One Strike Download Uptodown



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## About This Game



This game has full controller support (PS4, Xbox and Generic ones as well). If you are having issues, please disable PS4, Xbox, and Generic Gamepad Configuration Support settings in Steam Big Picture controller configuration settings.



One Strike is a 2d fighting game with fast and furious gameplay, memorable characters, and a retro pixelart aesthetic! Choose between one of six unique fighters, travel to medieval Japan's beautiful pixelated landscapes and fight to become the greatest warrior in history.

Only one-hit decides a match. A duel in One Strike rarely reaches more than 10 seconds. Plan quickly, attack, defend, dodge, lure your oponnent to a reckless attack and finish the duel before you are slained by the blade of the enemy. But don't worry, if that happens, pick up another warrior and try again.



- One hit kill mechanic provides tense and exhilarating matches.

- Pixelated graphics with good and exciting animations.

- Amazing artwork made by Zaidan Andrade to complement the beatiful pixel art.

- Original soundtrack and SFX made for One Strike by the amazing Diogo Bazante and Matheus Pereira.

- Adjustable difficulty; Play the game at your own pace. Improve, become the greatest.



- Arcade Mode: Just have fun and improve your skills fighting more matches.

- The Only Life: Well, finish the game with the only life you should have.

- Team Duel: Choose a team of 3 fighters and duel the best trios in Japan.

- Tournament: Gather friends localy and decide who is the best samurai. Up to 16 players in a thrilling bracket mode.

- Local-Multiplayer: Fight your friends with couch multiplayer!

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

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English

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Look I enjoy this game, but my problem is not with the game it's with this expansion\/two maps. I think the main problem is all of the other maps are so well designed and have a wonderful flow and amazing replayability. Where these two maps are incredibly short and in general feel like a jumbled mess. There's nothing new as far as ideas or concepts and it all feels extremely forced and subpar.

I can only play the first map and I spent my first two run-throughs bumping into nonstop invisible walls very well illustrating the lack of flow, the environment is dull and lacks identity.

The second map I cannot complete because when the "new boss" pops at the end my game instantly crashes it doesn't even generate an error code thank you for the quality bug testing.

Bugs aside these maps feel incredibly rust and mediocre at best compared to the shining content of the previous maps. I really want support the developers of this game that I enjoy but honestly not if they want to produce this kind of half-baked content. To be honest I feel the community should hold them to a higher standard than what they've shown here.. the game is just for someone to make a quick buck, waste of money. the graphics are litterly pictures edited with \u2665\u2665\u2665\u2665ing paint. the entire game is based around decisions although in the one minute you play this game you only get 2-3 decisions to make. its basically a kill yourself simulator.. This is what people say about this game,
-bad graphics
-bad AI
-bad Controls
-bad interface
-not alot of planes
Now look at all of these things and let me say this, Do I look like I give a ****? NO, the game is still an enjoyable experience.. Been playing for 24 hours...
Its kinda boring... Gonna find something more fun. The second eXceed noticed just how dull the first one was, and trys it's hand at something else. In this case it's pretty much trying to be 'Ikaruga-like'. Dual-polarity is the name of the game here, having to switch in and out off the 'Human' and 'Vampire' modes, asorbing bullets of the same kind, and dealing extra damage towards the other. The action and bullet patterns are far more faster and creative then the last game to boot, leaving it feeling like a more fun package, and unlike the other game, offers a 'level system' that has the game get harder and harder as you start doing better and better to keep the pressure on you, but if you start screwing up, it'll start to tone it down as well, but then higher diffcultys = more score, and that means more extends that you'll need to acually beat the base 7 stages, and PERHAPS if you're skilled enough, get that 'true final fight'.

Honestly it's a decent shmup, and it's soundtrack's been remastered a tad for this steam release to boot. If you are new towards shmup's, it's going to be hard, otherwise those into the type of gameplay it offers should enjoy the experance fully.. It's horrible. People who don't like casual Apps (apps, not actual games) like this are the type of people that don't actually understand how fun it is to engage in such menial tasks, which often prove themselves the much needed break from the softcore games which many gamers delve into proclaiming they're hardcore to begin with. It's not meant to be a ♥♥♥♥♥♥♥♥ly difficult auto-confirm combo, button mashing, min-maxing, ♥♥♥♥♥torm with a playerbase boasting skill where it lacks such skill entirely.

The features in this game clearly state where it's coming and going...
Humorous comic style
Individual character creation
Funny missions
PvP against other stars
GvG against other studios
Sexy outfits and accessoires

It's a casual game, free to play, enjoyable by the laughs alone. Anyone with half a mind can plainly see it's 95% satire and 5% poking fun at everyone that would claim this game sucks.

