom 3 (PS3) [new]

9:21AM-9:52AM (31 min)

Voltron (PS3) [new]

10:09AM-12:06PM (117 min)

Spec Ops: The Line (PS3) [new]
2:39PM-11:20PM (521 min)

Notes:

- Doom 3
 - Finally started up this game. I've had it sitting on my harddrive since it released. So I'm actually playing it so I can complete it and then delete it. I'm very early in the game. I probably spent 15 minutes just playing this arcade game that was punching birds until they explode.
- Voltron
 - Ok who said this game sucks? This game is fucking fun as hell. It's super enjoyable.
 - The mech part of the game took some getting used to, but by the end of the game I understood how it works.
 - The game has some glitches, but nothing actually detracts from the game.....except for one glitch. I actually got glitched into a corner once. I somehow glitched myself out of the wall after dicking around enough. Besides that no other glitch appeared that ruined the game.
 - This is a solid title. It's just a jumble of fun. The core of the game is fun. Just playing the game is fun. Did I mention this game is fun?
 - This is another example where reviewers are full of shit. This just proves that the best opinion of a game is YOUR OWN opinion.
- Spec Ops
 - I'm surprised how good the story is in this game. I just played it since I got it for free, but holy shit this game's story is engaging. My jaw hit the floor about halfway through the game. And the game just kept pushing the envelope the further I went.
 - I'm shocked by how....real this game is. This situation, and people just feel real. The themes of this game just feel real.
 - Basically, war is hell, and this game proves it over and over and over. It also shows that no side is evil. Everyone is fighting for their life, and your hands aren't going to be blood free by the end of it.
 - I'm super impressed with this game. It kinda plays with Uncharted, but with a complete focus on combat rather than being combat/platforming.
 - The blindfire system is straight up 100% Uncharted style. Lots of guns have a secondary fire that helps for different situations.
 - Lots of parts of the game are frustrating as hell. Then again I'm playing on the hardest difficulty that is selectable on the first playthrough. The trophies aren't that hard thankfully. More than that there's not any multiplayer trophies in the game. So that gives me more incentive to actually Platinum the game. I'm super impressed with the game so I might actually go for the Platinum.

March 11th

Spec Ops: The Line (PS3) [new]

11:31AM-4:07PM (276 min)

Notes:

- Spec Ops
 - Ok this is easily my most favorite shooter. That's not saying much since I don't play shooters, but it means a lot to me. This game was fantastic. The game was fun, shocking, and just deep. It's not just a generic military shooter. Oh god no. It goes way WAY beyond that. I'm deeply impressed with the game.
 - The game has 3 endings, and I went ahead and saw all 3 of them. Each one is significantly different. None of them are even similar, and each ends at a different part of the game.
 - On close inspections the trophies are easy as hell to get. Beating the game on the hardest difficulty will be the hardest trophy. Mostly because I got stuck several times on the second hardest difficulty. I got through the first couple of chapters in the hardest setting, and now all of a sudden several easy parts got hard on this difficulty.
 - I'm definitely going to try to platinum this game. Whether I succeed or not I have no idea.

March 12th

Senran Kagura Shinovi Versus (PSV) [new]
5:22AM-6:06AM (44 min)

March 13th

Uncharted: Golden Abyss (PSV) [new]
7:38AM-7:55AM (17 min)
8:11AM-8:38AM (27 min)

Notes:

- Uncharted Golden Abyss
 - So I played this for the first time today.

March 14th

Senran Kagura Shinovi Versus (PSV) [new]
7:22AM-7:32AM (10 min)

March 15th

Senran Kagura Shinovi Versus (PSV) [new]
8:24AM-8:36AM (12 min)

March 16th

Senran Kagura Shinovi Versus (PSV) [new]
7:21AM-7:33AM (12 min)

March 17th

Senran Kagura Shinovi Versus (PSV) [new]

7:23AM-7:34AM (11 min)

Spec Ops The Line (PS3) [new]

7:54PM-9:27PM (93 min)

March 18th

Eryi's Action (PC) [new]

6:38AM-7:36AM (58 min)

Notes:

- Eryi's Action
 - This is a sadistically hard platformer. It's similar to "I Wanna be the Guy" in terms of difficulty and traps. This game has lots of unexpected traps to kill you. I got through 3 stages and my death counter is around -130. You start with 2 lives, and it just goes down from there.
 - The 3rd stage was a boss. He actually took a while to learn the pattern. He's a three hit boss, but he gets tougher with each hit. The third hit I flat out had no idea how to avoid his attacks. It turns out you can stay behind him the whole time and be safe. Of course when he finishes his attack he'll turn around and start shooting fireballs at you. So that's the moment you jump over him and run away.
 - The fourth stage is a water stage with constantly changing waterflow, spikes, and teeny tiny fish that will kill you if you get near them. I quit in the middle of the stage. My progress throughout the three levels are saved, but not the fourth stage.
 - Something I've noticed in the first two stages. There's always a trap at the flagpole so you need to figure out how to stop it before you can clear the level. They're really clever in what you have to do.

March 20th

Senran Kagura Shinovi Versus (PSV) [new]

7:23AM-7:26AM (3 min)

Playstation All-Stars Battle Royale (PS3) [new]

12:25PM-1:47PM (82 min)

Notes:

- Smash Bros HD
 - New DLC got released. So I bought it.
 - Played a little bit with Isaac. He's pretty cool. He's a mid-range fighter with lots of tools at his disposal. There's lots of things he can hit people with, but a few of his moves are key to all the other moves. His sawblade he throws is very key to lots of combos.
 - His level 2 super is crazy good. You can easily do a down grab and follow it up with his level 2. It's guaranteed to hit if you do.
 - Haven't tried Zeus yet, but I'm eager to see what he can do. Also, I've already been on the receiving end of his level 3. That move is fucking unbelievably

bullshit. Mostly because the game becomes whackamole when he uses it, and I GOT HIT EVERY FUCKING TIME! So I'm definitely bitter towards that move.

