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About This Game

Katana X is a sword simulation action game designed specifically for VR utilizing tracked motion controls. It's a highly accessible game that is easy to get into and strangely addicting once you start. This game takes real physical skill of body control and hand-eye coordination to get high scores. If you like motion gaming, swordplay, and having a serious workout session, this is the game for you.

Katana X was initially inspired by the famous mobile fruit slicing game, but we wanted to make a game that you can actually feel like you are wielding a sword and correctly physically interacting in the virtual world. Slice with the sharp edge of your sword, try for combo opportunities, and avoid hitting bombs to achieve the high score! With practice and the right technique, you might be surprised how high a score you can achieve. Who will be the next Katana Master?

Features

- Physics based, realistic cutting simulation - cut precisely, how you want, and where you want
- New fruit cutting training modes, to get familiar with the basics of the game
- Multiple fruit modes with a completely reworked spawning system
- Multiple new tatami mat cutting challenges
- 2 unique scenes with day and night settings

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- Customize your swords with six changeable blades (katana or ninjatō variants) and three handles (shirasaya, cane, classic katana fitting)
 - Compete against your friends on local leaderboards or Katana X players from all over the world on the global leaderboards
 - Enjoy immersive, highly detailed 3D graphics and 3D positional audio in VR
 - compatible with HTC Vive and Oculus Touch

Warning: Please Play Safely!

We care about your safety and the safety of others. This is an active, skill based game that simulates real world sword wielding behavior. Due to the nature of fully immersive virtual reality, you may not be aware of your real surroundings. Please make sure your play area is clear from walls, people, animals and any other obstructions that you may collide with once in this VR game. Don't forget to use your wrist strap. If you feel tired or experience any discomfort, discontinue playing. Take breaks often. By playing this game you accept all risk and liability.

Your Katana X Dev Team,

Ben and Alex

Title: Katana X
Genre: Action, Indie, Simulation, Sports, Early Access
Developer:
Aargle, LLC
Publisher:
Aargle, LLC
Release Date: 9 Jun, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: Intel i5-4590 / AMD FX 8350

Memory: 4 GB RAM

Graphics: NVIDIA GeForce® GTX 970 / AMD Radeon™ R9 290

DirectX: Version 11

Network: Broadband Internet connection

Storage: 4 GB available space

English



BATTLE SPACE

EX DASH SPACE

DASH BROTHERS SPACE

HIT SPACE

LINKDOWN SPACE



Change Class
Change Name
Cancel

Priest: How may I help you?

katana x reader. sound blaster x katana 7.1 7101. katana x vr. x rebirth katana. katana sound blaster x software. sound blaster x katana treiber. katana xenoblade x. katana x creative. katana x reader tumblr. sound blaster x katana media markt. katana x captain boomerang. katana zero review. sound blaster x katana rgb. mobil katana 4 x 4. blaster x katana soundbar. sound blaster x katana mac. katana x lite. sound blasterx katana x drivers. katana wallpaper 1920x1080. sound blasterx katana ps4. katana case iphone x. iphone x vs katana. creative sb x katana 1.1. katana sword sniper x driver. katana mac os x. sound blaster x katana indonesia. katana 1920x1080. tritton katana xbox one x. sakabato katana samurai x. boss katana 2x12. katana da20 x-plane. kitana mk x. katana x-treme. katana x steam. katana x plane 11. sound blaster x katana ebay. katana zero endings. kitana moves mortal kombat x. sound blaster x katana software download. boomerang x katana fanfiction. sound blaster x katana firmware update

One of those games that exclusively exists to waste your time, except this one actually makes you pay for it.

The game is just the player wandering around heavily recycled maps fighting the same recycled fights with periodically recycled enemies. The combat is nice and provides a decent challenge, but randomizing the available attacks the player has each turn is obnoxious and turns combat into a dice rolling competition; meanwhile some of the enemy gimmicks are straight up broken and overpowered; like infinite regeneration. Fights trigger periodically while the player wanders the map, and the game tries morbidly hard to force the player to wander as much and as long as possible to trigger as many fights as possible to waste the players time. The game is entirely designed around this system.

Even the combat itself is slow. The attack sequences take so long to play out and have obvious delays in when they trigger. You can't actually skip anything. Characters don't even have any real animations or anything for attacking, and the combat interface is just all their PNGs pasted onto a background surrounding the enemy PNGs.

The story is interesting in theory but due to generally shallow writing which additionally centres the story around events which require fetching and walking it's just not interesting. Every attempt the story makes at having an emotional or meaningful impact falls flat over the stock writing. The characters are equally as shallow, and while not being completely flat the lack of interesting writing renders whatever potential they did have as being wasted. None of them are memorable because none of them are people, they're just PNG images scripted by some ignorant corporate employee.

The pornographic aspect of the game has been censored, and even if it was not it's still not erotic enough to actually serve as pornography. So if that was any reason to play this game, it isn't since this game can't even do something that simple correctly.

The game is filled with small glitches and amateurish design choices such as there being a visible delay on when the standing animation triggers when you stop moving your character; the walking animation restarts every time you hit any other direction key even if you're still walking in the same direction; the snow and ember effects in the environment move based on your movement so if you move up the snow or embers stop falling and if you move down they fall extra fast. Kinds of things that honestly any competent developer would of thought of ahead of time, or noticed during basic quality testing.

