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About This Game

A mysterious figure known only as the Wanderer travels across the distant planet of Zircon V, a once prosperous mining colony that is now on the brink of destruction in the face of its dying star. By using the Passive Fist technique, the Wanderer can outlast any foe by deflecting their attacks and draining their stamina. With colonists disappearing and maniacs running wild, the Wanderer must stand firm, stay calm and fight for answers in this unique modern brawler!

Gameplay Features

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Timing & Rhythm Based Combat

Classic brawler action flipped on its head! Study your enemies' patterns and nullify their attacks with perfectly timed parries and dodges and let your enemies defeat themselves

-

Build Combos & Unleash Super Attacks

Fill your super meter with consecutive parries and dodges and spend it to destroy all who stand in your way

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Create Your Own Difficulty Setting

Adjust gameplay settings to customize your own challenge level with its own unique name

-

Fully Remappable Controls

Set any action to any button! With fully remappable controls you can use a controller one-handed (left hand or right hand), you can play on controller with just the use of sticks (no buttons) or play on keyboard. You have the freedom to play your way!

-

Level Up!

Earn medals and XP from fights to earn upgrades and unlock new abilities

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Story & Arcade Modes

Play through the Story Mode and take a stance against tyranny on Zircon V. Then, challenge yourself with the Arcade Mode and play through the whole game with limited lives to prove your mastery of the Passive Fist!

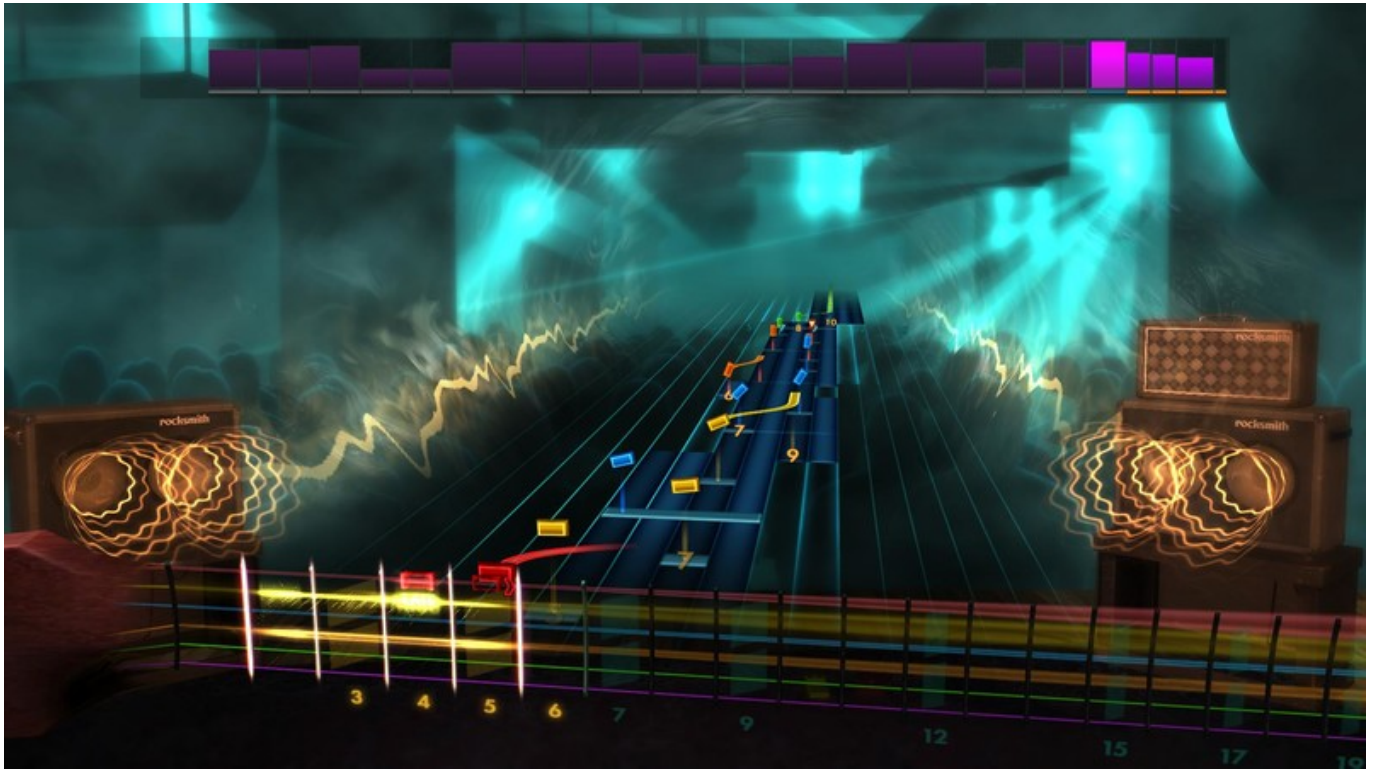
Title: Way of the Passive Fist
Genre: Action, Indie
Developer:
Household Games Inc.
Publisher:
Household Games Inc.
Release Date: 6 Mar, 2018

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English,French,Italian,German







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So disappointed, but for under \$1.50 I'm not surprised. It's too bad really, I thought someone would have a stick fight perfected for single player to fill the time when you can't find other players for the real deal.

