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## About This Game

### Story

On Dec 25th 1925, a Japanese nationalist revolutionary group staged a coup d'état. The revolutionaries acted swiftly, suppressing the prime minister, police, major corporations, and newspapers. Struggling to react, the old government faction sent the order to a secret information organization 'Igasei' to initiate an assassination program called 'Yatagarasu' and eliminate the leaders of the coup d'état.

### Overview

Yatagarasu Attack on Cataclysm is an original, traditional-style 2D fighting game with 11 playable characters that takes heavy inspiration from Street Fighter III, focusing on delivering solid game play and high quality production values.

The control mechanics are simple and readily accessible to anyone, but gameplay is based around reading your opponent, parrying and countering, and is deep enough to provide an enjoyable challenge for even seasoned fighting game veterans.

### Dynamic Commentary

Yatagarasu AoC features a unique commentary system which provides tournament-style real-time commentary based on developments in the match. Both Japanese and English dynamic commentaries (audio and subtitles) are available and providing the English commentary are veteran commentators Jchensor, UltraDavid, and Maximilian.

### Other Features

Other features include online play with rank matches, lobby matches, online leaderboards, tournament play, Twitter integration, a fully-featured training mode, and GGPO to follow in an upcoming update.

### Creative Talent

★ Yatagarasu AoC features 2D pixel art by KOTANI:Tomoyuki AKA Styleos (King of Fighters, Mushihimesama, Ibara), and arresting character art by Miwa Shirow (Dogs, Black Mind) and Yasuda Suzuhito (Shin Megami Tensei: Devil Survivor).

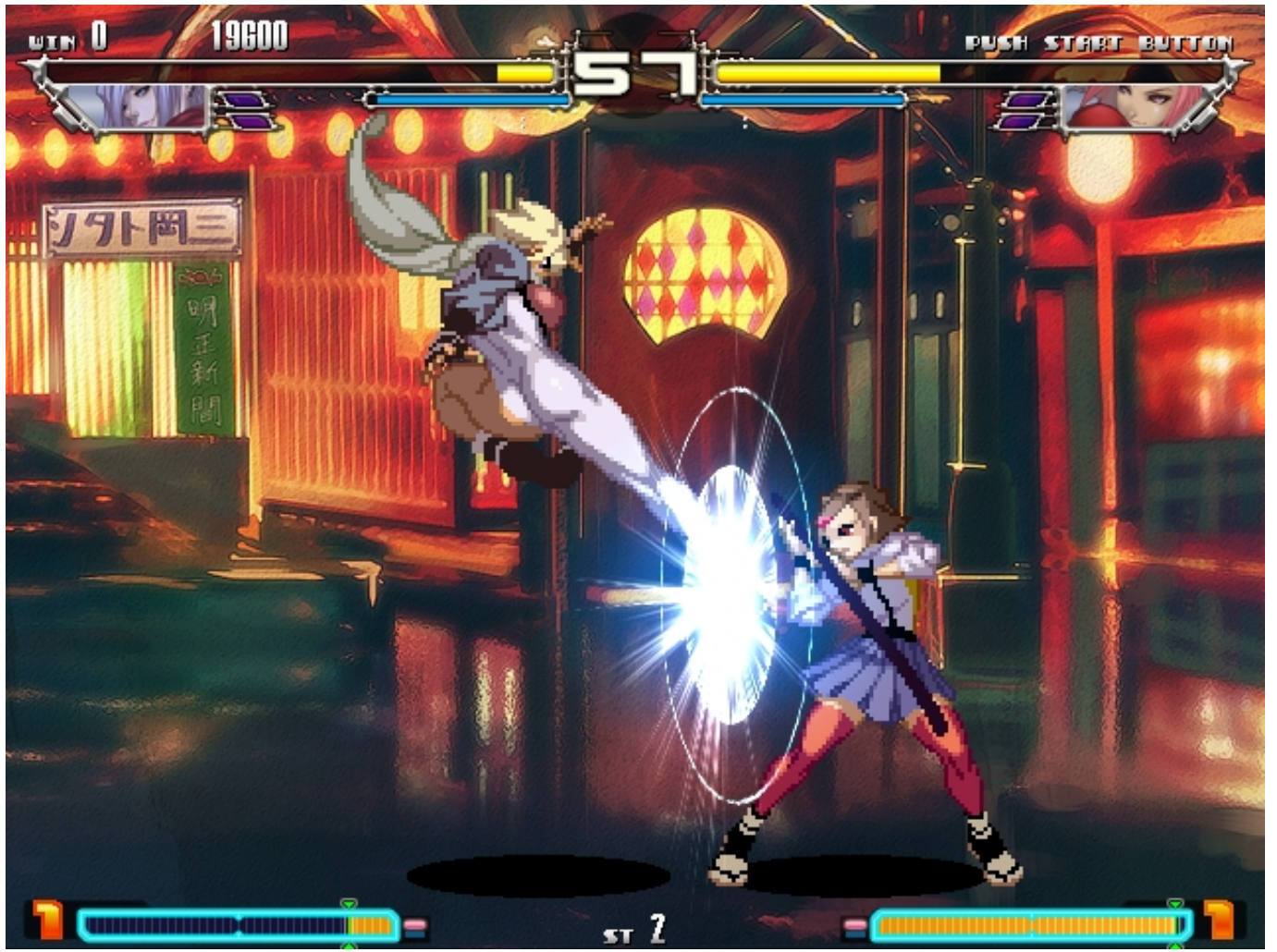
★ Voice acting talent includes Kaji Yuki (Attack on Titan, Final Fantasy XIII, Genso Suikoden), Uchida Maaya (IDOLM@STER, Holy Knight), and TOUGEKI announcer Koori Masoi.