All in all, I love it; the missions are simple, the "PvP" is straightforward, the level up and stat boosting process are clean. Ideally I'd like to see some form of alternate animation other than full cell movement, different sounds, and perhaps a UI that allows resolution changes to fit your window (often the lower portion of mine is clipped). It has a Pay-to-Win system in place that's pretty obvious, and otherwise does not suggest it isn't that type of game; alone in its transparency I would like to add if you're angry at the App for being pay-to-win, you've lost yourself to ego.

I'm not one for pixel nudity to be honest, so this and Hero Zero are contending for my attention between games.

It's something to do while you're waiting for other stuff, and is a great background game that requires minimal attention, and can satiate that "Completionist" need from time to time. There are much worse games out there than this one...much, much worse.. Blood and gore all over the place.

An enjoyable read albeit a very short one. Expands on the character Nachi who is the older sister of Yura and Tama. 720p cats.. Amazing game. If you like Break-Out clones with a twist, this game is for you. As other players have mentioned, you will have a good laugh to.. Start a new game, press W and get ready to hear a dude gargling like *Durdurdurudurdurudurdurdurdurdurdurdurdurdurdurdurdurdurdurdurdurdurdurdurdurdurdurdurdurdurdurdurdu rdurdurdurdurdurdurdurdurdurdurdurdrdrdrdrdrdrdrdr*. Cool engine and lots of attention to detail, but I hated it.. Please put this back on the market!!! Im begging you!. Step 1: Buy car while you have 5 heat.

Step 2: Attempt to get into car.

Step 3: Run away from car as it was shot and is now on fire.

LATER

Buy car with no heat, drive it perfectly, then accidentally hit government guy, he shoots car and it blows up!

Word of advice, only buy when 0 heat and want to drive.

**Own any Worms game? Save 75% on Worms W.M.D!**:



Hi everyone

As a thank you to all Worms players out there, **we're currently offering 75% off** on the latest game in the franchise, **Worms W.M.D**. As long as you own *any* Worms game on Steam, you'll be able to find a -75% coupon in your Steam Inventory that will be valid for two weeks. Once you login to Steam, the coupon will appear automatically if you qualify for the promotion.

You can read more about Steam coupons [here](#).

Should you not need the voucher yourself, remember that you're free to give it to a friend (or a stranger) so they too can take to the battlefield - with or against you!

Thank you!. **Closed Beta has started!**:

The first closed beta test for Heroes of Fortunia has now begun!

If you are one of the lucky few participants, you may now log into the game and start testing the dungeon building & attacking aspects of the game.

To submit feedback, press the Escape key whilst in Edit Mode and select "Submit Feedback".

If you are still unsure whether or not you have received a beta key, make sure to check your spam mail folder as well. Emails containing beta keys were sent out on November 16th.

This beta test is scheduled to last until November 30th, so have fun! :). **The Present and Future of Trident's Wake**:

Greetings ECHOs! After a mild period of radio Silence, we are now able to express all of the things that happened to Trident's Wake.

Originally an indie project with an extremely limited budget in tow, now with a signed deal with Graffiti Games, based in Vancouver Canada. This deal meant that we could add more beef to the game, improving graphics, animations, enemy AI, add a procedural map generation, and a plethora of other updates. This took the game to a whole new level, and thanks to our Friends in Graffiti, a lot more exposure to the game is now being given.

The Game is now running a Closed beta with the amazing people from Alienware Arena, and also the small but budding Trident's Wake Fan Community. In the upcoming weeks we will see articles explaining more about the game, and more news of the upcoming future.

If you'd like to help us out on this path, feel free to add us to your wish list.
Thank you for your time and love.

The Bacus Studios team.
. **patch v1.53**:



- FIXED: Typos

- FIXED: Background images not working correctly (epilogues)

. **Chapter 3**:
It was done! The third chapter of the graphic novel is now officially available in STEAM!

The update includes a continuation of the story of the adventures of pirates on the island, five new achievements, new posters in the gallery and new characters in the Extra section.

Due to the nature of the engine, the old save may not work.

Also, with great pleasure we inform - one more our game is ready - Black Jack story - a card game in which you have to take part in the tournament and defeat all its participants.
http://store.steampowered.com/app/831060/Black_Jack_Story. **BIG UPDATE! NEW GAME SERVER CREATION PROCCESS!**:
Hello,

Today I released an update to remove the requirement of logging into a Steam Account to download servers. Since that was against the guidelines (even though Valve approved the build and store page!) I have had to change the way servers are created. This means unfortunately, any created servers will no longer work.

