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(UPDATE) Consultations - Known gaming problems (as of December 22, 21:00 PST)23. joulukuuta 2019 JulkinenAttention Conscripts! Please see the game recommendations below. Failure Unit Revival Bug (as of December 22, 21:00 PST) We are pleased to report that the Block Revival bug has been fixed with the game patch that has been released. It's a good thing to restart a customer's game in order to download said patch. Thank you for your patience. 18, 19:00 PST)We are pleased to announce that the game version Update 2.9.0 for the iOS platform is now available as of December 18, 19:00 PST. iOS users can now update their game until the latest version. If you have any problems, feel free to contact our support team at www.gumisupport.com. Thank you for your patience and good understanding. We are happy to let you know that the entry problem has been solved! Players using iOS devices can now enter the game! Once again, we apologise for any inconvenience caused and thank you for the fact that patience.

Summoners who are facing similar problems are encouraged to contact our support team through our official support website (www.gumisupport.com) for more help. Naita AikajanaLis ryhm'nKutsu tapahtumaan ALL POSTSMY BF trying to download 2.2gb again Any idea why this is happening? Or if it happens to someone else? I won't have WiFi until I get home tonight and don't want to download that data ☹️Not sure how great the update was, but today is maintenance day and they add Chp 2 of the new former quest so there may be more than usual 0 If your get this page that says u it's going to download 2.2g of data you need a place on your device. Usually 2-3 times the actual game space, so it's a minimum of 4-7 gigs of free space to avoid having to download the game every time u open game.0usually its only iOS thing since yes I got iOS and I got 10Gb of free space. I'll check again soon to see if it works, but now I'm stumped. Don't worry, it won't waste your data, it's just some kind of mistake. It appears for me for 70 days and I feel free to click on it and nothing happens. This article needs additional quotes to verify. Please help improve this article by adding quotes to reliable sources. Non-sources of materials can be challenged and removed. Find sources: Brave Frontier - News newspaper book scientist JSTOR (August 2014) (Find out how and when to delete this message template) Brave FrontierDeveloper (s)A-LimPublisher (s)JP: A-LimWW: GumiDirector (s)Eiji TakahashiProducer (s)Eiji TakahashiHisatoshi HayakashiArt y)Yutaka EbishimaWriter (s)Hiroshi SasakoComposer (s)Hikoshi HashimotoPlapofom (s)IOSAndroidAmazon FireWindows Phone 8Microsoft WindowsReleaseiOSJP: July 3, 2013WW: December 13, 2013AndroidW: December 13, 2013 Kindle Kindle 2014Microsoft Windows and Windows PhoneWW: July 2015Genre (s)Role-playing gameMode (s)Raid, Arena, quest, whirlwind, Border Hunter, Frontier Gate, Brave Rub'ブレブフロ Guild (ブレブフロティア, Bureibu Furontia) is a Japanese mobile role-playing game developed and published by A-Lim. It was first released in Japan by A-Lim on July 3, 2013, and then released worldwide by Gumi Asia on December 13, 2013. The sequel, titled Brave Frontier 2, was released only in Japan on February 22, 2018, while a globally exclusive sequel called Brave Frontier: The Last Summoner is slated for release in the third quarter of 2018. Gameplay This section may contain an excessive number of complex details that may only interest a specific audience. Please help by disabling or relocating any relevant information, and by removing excessive details that may be against Wikipedia's inclusion policy. (January 2015) (Learn how and when to delete this template message) Brave Frontier gameplay is similar to the valkyrie Profile Square Enix. The storyline focuses on an unnamed conscript, and players must go through each stage to gain access to a new area. Players are allowed to bring up to 5 units at each stage with the other unit in quest mode. Players make friends through a friend's request. Attacking units in battle reward the player with brave blast crystals and heart crystals. Once the enemy is defeated, the player passes the next stage until the boss who has to pass the full level. Once completed, players are rewarded with zel, karma and items, as well as purchasing units from each mission. When players sparkle the entire area, they will be rewarded with one gem. However, if players don't quest, they use one gem to continue. Units have the ability to carry out special attacks known as Brave Explosions. When activated, the device uses a powerful attack. Brave explosions can also provide improved health points or increase overall stats to gain an edge against enemies. Super Brave Bursts can also be performed, but only if the device has a 6-star rank and has exhausted its Brave Burst sensor. Another version, called Ultimate Brave Bursts, can be used by 7-star and Omni Evolution Units after filling the Overdrive sensor. Omni Evolution units are able to customize their abilities as well as add-on effects from their Brave Bang, Super Brave Burst, and Ultimate Brave blasts through improvements from alloy units of other omni evolution units. Omni Evolution Units can also make resonances that require that two of the same elements of Omni Evolution units spark each other. In addition to quests, the player can also fuse units with those obtained in each mission to level them. Once the unit is now in its level, it is now capable of developing. The requirements for the evolution of suitable units are different. Each unit has its own rating as well, with Omni Evolution being the highest. Players can More units through Honor Summons and Rare Summons, they require players to use gems and honor points