But this game is not it. the controls are so broken you're pretty much flying deadstick (sorry).

The shooting is automatic, both tracking and firing (the former being too much better than the later), meaning it's all about the guns and getting them first. thankfully the AI is so dumb that it's not too hard to do, even with the bad "ice floor" effect.

But if you don't get a gun, your defenseless because there is no melee, though somehow your gun can be stolen?

The weirdest thing, is that the "up" control in the input section is wrong, your jump is space bar?

I would rather play flag waving simulator with no wind than to see someone else pay for this bad game.. I really like this DLC it adds something the game needed like the call with the robbers who took off in a van the game just showed you where it was and that's it but now you gotta look for them so far all the DLCs for this game have been really fun to use I think that the next DLC should be swat based with a bomb squad like a build with a gang with rifles who have hostages or a box in a build that nobody orders that would be neat as well as the bomb squad how about some bomb squad suits you know I just think it would be really cool to see that but anyways keep up the good work. How to win games with this guy:

Step 1: play on maps with buildings near VPs/fuel points

Step 2: Drop a forward HQ on said building

Step 3: Keep your guys near that HQ, reinforce your guys as needed.

Step 4: YOU MAY HAVE MEN, BUT I HAVE MORE MEN.

For real, this commander is really good if you catch them off guard. The ability to have an early game reinforcement point is really good for locking down important points, and that boosts your chance of winning a match by a large margin.

The forward HQ also have medics, so you can skip the medic upgrade. For the M45 AT gun, it's a cheap call in that is good for killing enemy LTs and scout cars, most importantly it's spammable.

This guy, as of this review, also have shock troops and KV-2. All of which are good anti-infantry measures as well.. Please keep your ham-fisted liberal politicizing out of videogames.

An excerpt:

"It remains unclear whether Culic is indeed a Zehir, another form of genderqueer, or fully male," The Monk begins. "Whatever Culic's gender identity, his association with any genderqueer community is obviously potentially damaging."

"As both an Animalistic Powered and a potential genderqueer individual, Culic must have faced harsh judgments from many sides," The Monk continues. "If that is indeed the case, it is understandable why he would feel the need to stand up for fellow outcasts—those who don't necessarily have a voice in our society. But Culic is also a remarkably sad example of what can happen to a person who faces such persecution—he obviously harbors some deep anger and a need to fit in to our larger society."

"So I feel it is my responsibility as a public Zehir figure to take this opportunity to draw attention to the lingering stigmas that still plague—"

"I'm dying to know what equipment that sexy he-she is working with," The Bear cuts in. "Besides, I'm way hotter than Fistfull any day of—"

"The proper pronoun is ze," a new voice says from the door. "And posing that question is precisely the kind of ignorance we gender-progressives have to deal with every single day." ". I have played both virtual Warfighter and onward. Both really great games. Onward is a lot more feature full at the minute and sits more closely to ARMA. Onward is more scary and realistic as you only have 1 life. Virtual Warfighter has better visuals and is played at faster pace, it feels more like Counter Strike. VW can play 2.0 super sample on 1080 and runs smooth.I am more confident to run around without fear of death and a long wait. More maps weapons and features are coming as is TDM. I had a lot of fun and really enjoy both titles. TDM and voice chat are confirmed as high priority in VW

Here is my experience with Virtual WarFighter:

<https://www.youtube.com/watch?v=oz2yB6cjRvA>. [Spolier!] The world\planet creation was just simply amaizing, waiting forward for thrid book!. Great game. I was happy wtih the demo, but the full game is really something else. Must have for all horror games fans.. Doctor, thanks!. BUYER BEWARE:

This used to give Aurum, but no longer does. I bought it when It did give Aurum and it was well worth it but now it's worthless and they are trying ot be shady about it.. I was expecting something else, oh well.

Teh SUX. Don't get it. I spent \$3 on this and it was \$3 too much. SuperMEH. Opinion changed to positive as a result of the update.

Developer clearly cares and corrects issues.

