
Eternal Destiny License



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About This Game

Story:

Earth: the Millennium of humans has approached its end. History has come to a halt. Demons, angelic Kells, and human Cybers are in a three way conflict with no end in sight. Weary of fighting, people have placed their hopes on the Infinita Sacrament, said to have the power to change the world. An independent organization, "The Agency", was created to search for it.

Who will obtain the Infinita Sacrament and take command of the next Millennium? The future is shrouded in dark mystery.
You are the new Agent.



Eternal Destiny is an epic card game inspired by myths, legends, and H.P. Lovecraft, featuring 500+ cards with delightful animation and voice acting!

Features:

- 500+ cards, all with professional voice acting and eye-catching animation
- Evolve your cards by stacking two of the same card
- Defeat enemies by combining cards with various skills, abilities, and attributes
- Art featuring cute, strong, and sexy girls
- Story mode: solve problems as a new Agent with unique allies, and enjoy visual-novel-style storytelling
- Online mode: defeat your friends online with high-level strategy
- Dungeon mode: explore dungeons, level up, and obtain rare cards
- Collect unique cards inspired by famous myths, legends, and H.P. Lovecraft
- Pick sides and choose your favorite faction
- Play and unlock exclusive art



Title: Eternal Destiny
Genre: Strategy
Developer:
Office 5656
Publisher:
Degica
Release Date: 21 Apr, 2016

b4d347fde0

English,Japanese,Simplified Chinese,Traditional Chinese





Goddess Battle Settings



Slot1 (turn2)

Goddess of Demons

Decrease Attack Power of an enemy with the Earth attribute by 25%

Slot2 (turn4)

Goddess of Demons

Decrease Attack Power of an enemy with the Evil attribute by 25%

Slot3 (turn6)

Goddess of Demons

Decrease Attack Power of an enemy with the Dark attribute by 25%

Slot4 (turn8)

Goddess of Demons

Decrease Attack Power of an enemy with the Sonic attribute by 25%

Slot5 (turn10)

Goddess of Demons

Decrease Attack Power of an enemy with the Devil attribute by 25%

Back

Confirm

Ever seen any of those games on mobile where there are 5 different energy bars and 3 different currencies and wonder 'Who the hell pays for this crap?' You're in luck! This is the real p2w simulator right here, giving you the happiness and thrills of being the next overlord with the most OP cards at no extra cost after owning the game (and/or optional DLC). Eternal Destiny is a giant middle finger to all those crappy p2w mobile games loaded with ridiculous in-app purchases.

This 'p2w game' in sheep's clothing (the one brutal fact that the game has no microtransactions) deserves more than it gets credit for because whoever the creator of this game is was no less of a genius to conceptualize another dumb p2w mobile game you see on the next guy's phone, *EXCEPT stripping all the IAPs and making the entire experience of being rich with the best cards into a playable game in and of itself. I mean, the stars on the cards. The dungeon mechanic. The 'upgrading your cards' mechanic. I see what's going on here :P*

It seems so much to me that Eternal Destiny mocks the trashy mobile games of today's era. Just look at the dungeon mode! Bleh there's an energy bar, but as you click your exp goes skyrocketing and you level up so easily during the first 30 or so floors you don't even use up a quarter of the energy bar before it gets refilled because you levelled up again. It's funny because maybe this game isn't even designed for that purpose and I've just been ranting about my personal interpretation of this game up until now, but it's undeniably a lovely form of satire in regards to numerous aspects mobile gaming has devolved into.

People say the presentation of the game isn't very stellar. Yeah? maybe it's not. It doesn't look like the art was made by professional manga artists and the unassuming blue buttons on the menu may paralyze you in shock... Come on.

If you've seen how bad mobile games are (and/or want to play one without losing all your money), Eternal Destiny will give you a good time. Otherwise this game will just look weird and appear to be grindy. I still recommend it though. Buy it with at least one of the dlc and you will then become the overlord of OP cards.. cards everywhere. Fun card game with fairly minimal strategy, nice artwork and an interesting evolve system. It's pretty much exactly what I expected it to be for the price. There are no microtransactions and the game by default starts censored, although the uncensored version really isn't that bad and I'm not sure why anyone would complain.

All in all it's pretty much exactly what it looks like and if you want a cheap card game to waste some time it's not bad.. This little gem has had me hooked since I bought it. I'm a big fan of TCG's and this is a good one. The devs are very supportive of their product and you are rarely stuck for things to do.