★ The Yatagarasu soundtrack is created by Raito (Melly Blood, Under Night In-birth) and performed by the renowned doujin songstress LIQU@[/list] 7ad7b8b382

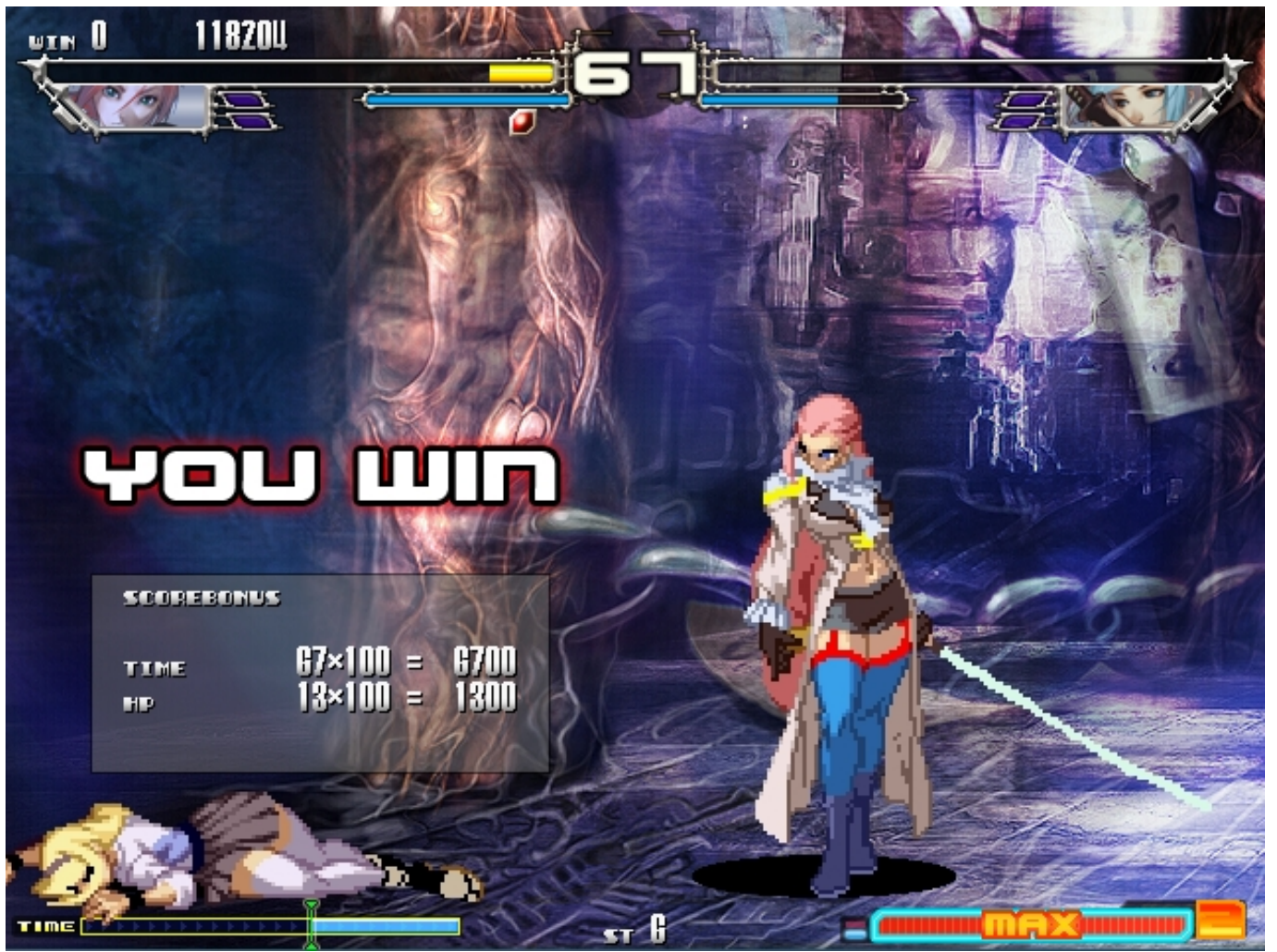
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Title: Yatagarasu Attack on Cataclysm  
Genre: Action, Indie  
Developer:  
Yatagarasu Dev Team  
Publisher:  
Nyu Media  
Release Date: 7 Jul, 2015