March 21st

Senran Kagura: Shinovi Versus (PSV) [new]

7:30AM-7:41AM (11 min)

8:40AM-9:06AM (26 min)

Hatsune Miku Project Diva F (PS3) [new]

10:22AM-11:56AM (94 min)

Playstation All-Star Battle Royale (PS3) [new]

12:28PM-1:09PM (41 min)

March 22nd

Senran Kagura: Shinovi Versus (PSV) [new]

7:26AM-7:38AM (12 min)

7:41AM-10:02AM (141 min)

Notes:

- Senran Kagura
 - I finally finished Asuka-tachi's storyline.

March 23rd

Senran Kagura: Shinovi Versus (PSV) [new]

7:22AM-7:34AM (12 min)

Hyperdimension Neptunia Victory (PS3) [new]

12:27PM-1:42PM (75 min)

Notes:

- Hyperdimension Neptunia Victory
 - I'm so happy to get this game! So happy! So happy! So happy! Yay yay yay yay!
 - What? Were you expecting notes? Notes in a note section? Inconceivable!

March 25th

Hyperdimension Neptunia Victory (PS3) [new]

5:53AM-8:37AM (167 min)

Eternal Sonata (PS3) [new]

6:31PM-7:22PM (51 min)

Notes:

- Eternal Sonata
 - I got a friend to help me out in this one boss fight I've been stuck in.....since 2008. So I finally have a chance to actually beat the game. I've been stuck, because the US PS3 version is the hardest version of the game. They changed a lot to make the game harder.
 - I was actually stronger than a video I saw of the 360 version, and I still couldn't beat the boss. The video beat the boss with no trouble.

- To be specific, they changed chest locations so you get weapons earlier in the dungeon, they made the block button a one-chance button. In the 360 you can button mash the block button until the game recognized the command. So there was no timing or skill involved. They made block timing based on the PS3 version. You have to time it so that you block, and if you mess up then you're taking full damage. You're also getting knocked down so if that was the enemies last attack then it'll switch to your turn and probably half your turn is spent getting up. Yeah they made blocking really unforgiving in the PS3 version.
- On top of that enemies are just plain stronger. They take more hits, and deal more damage. So the boss I was stuck at can kill Polka in one turn if I fuck up all my blocks, and the rest won't die, but they'll be seriously hurt.

March 28th

Senran Kagura Shinovi Versus (PSV) [new]
 7:33AM-7:44AM (11 min)
 7:52AM-8:32AM (40 min)

March 29th

Senran Kagura Shinovi Versus (PSV) [new]
 7:57AM-8:10AM (13 min)
 8:18AM-10:00AM (102 min)
 Hyperdimension Neptunia Victory (PS3) [new]
 10:46AM-12:18PM (92 min)

Notes:

- Neptunia Victory
 - Any day I'm not playing this game I'm editing videos for the game. That's all I'm doing nowadays.

March 30th

Senran Kagura Shinovi Versus (PSV) [new]
 7:25AM-7:36AM (11 min)
 7:45AM-9:27AM (42 min)
 Playstation All-Stars Battle Royale (PS3) [new]
 11:59AM-1:08PM (69 min)

March 31st

Senran Kagura Shinovi Versus (PSV) [new]
 7:42AM-7:56AM (14 min)

April 2nd

Hatsune Miku Project Diva F (PS3) [new]
 5:35AM-6:51AM (76 min)

Yugioh 5Ds (PS3) [new]
7:13AM-12:15PM (302 min)

Notes:

- Project Diva F
 - My problems with the Vita version exist here. One of the extra songs on this version actually has the exact same problem of rating you as I did with the Vita version.
 - Even though I was doing really good on a song it counted as a fail, because I didn't get the high point portions of the game. So even though my lifebar was over 80% the ENTIRE SONG I still fail, because the game felt like it. I don't feel like I'm doing better when I beat it. It feels like the game finally agreed with me and realizes I'm good at the song.
 - So the scoring system is broken as shit. Not as broken as the first game, but it's still an existing issue in this version.
- Yugioh 5Ds
 - The AI in this game are stupid. So what do the programmers do? They make the AI cheating whores from hell.
 - The AI ALWAYS gets what they want, and you never get what you need. Regular good cards in the real life card game are fucking worthless in this game.
 - So the single player is super shit.
 - I'm still addicted to the game. I'm just having fun learning about all these new cards I haven't seen before. Considering I stopped collecting the cards back when the first anime show was still airing in US. So yeah, I'm super behind with the times.

April 3rd

Senran Kagura Shinovi Versus (PSV) [new]
7:21AM-7:42AM (21 min)
7:47AM-9:15AM (88 min)
Hyperdimension Neptunia Victory (PS3) [new]
10:01AM-12:10PM (129 min)

April 4th

Senran Kagura Shinovi Versus (PSV) [new]
7:20AM-7:31AM (11 min)
7:53AM-9:06AM (73 min)

April 5th

Senran Kagura Shinovi Versus (PSV) [new]
7:24AM-7:35AM (11 min)
8:12AM-9:28AM (76 min)

April 6th

Senran Kagura Shinovi Versus (PSV) [new]
7:19AM-7:29AM(10 min)
8:49AM-10:02AM (73 min)

April 7th

Senran Kagura Shinovi Versus (PSV) [new]
7:37AM-7:47AM (10 min)
7:51AM-9:27AM (96 min)

April 8th

Eryi's Action (PC) [new]
3:58AM-7:12AM (194 min)

Notes:

- Eryi's Action
 - OMG I beat the game.
 - I AM GOD!
 - I also had 586 deaths

April 9th

Playstation All-Stars Battle Royale (PS3) [new]
11:07AM-12:17PM (70 min)

April 10th

Senran Kagura: Shinovi Versus (PSV) [new]
7:17AM-7:29AM (12 min)
8:27AM-10:45AM (138 min)
Sam and Max Season 2 Episode 1 (PS3) [new]
11:03AM-11:42AM (39 min)

Notes:

- Sam and Max
 - Finally finished this episode. Last time I played it I was stuck at the very end of the episode. Managed to 100% the trophies in this episode. There was one optional trophy that actually took some effort. The rest was just along the way.