I will concede it's grindworthy (That's a word now!) but I'm not opposed to working my ass off to get what I want, and you have to want some of the rarer cards.

An excellent feature is once you face someone in pvp, their deck shows up randomly in dungeons, even if you get your deck served to you on a silver plate along with your loot it's worth it as you will eventually be able to win all the cards that deck possesses and a buttload of gold to boot.

The only downside is it is prone to cheaters on the challenge mode, the top scores are usually way too high to actually achieve without cheating, but once reported and if found to be cheated, the devs will remove said cheaters score.

All in all this product is worth it's price, the dlc is cheap and you don't have to pay a penny in game.

9/10. I want to like this game, I really do, but this is one of those games that was obviously meant to be a free-to-pay mobile game that made you spit out cash to avoid the grind, and therefore, made the grind insufferable.

The main game mode is a deck-building collectable card game, the sort of which you've seen a thousand times ever since Magic: The Gathering became popular. You have a 20 card deck, all of which are creatures (but you can "assist" by playing creatures on other creatures for a power-up) draw either 6 or 10 on your first turn, and generally win in something like 4 turns if you're going to win at all. There are no lands or other thing that keeps your ability to play game-ending cards in check until later turns, and you get "MP" per turn based upon completely arbitrary settings after you select your deck, so you have no idea if you'll be MP-starved or under powered until after the game starts and it's too late to do anything about it. Also, the game has three factions (basically "suits") that are powered up by placing cards of their suit on one of the five slots. These can triple card strength, so you basically have to play cards of those suits to win, and these are also hidden from view until after you have selected your deck, so screw you if you have a Kells-heavy deck and they say only cyber slots are allowed.

There is a story mode that doesn't really matter that explains why there are three factions (that only matter in terms of slots in the card game) in this game that are hypothetically fighting somewhere in the background, although they all seem not to be doing any

fighting of anyone but you, even when you're on their side, so this supposed war is more of an informed attribute. Supposedly, demons have been unsealed and are fighting humans for control of the Earth, and so are gods\angels\'kells" (the name is inconsistent), because it's time for a Millenium War. Besides that supposed war, however, nearly all the major players are aliens that aren't on any of the three sides, and there are so many non-aligned super-high-tech alien factions it makes you wonder why they bothered making the factions involve angels that don't seem to do anything instead of the various high-tech alien supercomputers that all appear as nearly-naked women "because it helps you deal with them".

The story mode is slow and tedious. You can beat the first few chapters effortlessly with your starter deck, which is really saying something in a game so focused upon grinding. You have to sit through far too much excuse plot for a game that basically amounts to pantomiming out exploration over a single still image of background before being told to fight another mook-slaughtering battle.

But don't worry, you can take time out from this to explore dungeons to grind gold and dungeons-only experience that is used for... more exploring of dungeons! (Yes, story mode and dungeons mode have different experience bars...) In the dungeons, you can "explore" by clicking... which makes you go to a room identical to the 200 before it, and maybe make some coins or experience or a random encounter pop up. There is also a stamina bar. If the stamina bar runs out, you need to either wait for 10 minutes to keep going or you can use stamina potions that you get by paying out gold that you gain in dungeons by exploring to buy potions to use to keep exploring dungeons to gain the gold you need for those potions.... Yeah, they didn't think this one out too well when they converted it out of free-to-pay mode.

Dungeons also have random encounters. Sometimes, there's a random creature from a card that you can add to your inventory by hitting the "recruit" button, and letting another random roll determine if you succeed. You can also "improve your odds" by using more items you can buy with gold you get from dungeons, but not if you want to still have enough gold to afford your stamina potions to keep exploring dungeons for more gold!

Random encounters in dungeons can also include challenges to commander battles. These are supposedly like some sort of two-player Minesweeper, according to the tutorial, where you search to uncover items that you can use to attack the enemy creature. It sounds fun and different and a good breath of fresh air from playing the same card battles or story mode, which is why it's a real pity it's impossible to play them. Yes, they crash the game every time because of some problem the devs\translation publishers can't solve that involves a game that may as well be a Flash game for some unfathomable reason not being able to keep its memory consumption down below 16 GB, so it crashes your game every time.

