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## VR RHYTHM ACTION SEIYA

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### About This Game

**Play the melody by punching the lyrics and stars flying at you to the beat of the music!**

\*The lyrics and songs are all in Japanese.

**Ab 5d3b920ae0**

Title: VR RHYTHM ACTION SEIYA

Genre: Action, Casual, Indie, Sports

Developer:

WANDV.INC

Publisher:

WANDV.INC

Release Date: 14 Mar, 2018

#### **Minimum:**

**OS:** Windows7

**Processor:** Core i5

**Memory:** 8 GB RAM

**Graphics:** GeFo

English,Japanese,Simplified Chinese,Traditional Chinese

vr rhythm action seiya. vr rhythm action seiya

This is one of the best VR music game out there. If you like Jpop, you'll really enjoy this. It's also a huge workout, playing

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15mins of this and my arms were dead and I was all sweaty. You unlock new songs as you hit a certain score on each song.. Fantatsic game if you like this type of music.. [Used device: Acer Windows Mixed Reality] Actually, this is my first VR game that I bought. The point of this game: GOOD EXERCISE for PC gamers! You will definitely gonna be sweat after you play 3 songs. WindowsMR is not supported officially, but I didn't have any issues to play the game.. Fun game but there were only two songs available so I ended up refunding it.. This is probably the ebst VR based Rythem Game out so far. Especially if you like games like Groove Coaster or Hastune Miku: Project Diva. The game itself is very simple, but the songs are exhilerating enough to keep you entertained. Reading up on the Hub, you unlock more songs as you beat songs at the A or S rankings consecutively for 5 turns and then a track becomes available. I think you can also unlock based on SS rankings but this is really difficult to achieve. Completely worth the \$17.09 I spent on sale. It's much better than the Hatsune Miku VR.. I had a great time with this one! As of writing this review there are 28 songs in total, but it's worth noting that mysteriously only 2 of these songs appear if you select the Slash Mode in the options. In other words, regardless of how you plan to hit the notes, play this game in Punch Mode (which I played using slash motions with no issues, getting SS ranks and all that jazz). Most of the songs are not available initially and get unlocked by playing the game. The majority of the music is J-Pop and J-Rock, and about half of the songs are Vocaloid based. There's a good amount of visual variety. All songs take place on a stage setting that features flashy equalizers and lighting effects. The style of notes switches between solid colors and notes with lyrics written on them, which feature several different fonts depending on the song. There are also flame effects that trigger from time to time in certain songs, and some of the songs feature live action or animated music videos; the ones that don't feature a video have an art image on the main screen; the song lyrics running across the bottom in both cases. All songs appear to have only one note chart, although you can change the speed at which the notes approach to four different speed settings. Personally, I'd recommend leaving the approach speed at Normal. The charts are not insanely difficult, but people looking for a serious challenge may be left wanting more, and people who struggle with rhythm games may find themselves getting frustrated (especially since this game takes cues from Vocaloid games, in that parts of the lyrics and audio cut out when the player is missing notes). In short, the difficulty is average. One thing that's kind of lost in translation is what appears to be the karaoke element of this game. Tying into the reason there's only one note chart per song, the lyrics appear on the notes as they approach and go along with the melody, written in kanji/hiragana/katakana (the lyrics also being displayed on the screen in the back). Notes that are based on musical melody rather than the lyrics are solid-colored stars. I feel like if the developers added a romaji option some people might like that, so it would still be possible to sing along if you're not familiar with written Japanese; I suppose this might be a decent tool to practice speedy recognition of the characters if you're studying these alphabets. All in all, if you're looking for a casual flashy rhythm game and enjoy Japanese music, this is an easy recommendation.. Brief review since there are no real reviews yet but have played though about 8 songs and really like it. I will expand as a play more but if you like jpop and rhythm games I thinks it worth it. Also it is not a bad game for some Hirigana/Katakana/Kanji practice. Its currently is not as extensive on songs as some of the completion that generates songs but I think that would be hard to do with the lyrics like this game which gives it it's unique charm its like Karaoke Boxing. And I feel the price is fair for the content.. This is an exciting sport as well as a rhythm game! Most of the songs in this game are sung in Japanese, but what you do is simple. Just hitting flying notes by your controller (expressed as mics in VR) is what you must do. So you can enjoy this game perfectly whether you can understand Japanese or not. I recommend "Windbreaker", a song in this game. I love this song.. I had a great time with this one! As of writing this review there are 28 songs in total, but it's worth noting that mysteriously only 2 of these songs appear if you select the Slash Mode in the options. 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