RWBY: Grimm Eclipse - JNPR Download For Pc [portable]



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About This Content

Four (4) new playable characters come to *RWBY: Grimm Eclipse*. Includes all of Team JNPR - Jaune Arc, Nora Valkyrie, Pyrrha Nikos, and Lie Ren.

Features:

- 4 new characters playable in the story campaign plus all game modes.
- Fully voiced by the original voice cast.

Title: RWBY: Grimm Eclipse - JNPR Genre: Action, Adventure, Indie Developer: Rooster Teeth Games Publisher: Rooster Teeth Games Release Date: 13 Oct, 2016

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Minimum:

OS: Windows 7/8/8.1/10 x64

Processor: Intel Core i5-2500K (4 * 3300) or equivalent, AMD FX-8320 (8 * 3500) or equivalent

Memory: 4 GB RAM

Graphics: GeForce GTX 460 (1024 MB) or equivalent, Radeon HD 5570 (1024 MB)

DirectX: Version 11

Network: Broadband Internet connection

Storage: 4 GB available space

Sound Card: DirectX 9.0c (or higher)

Additional Notes: Gamepad recommended

English, French, Italian, German, Japanese, Russian, Simplified Chinese







There should be another storyline or vs mode with friends for Cinder or Torchwick and stuff. So ya know you don't always have to be the good guy.. I'm writing this review while using the characters for the first time, to record my initial thoughts. Overall, the characters play a bit differently than RWBY, and Pyrrha and Ren especially are quite fun to play, imho. They don't seem overpowered, in fact, I would predict that there will be few Jaunes, but an even number of the other characters with RWBY after the novelty wears off. For me, this is worth the \$5 price tag.

Now, for my notes on each character individually, given ~1 hour of play (total) with the 4:

Pyrrha

+ Light attack combos. Especially since you can upgrade her basic combo, you can actually use light attacks effectively without heavy attack finishers, and can easily change targets in the middle of the combos.

+ Ranged counter. Having a ranged counter, to counter without leaving your current target, is great.

- No sword. Her weapon is always in spear or gun configuration. This isn't horrible, but I was hoping to see one move where it was a sword.

-Really slow team attacks. Seriously, they take like half a year to execute.

Nora

+ Powerful ranged attack. The power of her ranged attack seems to be similar in power to Weiss's ranged. She trades freezing and homing for indirect fire and landmines, though.

+ Generally powerful attacks, similar to Yang.

+ It's Nora.

- Slow and somewhat awkward attacks. She probably has the slowest attacks in the game.

Ren

+ Good character for maneuvering (like Blake, but less so)

+ Packs a punch (like Yang)

+ Really interesting ultimate (multi-target, non-AoE)

- Powerful charged Heavy attack requires Aura to use (after upgrade)

- Ranged is a bit meh (and can't be upgraded)

Jaune

... and Jaune! (kidding)

- + Powerful basic attacks
- + Great team bonuses (though short lived)
- + Shield bash is interesting
- Poor dodging skills
- No ranged attack
- Slow speed (and slow dodge). Just two things:

BOOP !

and

\u266cI'm Queen of the Castle\u266c. Pyrrha's in it.. What it says on the tin. 4 new playable characters.

Jaune has very Jauney lines. He also has abilities that shine most when others join the fight making him sort of a support. Ren is stoic.

Nora is a bomber.

Pyrrha is alive.. 1. World-renowned figher

2. Whats basically a ninja

3. Nora can bench five of her

4. Jaune

For Pyrrha!. I'm queen of the castle I'm queen of the

With this DLC, there is actually some variety in the gameplay of different characters. While everyone in Team RWBY plays pretty much the same "Hack'n'Slash like you don't care"-style except for Weiss, we have a whole different role behaviour in Team JNPR.

Juane plays a supporter role, which is actually pretty weird for a Leader. His ult actually buffs your allies and yourself. Juane is also the only character in the game that has no gun whatsoever.

Noras weapon swings slower than any other character, therefore she does damage that is out of this world. Be careful around this badass!

Pyrrah is exactly as OP as she should be. Her spear swings fast and strong, her ult does damage like \u2665\

Rens attacks focus on range, given that he weilds 2 pistols. He does a decent amount of close range damage, but his ranged attacks are far more useful as they damage bigger groups of enemies instead of just one enemy at a time. Also, his taunt is \u2665\u260

CONCLUSION:

Thank you very much for this amazing update Roosterteeth. Keep up the good work! Please play around more with the game, let us play more levels and characters, and this amazing arcade slasher will be even more of a total hit!. Do you believe in destiny?. The characters are well made, balanced, and play to their own strengths. RT Games definitely stepped it up with making quality characters to play that feel unique and fun. Horde mode (which is free with the base game, but did come out at the same time as this DLC) is excellent and more enjoyable than the Campaign.

My only gripe with this DLC, which has been stated in many other reviews, is that Team JNPR absolutely outclasses Team RWBY. I wish they would take this experience back to the drawing board and redo team RWBY. If not, maybe add a "Time-Skip" set of characters for RWBY in the future that fixes them. I honestly do not even enjoy playing Team RWBY anymore with Team JNPR as a much better, and honestly more enjoyable, option.

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