Hence, you get to enjoy dungeon crawls where you have to say "no" to all battles and just grind up gold until you're too tired, then escape the dungeon. It's just as well, by the time you get to level 40 of a dungeon, the boss monsters suddenly spike in difficulty from pushovers you can kill on a starter deck to suddenly having cards with stats 10 times higher than yours, and it's impossible to go further without tons of grinding.

This brings up the next giant problem with this game: You can level up your cards. Hypothetically, this is one of those great solutions to the problem of collectable card games having tons of duplicates when you have a ton of cards; just destroy a duplicate card to make the other cards of that type be slightly more powerful! The problem, however, is that this completely ruins game balance. Just imagine if, in Magic: The Gathering, someone who had played the game 24\7 since the game first came out could be able to summon a 1 red mana goblin card that was 20\20 flying mountainwalk trample rampage3, and you get the idea. The game is built around the idea that you have to grind THIS much to proceed.

With that out of the way, let me describe the online PvP component of this game: There are 0 players waiting in the lobby to play with you. If you create your own room and wait for someone to join it, they will be level 8 fajillion, and have cards that are the same cards (with the same MP costs) as yours, but with 5 digit stats instead of your creatures' 3 digit stats, and anything you do will be completely futile.

Matchmaking doesn't exist because nobody plays PvP because it's broken as Hell. In fact, the game gives you points that builds up towards rewards for losing just to try to beg people to try to play it some.

There's also some goddess mode, but it's apparently been broken for months. \u00af_(\u30c4)_\u00af

Oh, right, and the cards... There's some "HP Lovecraft inspired" stuff, by which they mean there's an HP Lovecraft card in your starting deck, plus some dagonites that happen to be girls in swimsuits that get more monstrous and more naked as they evolve.

Right, evolution. Cards have "evolutions", which means playing more of the same card on top of the first card makes it temporarily power up and get bigger numbers. There are also pre-evolved cards, but they cost more MP to play, and are harder to acquire in the first place. Evolutions also generally mean that the cards with girls on them take off more of their clothes.

Cards are 90% female, and aside from blinking, the only animation is disturbing breast jiggle. Not that I'm disturbed by breast jiggle, mind, it's the animation that's disturbing. The girl stands stock-still and then the artist uses the "stretch" tool on her chest to make the boobs inflate then deflate (even if she's wearing armor). If you ARE easily disturbed, though, be aware there are naked 10 year old girls kissing cards.

I wish I could be *but I honestly just don't care enough to want to slog through the boring story mode filled with it's (appropriately) paper-thin cardboard cutout characters and excuse plots and do enough gridding of the shallow ends of dungeons to get the sort of deck built up where anything remotely like strategy would ever matter.. I never played a card battle game before and I must say this can be addictive. There is a surprising amount of strategy involved as far as matching a cards skills toward who you are up against.*

Another thing I like is how there is a story path and different arena's (dungeons) that you can play. However whatever you do can build into the other. It is easy to be caught up into the game and it has a lot of playability.. Great game from a great publisher. Nice artwork and fun gameplay. And cute anime girls if your into that sorta thing.. Eternal Destiny is a very fun Collectable Card Game, notable for lacking any kind of microtransactions.

Card-collecting in Eternal Destiny is a lot of fun, since the cards have to be won in variety of ways. Unlike free-to-play CCG, all cards are available through gameplay: either from packs bought with in-game money, won from enemies in dungeons, as rewards for various in-game achievements or in PvP.

Card art is very good, with slightly erotic touch when it comes to female characters, who range from being fully clothed to completely nude (though no naughty bits are shown). Speaking of nudity, the game is censored by default, but for those who enjoy semi-erotic artwork it can be uncensored simply through the game's option.

The combat is manual. Not as complex as, say, Magic: the Gathering's, but still detailed enough that right strategy can help you overcome superior deck.

But on the negative side, the game's AI is terrible. It seems to choose its actions at random, without regard not only to strategy, but even to their usefulness: it will do things like using evolution-preventing skills on cards that are already super-evolved, over-using disabling skills instead of attacking, and being stupid overall. But despite this, battles against AI remain challenging due to stronger cards AI usually has in possession.

Overall, Eternal Destiny is a great game. Collecting cards is a lot of fun, especially since it doesn't take toll on your wallet. And even battles against AI can be fun in mind vs might kind of way.. Got a lot to say about this one, mostly negative but it does have a recommend at the end of it.