The way it works now is that you must download the game or dedicated server tool using steam. This will download the server files needed for Game Server Toolbox to create your server. I have put together a list of supported games and what game/tool is required for it to show up on the list. You can view this using the link below.

https://steamcommunity.com/app/777180/discussions/0/1694917906656441903/

Also, another important link.

So, with that out of the way, you will notice some supported game are no longer supported. This is because you could only get the files from SteamCMD and there is no tool you can download from the Steam Client. We are currently working on a way to get those games back to supported but will take some time.

I have completely re-written the entire application from scratch in 2 days' time to accommodate the issue with not being able to use SteamCMD. There are a few know issues that I still need to take care of that are listed below, but please know I am working to fix these as you are reading this.

With the re-write, there is a completely new design. I think you guys will be happy with it. It eliminates the need for extra windows to create a server or view your server. It also allows for more viewing customization for people with bigger monitors.

After the next few days have passed and have fixed some issues with the core application, I will again start working on new supported games.
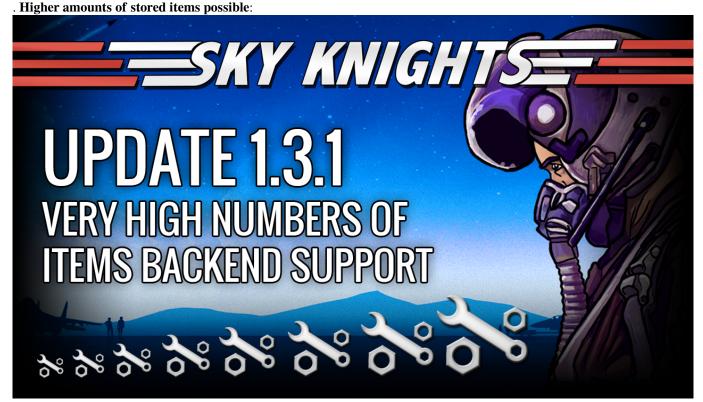
That's all I got for you now! Hope you enjoy the update! Post any questions in the discussions so I can help you out!

Known Issues:
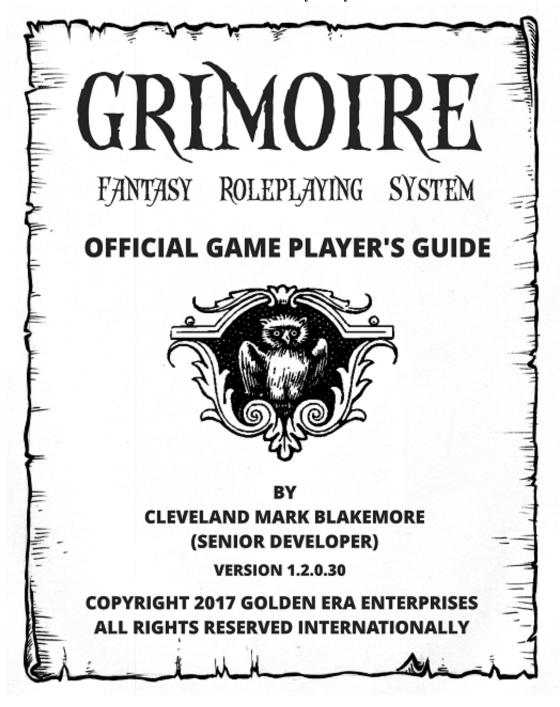You can not change the server parameters or ports after creation.
You cannot select your steam library on first launch causing the user to have to go to settings and causes 2 errors.. **Thank you Beta Testers**:
You have helped us find a lot of bugs so far, we are rolling a lot of fixes together plus a fairly significant change to the servers so that we can keep more people in a game. Thank you for all of your help so far. When we have these changes in we will bring in another wave of Beta testers. If you have friends that play it is not too late to sign up on our website. www.deathtollgame.com
. **Higher amounts of stored items possible**:



Patch 1.3.0 brought modification to the table. Today, this hotfix patch takes care of some of the unexpected side effects these modifications brought with them.

Backend limitations fixed!. **Grimoire Manual Is Nearly Ready**:



Hopefully sometime during this week will be releasing first version along with the next update providing substantial improvements to gameplay and many bug fixes/tweaks much requested by users.. **Update 12.0**:
Happy holidays knights! I wanted to give you guys a special update for this holiday season
New maps:

**Crypt-**

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