English,Japanese







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I love the art and the way the game plays but sadly the devs abandoned it and with the amount of content present in the game I cannot in good faith say that you should spend money on this game. Good "old-school" fighting game with some good/memorable character designs and good gameplay.

Devs abandoned it, no updates in about a year, netcode is trash and nobody plays it except like 4 guys on a discord server. Game shouldn't be more than 5\$ cus that's probably how many hours you'll spend playing it.. Cool game, reminiscent of street fighter 3 3rd strike. Gameplay is great, sprites look good, but the backgrounds look ugly and out of place in comparison. however the online is so broken that it isn't fun to play and it takes for ever to find matches.. So, total disclosure - I've been working on this review since launch because it's quite a tough game to rate. In short, it's the weirdest blend of incomplete yet perfect that you can imagine. The fighting is razor sharp and, for a 24/7 fighter fan, that's all that matters.

A lot of gamers and reviewers are making the obvious comparisons between 98/2002 Kof and Street Fighter III: Third Strike, but I feel it's more like a combination between KoF's unspoken cousin, Garou:MotW and an early Samurai Shodown title. There is a lean towards big juggles and weapon-enhanced pokes that I haven't felt in a long time and the polar differences between L and H normals and specials means that the art of constructing a decent combo will literally keep you up at night. The character selection is sparse, but mechanically the range features something for everyone, even mix-charge fans like myself. Furthermore, despite the complaints I've seen online, my cheap, fake, Chinese fightpad hooked up automatically, as did my notoriously PC-unfriendly RAP VX-SA fightstick - something that some fancier PC fighters have struggled with.

The hitboxes are tight and tidy, which again separates it from its KoF siblings, and it means that you'll often find yourself trading and, as a result, relearning trade-tactics, even at a low level. Other nice features include KD recovery and the much desired KoF hop options. There's 2 buttons dedicated to the game's Third Strike inspired parry system, which I feel would have been more valuable as a direct rip-off - utilizing the forward & aggressive crouch positions like its origin. As buttons, it just feels a little detached, but it's still an appreciated feature that forces you to bet on your reads.

