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About This Game

- Simple & easy game UX suitable for VR
 - Online Multiplayer PVP game
 - 1:1 , 2:2 match system
 - System for friendly matching
 - 1~4 player , solo playing enable
- Easy, intuitive and long-lasting game UX to suit VR, and can move left and right to battle
 - Easy and intuitive UX for VR
- Users can play each other with 1:1 and 2:2 players with various situations in real-time battles where AI is replaced when no user is available.

Users enters the game lobby and pick your character.

You can enjoy shooting games with others through random matching or custom matching.

Movement method moves only to the left and right, and is suitable for VR game relatively.

In-game gold, you can buy a variety of characters and weapons.

You can enter your friend's nickname and enjoy the game together through custom matching.

Title: Realshot
Genre: Action, Early Access
Developer:
CSIS (CSI Studio Co.,Ltd.)
Publisher:
CSIS (CSI Studio Co.,Ltd.)
Release Date: 24 Jan, 2018

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Minimum:

OS: Windows 7 SP1 (64bit) or higher

Processor: Intel Core i5- 4590 equivalent or greater

Memory: 8 GB RAM

Graphics: GeForce GTX 1060/Radeon RX 580

Storage: 4 GB available space

English







A fun visual game, interesting story with quite a few decision points.

Can or will friendship overcome the history of their races

For you to decide how the journey could go.

The outcome at the end depending on choices made during the game.

It is a short game but I'm certainly glad I played it.

I also really liked the music tracks which did emphasise the story.. What can I say this game has such fantastic charm.

The artwork and gameplay outshine all the early access crap we have to weigh through these days to find a Gem.

For those on the fence this game is truly a pleasure and well worth the investment.

I have been fortunate to be able to speak to the devs who truly listen and take input from the playerbase.

The story is charming and well written I truly wish these guys the best and cant wait til their next game.

Classic game 9/10 stars.. I only bought because i got 90% off from a coupon for 20\$ its very boring not much else to say. This game gave me a fatal encephalon injury.. Dead game, dont be fooled and buy it.. Hi everyone...Its a very easy to play, and very fun. Recomendated to those, who got a sense of humor :)!! Had this one sitting in my Steam library for a while. What a surprise when I finally decided to give it a go! Highly recommended for anyone that enjoys a good physics puzzle game with great atmosphere.. I like this add-on. It has lots of airplane parked in the area. Good detail. People, car, building is very good. But shadow from airplane parking is bad. But i still recommend this add on. It is awesome!. In a world full of idle games for your phone... You're better off playing those. Even though this game does provide some choice (that could very loosely be called strategy) it is a really boring idle game that you actually have to pay attention to, just to click buttons. Not fun, nor interesting. You don't move around a dungeon, just fight random enemies. Adapting to new enemies sounds like a fun idea, but the way this game plays it really isn't.

I bought this on sale... I can't imagine how disappointed someone who bought it full price would feel.. it will not make it be Full Screen and its not HD style tipe

I typically do not write a review for a game until I've played it for quite a few hours. I may have only played this one for two hours, but I believe I've found everything the game has to offer. And truthfully, I wanted to enjoy it... but I felt I was lost in a story that made little sense and wasn't captivating.

There are also the following core issues:

- The fancy handwritten script can be extremely hard to read.
- There's no option for subtitles. I usually play with audio anyway, but I always dislike it when games VforceV me to have the sound on.
- There's also no music. Music adds so much to a game, or in this case, NOT having it actually takes away from the experience.

The achievements were also mostly based on repetition; the game had to be completed twenty or thirty times to get everything, and even then, there was little to no guidance on how to get the achievements, so it was mostly me stumbling around blindly clicking on things and hoping an achievement unlocks.

There are some high points, like the voice acting -- it's not great, or even good, but I've also heard much worse. The concept is also cool, though the storyline could have been fleshed out more. It doesn't even do it justice to storylines to SAY this game has a storyline, as it's mostly random tidbits of information about items in a fictional shop coupled with a minorly interesting, not-that-compelling dialogue between The Customer and his Mother-in-Law. Overall, I don't think I can really recommend this game, but if you insist on buying it, I recommend checking out the achievement guide I wrote in the guides section, mostly because it will limit the amount of frustrating repetition that is to be found in this game.. A 20-minute look into the bleak future of United States space exploration if we continue cutting NASA's budget and failing to educate our citizens in math and science compared to other countries. It's a little-known fact that, during the development of Starlite: Astronaut Rescue, highly intelligent individuals who once helped put man on the moon were forced to simulate having no scientific education. The result is a game with physics that are all wrong and only 20 minutes of plodding, unrealistic content\u2014all they could manage to create under these conditions before giving up. A real eye-opener, and a future none of us want to live in.. Fun game, but yet another poor Ubisoft PC port.

If you liked the first game, you'll like this one just as much or far more.

Driving has improved greatly, graphics are great, but seriously awful framerate.

I can't maintain 30fps even on the lowest settings with my 1060 6GB.

I recommend buying it on console instead.. this game is truly amazing, the different areas and environments are diverse, and the background stories of some of the civilizations are written with intent to expand. the art's style perfectly reflects the game's mood and the character customization isn't an afterthought. the development team knows exactly what they're doing. 9/10. I'm about an hour into this game (on my friend's account) and I can already tell it's special. The mechanics are crazy fun and my friend and I have been laughing the whole time we've been playing (no friendship-ending fights yet). If you've got friends and maybe even a couple drinks on hand, I HIGHLY recommend playing this game, lol.

Killa Kill is the best character, sorry bout it. Fun concept with lots of scope for create output. Also great documentation, although the gameVtoy itself is fairly straight forward to figure out. It would be nice if you could scroll and zoom around a little faster, but this doesn't affect the enjoyment of playing with the software. Would recommend to anyone with a musical streak.. At the time of writing this review there are achievements in the game but not in Steam. It works as the other mosaic games do with no major difference in the mechanics. Some of the mosaics are horrible looking and some are nice which is par for the course. However at this time two levels do not complete and that means you can't finish the levels in those worlds. In the third world level 57 won't complete which blocks 3 levels. In the 6th and final world level 103 won't complete and that blocks 17 levels. So a total of 20 levels can't be played. I'm not asking for a refund b/c I only paid .49USD and it's not worth the trouble. Because of the broken levels I can't recommend the game unless you are paying a very low price and don't mind not being able to get all the achievements.. Looks and feels like a game ported from mobile devices. A poor follow-on to Anomaly 1&2. It does not play like additional levels, and you have to repeat training on the squad units, abilities, etc. Not worth the money, even at \$5.

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