Cons:

Grindy - It feels like it was made for a phone or something (and maybe it was, I dunno I don't care enough to look it up) The dungeon is the best example of this, you spam click explore and get small amounts of exp and gold, you level up kind of quickly, but the problem is each level is about 20 extra hp and each floor the enemies seem to jump about 1k in health. So you end up repeating floors a lot if you lose.

Windowed is the only "real" way to play. You can maximize it, but it becomes the ugliest thing when you do and is pretty much unplayable.

*Sound effects are... *shudders* In particular if you play with headphones the transportation sound sounds as if it was made to be the worst sound to put on headphones ever. I've never had a game actually make me take off my headphones before.*

The plot takes a long time to actually go anywhere most of what you read is something along the lines of "Hi, I'm cute. We need to get this shard from over there to trigger a fight!" and that's exactly what happens until you get all the shards.

The battle system is flawed in that the enemies are plain stupid. This means you can sometimes win against a person with 4 times more health, and 4 times stronger cards than you because they spent all their time debuffing your units instead of attacking you. Literally had an enemy where he could attack me and end it, but debuffed me instead giving me the win. I read about this in another review, but I didn't realize that it was pretty much every single fight.

Pros

Grindy can be a pro for some people - I still haven't collected all the cards or even close to it, and I'm 12 hours in. This keeps the card part kind of fresh for now, which considering this is a cheap game is not a bad deal.

Hilarious animation. I doubt anyone will fap to it, but every single female has her boobs bounce for literally no reason and is completely unrealistic. It's funny though. If you find a rare guy or creature card they get like flying stars or something in their cards. Once in a while you find a girl with smaller boobs that can't really bounce and for me this is the hardest challenge and my favorite cards to find. The one type I found has her clothes get more see through as she upgrades because she is a ghost type. So far I have only found 1 nude card, and she is a goblin so she's not exactly pretty to look at, but it's there and worth mentioning I suppose.

pretty card art in general though or maybe it just contrasts from the rest of the ugly game.

Other than that not much pros...

So if you like to grind... say you enjoy the clicker games or things like adventure capitalist, it's not terrible for that purpose. It actually has a game under it, unlike those. If you just want a time waster, this can be your next major sink - to that end I could recommend it at full price.

If you want a game with some solid hours and funny animation, this does the job, but all the negatives will probably bog you down, in which case I recommend it for maybe 2-3 bucks.

Which are you? You decide! Next time on Fappable Anime Games of HISTORYYYYYYYYYY!!

Sorry just had the random urge.. The first CCG I've ever played (aside from Etherlords), so I'm definitely not an expert in this genre, but the game is quite capturing. You know, cute girls with cute voices, strange boobs physics and merciless RNG... Gives those feeling when 'ok, one more dungeon floor and I'm going to bed... What, it's 3:00 am?!'...

A card game with half naked girls? What more could a guy want?

While it clearly has some faults I still think it's a great game, There are a lot of gamemodes to play though the main two you will use are the story mode and dungeon. Along with those modes it also has Challenge mode (Weekly battle that puts you up against strong enemies to get the best score which then gives you some powerful cards depending on your placement on the leaderboard), PvC (Just a simple Ai Battle with varying difficulties with card packs as a reward for the harder difficulties), PvP (Haven't tried yet, Don't think there are many players), Goddess battles (Also haven't played because you need to finish the story first) and Level Cap Breaker (Used to raise a cards max level from 60 upto 1000).

Some of the problems I have with the game include how long it takes for card animations to start/finish, The repeating of certain skills, being unable to inspect the card attacking you when it asks you to select a defending card, Not knowing if a battle will have a ton of Mp or a small amount of Mp before you pick a deck and not being able to copy a deck from one gamemode to use on another.

Ultimately I think it's easy to see if you'll enjoy the game or not within the first 2 hours, New players should head straight into the story mode to unlock new packs and get some freebies and make sure to do the weekly challenge since even if you come last on the leaderboard you'll get useful cards.. I don't get to see how the in game looked like, so I made some clips to help you guys decide whether or not to get this.