April 11th

Senran Kagura Shinovi Versus (PSV) [new]
7:20AM-7:32AM (12 min)
7:59AM-9:15AM (76 min)

April 12th

Senran Kagura Shinovi Versus (PSV) [new]
7:17AM-7:32AM (15 min)
8:33AM-9:50AM (77 min)

April 13th

Senran Kagura Shinovi Versus (PSV) [new]

8:18AM-8:28AM (10 min)

Hyperdimension Neptunia Victory (PS3) [new]

11:50AM-12:04PM (14 min)

Notes:

- Hyperdimension Neptunia Victory
 - I was actually equipping my character with some DLC, and testing it out. I was getting stuff ready for the next recording. Hopefully I can get at least two episodes out of the next recording.

April 14th

Senran Kagura Shinovi Versus (PSV) [new]

7:28AM-7:45AM (17 min)

8:01AM-9:51AM (110 min)

April 15th

Hyperdimension Neptunia Victory (PS3) [new]

2:55AM-8:16AM (321 min)

Guacamelee (PS3) [new]

4:23PM-6:10PM (107 min)

Borderlands (PS3) [new]

6:44PM-8:07PM (83 min)

Notes:

- Guacamelee
 - I'm not sure if I should be offended by this game or not. Half the time it feels like racism, and the other half feels like over the top racism to the point that it's funny.
 - I played this game with a friend, and this game is seriously not meant for two players. It's way too easy to screw each other over with all the platforming you have to do.
 - Besides these complaints I'm heavily enjoying the game.
- Borderlands
 - First time I'm playing Borderlands. I've come a long way with this game. I originally hated the idea of my RPGs being blended together with a shooter. So I didn't give two shits about this game until after the second game came out.
 - So now with a clearer head I'm playing the game. I played it splitscreen, but the setup for the splitscreen really sucks. It doesn't cover enough of the screen so the game gives you an option to pan your menus which is just annoying.
 - Definitely a game that should be played only online or by yourself to have the whole screen to yourself.

April 16th

Resident Evil 5 (PS3) [old]

8:12AM-9:15AM (63 min)

April 17th

Senran Kagura: Shinovi Versus (PSV) [new]

7:19AM-7:30AM (11 min)

Borderlands 2 (PS3) [new]

10:40AM-1:11PM (151 min)

April 18th

Senran Kagura: Shinovi Versus (PSV) [new]

7:45AM-7:56AM (11 min)

8:28AM-9:21AM (53 min)

April 19th

Borderlands 2 (PS3) [new]

2:36AM-10:19AM (463 min)

Notes:

- Borderlands 2
 - So I played this game way longer than I meant to....I meant to play this just long enough to reach Sanctuary, but then I kept getting random people to join me and I just felt like playing a bit more. And then just a bit more when they left and new random people showed. And then it happened again. And again. And again....
 - I may or may not be addicted to Borderlands 2 now...

April 20th

Senran Kagura Shinovi Versus (PSV) [new]

7:19AM-7:31AM (12 min)

8:45AM-10:04AM (79 min)

Borderlands 2 (PS3) [new]

10:26AM-1:30PM (184 min)

April 21st

Senran Kagura: Shinovi Versus (PSV) [new]

7:17AM-7:27AM (10 min)

8:58AM-10:07AM (69 min)

Borderlands 2 (PS3) [new]

10:15AM-4:47PM (392 min)

April 22nd

Borderlands 2 (PS3) [new]

7:22AM-4:50PM (568 min)

April 23rd

Borderlands 2 (PS3) [new]
5:28AM-12:38PM (430 min)

April 24th

Black Rock Shooter: The Game (PSV) [new]
7:20AM-7:30AM (10 min)
Guilty Gear Accent Core Plus (PS3) [new]
9:35AM-10:18AM (43 min)
Borderlands 2 (PS3) [new]
10:23AM-12:27PM (124 min)

Notes:

- Black Rock Shooter
 - I hesitate to call this new, because all it is is me playing it in English. I suppose that's enough to consider this a new experience. Therefore, it gets the new tag.

April 25th

Black Rock Shooter: The Game (PSV) [new]
7:24AM-7:38AM (14 min)
8:16AM-9:30AM (74 min)

April 26th

Black Rock Shooter: The Game (PSV) [new]
7:22AM-7:34AM (12 min)

April 27th

Black Rock Shooter: The Game (PSV) [new]
8:16AM-8:27AM (11 min)

April 28th

Black Rock Shooter: The Game (PSV) [new]
7:18AM-7:28AM (10 min)
Megaman 4 (PS3) [old]
12:37PM-1:25PM (48 min)
ICO (PS3) [new]
1:55PM-3:15PM (80 min)

April 29th

Megaman x Street Fighter (PC) [old]
10:50AM-10:58AM
Playstation All-Stars Battle Royale (PS3) [new]
11:14AM-3:21PM

Notes:

- Megaman x Street Fighter

- So I tried to see if I could stream PC games. Turns out my PC can't handle it. The game plays and streams in slideshow mode.
- Also, my old password doesn't work. No idea why, but it pisses me off.
- My new password with one boss defeated is A1,C3,C4,D2,D3,D5,E1,E2,E4

April 30th

Hyperdimension Neptunia Victory (PS3) [new]
9:34AM-11:19AM (105 min)

May 1st

Sonic and All Star Racing Transformed (PS3) [new]
11:37AM-12:13PM (36 min)

May 2nd

Senran Kagura: Shinovi Versus (PSV) [new]
7:38AM-8:01AM (23 min)
Borderlands 2 (PS3) [new]
10:21AM-1:06PM (165 min)

Notes:

- Borderlands 2
 - Finally finished the main story. I said I wanted to play in normal mode, because the game said I can up the difficulty later. I tried to find the option, and found no option anywhere where I can up the difficulty.
 - I'm probably gonna stop playing the game now. I have DLC to play, but I'll probably do it later.

