

Download ->>> <http://bit.ly/2QODEAU>

About This Game

Story

On Dec 25th 1925, a Japanese nationalist revolutionary group staged a coup d'etat. The revolutionaries acted swiftly, suppressing the prime minister, police, major corporations, and newspapers. Struggling to react, the old government faction sent the order to a secret information organization 'Igasei' to initiate an assassination program called 'Yatagarasu' and eliminate the leaders of the coup d'etat.

Overview

Yatagarasu Attack on Cataclysm is an original, traditional-style 2D fighting game with 11 playable characters that takes heavy inspiration from Street Fighter III, focusing on delivering solid game play and high quality production values.

The control mechanics are simple and readily accessible to anyone, but gameplay is based around reading your opponent, parrying and countering, and is deep enough to provide an enjoyable challenge for even seasoned fighting game veterans.

Dynamic Commentary

Yatagarasu AoC features a unique commentary system which provides tournament-style real-time commentary based on developments in the match. Both Japanese and English dynamic commentaries (audio and subtitles) are available and providing the English commentary are veteran commentators Jchensor, UltraDavid, and Maximilian.

Other Features

Other features include online play with rank matches, lobby matches, online leaderboards, tournament play, Twitter integration, a fully-featured training mode, and GGPO to follow in an upcoming update.

Creative Talent

- ★ Yatagarasu AoC features 2D pixel art by KOTANI:Tomoyuki AKA Styleos (King of Fighters, Mushihimesama, Ibara), and arresting character art by Miwa Shirow (Dogs, Black Mind) and Yasuda Suzuhito (Shin Megami Tensei: Devil Survivor).
 - ★ Voice acting talent includes Kaji Yuki (Attack on Titan, Final Fantasy XIII, Genso Suikoden), Uchida Maaya (IDOLM@STER, Holy Knight), and TOUGEKI announcer Koori Masoi.
- ★ The Yatagarasu soundtrack is created by Raito (Melly Blood, Under Night In-birth) and performed by the renowned doujin songstress LIQU@. [list]

Title: Yatagarasu Attack on Cataclysm

Genre: Action, Indie

Developer:

Yatagarasu Dev Team

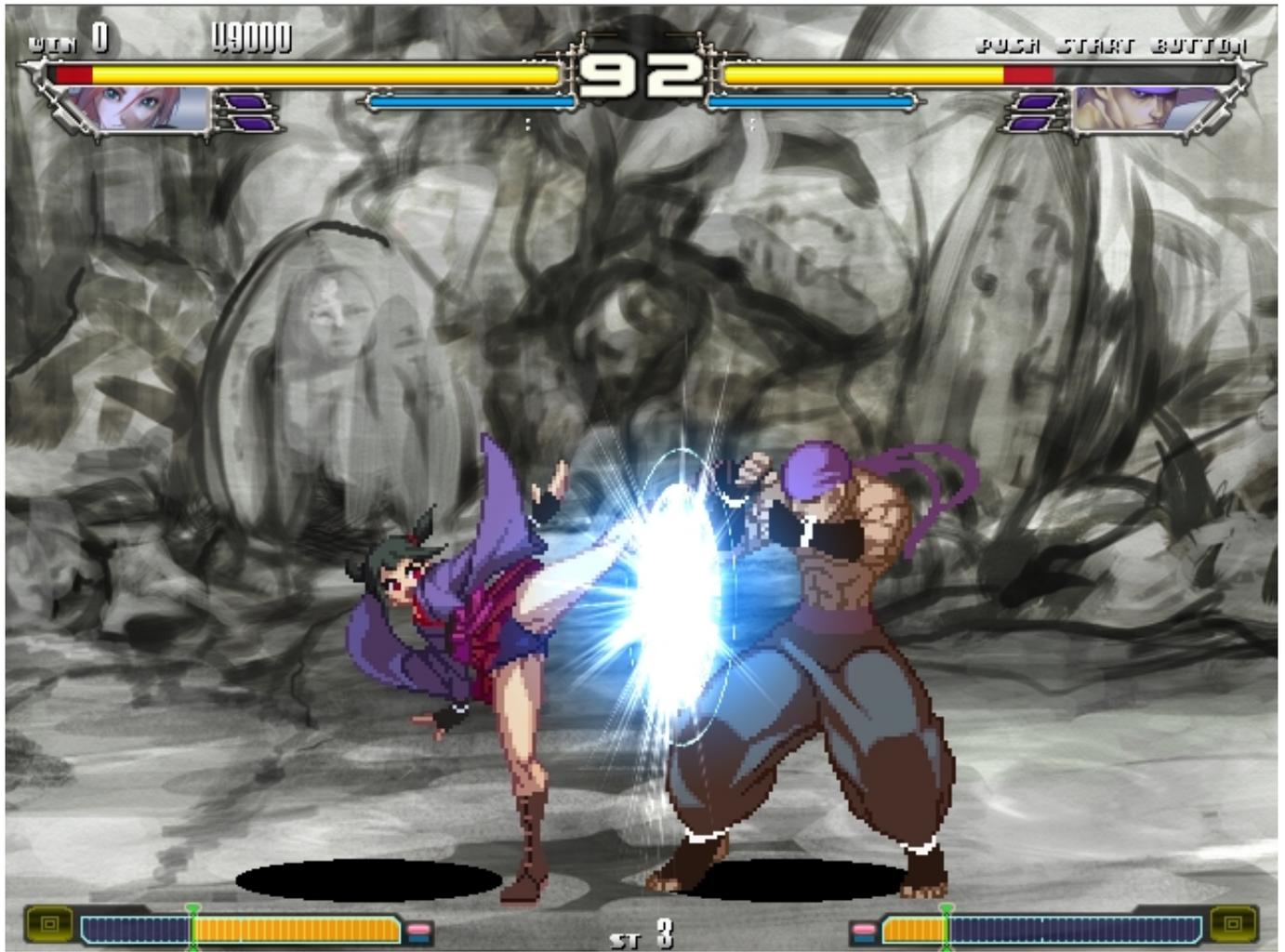
Publisher:

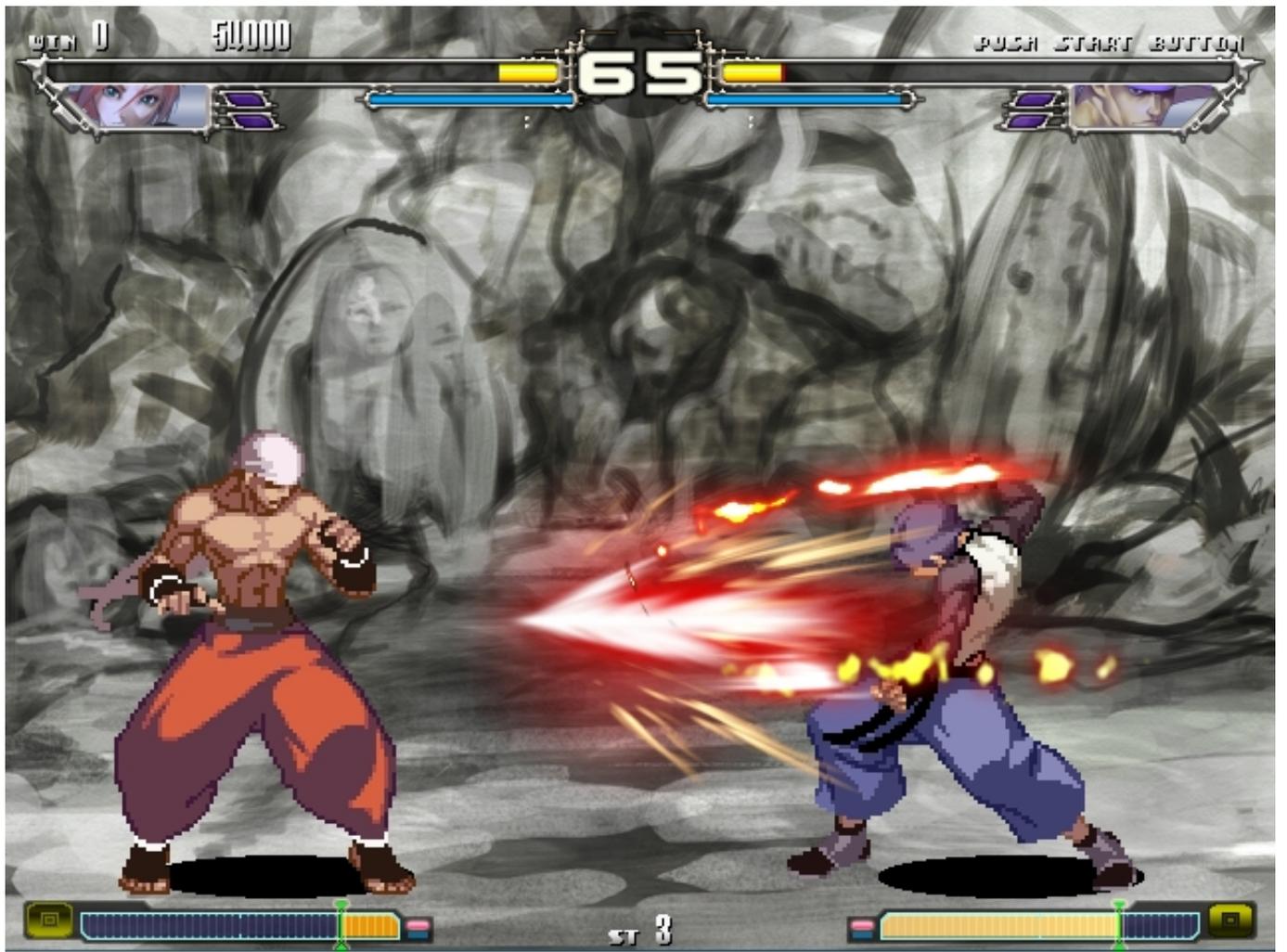
Nyu Media

Release Date: 7 Jul, 2015

7ad7b8b382

English,Japanese







This is 3rd revision of review. Despite the record, I should've played around 50 hours or so.

Reason for not recommending: not worth \$15. I only kept it because I missed refund.

The game is ok, it has decent amount of character with some variety. Unfortunately, you won't be finding any originality here, all of the moveset came from somewhere else like KOF and Street Fighter. It has some defensive move, some offensive move. Parrying is the selling point. Since the game focuses on simplicity, you won't be spending too much time learning how to use each characters.

Here are problems: online, menu UIs, little controller support.

There are very limited online players out there. If you are lucky you can find 10 people. If you are bad at the fighting game, enjoy getting beat'en up for a while. I spent about 1 hour getting defeated for over 20 times by same person. I also wanted to point out that hosting a match is a nightmare. I tried with my friend and it did not work.

The promised GGPO netcode is not included. You must port forward your router, but then again, not all of the router will allow you to do it fully, so in worst case scenario you will be stuck playing on random match only.

The menu UI is not very good. Online is difficult to see, confusing, it's not polished at all. Seeing "2 arcade modes" doesn't make any sense. There are some options in training mode, but hard to navigate.

Unlike many other fighting on steam, this game has very small support for controllers. Keybinding is pain in a butt, you have to go through your system file and open document in notepad, reading them in JAPANESE.

If you still need explanation for not recommending this game, just think for a moment- you have 2 options, between Yatagarasu and Street Fighter. Both have similar style, but Street Fighter have far more characters, more online players, and most importantly, more single player options. Even with its double price, the Street Fighter is what I would get, in fact, what I SHOULD have gotten. It really doesn't matter if it's doujin or big company game, there should be no excuse for poor quality- you are the one who's paying for it.

