My Assignment

[***Zero Escape: Virtue's Last Reward***](https://en.wikipedia.org/wiki/Zero_Escape:_Virtue%27s_Last_Reward) is an [adventure](https://en.wikipedia.org/wiki/Adventure_game) video game developed by [Chunsoft](https://en.wikipedia.org/wiki/Chunsoft" \o "Chunsoft). The second installment in the [*Zero Escape* series](https://en.wikipedia.org/wiki/Zero_Escape), it was first released on February 16, 2012, for the [Nintendo 3DS](https://en.wikipedia.org/wiki/Nintendo_3DS) and [PlayStation Vita](https://en.wikipedia.org/wiki/PlayStation_Vita). The story follows the [player character](https://en.wikipedia.org/wiki/Player_character) Sigma, a man who is abducted and forced along with eight other individuals to play the life-or-death Nonary Game. The characters begin to unravel its secrets and its true purpose. *Virtue's Last Reward* was developed as a result of the unexpected critical success that its predecessor, [*Nine Hours, Nine Persons, Nine Doors*](https://en.wikipedia.org/wiki/Nine_Hours,_Nine_Persons,_Nine_Doors), received in North America. Game director [Kotaro Uchikoshi](https://en.wikipedia.org/wiki/Kotaro_Uchikoshi) wrote the script, which was [localized](https://en.wikipedia.org/wiki/Video_game_localization) for North America by [Aksys Games](https://en.wikipedia.org/wiki/Aksys_Games" \o "Aksys Games), and for Europe by [Rising Star Games](https://en.wikipedia.org/wiki/Rising_Star_Games). Although critics were divided in their opinions of the [escape-the-room](https://en.wikipedia.org/wiki/Escape-the-room) sections, they gave *Virtue's Last Reward* positive reviews, especially for its story and characters. Nevertheless, the game was a commercial failure in Japan, which led to the temporary cancellation of its sequel.

References

Wikipedia…