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About This Game

High-speed hack-and-slash action!

Tonight, in the Queen's realm of Ilance, two prodigies representing the Knight and Aristocrat factions will do battle in 'the Adjuvant Trial'. This ritual, which has been held since the founding of the nation, decides which faction will hold military and political authority, and protect the Queen, the living symbol of the realm. The fate of the nation is at stake as these two girls set aside their childhood friendship and undergo a trial in which there can be only one victor.

Croixleur Sigma is 60FPS of high speed hack-and-slash arcade action game by Japanese indie developer souvenir circ. and featuring gameplay reminiscent of the Devil May Cry series' Bloody Palace mode.

Game Features:

- Play as either Lucrezia Visconti or Francesca Storaro and battle your way up the tower through hordes of oncoming monsters to learn the secrets behind the Adjuvant Trial!
- 20 Weapons to collect, each with a unique special move! Pick the load-out that suits your fighting style!
- Simple but satisfying combo system, including Move Canceling, Attack Nullifying, Invincible Dashing, and Rigid Body States!
- Take on the Adjuvant Trial in Story Mode with separate stories and multiple endings for both characters!

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- Test your mettle and hone your skills in Time Attack Mode, Survival Mode, and Challenge Mode!
 - Local 2 player co-op: take on the monster hordes with a friend in in Dramatic Battle mode!
 - Full Japanese voice over
 - 42 achievements, online leaderboards, and Steam Trading Cards!

Title: Croixleur Sigma
Genre: Action, Indie
Developer:
souvenir circ.
Publisher:
Nyu Media
Release Date: 30 Apr, 2014

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English,Japanese







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Super Hydorah is an extremely well made game, from its visual design to its options, and its controller support (PS4 controllers work with no hassle!). It's clear that developers knew exactly what they wanted to do with this game, and how to make it properly. If you're looking for an extremely polished and optimized shmup then look no further.

However, while I understand that this is probably accurate to Gradius (which was the main inspiration for this game), and ultimately a matter of opinion, Super Hydorah is difficult to an extremely excessive degree. The developers seem to be aware of this, and have added a lower difficulty option which lets you survive two hits by default rather than having to find a shield to survive just one. However, using it feels more like i'm just allowed to cheat rather than actually fixing the problem.

Buy this game if you want an authentic 2D Shoot-Em-Up experience with a fresh coat of paint, but be warned that this game is immensely punishing and not for everyone.. this expects you to launch it while sitting which can be a little weird to calibrate other than that the product is pretty self explanatory so, enjoy?. I HAD given this game a thumbs up, but I had to change my vote. I found myself not wanting to play this at all. It's basically breakout in 3D which has been done before... and VR in this instance doesn't add that much to it, except that they chose to make your goggles the controller by default. I'm guessing this was more for the Oculus crowd since they don't have motion controls yet.

The Developer kindly informed me that holding the grip buttons will activate the paddles. Somehow that makes it even less fun for me. I don't get it. Word of advice: If you do choose to use the paddles, don't play in a room with light fixtures hanging from the ceiling. If you choose to use the goggles, take a break or your neck will likely hurt later.

The developer really should have made it an option... or a toggle... instead of having to hold the button to use the hand paddles, press it once to bring up the paddle, press it again to use the goggles... simple, efficient, and unobtrusive.

But as I said before, it's just 3D breakout. With your head as the controller, your neck will be kinda sore after playing this for a while. It's not just looking up, down, left and right... it's the fact that to put a spin on the ball you kinda have to hit the ball with the paddle moving just right... so trying to spin the ball to angle it to hit the blocks I wanted is what really did my neck in.

Using your hands as the paddles allows you to hit the ball forcefully and change the speed, but that actually makes the game harder to play and not in a fun way.

