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Arcade Saga Download]

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## About This Game

3 action games built specifically for VR in one package - Fracture (40 levels), Smash (20 levels), and Bowshot (24 levels).

Can you take down all 4 bosses, a 5d3b920ae0

Title: Arcade Saga  
Genre: Action, Casual, Sports  
Developer:  
2 Bears Studio  
Publisher:  
Vive Studios  
Release Date: 8 Dec, 2016

### Minimum:

Requires a 64-bit processor and operating system

**OS:** Windows 7 SP1 or newer

**Processor:** CPU: Intel Core i5 459

English,Simplified Chinese,Traditional Chinese

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Very well made and a ton of fun. Good graphics, good gameplay, high production value.. I am really enjoying this game! The brick breaking game is fun and challenging and has for "worlds" to unlock which equates to 40 levels, four of which are boss fights. I have already gotten 8 hours of gameplay out of it and I still have a lot more content to unlock! The archery is fun and also has 40 levels I think. The shield blocking game as well. It's super polished. I thought it was worth the price! There is a bug or "feature" where world 2 of the brick breaking game doesn't unlock unless you hit "Next" after beating the first boss. Don't hit "Select level". Then you need to beat the bonus round and 2-1 in order for it to unlock! I don't know if its the same for the other bosses because that's the only one I did. Took me awhile to figure it out. It was frustrating.. Extremely well polished. From the graphics, to the music, to the power ups and achievements it truly feels like you are stuck inside an arcade game. There is voice acting, a small 'plot', well done tutorials, and three games to choose from which helps keep you from getting bored. Thus far it has been a blast. It shows off the Vive system fabulously and really feels like a AAA game. I highly recommend getting it if you are a fan of the old classic arcade game feel, albeit with a modern twist.. Buy it! Tons of fun!. I love VR and have been so excited to see it grow, so I've been happy to buy a lot of less polished games for the sake of experiencing something new and supporting new studios doing VR. I was excited to see this because I imagined it as "first party" content. Something polished and worth waiting for. Wow. No. I was very wrong. This is probably the least polished and least fun game I have played on the vive. I bought it one of the first days it was out and all the reviews were glowing. "The kind of game that sucks you in" "You will want to play for HOURS." "The sound and visuals are top notch". It sounded perfect. I would be disappointed by this game if it cost even \$5 because of how unfinished it feels. Free VR games have felt better. I look forward to each level ending to give me relief from having to play these games. The three games are incredibly simple and, more importantly, not fun. In all of them the physics feels so sloppy and floaty that it's hard to predict how to actually play/move. Bowshot is fast and chaotic but feels like you're just being assaulted by so many things that it's a race to (your) death. I would pick The Lab's archery game ANY day. Fracture has just the most insane physics, and to 3-star the levels, you have to destroy EVERY block. That isn't hard in a regular "brick breaker" game, but in this one you're standing in a room with block floating 100ft above you trying to hit a 1ft diameter ball at it. Not at all satisfying. I would guess that maybe I'm awful at this game, but even doing what seems to be terribly I'm in the top 100 global scores so.either no one is playing, or no one is winning. Smash is a little fun.it's like Holoball but worse. The physics again are weird and floaty, the impact of the balls feels off, the randomness of the powerups is bizarre. And it all takes place in what feels like a futuristic sewer pipe. That brings me to my next point. The visuals? Garbage. Muddy textures, no shadows, poor reflections, static background. It's really about as poor as I've seen in any VR game. The sound too makes me embarrassed for the creators. The voice of the main AI sounds like an announcer at Chucky Cheeses and they call themselves the "We" which, in that high pitched enthusiastic voice, is impossible to take seriously. All in all, I have not had any fun in this game, I am disappointed by what they delivered, and I feel fairly lied to about what it was. The \$30 price tag is outrageous for this type of game, but I can only hope they use those funds to make something more.. It makes me move and sweat. Anything that makes me do that is good in my book. Time will tell, but I like this alot right now.. This is a quality game. Textures, animation, voice are all excellent. It's an arcade game and has online scoreboard where you can compete against many others for high scores.. I like it! Havent been able to play multi player yet.. I love VR and have been so excited to see it grow, so I've been happy to buy a lot of less polished games for the sake of experiencing something new and supporting new studios doing VR. I was excited to see this because I imagined it as "first party" content. Something polished and worth waiting for. Wow. No. I was very wrong. This is probably the least polished and least fun game I have played on the vive. I bought it one of the first days it was out and all the reviews were glowing. 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