I gave this game a chance because I found the combat and not completely awful characters to be intriguing enough for me to want to see how far the story goes. But as it went on the game just kept trying as hard as possible to waste my time, until it started sending me back to previous areas on mandatory fetch quests. The ability they give you to avoid fights and save time, doesn't save time, because every time you activate the ability you have to stand still and wait for the character to shout their line then wait for the dialogue option to come up telling you you used the ability then you have to dismiss the dialogue option so you can start moving again. And after the ability runs out it gives you a second prompt which stops you from moving until you dismiss it, and a glitch causes that prompt to trigger multiple times when you change floors.

Additionally, the game starts spamming enemies which use charge up attacks which deal massive damage and require you to block that turn to avoid the massive damage. The block animation, is long, and also wastes your turn. So now the length of fights has doubled. So again, the game is trying comically hard to waste as much as your time as possible in the most petty ways instead of just trying to be a fun game.

This feels like the kind of game made by people who don't value human life, and just view it as a means of profit. As this shallow game tries in every single way to draw out and waste the players time as long as possible just to justify its ridiculous price tag. Fourteen hours of wasted time I gave because I thought this would actually be playable, only for it to brutalize my patience with asinine chores and inane retardation to the point of breaking.

And I paid for this, I paid to be treated like cattle by people I don't even know. The game and the people who made this don't value your time or enjoyment, they just want your money and then give you something like this in its place. It promises combat and sexy girls in exchange for your cash, then it gives you those things very poorly while also dragging it out as long as possible to trick you into thinking this game is large enough for its price value.

I didn't even play it for the sexual objectification or the combat, I just thought it looked cute. Now I lost however many dollars and fourteen hours with nothing to show for it; this game isn't fun, it's poorly designed, it's shallowly written and it's disturbing that this kind of exploitative trap is actually being made at all by living creatures which claim to be empathetic.

I feel absolutely horrible knowing I paid to spend so much time with no pay off giving this game a chance only for it to degrade me down to giving up. I'm legitimately depressed over it, I lost two days of my life to this abhorrent idiocy and I paid for this. I have no words to describe how wrong this is.. games fun kinda creepy u only get one level without buying dlc. This is the new benchmark and a must see. It is beautifully layered on so many levels - music composition, art direction, story and on a technical level with its volumetric capture - its stunning. Hopefully this piece will inspire other creatives to strive beyond what they think is possible.. Fantastic game... so addictive. A beautifully designed set of puzzles with a whole spectrum of solutions. Some describe it as relaxing, others as tense! Once you play through the 50 core levels, there is a vast array of workshop levels to play through, and many of them are fantastic quality. Start with the 'Featured' levels - you won't be disappointed.. BLADENET should be a slam dunk: it's SpyParty, but all the players are spies. It's like a multiplayer Hitman. I love cyberpunk. All of these things should make this game an easy win for me. What went wrong?

Sadly, the game's current state is simply not good. It doesn't run too well (at least for me), but more importantly, the mechanics at play here are unsatisfying. Maps feel dead and empty, despite being loaded with people. Everything comes with a level of jank that is just a little to strong for my tastes; it simply doesn't feel good. Objectives are simply unclear, and accomplishing them doesn't feel good.

Maybe BLADENET will get better. It's a good candidate for Early Access, but I simply cannot recommend it as a complete product in it's current state, as well as its potential is, when it simply does not give what it could. May refund; but will keep an eye on the future of BLADENET.

I recommend this game if you get it on sale it's pretty boring if you play for more than 30 minutes at a time which might leave you to stop and just give up.. Loved it. As with all simulation games I wish it had an open level.. so glad i bough this game... such a fun game with great music. i also have it for ps4 but you really cant go wrong playing it on steam and its a better version than the ps4 version because of the extra graphical updates etc.. The short review is that the game is fantastic. It's priced at \$10 as of the writing of this review, and it's worth it, but getting on sale would be better!

Except for one point, the story was excellent, the feel of the game was great and very immersive in 1930s New York, the soundtrack kicked butt, the puzzles were intelligible (I knew exactly what to do most of the time, but there was just the right amount of difficulty in getting it done), and I thought the humor of the protagonist was fantastic, but I like dry humor. The connect-the-dots mechanic was pretty inventive, I thought and added a good detective story even better, IMHO. The mannequins were probably the worst part of the game because they sometimes looked or did things that weren't right, but almost all point and click adventure puzzles suffer from this. My second complaint would be all the Dannazonis that were liberally peppered throughout the game. It was a bit overused.

To address some complaints about the story being too linear or limiting in that I can't grab an object or do something now, but can later on when the story advances, I actually thought it made sense and, once again, is something most point and click adventure games do. I actually didn't mind because I viewed it as a story-focused game and that stream-lined it so that I could enjoy the story instead of getting caught up in picking up a bunch of useless stuff that I didn't need and wouldn't use.

SPOILER ALERT AHEAD!

The one thing I didn't like about the story was the paranormal element that was thrown in regarding the girl. While she is basically the MacGuffin for Face Noir, there is this allusion to her being able to control time and dreams and that she is going to do something supernatural in the sequel. This kind of threw me out of the immersiveness that the rest of the game established so well. The supernatural really has no place in a good noir story. Read any of the hard-boiled detective writers like Raymond Chandler, Dashell Hammett, and Mickey Spillane that typified the detective\Noir writing and none of them ever got caught up in that stuff. I also thought that its introduction in the last 1/3 of the game kind of blindsided me after being so true to the hard-boiled detective genre for the first 2/3 of the game.

I do look forward to Face Noir II, though. Great job!. Bummer, throught this game included couch co-op... Would be a plus if eventually it gained it.. This is a very fun game. If we are more online then it will be even more enjoyable. Anyone who does not write it does not understand why he did it. We hope there will be improvements: more tracks, more ships, figures. Great success for development. :). Meh, it's ok. Go play one of the ones on DS/3DS instead.

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