Infact, with the ranged pokes, the parries and the KD recoveries, its fair to say that they've really captured that old-school "reads" mentality. Every throw, every hop, every meaty is a solid statement that you know the fight better than your opponent - something that's missing or diluted in modern fighters.

Next up, the online is pretty slick. Despite lacking its previously promised GGPO inclusion, I've been getting some pretty great, seamless fights in, with only the occasional "underwater" match occuring. Furthermore, you can view pings, adjust frame delays and mess around with a bunch of other stuff to customize your online experience for the better.

Another good sign of a thoughtful online mode is the ability to dip into practice mode without leaving a lobby, so you can work on those special cancels between bouts.

So, as an exercise in making a perfect fighting game, there you have it - Yatagarasu AoC is about as good as it gets. It takes inspiration from the greats, melds them together and comes out with something that's nostalgic yet new, punishing yet rewarding.

However, that's coming from the perspective of somebody who cut their adult fighting teeth on the alpha series and Third Strike and, as others have mentioned, this game is a bit of a love letter for fighter fans of that era.

Mechanically, it's all there, and that's all that matters to me, but if you put it up against almost any other fighter, the presentation of the entire thing is pretty jarring. From the minute you hit play it feels like you're in some kind of debug mode on an arcade cabinet, with a range of options and essentially dipswitch functions being the first thing you come into contact with.

The menus and in-game navigation is also pretty funky and learning your way around training mode options and the two different, but never explained, arcade modes may leave the casual fighter fans and the capital G gamers yearning for a more polished experience.

Personally, I like it and see it as another shoutout to the kind of player that knows the smell of burning silicone on a CPSII board, but it's not something for everyone.

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Likewise, the characters are almost at a Mortal Kombat level of palette swappy (and a little goofy), but their styles are unique, they match up nicely with their movements and the hitboxes and hurtboxes are all in the right places, so the game exercises as a great fighter, regardless of how creative the character design is.

There are some nice, thoughtful design features in amongst the rough bits like the assist commentary and the Samurai Shodown style hype-factory of an announcer, that will keep putting a smile on your face throughout with their comedy one liners and old school Akihabaran hatred towards throw tactics.

Jumping straight into this game, guns blazing, it took no time at all to find a few links and combos with some bite, with the standard KoF build of jump in heavy, crouchy-standy mix-up into a special/overhead. Specials can often beautifully cancel into other specials, but there's no meterburn or drive cancel cost to do it, which will undoubtedly lead to some awesome acrobatics when Yatagarasu picks up competitively.

My verdict here, despite its presentation, is that Yatagarasu is a top tier fighter. If you're begging for a new era of Third Strike and the like, this could be it. It keeps that old techy stuff alive, it's a future classic, it's both beauty and the beast. Just make sure to look for the diamond beyond all that mud.. This is 3rd revision of review. Despite the record, I should've played around 50 hours or so.

Reason for not recommending: not worth \$15. I only kept it because I missed refund.

The game is ok, it has decent amount of character with some variety. Unfortunately, you won't be finding any originality here, all of the moveset came from somewhere else like KOF and Street Fighter. It has some defensive move, some offensive move. Parrying is the selling point. Since the game focuses on simplicity, you won't be spending too much time learning how to use each characters.

Here are problems: online, menu UIs, little controller support.

There are very limited online players out there. If you are lucky you can find 10 people. If you are bad at the fighting game, enjoy getting beat'en up for a while. I spent about 1 hour getting defeated for over 20 times by same person. I also wanted to point out that hosting a match is a nightmare. I tried with my friend and it did not work.

The promised GGPO netcode is not included. You must port forward your router, but then again, not all of the router will allow you to do it fully, so in worst case scenario you will be stuck playing on random match only.

The menu UI is not very good. Online is difficult to see, confusing, it's not polished at all. Seeing "2 arcade modes" doesn't make any sense. There are some options in training mode, but hard to navigate.