If you bought majority of fighting games on Steam, then I guess this is your limited choice left. If you just started to look for fighting games, I don't recommend this game. If you are limited to your budget, go get Skullgirls. While Skullgirls are harsh on online, it is much more completed game than this.. Going to do a simple review.

Pros:

Online matchmaking is smooth once you have the ports forwarded and adjust the input delay at the character screen

Music is very enjoyable

Indepth training mode options

Controls are pretty straight forward

The characters each play differently even though some share similar moves such as Hina and Shimo.

Trial mode for each character

Cons:

Port Forwarding can be a headache especially if your ISP or admin doesn't give you the rights to change them

UI is barebones

Text in the game seem to overlap often such as when you get an error trying to enter a room or when you are doing challenge trials where the trials overlap the game's data(combos, hits and damage)

Two arcade modes using the exact same name. At least give one a different name.

I would definitely recommend the game if you don't mind any of the cons. I do believe that they will be ironed out in the future patches. Great thing about this game is that there is a demo being offered. So you can try the game out before you buy it. From what I heard, you can also try the online aspect of the game as well. Hope you guys enjoyed this short review :D. Hidden gem. Great old school 2D fighting game made by 3 former SNK staff with amazing pixel art.. A game with so much promise gameplay wise but the developers failed to deliver with better online offerings(GGPO) and with none of the added characters that were promised.. I've had more fun with this game in a few hours than in days of SFIV (on PS3).