in order to summon units. Players can sell units for zel or equip their spheres and gems through micro-transactions. Items can also be synthesized into useful elements such as potions, tonics, and come to life. The spheres are also made in the same way to increase the overall unit statistics. The city provides many items used for them, some items must be obtained through a dungeon cleaned by the player. Another thing is, the city can provide more important items if the player upgrades each institution using karma. Brave Frontier has event quests available inside Vortex Gate, allowing players to obtain evolutionary units, pot or promotional rare units not found in rare Summons. Some dungeons such as Metal Parades, Jewelry Parades and Imp Parades require keys to unlock for a limited time. Events in the game are at the Vortex gate, and players will be rewarded with a free unit if it is completed. Players can challenge each other in the arena and win prizes to reach a certain rank. The game also features Frontier Hunter tests that allow players to raise their hunter ranks, raid battles, slot machine feature, mini-games, daily missions and grand quest. The history of the Land of great Gaia is a world devastated by a war between people and gods that took place many years ago. It is a land surrounded by a veil of mystery, but engulfed in chaos, as some places were conquered by four fallen gods who betrayed their fellow gods. Amid the chaos, Randall's Imperial Army, the capital of Elgayi and the Acras Inducte Hall are doing their best to cope with the chaos of the fallen gods and demonic legions causing it, but have failed to push them back. But, amidst the chaos, a god named Lucius calls the hero to free The Great Guy from the Four Fallen Gods. The development of the game was first announced after the game company A-Lim was officially registered in March 2013. The company is formed through the joint efforts of Gumi Ventures, B-Dash Ventures and Fuji Startup Ventures, a company owned by Fuji TV. Chironao Kunimitsu officially stated that the company will have a key advantage over other game manufacturers in the market. Hisatoshi Heayakashi, the game's executive producer, said the game was inspired by various RPG games such as Final Fantasy, Valkyrie Profile, Romancing SaGa, Star Ocean and Tales; He explained: Initially we wanted the players to walk around the cities and dungeons, but then we thought about mobile devices and small screens and suddenly, knowing how far you were in the dungeon, it was pretty scary, and walking around the cities was not as pleasant as it should be. But I am convinced that if we can somehow imagine the fact that players are walking on and dungeons, talking to people and fighting monsters, all on a mobile device, they really get into the world of RPG. Advertising Divisions After After Release of the game, several promotional in-house units have been released exclusively in Japanese and global versions of the game, including crossover units from magazines such as Famitsu and other smartphone games such as Emperors SaGa, Deemo, Puzzle Trooper, Rebellion of Mana, Mystery of Mana, Tales of Link, Run Story, King Of The Fighters, Ghost Murder, Shin Megami Tensei IV: Apocalypse, Developers also collaborated with other media Such as Crypton Future Media Vocal Mascot Hatsune Miku (The Hobbit) and The Eagle Talon (Eagle Talon) - a spin-off of the manga series called Brave Frontier: Haruto's Summoning Diary (ブレブ フロティア ハト召喚日記召喚日記 Bureibu Furontia Haruto no Shokan nikki) was created by Kiro Sanju and published by Kadoka Shoten Two volumes of the tank were fired on November 14, 2015 and February 15, 2016. The music of the game was written by Hikoshi Hashimoto, who once composed music for various Sega games. The game's official soundtrack, titled Brave Frontier: Original Soundtrack (ブレブ フロウティア オリジナルサウンドトラック Bureibu Furontia Orjinaru Saundoto alone, was released in Japan by Sony Music Entertainment Japan on July 23 ト 2014. Gamezebo's reception gave the game a generally positive review, saying that it got its heart in the right place, aiming to be like the Final Fantasy or Xenoblade series, but it's still caught up in the paradigms of the platform we know all too well. In other words, it's good for your time, just not timeless. The global version of the game was the downloadiest game on Android and iOS platforms with a total download volume of 10 million as of August 2014. He currently holds the Guinness World Record for The Most Pixel Character Art in a mobile game. Cm. also Brave Frontier 2 Links : 3 Japanese VCs team to create a new mobile gaming studio. Bridge. July 3, 2013. Why is there a Japanese game in the category Made in Singapore for the Digital Life Readers Choice Awards?. Gamesinasia. January 20, 2014. Brave Frontier Channels has a bit of a Valkyrie profile. A silicone. January 15, 2014. Can Alim's new mobile games studio make the next puzzle and dragons? E27. July 11, 2013. Mobile start-up Alim enters the competitive Japanese market. rightstartups. July 28, 2013. Archive from the original dated September 13, 2014. Making brave boundaries. Pocket Gamer.biz. Received 2016-09-20. - Hatsune Miku jumps into a brave line. A silicone. October 9, 2014. Received on October 20, 2014. Brave Frontier mixes it The Hobbit and adds Bilbo Baggins. Crunchyroll. 2014-12-02. Received 2016-09-20. By Spencer. November 30, 2014 . 10:36 (2014-11-30). Bilbo Baggins makes a cameo in Brave Borders. A silicone. Received 2016-09-20. Bilbo Baggins will appear in a brave borderline mobile game. Anime news network. 2014-12-01. Received 2016-09-20. - Brave Frontier Review. Gamezebo. March 17, 2014. - links the Official Website (in Japanese) extracted from the

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