Unlike many other fighting on steam, this game has very small support for controllers. Keybinding is pain in a butt, you have to go through your system file and open document in notepad, reading them in JAPANESE.

If you still need explanation for not recommending this game, just think for a moment- you have 2 options, between Yatagarasu and Street Fighter. Both have similar style, but Street Fighter have far more characters, more online players, and most importantly, more single player options. Even with its double price, the Street Fighter is what I would get, in fact, what I SHOULD have gotten. It really doesn't matter if it's doujin or big company game, there should be no excuse for poor quality- you are the one who's paying for it.

If you bought majority of fighting games on Steam, then I guess this is your limited choice left. If you just started to look for fighting games, I don't recommend this game. If you are limited to your budget, go get Skullgirls. While Skullgirls are harsh on online, it is much more completed game than this.



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I've had more fun with this game in a few hours than in days of SFIV (on PS3).

It feels like a mix of Street Fighter: Third Strike with a little of KoF.

pros:

- Good, simple design that allows anyone to pick it up.
- Good net-code.

cons:

- Not many characters to choose from (i don't really care as long as they are balanced)
- low resolution (if you are expecting a hi res game, look elsewhere)

This is my new main fighting game, at least until SFV releases.. I have mixed feelings about this game:

First of all, I love the game, the mechanics are fluid and it's pretty easy to do basics and BnB, if you're a FG enthusiast like me, buy this game, it's worth the money. (I'd recommend to buy this with a heavy discount though. I'll get to this point later)

That said, the game is really mediocre in some aspects.

What do I mean? Well, the menus are ugly and so is the HUD, it only runs on 640x480 resolution, and above all, it's the goddamn 2015 already, c'mon, take a look at Skullgirls, the same price, but it does have plenty of resolutions and modes.

The game is really lazy in this aspect, but the character sprites and art are cool (sprites aren't Blazblue tier, but are good enough for the purpose of the "classic" feel)

Also, some inputs are messed up (at least on a 360 pad, diagonals are inconsistent, nothing gamebreaking, but can get annoying for half circle moves)

So, do I recommend the game?: Absolutely, the game is great and fun as hell

Do I recommend to buy the game?: Not now, wait for a sale, 15 USD for this game is a rip-off

Edit: Netcode is actually fine and not terrible, just be sure to set-up the delay frame between 2 and 5 and you're ready to go.

Quick review:

Yatagarasu is fantastic. Yatagarasu has great netcode. Yatagarasu is beginner friendly. Yatagarasu is very fast, but Yatagarasu is not an anime fighter. Yatagarasu, quite frankly, looks like garbage.

This is a game in which individual player skill, quick wits, and experience will win out over meticulously practiced combos.

Thoughts:

Yatagarasu is the first fighting game I've seen released since the launch of Street Fighter 4 that presents the player with an experience which boils down the SF-influenced 2D Fighting genre to its core. It apes Third Strike pretty hard, but it's much easier to pick up.

At the end of the day, 99% of 2D fighters are just Street Fighter 2 with a gimmick. Yatagarasu has no gimmick. Parrying, to me, feels like the most natural extension of what could possibly be done with the genre without changing the fundamental gameplay that Street Fighter 2 laid out. Parrying quickens the pace of the game without simply upping the speed. Guard breaks also keep players on their toes, expanding upon the typical guard, grab, 'n chip damage solution to turtling.

In essence, while this is a more offensive game than SF2V4, your options for defense have been expanded considerably, creating a beautiful balance which keeps both players on their toes. Mounting an offensive takes much more than a block strong riddled with high/low mixups and the like.

Please, play this game. It honestly looks really bad, it's obviously still in development (menus are very poor, stage icons use in-progress art), and personally, I think the character designs are really boring. That said, the mechanics of this game are top notch. If you like fighting games, if you want to get good at fighting games, this is the game to play.

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. remains unfinished and buggy, amazing gameplay, but everything else is sloppy. this game should only be bought to be played offline but i cannot support buying unfinished games. online that REQUIRES port forwarding (not even fightcade requires port forwarding anymore).. Quick review:

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