
One Strike Patch

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About This Game



Title: One Strike
Genre: Action, Casual, Indie
Developer:
Retro Reactor
Publisher:
Retro Reactor
Release Date: 3 Nov, 2017

English

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It's an amazing tribute to old school fight games! The strongest points of One Strike are the fact of each duel is a mini heart attack at the end, the weight of animations and the screenshake create a very good mood when you cut some necks or strip a belly off! The music and SFX are dramatic and the pixel art graphics are beautiful! Each character has a very particular way of fight, which is great because you have to try a lot of different tactics to win.. When looking for a fighting game, there are a few requirements that I hope to encounter before making a purchase. Solid mechanics, a good mix of different characters, some depth to explore and an interesting premise and/or concept to make it stand out. One Strike has all of these and as a result, it's unquestionably a good game. It's sharp, has a good learning curve and also distills its fighting game core to its basic components, making for a good introductory game for anyone that wants to get into the genre. This is worthy of applause, since fighting games are difficult to get into at best and can be outright hostile to new players at worst. And yet, as I write this, I'm unsure if I should recommend this game or not. You see, One Strike is exactly what it looks and sounds like: a fighting game where everyone dies in one hit. Nothing less, but sadly, not really anything more. There are four singleplayer modes that all end up being (basically) one of three things: matches against AI where you either have five lives, three lives or one life. That's it. No story, no online component, nothing. As much as I like it, I feel like there could have been much more there, and should have been. On top of that, the UI is barebones to a frustrating level. There's no "ESC menu" when you're in a match, meaning no quick restart and no quitting out of a match if you misclicked and entered the wrong mode (for instance). There are also a number of menu screens between the starting menu and you actually getting into a game, including a mode description which only has a function the first time you go through it. This makes going into a game slow and cumbersome, which would be fine if it was necessary - but it isn't. That's what makes it so frustrating, as the game deserves better than having these elements of irritation in there. There are also no options. At all. So there's that. If you're going into this game as a fighting game, then it's very good. In terms of pure mechanics, it's fun, and the different difficulty modes have a great balance to them. If you're out to learn the basics of fighting games, then it's also good. It might also be decent if you have a friend to play with. That is why my review is a recommendation, because for what it is, it's good. But for anyone else who might only want a game to play? Sadly, I'm obliged to say that you just won't get the content here. For the general audience, this is probably a pass.. The game seemed cool but without proper controller support it is essentially unplayable. EDIT: While the issue seems to not be fixed yet, the developer is working to get it fixed and it feels unfair to not recommend the game when it's evident the dev does listen when there are issues, and works to fix them ASAP.. The game seemed cool but without proper controller support it is essentially unplayable. EDIT: While the issue seems to not be fixed yet, the developer is working to get it fixed and it feels unfair to not recommend the game when it's evident the dev does listen when there are issues, and works to fix them ASAP.. Simple, polished, and fun game with an amazing soundtrack that really needs more love.. It's addicting, awesome, and multiplayer. Please pick it up! It's cheap and goes on sale.. Nostalgia everywhere! This game gave me goosebumps while I remembered all my golden days playing Master System, Mega Drive, Gameboy and other video games. But talking about the game. The game is really well polished and balanced. You have one chance to defeat your opponent and mastering the defense, attack and dash timing is essential. At first you can think: "What the! This character is too easy", but then you get to play at HARD difficulty and you see that the game is pretty well balanced and hard to master. And oh, the music. it's just amazing. I actually stayed minutes in the game title screen just to listen to the full song. All of the songs are great, and also the sound effects. The graphics are really good. I like the way the developers balanced the high def graphics with the 8 bits. You actually see that the 8 bit was a design choice and the developers have the skills to deliver highly detailed graphics. The controls could be better, though. Be able to rebind them would be really cool. I'm giving an 8.5/10 to this game. Looking forward to see it flourish and new deliveries from these developers.

One Strike for MAC OS is Online! : If you were waiting for Mac Support, don't wait any longer, go grab your copy and slash some foes in pixelated medieval Japan! Also, sorry for the delay in making this version available!. One Strike featured as one of the best Steam Releases of the week! : "Balletic feudal Japanese fighting game, whose name derives from the fact that the first character to get hit by the others sword, chain, polearm or whatever dies instantly. With each match lasting just a handful of seconds, its equal parts guessing game i.e. when is the other character going to lunge and one of strict timing mastery. The death moves, a silent collapse from standing, put me in mind of the Lucy Liu battle in Kill Bill, though I suspect that was lifted from some Kurosawa film.". Neue Version 1.2 fr World of Subways Vol. 4 : Weiter gehts mit neuem Update fr den U-Bahn Simulator von TML-Studios. In der Version 1.2 ist ein Regler fr das krzlich hinzugekommene Cab Sway-Feature sowie fr das Field of View eingebaut worden. Auerdem wurden die Kabinenkamera wieder aufgerichtet und die Passagieranimationen verbessert. Drber hinaus wurden einige Bugs behoben; so beginnt das Tutorial nun nicht mehr immer wieder von vorn und die Aggro-Anzeige steigt bei Schichtweiterfahrt an der Endhaltestelle nicht mehr weiter an.. New Version 1.2 for World of Subways Vol. 4 : TML-Studios have published a new update for their Subway Simulator. Version 1.2 introduces a slider for the recently added Cab Sway feature and for the Field of View. Furthermore, the position of the cabin camera has been corrected

back to its pre-1.1 orientation and the animations of passengers have been improved. Additionally, some bugs have been fixed; the tutorial doesn't always start from the beginning any more, for example, and the Aggro meter no longer increases when continuing a shift from the final station.. First Update for Subway Simulator World of Subways 4 : The work regarding World of Subways 4 doesn't stand still. Developer team TML Studios releases the new version 1.1.0 of the New York Subway simulator. With this update, the tolerance of the conductor AI has been raised, the beginner missions have been simplified and the English localisation has received some fixes.. Erstes Update für U-Bahn Simulator - World of Subways 4 : Die Arbeiten rund um World of Subways 4 stehen nicht still. Das Entwicklerteam TML Studios veröffentlicht die neue Version 1.1.0 des New Yorker U-Bahn-Simulators. Im Rahmen des Updates wurde die Toleranz der Schaffner-KI erhöht, die Beginner-Missionen vereinfacht und die englische Lokalisation gefixt.. One Strike 1.1 Version! : Hello fellow Samurais, Ninjas and Monks! I hope you guys are enjoying the game! I am here to announce a brand new version of the game and what can you expect from it! A brand new duelist: The Oni! A fearsome Tetsubo wielder!. Full Controller Support : Hi everyone! The game does feature full controller support as it appears in the One Strike landing page. If you having issues to get your controller working, please let me know. A quick fix for the issue could be: Disable PS4, Xbox, and Generic Gamepad Configuration Support settings in Steam Big Picture controller configuration settings.. Steam Achievements Online : As promised, One Strike is bringing to its players 96 achievements and none of them are "Congratulations, you have played the game". Every one of them is earned with tears and blood.

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