May 3rd

Senran Kagura: Shinovi Versus (PSV) [new]
7:25AM-7:50AM (25 min)

May 4th

Senran Kagura: Shinovi Versus (PSV) [new]
7:19AM-7:30AM (11 min)
7:35AM-8:20AM (45 min)

May 5th

Senran Kagura: Shinovi Versus (PSV) [new]
7:19AM-7:31AM (12 min)
7:34AM-7:46AM (12 min)

May 8th

Senran Kagura: Shinovi Versus (PSV) [new]
7:33AM-7:43AM (10 min)

9:14AM-10:16AM (62 min)

May 9th

Senran Kagura: Shinovi Versus (PSV) [new]

7:18AM-7:40AM (22 min)

8:00AM-8:40AM (40 min)

May 10th

Senran Kagura: Shinovi Versus (PSV) [new]

7:24AM-7:36AM (12 min)

8:03AM-8:50AM (47 min)

May 11th

Senran Kagura: Shinovi Versus (PSV) [new]

7:41AM-7:52AM (11 min)

8:07AM-8:56AM (49 min)

May 12th

Senran Kagura: Shinovi Versus (PSV) [new]

7:39AM-7:51AM (12 min)

8:04AM-10:40AM (166 min)

Note:

- Senran Kagura: Shinovi Versus
 - I beat the game. Finally! This has been a long time coming. I beat all 4 school storylines, and all the character's individual story. So I sat through 26 credit sequences (20 character endings, 4 school endings, and I did the Versus storyline twice). Too many fucking credits in this game.
 - I was surprised that an extra story opened up after the 4th school storyline was completed. It was basically an extra story that finally settled the fight between the main leaders Asuka and Homura.
 - All that I have left in the game is to just do the remaining trophies in the game, and collect the last panty you can purchase (yes panties are for sale in this game). The last trophies are just grind trophies, and some trophies such as a 7777 hit combo (which requires to level up my characters).
 - Not sure if I'll keep playing or not. Not because I hate the game or anything. I thought the game was great. It has some minor issues (fucking camera in tight places!), but it was overall fun to play. My backlog is huge so I wanna take the time to actually chip away at it some more.

May 14th

Devil May Cry 3 (PS3) [old]

1:51AM-2:57AM (66 min)

May 15th

Sol Trigger (PSP) [new]

7:15AM-7:30AM (15 min)

7:59AM-8:37AM (38 min)

Notes:

- Sol Trigger
 - I played and finished the first chapter of Lar's story. At the very end the group opens a capsule and from it Cyril comes out. She's all grown up now. A boss attacks them, and they beat the boss. After that the next chapter starts with Cyril resting at their base. That was basically all that I did. I haven't confronted Cyril yet.

May 16th

Sol Trigger (PSP) [new]

7:14AM-7:26AM (12 min)

Notes:

- Sol Trigger
 - I talked to Cyril. The conversation was short, because she almost immediately left the room and ran out. She barely had enough time to tell Lars her name. Lars' group followed after her. They beat up some enemies, and that's when everything became clear.
 - Sol Trigger is no more. The members, including Farrel, are dead. It's been 19 years since then.

May 17th

Sol Trigger (PSP) [new]

7:39AM-7:50AM (11 min)

9:19AM-10:04AM (45 min)

Notes:

- Sol Trigger
 - So the group talk with Cyril some more, and they repeat that Farrel and Sol Trigger are no more. Cyril still has a hard time to believe it. She says that the whole team was of her, Walter, Gustaf, Ema, Farrel, Sophie, and Noy. When she says Noy the group realizes that they know somebody named Noy.
 - So Cyril gets taken to meet Noy, and that's when she finally believes what Lars' group has been saying.

May 18th

Sol Trigger (PSP) [new]

7:25AM-7:34AM (9 min)

9:49AM-11:05AM (76 min)

Notes:

- Sol Trigger
 - Lars, and the group travel back to the old base of Sol Trigger. There we find out that Flan is still alive, and is now an ally. After the initial anger and shock of Cyril Noy announces that they're bringing back Sol Trigger. Lars' group needs to think it over whether they want to join or not.
 - Lars gets a personal talk from Cyril. By then Lars has decided to join, but Cyril seriously wants him to promise he won't get himself killed. I guess after living through so many deaths she really doesn't want a member of Sol Trigger to die again. Or it could another pairing forming. Dunno at this point.
 - So for our first operation we come back to an old building we visited in the first story.
 - I've been grinding for skills and skill levels mostly. In this game, levels don't matter as much as skill levels. Having a good skill level for your main skills is more vital, because the higher the level the lower the cost of the skill. Which means you can spread out your Sol throughout more skills. Which also means you can keep up buffs and heals a lot longer. Plus several buffs get an all party effect after level 2 or 3.

May 19th

Sol Trigger (PSP) [new]

7:26AM-7:36AM (10 min)

10:17AM-10:45AM (28 min)

Notes:

- Sol Trigger
 - Just spent some time today solving this dungeon. I had to visit three areas and power them up in order to use the teleporter at the beginning of the area. After that we encountered some Chimera. Some talk was had about them. That's it.

