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## About This Game

### High-speed hack-and-slash action!

Tonight, in the Queen's realm of Ilance, two prodigies representing the Knight and Aristocrat factions will do battle in 'the Adjuvant Trial'. This ritual, which has been held since the founding of the nation, decides which faction will hold military and political authority, and protect the Queen, the living symbol of the realm. The fate of the nation is at stake as these two girls set aside their childhood friendship and undergo a trial in which there can be only one victor.

Croixleur Sigma is 60FPS of high speed hack-and-slash arcade action game by Japanese indie developer souvenir circ. and featuring gameplay reminiscent of the Devil May Cry series' Bloody Palace mode.

### Game Features:

- Play as either Lucrezia Visconti or Francesca Storaro and battle your way up the tower through hordes of oncoming monsters to learn the secrets behind the Adjuvant Trial!
- 20 Weapons to collect, each with a unique special move! Pick the load-out that suits your fighting style!
- Simple but satisfying combo system, including Move Canceling, Attack Nullifying, Invincible Dashing, and Rigid Body States!
- Take on the Adjuvant Trial in Story Mode with separate stories and multiple endings for both characters!

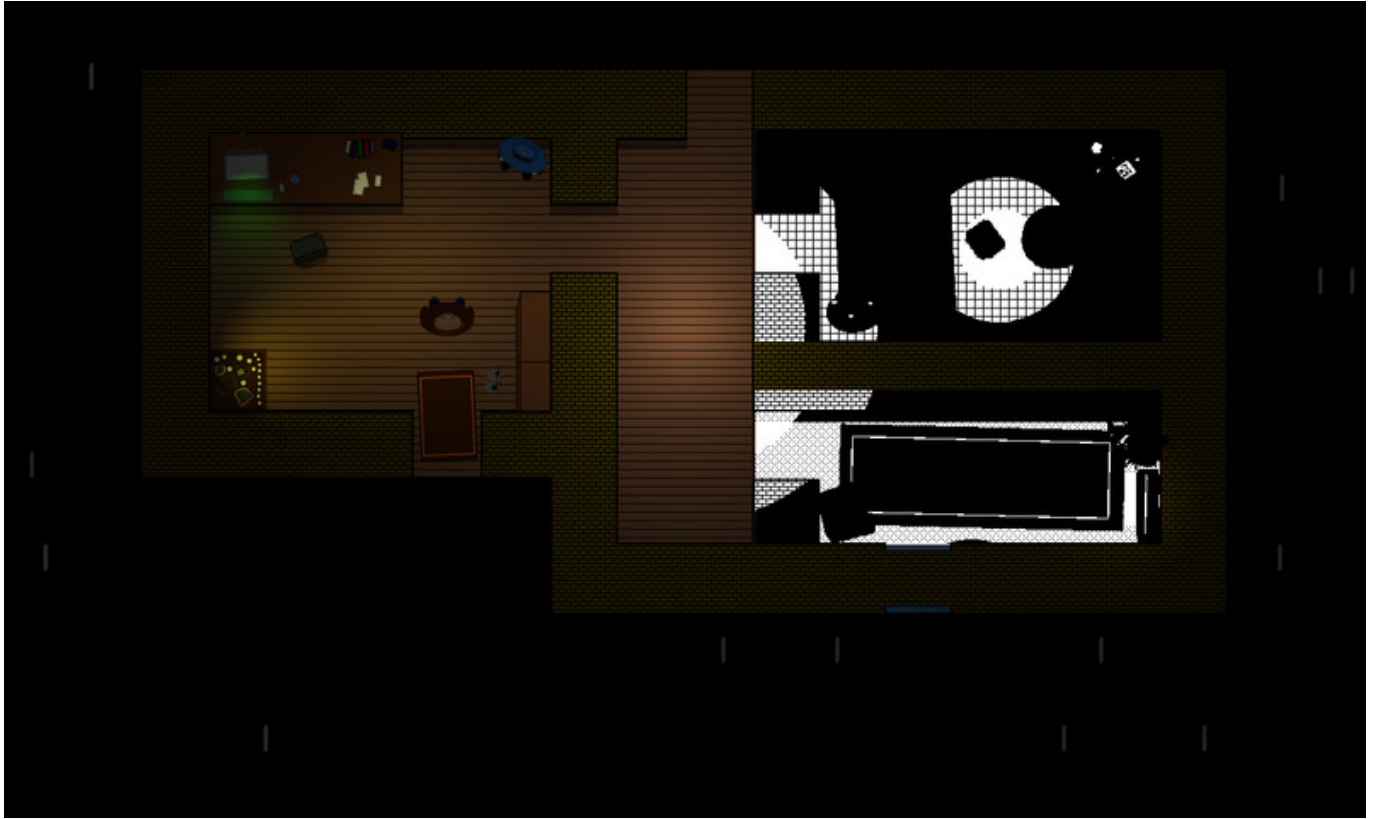
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- Test your mettle and hone your skills in Time Attack Mode, Survival Mode, and Challenge Mode!
  - Local 2 player co-op: take on the monster hordes with a friend in in Dramatic Battle mode!
  - Full Japanese voice over
  - 42 achievements, online leaderboards, and Steam Trading Cards!