Things I liked:

- chiptunes (though they weren't all that catchy)

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- It's Breakout!
 - There's a red and white "amiga beachball" in the game as a multiball mode.
 - There are some powerups like a metal ball that goes through multiple bricks before rebounding.
Things I didn't really like
 - It's 3D breakout. (I don't feel VR adds to the game here)
 - They give you a LOT of lives, to the point where I doubted that I'd ever lose the game There's zero feeling of challenge unless you slam the ball into action and then you have to react to your own serve.
 - The ball is rather large and so is the paddle so there's not a whole lot of skill involved here.
 - Neither control method (goggles or hand controllers) seemed to feel right.
 - The Slowdown powerup really seemed unnecessary.
 - The controllers vibrate as you move them around... like non stop. It's like the developer said "hey, I can use haptics... I don't know what to use them for... how about if they just buzz all the damn time? Yeah I'll do that then".
 - The first few levels are really boring and when it finally changes the stage a bit, it doesn't really change much... now instead of being a square room it's a cylinder. WOO.
So yeah, it's not a great game. Maybe they'll improve on the game some? Probably not though. I bet they're already done for good unless there's a bugfix to do. I waited a while and came back to it thinking maybe I'd like it even more, or that with the new found info about the hand paddles it would make the game better. It didn't though.

The best thing I can say for this game is that at least it doesn't do what holoball did with the annoying voice... I can actually understand the opening narration. But I don't feel like every game needs a back story either.. Got it from GOTY edition ;). \u2b50\u2b50\u2b50\u2b50\u2b50

Says its for Vive VR which does include controllers, but doesn't support controllers with Vive.

Developers, y u do this? If you say Vive support don't expect people to put down Vive controllers and get a different one.. ridiculous. even with 100% discount this game isnt worth it

had to idle in game for 4:50 so i could write this review. Lots of useful bits of info here for the new user or even an experienced user. I came away with lots of shortcuts and bits of info that I didn't know. Some basic keyboard shortcuts, for example, are covered in this course. One I really liked is the "Dock to Desktop" key (ctrl-alt-d) which opens a notepad-like page on the right side of the screen. It's a quick and easy way to take notes while viewing something else. Pressing the Windows+N keys opens up a Quick Note is another shortcut.

Some other nuggets:

- Sections can be password protected;
- OneNote can convert handwriting to text or math equations;
- Audio and video clips can be searched for words or phrases;
- Pages can have sub-pages;
- Tags can be applied to whole notes, words or phrases within a note, drawings, pictures, or attached files;
- Pages can be annotated or marked up using a ton of built-in tools - pen, highlighter, colors, and more;
- Notebooks can have templates to apply a pre-defined style to a notebook; and
- Notebooks, Sections, or Pages can be exported to OneNote, Word, PDF, XPS, or Single File Web Pages.
The narrator is the same from the other Professor Teaches courses. He's easy on the ears and easy to follow.

The course is interactive so you get to move around in OneNote and complete tasks. Not just a boring lecture. You are hands-on in this course!

This is a great course for those new to OneNote or looking for some tips to become more productive.. I've spent \u00a30.71 and I still consider refunding this crap. Game expects you to grind for hours to unlock heroes which are not even fun to play. Absolute 1/10, I'd rather buy PUBG ingame items than this "game". Under-rated gem of a game. Beautiful art style, great animations, the sound effects and music are well done and add to the immersion. The story line is basic but easy to follow, and while the game has Hidden Object elements, it's not a HOG, it's a puzzle adventure game. There were only 3 HO puzzles and they were so simple, I'm hard pressed to call them HO scenes. I really enjoyed the experience, congratulations to the developers for creating something unique and fun.

It's not perfect, however. The puzzle difficulty, for the most part, is easy. There are some challenging ones, but the hardest puzzle in the game, at least for me, was the first. It had me tearing my hair out for about 20mins before getting it. Don't let the first puzzle set your expectations, they do get easier. My second problem with the game is that some scenes are larger than they first appear. There's a green arrow to the left, right, and top of the scene, occasionally, to let you know there's more, but they were easy to miss. I was stuck for 5 mins in one area because I didn't know the scene expanded. The third problem I had was figuring out who the target audience for the game was. It could be aimed at kids, the graphics, story, and sense of humor would appeal to them, as would the difficulty level of most of the puzzles, but at the same time, some of the puzzles were incredibly hard, far beyond the capabilities of the younger age group. If it's aimed at teens or adults, the puzzles make more sense, but the story line is childish and might put more mature gamers off. The title certainly suggests it's a kids game. So overall, I have no idea who it is aimed at, but if parents were playing it with their kids, it would work.