May 20th

Playstation All-Stars Battle Royale (PS3) [new]

2:09PM-5:01PM (172 min)

Tetris (PS3) [new]

5:02PM-6:11PM (69 min)

May 21st

Tekken Tag Tournament 2 (PS3) [new]

4:50AM-8:00AM (190 min)

May 22nd

Sol Trigger (PSP) [new]

7:14AM-7:23AM (9 min)

7:29AM-9:30AM (121 min)

Notes:

- Sol Trigger
 - So we met Walter halfway through the dungeon and he joined us. He had a little trouble accepting that Cyril is still alive, but he came around. We journeyed further into the dungeon, and encountered Littora. Before she appears we fought a revived Istvan. So when she appears she just kills off Istvan in front of Flan. This pisses her off.
 - Flan tries to attack Littora, but gets deflected easily. She then reveals that Lars' father is Farrel. Kinda surprised he's the dad. When did Ema get the chance to give birth? That's the part I'm confused about. Lars is 18, and it's been 19 years. The ages don't match up.

May 24th

Metal Gear Rising (PS3) [new]
8:39AM-11:48AM (189 min)

May 27th

Toki Towa (PS3) [old]
4:07PM-6:15PM (128 min)
Shock Troopers (PS3) [new]
6:36PM-6:58PM (22 min)

May 28th

Resident Evil 5 (PS3) [old]
5:01AM-9:49AM (289 min)

May 31st

Sol Trigger (PSP) [new]
7:20AM-7:32AM (12 min)
Injustice: Gods Among Us (PS3) [new]
11:17AM-12:18AM (61 min)

Notes:

- Sol Trigger
 - So basically the team formulates a plan to get the Xanadu, Farel's old sword, back again. There's going to be a lot of trouble ahead. Mostly chimeras. So they go to the dungeon.
 - Some things to note is that Lars has quickly accepted that Farel is his father and has an easy time calling him father. He also knows that his Sol is the same as his father, and has the same potential for good or evil.

June 3rd

Playstation All-Stars Battle Royale (PS3) [new]
9:58PM-10:43PM (45 min)
Hyperdimension Neptunia Victory (PS3) [new]

11:05PM-11:59PM (54 min)

June 4th

Hyperdimension Neptunia Victory (PS3) [new]
12:00AM-1:16AM (76 min)

June 7th

Monster Monpiece (PSV) [new]
7:53AM-8:04AM (11 min)

June 8th

Monster Monpiece (PSV) [new]
7:27AM-7:35AM (8 min)

June 9th

Monster Monpiece (PSV) [new]
7:37AM-7:48AM (11 min)
8:31AM-10:17AM (106 min)
Moon Diver (PS3) [new]
10:58PM-11:59PM (61 min)

Notes:

- **Monster Monpiece**
 - So I was stumbling at first on how to play the game, but by the end I had an idea of how to play. It's basically a small sized chessboard where you place your cards. Each monster is like a pawn and can only move forward.
 - They move automatically and attack automatically. So the strategy with this card game is the order and placing of your monsters. There's a short range attack monster, a long range attack monster, a healing monster, and a buff monster. So it's all about strategy of how you place them, and if they're the same type and species you can stack a card together to give them a boost in stats. So there's a lot to consider during battle. It's complex and simple enough that it's heavily addicting.

June 10th

Moon Diver (PS3) [new]
12:00PM-12:17PM (17 min)
Great Fairy Wars (PC) [new]
7:27AM-7:55AM (28 min)

June 11th

Injustice (PS3) [new]
6:56AM-8:27AM (91 min)

June 12th

Monster Monpiece (PSV) [new]
7:37AM-7:56AM (19 min)
8:21AM-10:34AM (133 min)

June 13th

Monster Monpiece (PSV) [new]
7:20AM-7:31AM(11 min)
8:41AM-10:04AM (83 min)

June 14th

Monster Monpiece (PSV) [new]
7:25AM-7:37AM (12 min)
8:02AM-9:51AM (109 min)

June 15th

Monster Monpiece
7:40AM-7:50AM (10 min)
8:59AM-9:11AM (12 min)
The Last of Us (PS3) [new]
11:03AM-1:51PM (168 min)

Notes:

- The Last of Us
 - I progressed very little in this game, but I found two hilarious glitches.

June 17th

The Last of Us (PS3) [new]
3:27AM-7:01AM (214 min)

June 18th

The Last of Us (PS3) [new]
3:40AM-8:57AM (317 min)

June 19th

Monster Monpiece (PSV) [new]
7:23AM-7:35AM (12 min)
8:11AM-8:35AM (24 min)
The Last of Us (PS3) [new]
10:45AM-12:41PM (116 min)

June 20th

Monster Monpiece (PSV) [new]
7:40AM-7:51AM (11 min)

June 21st

Monster Monpiece (PSV) [new]
7:39AM-7:49AM (10 min)

June 22nd

Monster Monpiece (PSV) [new]
8:13AM-8:24AM (11 min)

June 23rd

Monster Monpiece (PSV) [new]
7:22AM-7:35AM (13 min)

June 24th

The Last of Us (PS3) [new]
6:34AM-7:23AM ()
Tekken Tag Tournament 2 (PS3) [new]
7:24AM-9:14AM ()
Guilty Gear XX Accent Core Plus (PS3) [new]
9:15AM-10:42AM ()

June 25th

The Last of us (PS3) [new]
6:57AM-9:42AM (165 min)

June 26th

Monster Monpiece (PSV) [new]
7:24AM-7:37AM (13 min)

June 27th

Monster Monpiece (PSV) [new]
7:30AM-7:42AM (12 min)
game
time

June 30th

Monster Monpiece (PSV) [new]
7:31AM-7:43AM (12 min)
8:02AM-9:15AM (73 min)

July 1st

The Last of Us (PS3) [new]
3:37AM-10:35AM (418 min)

July 2nd

The Last of Us (PS3) [new]
6:07AM-10:57AM (290 min)

Notes:

- Last of Us
 - Beat the game today, and then followed it up with some online.

