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## About This Game

One Hit KO is a fast-paced, single-player, 2-button fighting game that pays homage to classic martial arts video games and movies.

Press left to hit left, press right to hit right, but be careful, if you miss it's over! One Hit KO is a simple game about pure skill, reflexes and concentration.

As you keep playing new enemy types are introduced and the game quickly becomes frantic and exhilarating. You'll fall many times before reaching the end, and that's ok because the game frequently rewards you with one of the 24 unlockable characters to keep you motivated.

### Features:

- References to the 80's and 90's world of martial arts.
- Unlock 24 playable characters as you improve your high score (cosmetic, no gameplay changes).

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- Learn to defeat 8 enemy types (+1 final boss).
  - One long level with 7 random scene changes (cosmetic, no gameplay changes).
  - Only one (secret) power-up to aid you, your skills and reflexes are what matters.

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Title: One Hit KO  
Genre: Action, Casual, Indie  
Developer:  
Three Frog Studios  
Publisher:  
Three Frog Studios  
Release Date: 5 Apr, 2017

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English







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Well considering i bought this when it was on sale today for 75% off this is basically a good start for beginners if they wait for it's on sale. For the start two rare items and a golden legendary that will be used for a very long time. For me playing this game for about 6,650 hours it's a good start for the dlc items, Even old crusaders over event ones are still useful depending on the stage.. Great, fun mix of FPS and MOBA.

The game is in early access so it has more faults than the average full release, which is fine. Lots of these will be mentioned below, but I need to be VERY CLEAR: These are not large or serious problems. Some impact the game, but don't stop it being good fun. Please please please don't let the negative comments here drive you away from the game - it is merely how I would like to see it improve and it's weaknesses, not to say the game isn't good.

The weapons are my least favourite part at the moment. I'm told new UK-based servers have been launched which I have yet to try, which is where I'm based so my ping should dramatically improve compared to the game's original US-only ones. This should hopefully help with some of the issues I've had as I'm sure some are due to the expected 170ms+ ping. However, the weapons sometimes seemed to not fire and provide an electrical blast instead. This was really frustrating as there were times this happened that I needed to shoot back and died as a result. This is the same that happens when the weapon has run out, but happened when it was fully green. The two overheat quickly and look very simple, while the grenade seems a bit awkward to throw. The developer has commented on reddit that this will be improved.

The gameplay is great. Teleporting around to dodge enemy shields and large groups of drones is just fun. I really don't like how you can't easily get close to walls; standing around a corner and poking your head out for a firefight is one of the best parts of VR FPS IMO. It simply isn't possible in this game unless you're willing to stand a metre away from the cover. However, the drones keep you on your toes when not engaging enemy players, the turrets are powerful and to be feared and players feel like a fair fight each time, though the shield is pretty tough. My main wish to improve the way it works is player buildable defences. Let us customise the map each time! Make every game a little different, let teams pick where to invest their resources (upgrading turrets, walls, shields, repairs etc).

The game also lacks any sort of tutorial, so it's a bit of trial and error to understand the mechanics.

Right now, I honestly feel this is one of the best FPS experiences in VR, period. It's got some serious flaws which I have no doubt will be addressed, but it feels polished, looks amazing and has a very active developer. I hope it will be expanded to offer larger teams, more to do in the maps etc to bring it up to some of the '2D' MOBAs out there, but the FPS element is fun enough to justify the price.. The heart of this "game" is the stories. Most of the five tales are beautifully done and incredibly emotional. To progress in the story you have to play little "games" which function kind of like if you found a "Baby's First Flash Game" book from about ten years ago. They're less fun and more of a hindrance to get through the game. Especially when you finish one and get a short, simple, one line of text picture that doesn't justify ten minutes of playing the mini-games.

Also the photography mechanic, if it could even be called a mechanic, is simply the game telling you to point at something that is blatantly easy to find and then play one of the mini games.

It's quite obvious from the mechanics of the UI that this was a mobile game first and foremost, which probably explains the simplicity of everything, but it's still a shame.

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Still, I recommend the game as long as you don't pay full price for it. I finished the whole thing in one three hour sitting and got it with a 33% off coupon. From the story alone, especially an emotional ending, I'd say I got my money's worth, but I wouldn't recommend it at all at \$12, especially when the mobile version is three times cheaper.. I am in love with this game. It's a solitaire-ish card game, but with neat mechanics, gorgeous presentation (if you're into the 8-bit style), and unlockables to keep that carrot in front of you. Not that you'll need a carrot. No, this has more than enough gaming nutrition to go around.

If the idea of a card-based, turn-based missile command sounds just weird enough to you to be intriguing, it's WELL worth the \$5 they're asking.. This looks like an interesting take on a tactical space battle sim. Unfortunately, my version does not seem to have a single player campaign - just the split screen 2 player mode. Also, Brown Space Don't Make It - to paraphrase Frank Zappa. Sorry. Bye!. <https://youtu.be/YQjp6ZM9KG0>

This game is quite challenging, making you really spend your time wisely to build up your town and thrive. It will take you a long time to thrive, but it is worth it. I really like the graphics and enjoy slowly building up my town! There is a variety of gods to mix up the gameplay slightly, which helps the game differ each time you play it as well.

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This game is awesome. A addictive beat'n up, from the 80s or 90s, with a incredible soundtrack.. Fun game to play with your friends inbetween games.

if i had friends.... I've got something for you!. Fun game, feel like a boss when you are evading a thousand projectiles.  
Achievements.

Easy 100% / 2h, just idle.. This game does not launch. Usually I would assume it is my issue, but I'm using a fresh windows installation. The game seems to be missing alot of critical files OR the developer accidentally uploaded the editor instead. Don't buy this until the developer fixes the issues.. Beautiful little game, worth every cent. Great drawings, sad that it's over pretty fast.. Steam Awards Nomination Committee 2018. No comments.... Sigismund- enough said.

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