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Fault - Milestone Two Side:above Activation Key



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## About This Game

fault - milestone two side:above is a Cinematic Visual Novel that takes place right after the events of milestone one. With the addition of a new 3D camera system, fault -milestone two aims to introduce a more immersive and "larger than life" reading experience. Follow the grand science fantasy story of Selphine and the gang as they traverse back to their homeland!

Please note that this novel is a direct sequel to fault - milestone one and contains massive spoilers of the first story. Play through of the first title is highly advised. Also please note the demo saves do not carry over and it is recommended to play the beginning of milestone two again as things have been upgraded.

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Title: fault - milestone two side:above

Genre: Indie

Developer:

ALICE IN DISSONANCE

Publisher:

Sekai Project

Release Date: 8 Sep, 2015

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English,Japanese,Simplified Chinese,Korean,Russian





## ACHIEVEMENTS



**Field Training Officer Medal**

Finish the tutorial.



**Purple Heart**

Your officer becomes seriously injured.



**Medal of Valor**

Finish 3 duties on the same city without any major mistakes.



**Medal of Meritorious Service**

Finish 30 duties



**Community Policing Medal**

Get 100 reputation points in a one city.



**Lifesaving Medal**

Save life by giving proper first aid instruction.



**Safe Driving Medal**

Solve 50 driving cases.



**Tactical Squad Service Medal**

Have 3 armed police squads on a crime scene, before shooting starts.



**Advanced Certification Medal**

Promote one of your team members to level 7.



**Sacrifice Medal**

Catch criminals despite a death of a team member.

BACK

911 OPERATOR  
v: 1.0.0

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fault milestone two side above русификатор. fault - milestone two side above. fault milestone two side above. fault milestone two side above achievements

I'm only recommending this because - a) if you're here, you probably played the first one which ended on a kind of cliffhanger and the resolution of that scene is some truly awesome 4th wall breaking shenanigans that you will definitely enjoy - and b) there's no "neutral" option and despite my saltiness about the story, it's a well made VN.

Somewhere deep down I probably wish I never touched this series, it's painfully slow (so much useless banter), characters get constantly sidetracked (you know you're making something 4-6h long, do you really have to tackle all the social issues everywhere), nothing major is ever resolved (fm2 ends very abruptly) and the dev team will probably cease to exist before it's ever finished (gotta check back in 2030 or so).

I'll still buy the next one, but if someone ever asks me for a VN recommendation, this series will never be it.. Nice visual novel. It kept me well-entertained for about 6 hours. It is almost a story you could read individually if the character setup wasn't done in part one.

Mechanically, the VN is linear. No stats - no choices - no voice acting. Just a good story and nice artwork in images with some animation. No technical issues or VN engine features missing as far as I'm concerned, it all works fine.

Minor concern: This episode is certainly worth reading on its own, but it feels like the main overarching plot and maybe explaining some more of the the many little things the series hinted at so far might easily require 6-10 episodes progressing at this rate. Which I wouldn't mind reading - but can it be done?



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