July 3rd

Monster Monpiece (PSV) [new]
7:33AM-7:45AM (12 min)
The Last of Us (PS3) [new]
10:21AM-12:30AM (129 min)

July 5th

Monster Monpiece (PSV) [new]
7:46AM-7:57AM (11 min)
8:05AM-8:15AM (10 min)

July 6th

Monster Monpiece (PSV) [new]
8:09AM-8:20AM (11 min)
8:32AM-9:36AM (64 min)

July 7th

Monster Monpiece (PSV) [new]
7:28AM-7:40AM (12 min)
7:47AM-8:11AM (24 min)
Hatsune Miku Project Diva F (PS3) [new]
4:00PM-5:23PM (83 min)

July 8th

Touhou 12.8: Great Fairy War (PC) [new]
6:00AM-6:30AM (30 min)
Vivred Operation: Hyper Intimate Power (PS3) [new]
7:24AM-7:58AM (34 min)
The Last of Us (PS3) [new]
7:59AM-9:19AM (80 min)
Cresent Pale Mist (PS3) [new]
4:11PM-4:39PM (28 min)

July 9th

Tekken Tag Tournament 2 (PS3) [new]

5:18AM-7:49AM (151 min)

July 11th

Monster Monpiece (PSV) [new]

7:35AM-7:45AM (10 min)

8:00AM-8:15AM (15 min)

July 12th

Monster Monpiece (PSV) [new]

7:35AM-7:46AM (11 min)

8:38AM-9:07AM (29 min)

July 13th

Monster Monpiece (PSV) {new]

7:36AM-7:45AM (9 min)

8:01AM-8:17AM (16 min)

July 14th

Monster Monpiece (PSV) [new]

7:37AM-7:47AM (10 min)

11:05AM-11:19AM (14 min)

July 15th

Monster Monpiece (PSV) [new]

8:26PM-8:57PM (31 min)

July 16th

Yugioh 5Ds (PS3) [new]

5:45AM-8:46AM (181 min)

Borderlands 2 (PS3) [new]

8:47AM-10:41AM (114 min)

July 18th

Monster Monpiece (PSV) [new]

7:37AM-7:49AM (12 min)

7:54AM-8:13AM (19 min)

July 19th

Monster Monpiece (PSV) [new]

7:56AM-8:12AM (16 min)

8:48AM-9:15AM (27 min)

July 21st

Ninja Gaiden Sigma 2 (PS3) [new]
11:18AM-1:41APM (153 min)

July 22nd

Ninja Gaiden Sigma 2 (PS3) [new]
4:41AM-5:21AM (40 min)
Trinity Universe (PS3) [new]
4:45PM-4:59PM (14 min)
Phantom Breaker Battle Grounds (X360) [new]
6:39PM-7:09PM (30 min)
7:47PM-9:20PM (93 min)

July 23rd

Ninja Gaiden Sigma 2 (PS3) [new]
3:51AM-5:55AM (124 min)
Borderlands 2 (PS3) [new]
6:01AM-8:40AM (159 min)

July 25th

Monster Monpiece (PSV) [new]
7:32AM-7:43AM (11 min)

July 27th

Monster Monpiece (PSV) [new]
7:47AM-7:57AM (10 min)
8:05AM-8:25AM (20 min)

July 29th

Tekken Tag 2 (PS3) [new]
4:02AM-6:50AM (168 min)

July 30th

Tekken Tag 2 (PS3) [new]
5:41AM-9:30AM (229 min)

August 1st

Monster Monpiece (PSV) [new]
7:32AM-7:43AM (11 min)
7:59AM-8:15AM (16 min)

August 5th

Borderlands 2 (PS3) [new]
4:25AM-7:43AM (198 min)

Tekken Tag 2 (PS3) [new]
8:22AM-10:25AM (123 min)

August 11th

Megaman 6 (PS3) [old]
9:51AM-10:12AM (21 min)

August 12th

Saints Row: The Third (PS3) [new]
2:20AM-6:15AM (235 min)
Moon Diver (PS3) [new]
5:03PM-5:22PM (19 min)
Castlevania: Harmony of Despair (PS3) [new]
7:50PM-9:02PM (72 min)

August 13th

Castlevania: Harmony of Despair (PS3) [new]
9:01AM-10:25AM (84 min)

August 14th

Saints Row: The Third (PS3) [new]
10:13AM-12:25PM (132 min)

August 15th

Ducktales (PS3) [new]
9:09AM-10:22AM (73 min)

August 16th

Monster Monpiece (PSV) [new]
8:06AM-8:20AM (14 min)
8:48AM-8:56AM (8 min)

August 18th

Ducktales (PS3) [new]
12:45PM-1:34PM (49 min)

August 19th

Castlevania: Harmony of Despair (PS3) [new]
6:08AM-11:27AM (319 min)

August 20th

Megaman 6 (PS3) [new]
7:30AM-8:12AM (42 min)

Castlevania: Lament of Innocence (PS3) [new]
8:55AM-10:30AM (95 min)

August 21st

Soul Sacrifice (PSV) [new]
7:35AM-7:46AM (11 min)
8:12AM-9:36AM (84 min)
12:15PM-2:15PM (120 min)

Notes:

- Soul Sacrifice
 - Holy surprisingly fun game Batman!
 - Did not expect to enjoy this game as much as I do. It's hard to put it down, to be blunt.