It feels like a mix of Street Fighter: Third Strike with a little of KoF.

pros:

- Good, simple design that allows anyone to pick it up.
- Good net-code.

cons:

- Not many characters to choose from (i don't really care as long as they are balanced)
- low resolution (if you are expecting a hi res game, look elsewhere)

This is my new main fighting game, at least until SFV releases.. I love the art and the way the game plays but sadly the devs abandoned it and with the amount of content present in the game I cannot in good faith say that you should spend money on this game

Don't get me wrong, the game itself is actually really good, it's just that the port makes it an incredibly unpleasant experience. Overlapping menus and a lack of options (including resolution, resulting in black borders on a 16:9) turn an otherwise very promising game into a disappointment.. Let's start with the Pros:

- It runs
- Combat seems okay
- Decent roster with solid playsyle diversity
- Most animations look nice
- GGPO works (after annoying setup since you can't change port to something that's already open for play with friends)

Now let's get to the Cons

- No resolution options
- Getting online to work was a pain in the\u2665\u2665\u2665\u2665\u2665-Keyboard is unplayable in this game since you can't rebind keys
- Joystick support is dodgy at best. Some work flawlessly, others don't at all even with proper drivers.
- Stages are ugly beyond belief (personal opinion)
- Menu system looks straight out of a flash game. Seriously, while trying to rebind my keys it felt like I was trying to config a "Meet N' F**k" game
- Announcer portraits are LITERALLY PHOTOS WITH THE BACKGROUNDS CUT OUT
- HUD is incredibly sloppy

The best way I can describe this game is if you took a fanmade MUGEN fighter and then....

Well that's it really.

It feels like a MUGEN fighter based on 3rd Strike mechanics complete with all of the ugly, lazy design that's plaguing what COULD otherwise be a decent fighter. As it stands now nothing has really changed from the early builds of the game and there's no way that it should have been released like this without going through an extensive Early Access phase first. Luckily I didn't contribute to the kickstarter for this trash, and Steam allows refunds now.

DO NOT BUY THIS GAME UNTIL SIGNIFICANT DEVELOPMENT PROGRESS IS MADE. Currently one of the best fighting games on steam. Very similar mechanics and game play to Street Fighter III 3rd Strike.

Only complaint is lack of resolution options, other wise solid game.. Let's start with the Pros:

- It runs
- Combat seems okay
- Decent roster with solid playsyle diversity
- Most animations look nice
- GGPO works (after annoying setup since you can't change port to something that's already open for play with friends)

Now let's get to the Cons

- No resolution options
- Getting online to work was a pain in the\u2665\u2665\u2665\u2665\u2665-Keyboard is unplayable in this game since you can't rebind keys
- Joystick support is dodgy at best. Some work flawlessly, others don't at all even with proper drivers.
- Stages are ugly beyond belief (personal opinion)
- Menu system looks straight out of a flash game. Seriously, while trying to rebind my keys it felt like I was trying to config a "Meet N' F**k" game
- Announcer portraits are LITERALLY PHOTOS WITH THE BACKGROUNDS CUT OUT
- HUD is incredibly sloppy

The best way I can describe this game is if you took a fanmade MUGEN fighter and then....

Well that's it really.

It feels like a MUGEN fighter based on 3rd Strike mechanics complete with all of the ugly, lazy design that's plaguing what COULD otherwise be a decent fighter. As it stands now nothing has really changed from the early builds of the game and there's no way that it should have been released like this without going through an extensive Early Access phase first. Luckily I didn't contribute to the kickstarter for this trash, and Steam allows refunds now.

DO NOT BUY THIS GAME UNTIL SIGNIFICANT DEVELOPMENT PROGRESS IS MADE. A game with so much promise gameplay wise but the developers failed to deliver with better online offerings(GGPO) and with none of the added characters that were promised.. No Wake-up-Ultras

5V5

[Where Is The Beach \[Torrent\]](#)

[Mr Rabbit's Memory Game Crack Serial Key keygen](#)

[ARMA: Combat Operations Activation Code \[hack\]](#)

[Broforce download 100mb pc](#)

[DRAGON BALL FighterZ - FighterZ Pass .zip Free Download](#)

[Rising Storm 2: Vietnam - Complete Bundle crack unlock code](#)

[The Mexican Dream activation code generator](#)

[Double Kick Heroes full crack](#)

[Please Love My Computer Game download thepcgames](#)

[Fantasy Grounds - Road to War: The Equinox Crown \(5E\) Ativador download \[torrent Full\]](#)