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Title: Croixleur Sigma  
Genre: Action, Indie  
Developer:  
souvenir circ.  
Publisher:  
Nyu Media  
Release Date: 30 Apr, 2014

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English,Japanese







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for free but optimization sux. i bought the game and dlc but when i go into the game and go to select grey goop it just says buy PLZ HELP. Single-player MMORPG is the work of the devil.

This is just my opinion and all but in many cases the MMO aspect is the sole-redeeming quality of these RPGs. When you're bogged down in worthless quests grinding for animal skins so you can afford a purple bowtie instead of settling for a green one, at least you should have a few people to shoot the \*\*\*\* with. With Numen however you're all by your miserable lonesome.

There are zero compelling aspects to Numen. The story is pap, the combat is awful, there's no sense of exploration or even a shred of creative design. It's like a series of templates messily slapped together. How much did I pay for this game? Probably less than a dollar. Was it worth it? Well I lost 1.3 hours of my life....no it's not worth it at all.. I was and am a huge fan of the Age of Empires franchise. Their expansions always have been particularly good- Rise of Rome, The Conquerors, The Warchiefs, Asian Dynasty. Skybox Lab's The Forgotten Empires revived AOE II. They did a good job. And with this new expansion pack- The African Kingdoms, my faith in them has become stronger. The good parts of the expansion are:

- The new menu music under the classic AOE II theme is just awesome.
- The new Campaigns with the voice acting is really good. I have only played the Tariq ibn Ziyad campaign with the Berbers. It was an intriguing experience.
- I loved the Berbers. They have good team bonus such as +25% production for team castles(Research), and Genitour(unit) which will be available for all allied civs. It costs only food and wood. Since it is a cavalry unit, it can run down enemy archers with ease. Despite the fact that they lack paladin, the -20% stable unit cost make them strong with cavalry. They also have +10% speed for villagers and ships. In my game a rush with magyar hussar and berber genitour was deadly.
- It seems new civilizations encourage more team-play.
- Portugese Feitoria(A unique building) is also an awesome building. It generates all types of resources overtime like "Plenty" in Age of Mythology. It can be very useful in the late game when especially the stone is scarce.

So far that has been my experience. I will recommend it to any player who loves the AOE II.. THE LAND OF CTHULHU OUR LORD AND SAVIOR!

This game's premise is what kept me playing the game.

Got stuck a couple times, however I managed to find the keys I was supposed to.

Overall the game's premise is amazing, and props to Alessandro Guzzo for Developing and publishing the game.

I could see that the game was definitely not AAA in terms of animations, and how black screens and sound depicted the actions I was doing, however it was greatly executed for a small team.

The game did crash a couple times, however I can see that he keeps patching and updating the game, so +1 to that.

If you like exploring, walking around beautiful scenarios and running away from Cthulhus black donger, this game is for you.

I truly hope you the "Developer" get enough funding to create more awesome ideas and get a full team to build more Cthulhu-esque horror games which are lacking out there, maybe part 2 someday?The game reminded me of Call of Cthulhu and a lot more more to the old 3 hour long movie I watched long time ago in VHS and well...it was awesome to get reminded that.

