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Combat Tested Xforce

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## About This Game

At some point in your life you've tried to move objects around with your mind, right? Some of you may even still be keeping the dream alive hoping that some day you can do 5d3b920ae0

Title: Combat Tested  
Genre: Action  
Developer:  
Buckethead Entertainment  
Publisher:  
Buckethead Entertainment  
Release Date: 23 Mar, 2018

### Minimum:

Requires a 64-bit processor and operating system

**OS:** Windows 7

**Processor:** Intel® Core™ i5-4590/AMD FX™ 8

English

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It's not that I don't recommend this game--it's just that I don't recommend this game right now. This game has a lot to offer, with its main selling point being the freedom with which you can slice objects and enemies. However, the fact of the matter is that right now, the combat just isn't as clean as I would have hoped. Force isn't required to slice through objects, at least not much. A smooth vertical or horizontal motion can achieve the same effect as a rapid motion, and often to better results. I think this is a problem. It doesn't feel like there's any impact between my sword and the things I'm cutting through. I would equate the experience as similar to hitting air, much like combat in vanilla Skyrim. I discovered that as of right now, you can only slice through an enemy so many times--as opposed to a standard object like a desk, which can be sliced what seems to be infinite times--and that more often than not, I end up somehow knocking an enemy out swinging my arms willy-nilly without so much as making a single cut in them. Throwing objects is also kind of wonky, as is pulling objects to you, which I find is crucial for taking out white enemies. It's troublesome when I can't successfully pull a gun from the ground into my hand, locking the gun mid-air instead of equipping it. Often in battle, doing so accurately and swiftly is the difference between life and death, and the unreliability of your force-pull can get frustrating, especially in long wave-battles. You are also able to deflect bullets, but deflecting bullets is difficult enough without even trying to deflect them back into your enemies. I wish I could say I enjoyed all 25 levels of this game, but that simply isn't the case. Thus far, it's a 25-level demo of rinse-and-repeat combat that, admittedly, still needs further testing.. Good ideas from a young studio. It's an alpha at best. Not worth the asking price.. the game was great. but i wish additional levels were added to the gameplay, because i finished it in under 2 hours which meant i was able to cheat the system and get my money back.. \*Note: Added an edit after the new updates. Has potential. The gameplay mechanics essentially feel like Psi-ops mixed with Metal Gear revengeance, which sounds like a match made in heaven, though the game falls a little short of its full potential atm. It's mechanically sound, runs well and has good VR features and the graphics are bare but functional. Where the game falls short is the sound design, it's very subdued, bordering to nonexistent, which takes away a lot of the fun and force of the player actions. The swords are essentially completely silent and even bigger moments of carnage and destruction are accompanied by tiny tings and clangs. It's a shame too, because with decent sound feedback the action would really be on par with the games this takes inspiration from. It's still fun, so I'll give it a recommendation, but with just a little audio work it could be way more satisfying. EDIT: The developers updated the game recently, adding a bunch of soundwork which have done wonders to beef up the combat and destruction. It's not quite perfect, stuff colliding with things is still a little gutless, but now the telekinesis and the swords feel very satisfying. Recommended.. This game needs a lot of polishing and it feels like a demo but it has got so much potential and it is one of the most fun VR experience I've had. Imagine 'Force Unleashed'.in VR.. 9/10 needs more levels and a sandbox were they spawn like waves endlessly tho. It's like the first time you had sex, absolutely fantastic, and finished really fast. You guys need to add some skill levels, and more levels and possibly a level editor, to increase replayability a LOT more for this kind of price point. I will change my thumb when I see some more content. Otherwise, as soon as star wars comes out with a jedi game this will look like a casual game.. the game was great. but i wish additional levels were added to the gameplay, because i finished it in under 2 hours which meant i was able to cheat the system and get my money back.. After playing through the game, I must say that this is a really cool game. It's not perfect, and the gameplay can at times be a little repetitive, but the mechanics in place work very well and overall this is a very fun game to play. It does a really good job of making you feel like a superhuman badass.. Kinda boring after a while.

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