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===== Langrisser is a fantasy tactical role-playing video game series created by Masaya Games with main development team Career Soft. The series features a fantasy-Germanic setting but incorporates religious concepts like ditheism and sword worship to provide historical context. Originally released for Sega platforms in the 1990s, Langrisser was later ported to other platforms such as PC Engine, Super Famicom, and PlayStation. The series is divided into Scenarios, each revealing a portion of the story through battle interactions. The games set themselves apart from other tactical RPGs with larger-scale battles where players can control over 30 units at once and fight against multiple enemies. Unit movement and combat follow a system of turns, where military commanders are positioned on the game's map and units are hired. A commander's class dictates their command range radius, giving bonuses to attack and defense due to proximity. Commanders can recover life using specific commands. The series features an affinity system, with different unit types having strengths and weaknesses against each other. Additionally, units work together by positioning themselves around the commander, recovering health points. Langrisser III introduced a relationship system similar to dating sims, where player choices affect the feelings of female allies towards the protagonist. The series has offered non-linear branching paths and multiple endings since Der Langrisser.The devil tribe worshiped Chaos, while humans worshiped Lushiris, the goddess of light. Each deity had an avatar that wielded its power in the human world, preparing for its arrival. Böser, the prince of darkness and Chaos' avatar, was actually a damned human's trapped soul. Lushiris' avatar, Jessica, was a magician. Both avatars possessed swords imbued with their gods' powers: Böser controlled Alhazard, while Jessica controlled Langrisser. By choosing champions for these swords in each era, they influenced the world through endless wars. Langrisser, a copy of Alhazard created in ancient times, was bound to Sieghart's soul, the first king of Elthlead, later known as Baldea. The series has ties to Team Career's earlier strategy games, with Elthlead and Gaia no Monshō serving as the backstory for the original Langrisser. The release timeline includes Langrisser: The Descendants of Light in 1991, followed by multiple sequels and remasters. Until 2016, only the original Langrisser was officially localized to English, but fan translations and later releases have made the series more accessible. Langrisser Re-Incarnation Tensei, Langrisser Mobile, and Langrisser I & II have been localized in English. Other games in the series include Langrisser Millennium, Langrisser Tri-Swords, and Langrisser Schwarz. Compilations like Langrisser I & II and Langrisser: Dramatic Edition offer collections of the games. The Elthlead trilogy, including Elthlead, Gaia no Monshō, and Guyframe, serves as a predecessor to the series. =====The gameplay of Langrisser I & II involves tactical turn-based combat, with a focus on strategy and party management. The player controls the Descendants of Light as they navigate through various environments, including battles against enemies and interactions with non-playable characters. ===== Langrisser I & II for PlayStation 4 and Nintendo Switch was initially released in 2019, followed by North American and European releases on March 10th and 13th of 2020 respectively.Langrisser Strategy and Gameplay ===== Langrisser is a tactical role-playing game with a rich array of features, including an array of playable commander units, mercenary squads, and numerous branching storylines. The battles take place on a grid pattern map, similar to chess, where the player takes turns against an enemy army, moving each individual unit and using various tactics to attack or defend against the opposing forces. The game is divided into chapters, with each chapter featuring a scenario where the storyline will progress and a new battle will begin. With each new battle map, the player will select their commanders, hire mercenaries, and engage with enemy forces, meeting the specified win conditions in order to claim victory. Although the maps and commanders vary between titles, the game mechanics are shared, thus any tactics and strategies learned will aid the player as they progress through the chapters of both entries. One of the key features of Langrisser is its Story Tree, which allows the player to experience different storylines and individual character epilogues depending upon the choices made in and out of battle. The player can go back and replay stages, see when and how the story branches, or simply review the story up until the current chapter. There are a total of 8 routes in Langrisser I and 13 routes in Langrisser II, each allowing the player to join different factions and ally with various characters. By utilizing the Story Tree, the player can gain additional gold and EXP, as well as explore different story routes. However, once the Story Tree is reset to a particular chapter, it is not possible to skip to future chapters. The game features four main titles: Langrisser I, II, III, and IV. Langrisser I follows the tragic tale of Prince Ledin of the Kingdom of Baldea, while Langrisser II follows the story of a wandering swordsman named Elwin. The later titles continue this tradition, with each one offering its own unique storyline and gameplay mechanics. Overall, Langrisser is a game that offers a rich and immersive gaming experience, with a deep strategy system and multiple branching storylines to explore.Langrisser & Alhazard awaken from Gizarof's lab, beset by Rainforce & Aizel's mysterious force. After a daring escape, Sigma & Lambda search for their Master, only to be sent on a quest to find the Sage's Crystal - two swords Langrisser & Alhazard. ===== As the story unfolds, Sigma & Lambda fight humanity against ancient foes & Crimsonians. The Legend concludes with Sigma & Omega synergizing with Langrisser to save the world but shattering Langrisser & Alhazard in the process. ===== Langrisser Wiki offers a comprehensive database on Japanese tactical RPGs developed by NCS/Masaya & CareerSoft from 1987-1999. It's a spoiler-heavy wiki, so be cautious. Updates are ongoing with 488 articles & counting. ===== Goals include creating a complete wiki for the Langrisser series, analyzing connections between vague elements, and offering helpful tips to players. ===== For contributors, start with the Stub category, marking pages that need expansion. Use your best judgment when creating new content. ===== Legendary Objects Alhazard & Chaos's Glory. This wiki is under development; we welcome your help & discussion on our Discord or forum. ===== Currently, there are 488 articles in this wiki, but it continues to grow.