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About This Content

Access to the playable character Tira in the full retail version of SOULCALIBUR VI.

The pack also includes a unique story for Tira in the Soul Chronicle mode.

This content can also be accessed with the SOULCALIBUR VI season pass (sold separately). Be sure to check that you have not purchased the same content twice.

You must have the full retail version of the game to use this content. Additionally, you must be playing on the latest version of the game to access the content.

Title: SOULCALIBUR VI - DLC1: Tira
Genre: Action
Developer:
BANDAI NAMCO Studios, Dimps Corporation
Publisher:
BANDAI NAMCO Entertainment
Franchise:
FRANCHISE
Release Date: 18 Oct, 2018

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Minimum:

OS: Windows 7, 8.1, 10 (64-bit)

Processor: Intel Core i3-4160 @ 3.60GHz or equivalent

Memory: 6 GB RAM

Graphics: NVIDIA GeForce GTX 1050

DirectX: Version 11

Storage: 20 GB available space

Sound Card: DirectX compatible soundcard or onboard chipset

English,French,Italian,German,Japanese,Korean,Russian,Traditional Chinese

A broken eyepiece

I really enjoyed this game. The puzzles are all really well designed and have a great flow to them. It's obvious that the developer has clearly put a lot of time and effort into them.

The main gameplay of controlling two characters at once is something I haven't seen before and it works great. I never felt it was impossible to control both at once.

The price is just right as well. It seems like a bargain that this is selling for what it is.

Overall I really recommend checking this one out!. hahaha dafuq good game :D its was funny. What an adventure. Released in 1998 for the PSX, N20 is a tunnel shooter heavily sold on its soundtrack by famed late 90's electronica producers, The Crystal Method.

I don't even listen to techno that much but even the name "The Crystal Method" rings a bit of a bell for me. Turns out their song was in the opening of Splinter Cell, used in a lot of ads and tv commercials well into the mid 2000's, in some movies (DBZ), and in plenty of video games. They're not Daft Punk huge, but they do have a legacy.

A lot of your enjoyment of this game is accentuated by the soundtrack (check any of the other reviews). Not that anyone else's opinion should be relevant on your owns, but this game contains the majority of their first album (with a few remixes). Out of their discography, the first album is generally believed to be their best. And regardless of how it compares to others in the genre or their own history, I concur: the music here is damn good. It's certainly very 90's, but it rings something like F-Zero GX's. *Something like*

Speaking of which, the game itself can certainly stand on its own two feet. It's a tunnel shooter, which means you are going through a tunnel and can move all around its walls whilst taking out incoming enemies. You have to take out a set amount of enemies before facing a boss, and the faster you take out enemies the faster you go. It's actually impressive how fast you can go in a PSX era game whilst maintaining 60 fps. It's reminiscent of F-Zero. The soundtrack was certainly a selling point for the title, but even when I have the game turned down it stands as a competent game of its genre.

The only visible downside this game has is how the levels repeat themselves at the end. There are 30 levels, 15 of which are "version 2" of the levels previously played. Granted, the tunnels you are in move so much and turn in wild ways that you'd be hard pressed to find similarities from level to level (or even recall that this was a previously played level) if it weren't for the backgrounds and bosses. In other words, you wouldn't be able to tell these are levels already played if it weren't for their titles and same backgrounds used.

Otherwise, this game isn't particularly revolutionary or complex. It's a competent tunnel shooter with a noteworthy soundtrack which forms a cumulatively tight experience. At its heart its a simple arcade game. Recommended.. Casual games aren't always on the top of the list. It's hard to rank a casual game, as many reviews stem from playability and the like. But not this one. The art is fantastic, the sound incredible, and the idea of interactivity and button-pushing is enough to keep even a serious player like me from falling asleep.

