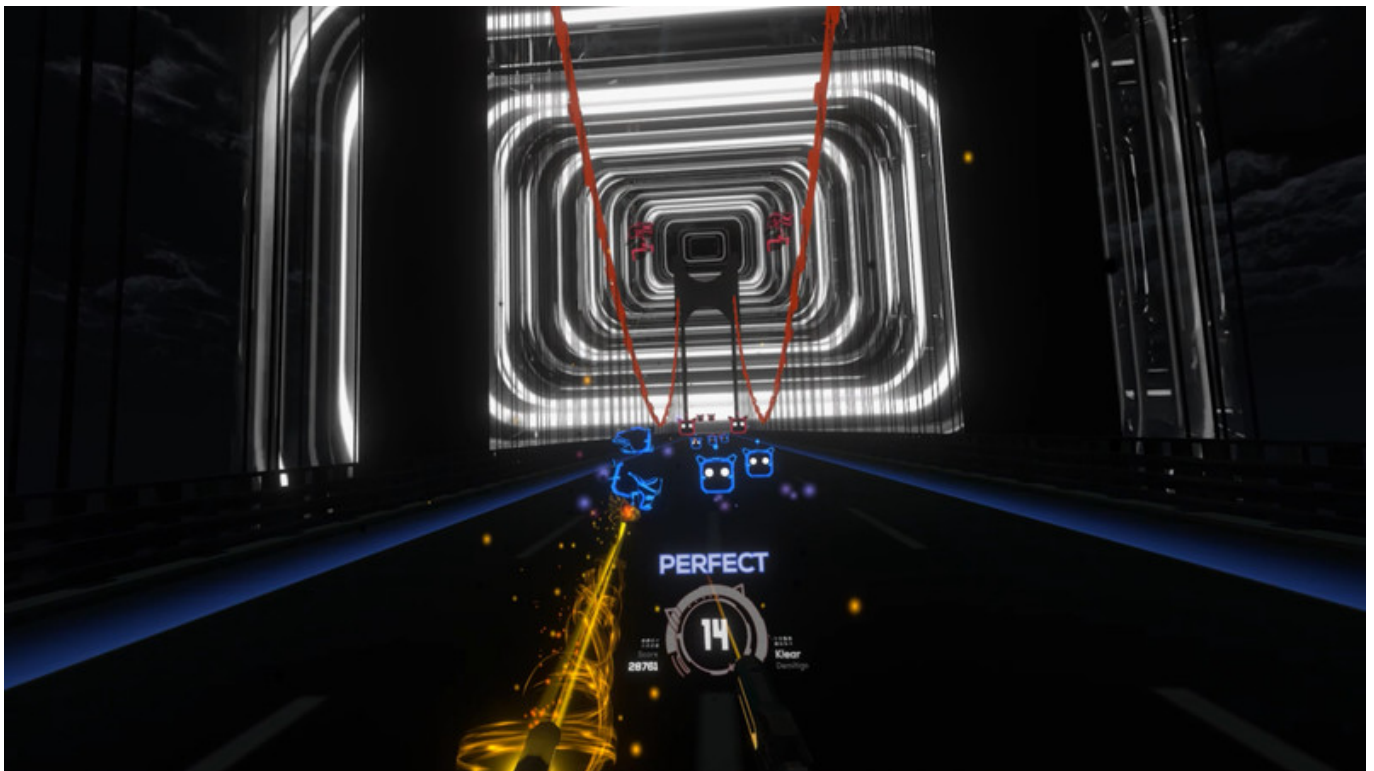

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About This Game

Welcome to the sCATter!

sCATter is a VR shooting rhythm game that shoots UDADA, a cat robot flying towards the player, according to music.

It's a new but simple rhythm game.
aim and shoot the flying UDADA to the music with a gun corresponding to the controller of both hands. Anyone can learn how to play!

Choose the songs you want and select the difficulty level to play! If you don't like the speed at which the UDADA flies, you can adjust as fast or slow as you want.

We will update more various songs and themes later on.

Please look forward to it!

Title: sCATter
Genre: Action, Casual, Indie, Early Access
Developer:
SEEDGAMES Co., Ltd.
Publisher:
SEEDGAMES Co., Ltd.
Release Date: 8 Feb, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10 (64-bit)

Processor: Intel i5 (4th-gen) or AMD Ryzen 3 or equivalent

Memory: 8 GB RAM

Graphics: NVIDIA GTX 970 (AMD Radeon R9 290) or better.