Overall. Enjoyed the game, and the humor, it's extremely polished and well put together. The Bonus adventure at the end

is basically a chapter that could have been included in the main game and is about 25% of the total content. Well worth completing. Even as an adult, if you enjoy puzzle games, adventure games, or HOGs, you'll probably be surprised by this.. boooooooring story....

bonus chaptes has a bug and i couldn't finish it. The physical card game is awesome, and so is this. It plays nice and quick as all the card shuffling and dice sorting is all taken care of. It has just enough animation to make it interesting, but not so much that it intrudes on the gameplay.. Splitgate has been an amazing experience from Alpha and into the end of Beta. The flow and feel of the game is absolutely amazing. They are planning to involve the community in nearly every aspect of the game and seem to be more worried about making a good game than a good buck. The developers and community as a whole are very friendly as well and actively play their own game and listen to feed back. Content even in the beta had a healthy flow. They even pushed back the release date to make sure we all have an amazing day one experience. It all goes to show how amazing this game is and how much love was put into it and the community by its amazing developers.. Very Easy Low budget game with Good story.

Well, as I try to critisize this game we have to start like this.. It is a low budget game from a company that uses to publish low budget games in general so...

In graphics the things are like a little older from the starting 3D games. At least you'll see curves. The sketches are alright and the photos very good. The game does NOT support widescreen resolutions and actually NOT HD quality. Moving around is in good motion, not perfect but good and now the actions are common to the most adventure games, like things taking etc. Few videos will be seen and their quality is very low even for the of 2010 year that Steam published it. But anyway it's an adventure.

The sounds and music are good. At least they used a studio for making it. It is not the greatest quality in music but still sounds good and it matches in the scenes. Though you'll see sometimes a little bit time difference between music and motion or the dialogues. Always remember that is very low budget game.

The story plot is good but NOT for children or early teens. You should try this game as older. It is a very short game that in solving time I would compare it to the Blackwell series,still not to their complexity and better story plot. It is a very interesting story that includes themes like what about the soul afterlife, egyptian prophecies and rituals covered by classic mystery of a detective's investigation through a murder case. Really interesting and the only thing that will keep you playing this game because...

The riddles are very simple and the things to take and use from the scenes the ONLY interaction. You'll not get frustrated by this game. It's very easy. It's just someone tells you the story but to learn it simply interact with it like asking the questions how things happened.

So... If you want some free time listening to a story to clear your mind or take it easy this will be a great escape. BUT if you want more from a game of this kind(at least in the riddles thing and complexity) don't even think to buy it. I am an adventure fan that I play games depending of my mood so... I found it like reading a lite book.

I hope I was helpful!

First Post:

I'm compelled to preface my first ever post with lots of thanks, history, dreams and vanity. Let's skip all that and focus on the only thing that matters, that you, the player have a good time while interfacing with what I've managed to create thus far.

The fourth most important button in this game is the Start button, it lies to the left of the X button and below the Thumbstick on the Left Touch Controller. This button quickly reorients you in relation to the space and calibrates where the main menu and belt holder lie.

At the center of your virtual space you will see a thin lined cube. This is the belt holder. The belt that is handed to you by the Training Ground keeper needs to be grab-dropped into this cube. When you do you so, it will hold the belt in that space. I hope to expand on this concept with different belts as time goes on.

The belt itself has three different types of holders. The general purpose holders will hold any item, there is one in front where the health gauge goes automatically in the Slime Arena and two behind the belt. Three magazine holders go around the belt and will only hold magazines. Finally, one handgun holster is on the right and will only hold the handgun.

The M1911 was a heavy inspiration for the first weapon in Muerte's Arena. I focused heavily on the function of the weapon, in that, as a semi-automatic, one would need to rack the slide in order to both load a round into the chamber and cock the hammer. This is required in order to fire the virtual weapon in Muerte's Arena. When all of the virtual rounds are expended, the slide will lock back and when a fresh virtual magazine is inserted into the virtual weapon, the slide release button will need to be pressed, or the rack slide function will need to be performed.