This could be a great, clean game for a child. Or a relative who doesn't game much. Or someone you know who likes cute things. Whatever the case may be, it's a great game to have for rainy days.. If you just spent a ♥♥♥♥load of money on a gaming PC with a dope graphics card, Chip's Challenge is the must-have game for ironic jokes. The gameplay itself is a simple blend of puzzle and adventure. Collect the items needed to make your way through each obstacle the levels throw at you and make your way to the next level. You don't have enough money for any other games anyway. You just spent a ♥♥♥♥load on that sick rig.. Do you like fun? Then you now know the answer to the question "should I buy this game?"
If you ever enjoyed shooting games in the late 80s or early 90s on either console or in the arcade, this game has got your back. And if you&re still not convinced, grab the demo!. I played it beat it was fun i enjoy this style game

I'm a sucker for hacking games, yet another reason I swooped this one up when it was on sale…and have constantly regretted it. The worst part is there's nothing inherently wrong that this game does other than just being derivative and generic. It tries to accomplish what Uplink did and with an admittedly better interface…but just comes off as uninteresting and kinda boring. I mean, I'm not even sure exactly how else to put it.

You're doing the same thing over and over again, which is what you're doing in most hacking games, but this one doesn't seem to be as lively or interesting as other hacking games, so…yeah. I guess it's hard to explain exactly WHAT is wrong with it, but it just comes off as boring.. Fun little game that is obviously in early Alpha.

 I decided to buy the game to support the devs.

After playing it for an hour I wanted to let you know it runs super smooth and is already a decent city builder and management game. Well worth the $10 to have a little fun running a viking town.

Ideas/Suggestions

MOBS:
 Add Mobs: Farmable mobs like chickens, cows, pigs, etc...
Add Aggressive Mobs: Rival Vikings, Pirates, ets...
Add Useful Mobs: Horses, Donkeys, Bees, Birds, Deer, snakes, etc...

Farming Depth:
Creating a fenced in area and dropping a person in it is pretty simple for sure. Spice it up a little bit and maybe give us the ability to pick what we grow. This would make having multiple farms/farmers worth while, as well as add another element to farming.

Fishing Depth:
I like the fishing dock but why not add more to it? Maybe fishing boats, nets, etc for the vikings to use. Maybe give us the ability to build boats for fishing/fighting.

Really we are lacking weapons and war. I am sure many people would love at least something simple to fight... just don't make it something crazy although I would not be opposed to dragons. ;-). If you want to play this, you'll find Dead by Daylight or any other similar game to be better.

This is and indie with indie quality.
Don't be surprised.. quot;The game relies mostly on creating heavy atmosphere, instead of a cheap jump scares. "

No.
This developer's statement is not true, game is much more jump scares than atmosphere.
Very short with some good parts but also many stupid ones (will not spoil).

That's main story but there are three Bonus missions, or to be precise-mods.
If I exclude beyond stupid Dark water mode, we have Dungeons of Terror, Five nights at Freddy's clone but with bugs.
Sometime you will endure very long even in darkness and other time you'll be dead in 15 seconds on bright light. Frustrating and broken.
And last mode is Forest, complete Slender clone, with bugs of course. First time I wonder 15 minutes clueless thru Forest and then I suspected something...is game maybe bugged? And after restart, voila, real game started!

So, verdict.
I'll say its 5/10 but since we don't have mixed rating on Steam I must choose.
And I'll choose thumb up just because game is very fair priced and can be okayish to horror aficionados.. Went in expecting shovelware. Came out pleasantly surprised by a unique twist on the puzzle platformer genre.
8.5/10. First no support for resolutions greater than 1080p.

Secondly to unlock single player maps, specifically Wake Islands and Australia you need to obtain online wins. The ability to

play as Japan or Germany first requires you to win as America (for Japan) or the UK for Germany. Not just the Japanese and German campaigns, but to even use them in a quick battle (one off skirmish vs the AI). I bought this during the winter sale thinking I'd launch it and get to have some fun a campaign marauding around the Pacific on the Yamato, but nope that's locked away. You can't even start a campaign without playing other gamemodes first. From the description about picking your own fleet, playing with weapons, etc. I was expecting much more freedom to set up a naval chess match however I wanted, instead I launched and found myself staring at a menu with 80% of the options greyed out. It's an annoying arbitrary decision, I can launch into a battle as the USN, give myself max industrial points and run around but if I want to try another faction's hardware I have to grind. Refunded.

As a later edit, I did some browsing on the Steam Forums and apparently these locks only came into place in a recentish update. Others have taken to the forums to complain. Apparently if you sign up for an account on the dev's forums and email the dev team, they'll unlock the game for you. They can also do one time unlocks sans account (but if you reinstall later all the locks come back). It's a few too many hoops for me, maybe I'll check back during the Summer Sale and if they've patched the locks back out.