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If you would like to watch segments of the video feel free to check my stream clip:

<https://www.twitch.tv/videos/175947895>

. Oh boy, when I saw the intro cinematic I knew this would be a good time. They take the stupid story so serious, but I couldn't stop laughing all the time. I actually thought the game would be total\u2665\u2665\u2665\u2665\u2665 but other than the gunplay it was pretty decent. The parkour parts were actually kinda fun and the game had some Zelda-like puzzles at some points. The steampunk visuals mostly didn't really look good, they rather looked kinda ridiculous especially with the females and their\u2665\u2665\u2665\u2665\u2665 popping out from all sides of the outfits. The voice acting also was hilariously bad wich made it even more comical.

This game is a true messterpiece and I can recommend it to everyone with the right kind of humor.. At one point during play a gamebreaking bug happens in the design screen. It states that I need to add the engine gun and suspension and yet have all three, still the game won't let new designs get built for this arbitrary stupidity, dear dev, I have no idea where exactly the code is wrong for this but please fix because it's easily the best 5ish bucks I've spent. A very challenge mah jong game. Have to use take screen shoot then pause to pass the last level.. Not even a tactical game. You level up a bunch of ugly creatures to auto-attack other ugly creatures, who you capture to then level up and fight further ugly creatures. Ugly, boring, useless mobile type game.. Good old "Army Men" , but with graphics and high quality sound



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I love it.

But laggy.. Overall, fun to play and integrates enough real sub warfare principles to satisfy those interested in the naval warfare genre. But even accepting the more casual style of play compared to other sub games, it needs some work. The WASD-controlled navigation is useful at times but generally a bit odd for those of us used to telgraph-style navigation from Sonalyst games or Silent Hunter. There are a few bugs. The campaign map navigation uses an awkward style of getting around and offers few options for planning, and the save-game feature is lacking. I also think the mission mode of play should have a clock. I'm happy to see that the developers seem to be listening to customers about these types of issues; I hope they keep that up, as this is a very promising game.. So if you don't mind the art style the devs used here this game would be a blast to play. As you can set up chains of commands thanks to your commanders that will repeat your move orders to all nearby winias so you the player can focus on the larger picture. Also there are crates that drop from sky that contain something that can be very good for you or an enemy or something bad that might end up killing all players on the map or at least hurt everyone. There are lots of game options but sadly as far as I know there is no map editor so you're stuck with whatever the devs made which is about 10 to 15 maps.

So the main question is still unanswered would I recommend this game? Well if you don't mind playing indie games and like to try new things then this is a must. But if you are looking for a more traditional game then go back to you AAA COD. Other than that I don't have much else to say so, have a nice day and thanks for the time in reading this.. i got this at \$90 it's good id say, has a crashing problem, there is three ways to fix this.

First way is open up task manager

you can do this many ways simple way to explain it is ctrl+alt+delete

open task-> more details-> details tab -> find vegas150.exe right click it -> set affinity -> uncheck the last cpu on that list -> hit okay

you can do the same thing pretty much by going to options hold shift+preferences -> internal tab -type in the box at the bottom "multi-core" switch the values, "disable multi-core rendering, value = TRUE" "enable multi-core rendering for pla..., value = false"

and make sure the accelerated GPU option is off. (no matter how good your GPU is, it may still be the problem i'm on a 1080 Ti) in the preference window go to the video tab third thing down will be "GPU acceleration of video processing:" switch it to off

if you are still crashing i don't know what to say because i haven't crashed in over a month of using it after i set the settings above and the program still is a BAMF program. Very nice skin. I'm recommending. tuli tästä pelistä nasu mieleen

#### **Beta branch, now with Akimbo Slime Arena:**

My plan for updates to this game will be on a weekly or monthly basis. Monthly updates will be major changes, a whole new gun or enemy. Weekly changes will be small tweaks and bug fixes.

Given that I mentioned Akimbo pistols in my post yesterday, I figured it would be fitting to add it. Its now in the beta branch, for those that are interested.

I'll be spending the rest of the week implementing things and will likely not update or post again until Friday.

For those that try it, I hope you enjoy the Akimbo pistols and belt. Also, if you don't like it, no need to revert your build, just take the belt off and pop on the original, it'll spawn to your left when you start the Slime Arena.. Muerte's Arena **Muerte's Arena is now free:**

Muerte's Arena is now free.

To those that purchased the game and chose not to refund it despite knowing it was dead, I am very grateful, may all that can go right in your life do so, and all that can go wrong turn in your favor, for in my hour of need you did aid me with a bit of hope.