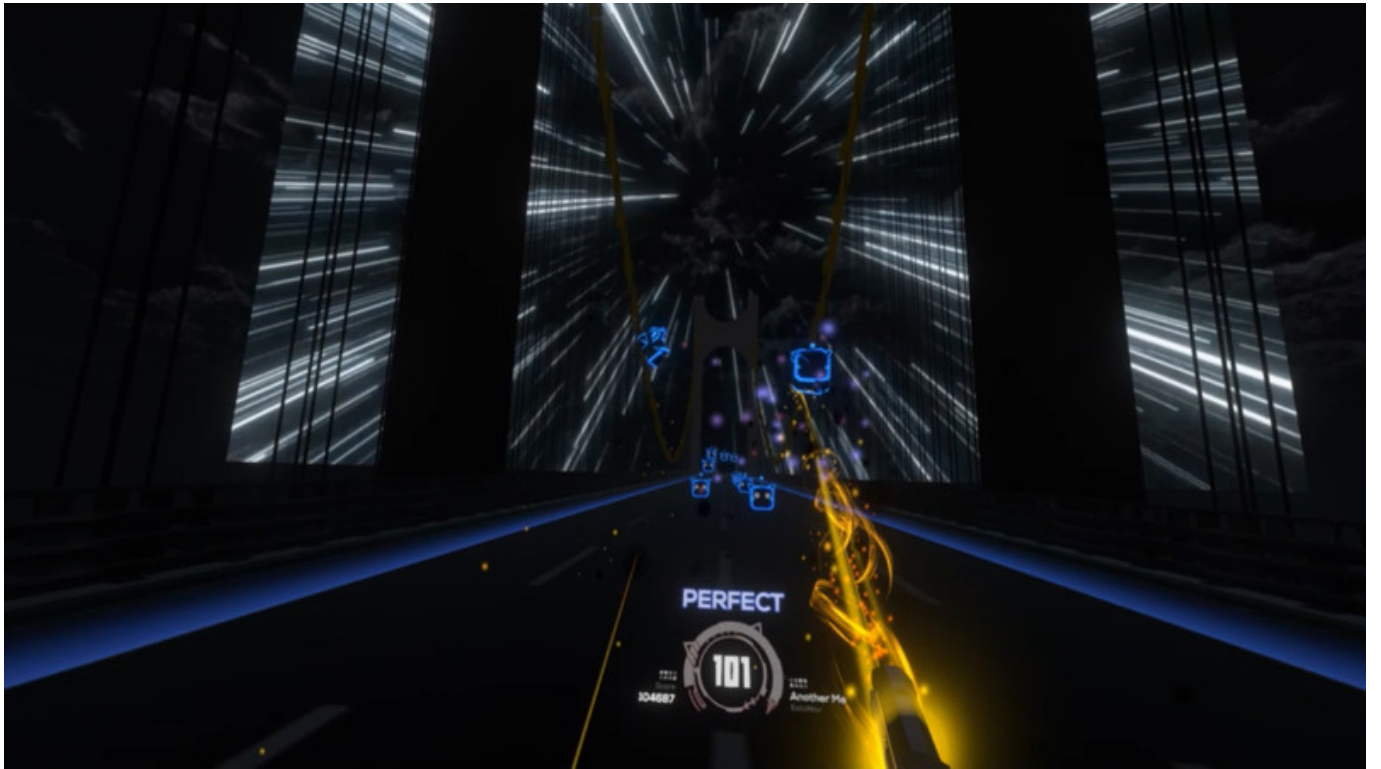
DirectX: Version 11

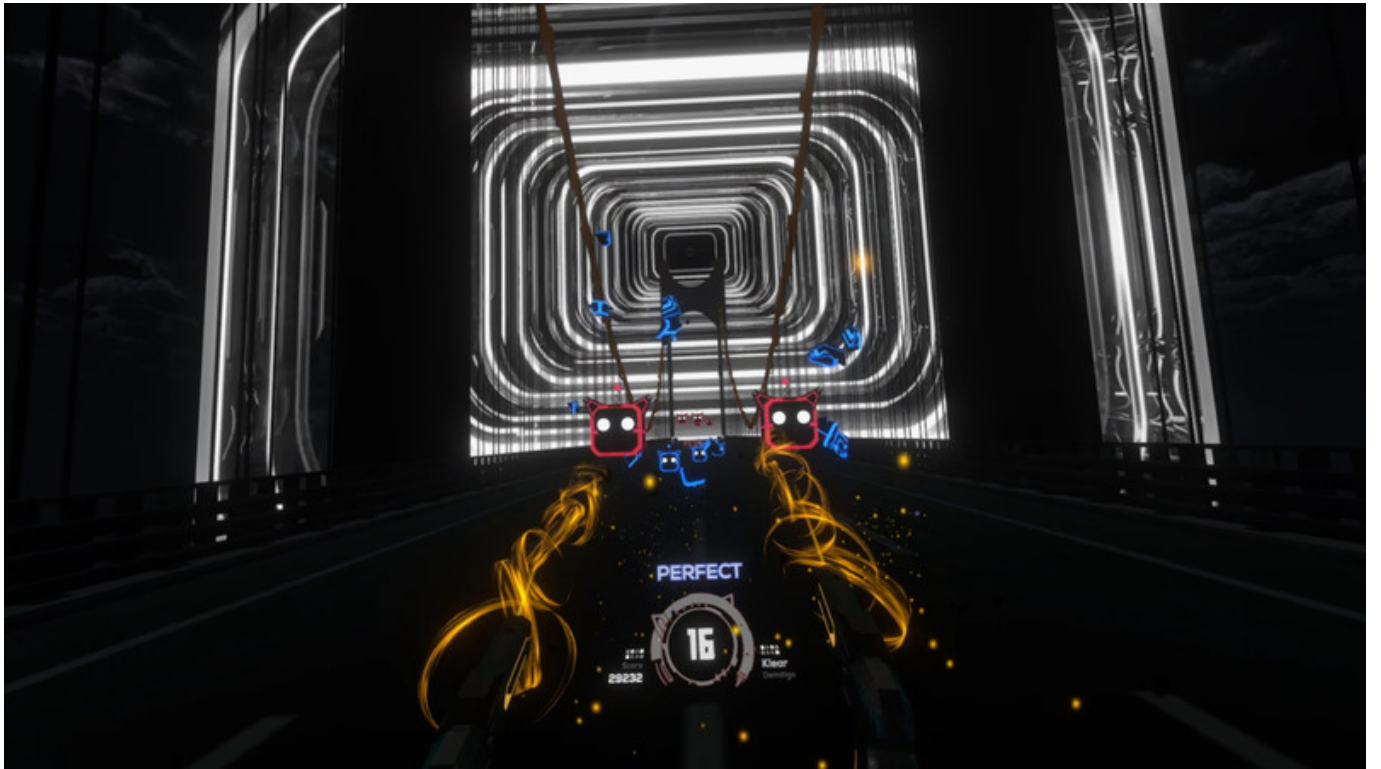
Storage: 2 GB available space

Sound Card: DirectX compatible

Additional Notes: Requires compatible VR Device

English,Japanese,Korean







So when seeing this game I was immediately interested since I play a lot of rhythm games and really enjoy them. I would say this is the best VR Gun rhythm game so far. For me the game was really easy and I went right for the hard levels. Some of the hard levels have some unbalanced gameplay where it is easy in some parts and other parts are actually difficult. I am a bit confused though because I completed all of the levels on the hard difficulty but I didn't get the achievement for completing all songs in a difficulty. I also don't understand how to get the achievement for getting excellent on a level, the best guess I had was to hit perfect on every block in the level but that didn't work. I will definitely keep playing this game and try to get perfect on most of the levels and I want to see new levels if more come out.

Things I Want To See In This Game

More achievements

More visual effects synced to the song

More environments than just the bridge

More levels/songs

A explanation of how to get a excellent on a level

I think this game has a ton of good potential and it will be fun to see what else is added to it :3. Great game so far! It doesn't quite match Beat Saber or Airtone but it's pretty good in it's own right. Definitely worth adding to a rhythm game collection. There have been one or two other gun-shooting rhythm games for VR but they looked pretty weak to me so I passed on them. This one is quite satisfying, though.

The mechanics are very simple - You have two guns and you shoot the cat robots in time to the music. Blue cats are on a beat of their own and red cats are paired on a single beat and so you want to shoot them in sync. Despite sounding overly simplistic, though, coordinating your shots can be tricky. It ends up being a lot of fun even though there is very little physical movement.

As of right now there are something like 22 songs with more to come. There's a decent variety of styles - some with lyrics, some without, some in English, some not. If you like Airtone's OST, you should like this one.

For some gameplay and first impressions, check out my video here:

<https://youtu.be/Vzi4PdUYBBa8>

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