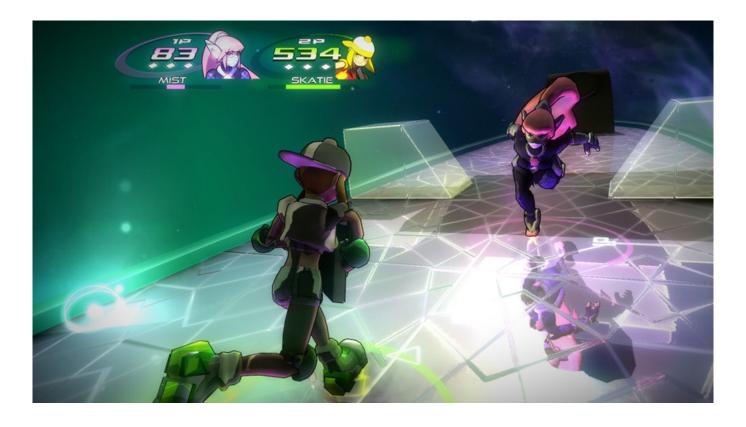
## Combat Core Addons



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## **About This Game**

Combat Core is a 3D arena fighting game sporting a colorful mix of modern aesthetics and futuristic cyberpunk. Fighters from across the galaxy have gathered to compete in the Combat Core League!

The fighting mechanics focus on fast-paced combat, strategic use of your environment, and weapons in the arena. Fight against challenging AI or your friends, online or offline!

## Key features include:

- High-Powered Combat from 1v1 to 4 player battle royale or team modes
-Physics-based environment destruction and interactive ragdolls
-Original Characters with fun, unique movesets and strengths
-Combat Cores can boost fighter stats and grant special attacks to fit your play style!
-Local Multiplayer + Online Multiplayer using Exit Game's Photon Networking Framework
-Interactive Arenas with a variety of mechanics and hazards
-Weapon Pickups ranging from lazer swords to energy grenade launchers, with multiple attacks and uses
-Full Character Editor to create custom fighters with different gear, stats, and skills
-Oculus Rift/OpenVR Support - The first fighting game with native VR support!

Title: Combat Core Genre: Action, Indie

Developer: MABManZ Publisher: MABManZ

Release Date: 10 Jan, 2019

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Minimum:

**OS:** Windows 7

Processor: Core 2 Duo

Memory: 1 GB RAM

**Graphics:** Intel HD 4000

**DirectX:** Version 9.0c

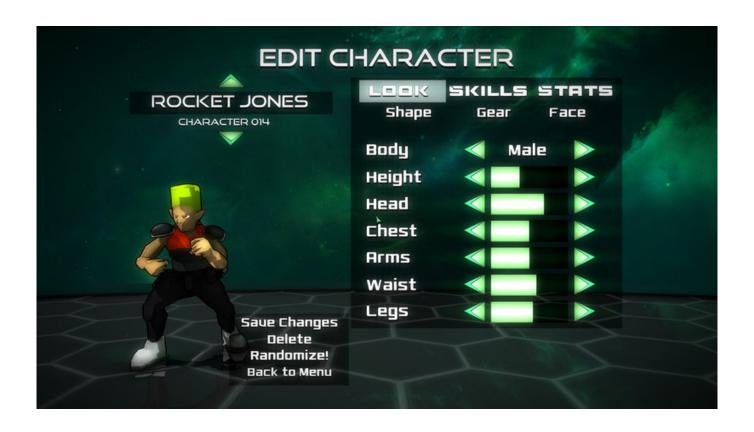
Storage: 2 GB available space

**Sound Card:** DirectSound, DirectX9.0c Compatible Audio

English







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It's good, cant really complain. ing garbage \*\*\* peice of \*\*\* My mom could make a better game. Still better than BF1. Imo worth a dollar. Thanks. God it was frustrating.. Its fun to play with friends and its gameplay is different from most fighting games nowadays. Online is kinda dead, but if you can get to play this with friends, its definitely worth it. Played today and found the game has been updated quite a bit. The backgrounds are beautiful. The controls are not, I repeat not keyboard friendly. It has a learning curve so you will need a controller if you are a nubbie like me. But all in all it played great in the arcade mode. Really impressed.. no intelligence or strategy required - spam attacks and you might land yours first. I enjoyed the \*\*\* out of it in the Alpha Builds really reminds me so much of Power Stone. It's hella fun and there's a lot of depth to the brawling, but the game is pretty much barebones since it's an Early Access title. There's not really much incentive to play yet since there's just Free For All and Team Stock Battle with players or bots, and a good character creator with everything unlocked. Fantastic fighting game, it reminds me a bit the fast peaced flow of Tekken! so thats so good! MUST buy it if u like fighting games ^\_ ^

My original review is below, and for early access.