To those that play the game for free, I hope you enjoy what I managed to put together. I hoped to have made this game into so much more which is why I had it at the (what I perceived to be low) low price of \$0.99. Alas, this was evidently too much to ask

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for.

In the marketplace people vote with their money, and the polls have closed. A purchase rate of 0.003 speaks loud and clear, no one is interested in this gameplay style, especially NOT American people (1 or 2 activations total in the US, but I don't know if they purchased or they were curators I gave keys to).

Here lies my first footnote in history : People would rather spend full price on a game they can whine and complain about, than help along something that might become what they want.. **Muerte's Arena is Dead.:**

The original reason I was inspired to make this game was because I had looked at what was being done in the VR space, in regards to gunplay, and I felt I could push it a bit further toward reality.

I put about a year's worth of time into trying to get this ready, to see if there would be any interest whatsoever in this form of play. This past week since release has shown me the harsh reality, almost no one is interested in this game.

Of a quarter of a million impressions, 6k were willing to click on the name and see the game. Of those 6k less than 20 people were willing to buy it. My plan was to see if there would be interest once it went on sale, nope, no interest.

VR will eventually reach a point where guns will be realistic and they'll look far better than what I have made and while I hoped to help push it there, there is not enough profit to do so.

I'm sorry, I cannot in good conscience subject myself to what I would never subject another, to work for pennies on the hour, if that. I could have literally worked one hour in ANY job and had a larger profit.

I'm going to submit that the game be made free, in hopes that more people can play it and be inspired to focus on making guns in VR more realistic. I'm sorry, shaking your hand to reload a weapon is clever and easy, but its not my cup of tea.

I will not develop this game any further and will focus my efforts on becoming a better artist and programmer. I am not planning to enter the VR market again for a while, its either unviable or I'm a failure, and either requires my absence.. **First Post:**

I'm compelled to preface my first ever post with lots of thanks, history, dreams and vanity. Let's skip all that and focus on the only thing that matters, that you, the player have a good time while interfacing with what I've managed to create thus far.

The fourth most important button in this game is the Start button, it lies to the left of the X button and below the Thumbstick on the Left Touch Controller. This button quickly reorients you in relation to the space and calibrates where the main menu and belt holder lie.

At the center of your virtual space you will see a thin lined cube. This is the belt holder. The belt that is handed to you by the Training Ground keeper needs to be grab-dropped into this cube. When you do you so, it will hold the belt in that space. I hope to expand on this concept with different belts as time goes on.

The belt itself has three different types of holders. The general purpose holders will hold any item, there is one in front where the health gauge goes automatically in the Slime Arena and two behind the belt. Three magazine holders go around the belt and will only hold magazines. Finally, one handgun holster is on the right and will only hold the handgun.

The M1911 was a heavy inspiration for the first weapon in Muerte's Arena. I focused heavily on the function of the weapon, in that, as a semi-automatic, one would need to rack the slide in order to both load a round into the chamber and cock the hammer. This is required in order to fire the virtual weapon in Muerte's Arena. When all of the virtual rounds are expended, the slide will lock back and when a fresh virtual magazine is inserted into the virtual weapon, the slide release button will need to be pressed, or the rack slide function will need to be performed.

To rack the slide, in Muerte's Arena, you need only hold the virtual weapon in one hand, and place the other virtual hand near the slide action, then press the trigger on the free hand while maintaining it in that space, and it will automatically do the rest.

When the slide locks back, when all rounds are expended, you can release it with the slide release button(B or Y). If you have an empty magazine you will not be able to release the slide, you have to first remove the magazine, and then the slide will release

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forward. This is in inspiration to the function of the real, original weapon.

To remove a virtual magazine, press the magazine release button (X or A). This will move the magazine out into the virtual space. If you do not move the virtual weapon away, right away, the next time you move it, it will automatically load the magazine back in. This is by design, so that if you release the magazine by accident, you can grab it back in quickly.

When you operate the virtual weapon with the left hand, if you have your thumb on the Y button, you will not be able to operate the trigger, this is also by design. I hope to allow Akimbo at some point in the future, and I didn't want to invert the weapon model, so your virtual skeleton hands are able to operate the slide release with the index finger....its silly, I know, but gameplay trumps, Akimbo can be lots of fun. Soon...but not yet.

For anyone that is willing to purchase, I hope you have fun with what I have made. I hope to make this better and better, little by little. Also, thank you, I truly hope you enjoy.

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