August 22nd

Soul Sacrifice (PSV) {new]
7:41AM-7:55AM (14 min)
8:52AM-10:49AM (117 min)

August 23rd

Soul Sacrifice (PSV) [new]
7:37AM-7:51AM (14 min)
8:27AM-9:32AM (65 min)

August 24th

Soul Sacrifice (PSV) [new]
7:28AM-7:39AM (11 min)
7:53AM-8:12AM (19 min)

August 26th

Hyperdimension Neptunia Victory (PS3) [new]
5:15AM-12:48PM (453 min)

August 27th

Hyperdimension Neptunia Victory (PS3) [new]
6:16AM-11:42AM (146 min)

September 1st

Borderlands 2 (PS3) [new]
10:49AM-2:35PM (226 min)

September 2nd

Saints Row: The Thrid (PS3) [new\

5:48AM-2:58PM (550 min)

September 3rd

Divekick (PS3) [new]

1:20AM-3:23AM (123 min)

September 4th

Soul Sacrifice (PS3) [new]

7:30AM-7:42AM (12 min)

7:50AM-8:43AM (53 min)

September 6th

The Legend of Heroes: Trails in the Sky (PSP) [old]

11:42AM-12:16PM (34 min)

September 7th

The Legend of Heroes: Trails in the Sky (PSP) [old]

7:19-7:30AM (11 min)

7:36AM-8:23AM (47 min)

Hatsune Miku: Project Diva Dreamy Theater 2nd (PS3) [new]

8:54AM-9:41AM (47 min)

September 8th

The Legend of Heroes: Trails in the Sky (PSP) [old]

7:30AM-7:42AM (12 min)

The Legend of Heroes: Trails in the Sky HD (PS3) [new]

12:27PM-1:24PM (57 min)

Metal Gear Rising (PS3) [new]

1:35PM-6:30PM (295 min)

September 9th

Spelunky (PS3) [new]

3:55AM-5:10AM (75 min)

Metal Gear Rising (PS3) [new]

5:13AM-8:41AM (208 min)

11:51PM-11:59PM (8 min)

September 10th

Metal Gear Rising (PS3) [new]

12:00AM-6:41AM (401 min)

September 11th

The Legend of Heroes: Trails in the Sky (PSP) [new]

7:41AM-7:53AM (12 min)
Kingdom Hearts 1 HD (PS3) [new]
9:41AM-11:28AM (107 min)

September 13th

Atelier Totori Plus (PSV) [new]
8:13AM-8:26AM (13 min)

September 15th

Atelier Totori Plus (PSV) [new]
7:31AM-7:43AM (12 min)
Castlevania Harmony of Despair (PS3) [new]
9:53AM-11:20AM (87 min)

Notes:

- Atelier Totori Plus
 - I fucked up! I exited the game without saving! God damn it. I have to redo the beginning now, because I didn't save at all. Fuck!
- Castlevania
 - God I suck at this game. Was playing with a group, and they were all running circles around me.

September 19th

Monster Monpiece (PSV) [new]
7:38-7:50AM (12 min)

September 20th

Monster Monpiece (PSV) [new]
7:28AM-7:43AM (15 min)
9:29AM-10:18AM (49 min)

September 21st

Monster Monpiece (PSV) [new]
7:38AM-7:50AM (12 min)
9:20AM-9:36AM (16 min)

September 22nd

Monster Monpiece (PSV) [new]
7:50AM-8:01AM (11 min)
Saints Row 3 (PS3) [new]
2:56PM-7:58PM (302 min)

September 24th

Spelunky (PS3) [new]

3:43AM-5:36AM (113 min)
Saints Row 3 (PS3) [new]
5:59AM--7:40AM (101 min)

September 25th

Monster Monpiece (PSV) [new]
7:43AM-7:55AM (12 min)

September 28th

Monster Monpiece (PSV) [new]
7:34AM-7:46AM (12 min)
8:35AM-9:33AM (58 min)

September 30th

Rayman Legends (PS3) [new]
4:53PM-6:05PM (72 min)
Spelunky (PS3) [new]
6:06PM-6:43PM (37 min)

October 2nd

Monster Monpiece (PSV) [new]
7:41AM-7:54AM (13 min)

October 5th

Monster Monpiece (PSV) [new]
7:32AM-7:45AM (13 min)
7:48AM-8:00AM (12 min)
8:09AM-8:22AM (13 min)
8:43AM-9:01AM (18 min)

Notes:

- Monster Monpiece
 - Pretty sure I'm close to beating it finally.
 - I've been playing slowly, but that's slightly because it's well suited for portable play. I can finish a match in less than 10 minutes if I take my time. I can probably do it in 5 minutes if I rush, and don't plan out my moves.
 - Because of this I find myself stopping after 1 round a whole lot. 1 match is satisfying enough that I can put the game down again. So that's why this game is taking forever.
 - Don't think I've ever mentioned before, but this is a card game. It's a mixture of Yugioh and Magic the Gathering. This game is pretty much the love child of both series. Although it has a stronger leaning towards Yugioh.

October 6th

Monster Monpiece (PSV) [new]
7:36AM-7:50AM (14 min)
8:45AM-10:33AM (108 min)

October 7th

Disgaea D2 (PS3) [new]
1:16PM-6:02PM (486 min)

October 8th

Disgaea D2 (PS3) [new]
8:19AM-1:18PM (299 min)

Notes:

- Disgaea D2
 - Probably goes without saying, but I fucking love this game. It's a new Disgaea game.
 - There are some problems I have with it, but it's still Disgaea at its core so it's highly enjoyable.
 - Most of the changes they made to the mechanics I don't like. Except for the throw mechanic. Holy fuck I love the throw change they made in this game. Besides that I'm not a fan of the changes.
 - Will probably rant about them another time....maybe.