=====BATTLE=====

<https://youtu.be/V2MS5UV8ia1A>

[speed x2, slow down to x0.5 if you want it in real time \(I doubt you'll want it in real time, and I just started playing when I record this so it's kinda awkward, and dumb.\)](#)

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=====DECK BUILDING=====

<https://youtu.be/VMax6SbanIRA>

[Building deck is hideous in my opinion, the click response is not so responsive, you cant drag multiple cards into deck, Video show how uncomfortable I am dragging the cards.](#)

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=====DUNGEON=====

[What's more exciting than story mode? THE DUNGEON! HELL YEAAAAAAAAAH! SO MANY EXCITEMENT! MUCH FUN!!!](#)

[11:45 mins of raw dungeon exploring video!](#)

<https://youtu.be/VcG7Uqh6bigM>

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[-30fps locked](#)

[-fixed resolution, full screen is just stretched image](#)

[-building your deck is hideous](#)

[-NO KEYBOARD \(hotkey or anything, not even for opening menu, purely mouse\)](#)

[-the UI, HUD and everything that is not the card's artworks look so cheap -> look at this look at this unsealed card pack's frame](#)

[-But all that doesn't matter, coz you get realistic bewbies animation, I'd wage they invested 99% of funds into the bewbies animation!](#)

[-Game is solid 5V7](#)

[-You can switch to Infinita mode \(you still need any reason not to buy this???\) If you like deck building games like Monster Monpiece \(PSVita\) and Culdcept \(PS2\) Culdcept Saga \(Xbox 360\), you will almost assuredly like this game. It's not as complex as the aforementioned titles, nor is the art work as detailed \(it is still very good though\), however, for ten dollars you could not find better on Steam. Support this game!. Eternal Destiny is a very simple but fun game.](#)

This is the list of my Pros and Cons.

Pros:

-500+ cards to choose from

-Various modes to play including Online battles and a weekly challenge to get up the ranks and get better rewards the higher you are.

-Some card skills are hilarious, such as an opponents card cannot attack for 999 turns.

Cons:

-The % chance for a card to not get sent to the graveyard by skills is broken. Every time i would try to do that they would always stay, every damn time. Even if it's only a 10% chance to not get sent.

Other than that the game is really good.. a great CCG in itself. plenty of cards are sexy girls, for those who like eye candy (like me *^ ^*). This is a port of an old (2014) f2p VITA game, localized and adapted to remove IAPs so they can sell it to you for a one time fee instead.

Keep this in mind because it is heavily reflected on the production values of the game.

Pros :

+Simple but addictive TCG gameplay

+Fully voiced story (JP only) with VN-like presentation

+No censorship (remember to turn on "Infinita" mode on options).

+A decent length story mode

+Some extra modes to keep you playing after you're done with that, or to strengthen your deck if you struggle with story.

+Online versus (though be sure you got a friend to play with, because pubs are pretty much non-existent).

Cons :

-Clunky mouse-only interface

-If you have card animations on, you'll see FPS drops when the cards "fight"

-The story is nothing special and for the most part is one shallow excuse after another to have card battles.

-Most of the non-story modes require a server side connection, which means they'll not work offline and will eventually die.

-The art of the cards is very hit and miss.

-Quality aside, each card is supposed to have 3 levels of evolution with 3 different illustrations. For a lot of them, the devs cheated out and reused the same base artwork but mirrored or recolored.

-The VA work is very amateurish. Still acceptable for the most part (except for Cecile), but don't expect any big name seiyuu here because this game has none.

-This game is old, which means whatever content exists for it is already done and no more is being produced. Worryingly, despite that not all of the content has been ported yet. We got 10 chapters of story with an ending, but we're still missing an extra 5 story chapters, several cards and some other things pertaining to the non-story modes. With this being such a niche game with barely any community presence, one has to wonder if the publisher is even gonna bother bringing all that missing content.

Buy if you like card games and lewd, and want to support no-censorship localizations with JP voices. just don't expect high production values.. I bought this game because Heartstone was too pay to win. This is a cute card game based on play-to-win.

The Good

It has tons of cute anime styled cards.

Level up system per card so you can pwn with your noob cards.

Fun bosses and dungeon mechanic.

Weekly challenges vs AI.

Hard at times - but not ragequitting hard.

Many feasible strategies to take down your opponent.

You dont have to spend IRL money to buy extra cards.

Card drops from bosses and mini-bosses + or buy card packs from shop for in game currency.

The Bad

PVP is pretty much dead (or at least you will play with us regulars hahaha).

Card drop grinding from bosses can be brutal.

Achievements are hard/brutal since the ones requiring PVP battles can be difficult to complete.

I hope you can enjoy it as much as I did. Some cards are just tooo kawaii~

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