To rack the slide, in Muerte's Arena, you need only hold the virtual weapon in one hand, and place the other virtual hand near the slide action, then press the trigger on the free hand while maintaining it in that space, and it will automatically do the rest.

When the slide locks back, when all rounds are expended, you can release it with the slide release button(B or Y). If you have an empty magazine you will not be able to release the slide, you have to first remove the magazine, and then the slide will release forward. This is in inspiration to the function of the real, original weapon.

To remove a virtual magazine, press the magazine release button (X or A). This will move the magazine out into the virtual space. If you do not move the virtual weapon away, right away, the next time you move it, it will automatically load the magazine back in. This is by design, so that if you release the magazine by accident, you can grab it back in quickly.

When you operate the virtual weapon with the left hand, if you have your thumb on the Y button, you will not be able to operate the trigger, this is also by design. I hope to allow Akimbo at some point in the future, and I didn't want to invert the weapon model, so your virtual skeleton hands are able to operate the slide release with the index finger...its silly, I know, but gameplay trumps, Akimbo can be lots of fun. Soon...but not yet.

For anyone that is willing to purchase, I hope you have fun with what I have made. I hope to make this better and better, little by little. Also, thank you, I truly hope you enjoy.. **Muerte's Arena is Dead.:**

The original reason I was inspired to make this game was because I had looked at what was being done in the VR space, in regards to gunplay, and I felt I could push it a bit further toward reality.

I put about a year's worth of time into trying to get this ready, to see if there would be any interest whatsoever in this form of play. This past week since release has shown me the harsh reality, almost no one is interested in this game.

Of a quarter of a million impressions, 6k were willing to click on the name and see the game. Of those 6k less than 20 people were willing to buy it. My plan was to see if there would be interest once it went on sale, nope, no interest.

VR will eventually reach a point where guns will be realistic and they'll look far better than what I have made and while I hoped to help push it there, there is not enough profit to do so.

I'm sorry, I cannot in good conscience subject myself to what I would never subject another, to work for pennies on the hour, if that. I could have literally worked one hour in ANY job and had a larger profit.

I'm going to submit that the game be made free, in hopes that more people can play it and be inspired to focus on making guns in VR more realistic. I'm sorry, shaking your hand to reload a weapon is clever and easy, but its not my cup of tea.

I will not develop this game any further and will focus my efforts on becoming a better artist and programmer. I am not planning to enter the VR market again for a while, its either unviable or I'm a failure, and either requires my absence..

Beta branch, now with Akimbo Slime Arena:

My plan for updates to this game will be on a weekly or monthly basis. Monthly updates will be major changes, a whole new gun or enemy. Weekly changes will be small tweaks and bug fixes.

Given that I mentioned Akimbo pistols in my post yesterday, I figured it would be fitting to add it. Its now in the beta branch, for those that are interested.

I'll be spending the rest of the week implementing things and will likely not update or post again until Friday.

For those that try it, I hope you enjoy the Akimbo pistols and belt. Also, if you don't like it, no need to revert your build, just take the belt off and pop on the original, it'll spawn to your left when you start the Slime Arena.. Muerte's Arena

Muerte's Arena is now free:

Muerte's Arena is now free.

To those that purchased the game and chose not to refund it despite knowing it was dead, I am very grateful, may all that can go right in your life do so, and all that can go wrong turn in your favor, for in my hour of need you did aid me with a bit of hope.

To those that play the game for free, I hope you enjoy what I managed to put together. I hoped to have made this game into so much more which is why I had it at the (what I perceived to be low) low price of \$0.99. Alas, this was evidently too much to ask for.

In the marketplace people vote with their money, and the polls have closed. A purchase rate of 0.003 speaks loud and clear, no one is interested in this gameplay style, especially NOT American people (1 or 2 activations total in the US, but I don't know if they purchased or they were curators I gave keys to).

Here lies my first footnote in history : People would rather spend full price on a game they can whine and complain about, than help along something that might become what they want.

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