October 12th

Monster Monpiece (PSV) [new]
7:41Am-7:55AM (14 min)
8:18AM-9:49AM (91 min)

October 13th

Blazblue Continuum Shift Extend (PS3) [new]
11:23PM-11:45PM (22 min)
Arcana Heart 3 (PS3) [new]
11:48PM-11:59PM (11 min)

October 14th

Arcana Heart 3 (PS3) [new]
12:00AM-4:24AM (264 min)
3:23PM-5:41PM (138 min)

October 16th

Monster Monpiece (PSV) [new]
7:38AM-7:50AM (12 min)
8:07AM-9:08AM (61 min)

October 17th

Monster Monpiece (PSV) [new]
7:21AM-7:33AM (12 min)
7:49AM-9:23AM (94 min)

October 18th

Monster Monpiece (PSV) [new]
7:24AM-7:36AM (12 min)
7:53AM-8:25AM (32 min)

October 19th

Monster Monpiece (PSV) [new]
7:27AM-7:40AM (13 min)

October 20th

Monster Monpiece (PSV) [new]
7:36AM-7:48AM (12 min)
8:19AM-8:40AM (21 min)

October 21st

Monster Monpiece (PSV) [new]
7:28AM-7:41AM (13 min)
7:59AM-12:57PM (298 min)

Notes:

- Monster Monpiece
 - This game won't end. Oh my god every time I think I'm reaching the end another 3 hours of gameplay pops up. That's how it feels like right now.
 - I enjoy the game, but holy fuck just end already!

October 22nd

Disgaea D2 (PS3) [new]
11:49AM-5:04PM

October 23rd

Metal Gear Rising: Revengeance (PS3) [new]
7:35AM-8:55AM (80 min)

October 24th

Black Rock Shooter: The Game (PSV) [new]
7:33AM-7:45AM (12 min)
7:58AM-8:15AM (17 min)

October 25th

Sonic Generations (3DS) [new]
8:18AM-8:28AM (10 min)
8:40AM-8:52AM (12 min)
Phoenix Wright: Dual Destinies (3DS) [new]
9:25AM-1:27PM (242 min)

October 26th

Phoenix Wright: Dual Destinies (3DS) [new]
7:27AM-7:40AM (13 min)
8:15AM-10:25AM (130 min)

October 27th

Phoenix Wright: Dual Destinies (3DS) [new]
7:35AM-7:47AM (12 min)

October 28th

Phoenix Wright: Dual Destinies (3DS) [new]
7:25AM-7:37AM (12 min)

October 29th

Phoenix Wright: Dual Destinies (3DS) [new]
7:51AM-8:03AM (12 min)

October 30th

Disgaea D2 (PS3) [new]
6:21AM-12:42PM (381 min)

November 1st

Phoenix Wright 5 (3DS) [new]
7:27AM-7:39AM (12 min)
8:38AM-10:02AM (84 min)

November 2nd

Phoenix Wright 5 (3DS) [new]
7:33AM-7:44AM (11 min)
7:52AM-10:38AM (166 min)

November 3rd

Phoenix Wright 5 (3DS) [new]
7:24AM-7:35AM (11 min)
8:16AM-9:37AM (81 min)

November 4th

Phoenix Wright 5 (3DS) [new]
7:28AM-7:39AM (11 min)

November 6th

Phoenix Wright 5 (3DS) [new]
12:08AM-6:33AM (385 min)

November 7th

Phoenix Wright 5 (3DS) [new]
7:23AM-7:36AM (13 min)
7:47AM-9:05AM (78 min)

November 9th

Phoenix Wright 5 (3DS) [new]
7:38AM-7:49AM (11 min)

November 10th

Phoenix Wright 5 (3DS) [new]
7:28AM-7:41AM (13 min)

November 11th

Phoenix Wright 5 (3DS) [new]
7:27AM-7:38AM (11 min)

November 13th

Phoenix Wright 5 (3DS) [new]
3:34AM-9:33AM (359 min)

November 14th

Phoenix Wright 5 (3DS) [new]
7:25AM-9:26AM (121 min)

November 15th

Senran Kagura Burst (3DS) [new]
7:30AM-7:47AM (17 min)

November 16th

Senran Kagura Burst (3DS) [new]
7:29AM-7:40AM (11 min)
7:57AM-9:52AM (115 min)

November 17th

Senran Kagura Burst (3DS) [new]

7:20AM-7:33AM (13 min)

7:52AM-8:43AM (51 min)

November 18th

Senran Kagura Burst (3DS) [new]

7:20AM-7:32AM (12 min)

7:40AM-9:04AM (84 min)

November 21st

Phoenix Wright 5 (3DS) [new]

7:22AM-7:32AM (10 min)

November 22nd

Phoenix Wright 5 (3DS) [new]

8:11AM-8:24AM (13 min)

8:36AM-12:45AM (249 min)

November 23rd

Phoenix Wright 5 (3DS) [new]

7:34AM-7:44AM (10 min)

12:36PM-1:35PM (59 min)

November 24th

Phoenix Wright 5 (3DS) [new]

7:31AM-7:42AM (11 min)

8:13AM-8:42AM (29 min)

November 25th

Senran Kagura Burst (3DS) [new]

7:34AM-7:46AM (12 min)

8:13AM-8:28AM (15 min)

November 28th

Senran Kagura Burst (3DS) [new]

7:21AM-7:37AM (16 min)

7:41AM-7:52AM (11 min)

November 29th

Senran Kagura Burst (3DS) [new]

7:29AM-7:40AM (11 min)

November 30th

Senran Kagura Burst (3DS) [new]

7:29AM-7:41AM (12 min)

December 1st

Senran Kagura Burst (3DS) [new]

7:41AM-7:52AM (11 min)

December 23rd

Soul Calibur 2 Online (PS3) [new]

9:26AM-12:36PM (190 min)

Borderlands 2 (PS3) [new]

12:45PM-3:54PM (189 min)

December 31st

Arcana Heart 3 (PS3) [new]

11:46PM-11:59PM