Good game! Enjoyable and addictive.

Old comment:

I used to play '50 years' on Kongregate platform and really enjoyed it.

Unfortunately, graphical version at its current state does not justify the price.

Negative comment for Polish translation. Misspelled words, no interpunction. Mistakes and errors in almost every sentence.

Will change comment to positive if errors would be corrected.

----- The developer said it themself: "This is one of those love it or hate it experimental art games."

Take that into consideration before you purchase this. If you're expecting entertainment or a pleasurable experience then you'll be disappointed. This isn't like Bastion or Limbo that pair a deep dark story with solid gameplay, this is strictly the former.

Unfortunately it was just a bit too experimental and surreal for me. I couldn't get into it no matter how much I tried. The fact that the game bugged out within the first 20 minutes and stuck me in an inescapable room didn't help - but hell, for all I know, that might be just another attempt at relaying some covert message to me.. I wouldn't recommend this game at full price. I picked it up for less than \$4, and it is totally worth it. You can easily get in 20 hours of enjoyable gameplay solo. The skill master rapidly drains your money if you don't plan out your characters, but I just started new if I didn't like a character by level 15. If you have a lan connection for multiplayer, then I'd say you will triple your game time. The controls can be difficult to work with, but targeting is simple, and hotkeys will allow you to organize what is important to your character. It also has some minor glitches with movement and occasionally leveling. Typos are abundant, but all in all it is an endearing little game.. **The**

Game:

Arkanoids are among my all time favorite arcade games. I've bought hundreds of them since the first one was released on those large console cabinets. I must have put hundreds of pounds and Deutschmarks (cost 10p or 50 Pfennigs per game) into those slot machines back in the mid 1970's when breakout first appeared (Atari 1976).

This is the worst Arkanoid clone I've ever played. The concept was great, but the game is full of bugs for example, the bat does not travel the full length of the perimeter, so occasionally you lose a life until all are gone, then you have to restart. The other bug is even worse, the ball ends up going from left to right with no way to make it change it's course, so you have to restart the game 'AGAIN' Also, the game is devoid of bonus drops such as speed ups, slow downs, bombs, rocket launchers, guns spare lives etc.

I love breakouts, and as said above, the concept was great, with boss levels and different layouts, for example two bats and four bat modes (hardcore mode), but that isn't enough to save this game considering the lack of power ups and the bugs that are present in the game.

I bought this via Steam when it was released Feb 2017 two years ago, but never got around to playing it via my Steam version. Thankfully it was one of those cheap \u00a30.79/\$0.99\ac0.99 crappy games, so I can't complain. What I can't believe is that the game is still being sold via Steam. You can see two videos of the game where you see the game broken [HERE & HERE](#)

Conclusion

As said in the review above, this is the worst arkanoid/breakout clone I've ever played partly due to the two bugs I mentioned, i.e. the ball can be lost because you can't move the bat to the edge of the playing field plus the ball gets stuck and you have to lose a life to continue until the bug forces you to start from the beginning. It also uses the ancient password scheme, so if you do manage to complete a section of the game where you are given a password code, you can then start the game from that point instead of starting from the beginning. Despite having played this game for hours

simply to check out the code process; because of the bugs I never got far enough into the game to get a password. It's been available via Steam for over two years and unbelievably has been given mainly positive reviews despite some posting about the bugs, but the developer has never bothered updating the game to fix the bugs since it left Greenlight. (I voted for it simply because breakouts have been my favorite arcade genre for years). There are some positive things to say about the game, for example the four modes of play (bosses, single bat, two bat and hardcore four bat modes), but the execution of the game is poorly executed i.e. there are no power ups such as speed ups, guns extra lives etc also the ball speed is far too slow to make the game challenging. Thankfully you can find hundreds of much better executed free arkanoids via browser sites such as mini-clip or downloadable copies via free game sites such as MyPlayCity, FreeGamePick, Gametop and Caiman

Controls

Navigate main menu = \u2193 or \u2191 + Enter

Back/Pause = Esc

Full Screen toggle = F1

Restart = R

Bat movement = \u2190 & \u2192

Mouse = use for password

Addendum

Despite my negative review, if you are into a pure breakout with no power ups (as in the first ever breakout) you may like this game despite the two bugs mentioned above. The four modes of play do add some variety and increase the difficulty slightly, but because the ball speed is relatively slow for a breakout, the challenge isn't great.. if you dont have the a2a c172 get this!. Elleria and her allies find themselves in an alternate timeline where events took a grimmer turn. She will now have to go head to head against her other self in order to stop the impending threat.

+ Story

+ Character design

+ Battle mechanic

+ Puzzles

- Graphics

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