So, upon reflection, I don't think I can recommend this. The stages are all way too similar, the combat isn't actually terribly deep... the game just fails to draw you in. It's boring, plain and simple.

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I got this on a whim. I'm a very long time fan of Samus in melee, so when I saw the Ares character I was like "alright I'll give it a try." And I played as Ares for a while. But then I found out there was a character creator... oh boy did I have fun in that. I made the tallest dude possible and gave him a gerald from hey arnold haircut, made everything on him the brightest gold I could and made all his moves as extra (lingo extra for the uninitiated, look it up) as possible.

The fighting is fun, it could stand to have one more attack or something, it's missing just oooone extra bit of required effort by the player I think. Maybe. Or maybe I just need to try and focus on the combat depth a bit more... probably that, because when I put the AI level on anything but "embarrassingly low" I get walloped.

The AI is good, I like it. Much better than smash bros AI...

The stages need some color variety please. I can only look at vaguely blue green lights for so long before I want something else. Also there need to be more of them, but I imagine that's coming.

Since there is no known context like in smash bros, some bios on these people, a teensy bit of plot would be nice. I like to have some vague knowledge of who I am and who I'm fighting so there's a point. Except my custom character, I know his story. His objective is to be the most flamboyant teleporting scorpion-chain from MK-using flippy kicks mother \vec{VVV} er in the galaxy, and boy does he succeed.

I'll definitely play this whenever I get that smash bros itch. But please, some color and environment variety so the game doesn't get stale after like 5 hours. Also maybe some of the characters should be less "kid in baggy suit" ish? I get one, but four (three? idk it was more than one which is too many). That's fine really since there are like 20 characters (+1 fabulous man).

Overall, if you like smash bros, you'll enjoy this. I can tell there's depth there and am eager to master it. There's the right amount of silliness and seriousness. I just need a reason to be beating these people up.

Very good, looking forward to a completed product. Ooooooh boy. Here we go.

Here's the thing: As an idea, Combat Core is a really interesting and fun idea for a fighting game. It has a nice, well rounded roster, its controls are....decent, considering a large amount of it is mapped to the mouse for some reason. The voice acting is good. And hey, Zetto and Kizuna from the Terrain of Magical Expertise are here! That's great! But there's still a hell of a lot of flaws. The framerate, for one, is all over the place, especially in certain stages that have a lot going on. A lot of the supers are really tough to combat and easy to spam (Looking at you, Mist.) And this game dosen't offer much in the way of introducing concepts besides a simplistic set of instructions. I'm sure this, along with some other minor issues, will be patched out, since this game is essentially fresh from the oven. So overall, despite a few rough spots, I would still highly reccomend this game. Especially for old TOME fans. Battle on!. First game in a loooooong time that I've returned. I can see where they might be going with this game but it's a long ways off I right now. Incredibly small arsenal of moves with barely any depth of gameplay. While the arenas look super cool at first glance, they're nearly indistinguishable. Creating a fighter is a nightmare and is just a mash up of the same set of moves. I know it's early access but I just don't see what they are going to add in the future here that's going to make this come together. This seems like a pretty first draft demo to me.

Awesome cohesive soundtrack. Booooooo basically everything else.. This is a fun fighting game, and the only one that I know of for VR. It has a Powerstone feel to it which is a good thing! We just need more players on it for online multiplayer and it will shine even more! This is a must have for your collection!

It's EA and the dev is incredibly responsive, picking things up in a matter of hours.

And online 1v1 is the hypest ♥♥♥ving thing I've done in years.

Stages could use a bit more variety, hits could have more oomph and the ragdolling can get annyong but honestly? It's better than Power Stone. There I said it fite me irl.

Update: As of Alpha 14 hits are now extremely visceral with really meaty SE, more prominent hitsparks and slightly more noticeable sceenshake. Feels great <3. This game is great and brings back fond memories of Power Stone and Super Smash rolled into one! I can't wait to see what's in store for this game in the future as long as the content keeps coming and smaller bugs/breaks are fixed! I've been playing on the Oculus Rift with Windows 10 and have not had any issues so far! Keep up the great work!

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