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About This Game

Uizuno Blade is an action Sci-Fi game designed for Virtual Reality. Fight with laser guns and energy swords against hostile soldiers and monsters. This version contains five levels of action and will be updated with more levels in the coming months.

Features :

- Four levels of action.
- Fight with one or two guns in the first level.
- Fight with one or two Energy Swords in last three levels.
- Return lasers to your enemies and fight in melee mode with monsters, robots and soldiers.
- Once you finished the game with two swords, you can retry it with one for a more challenging experience.
- Steam achievements
- Challenger mode with a leaderboard

Context :

Welcome to Apollon, a hostile desert planet known for uizuno, the most precious natural resource in the galaxy. This rare ore is the base material used to release the energy channeled into the fabulous energy sword known as Uizuno Blade. The power of this weapon is such that many rebel groups struggle to take control of its unique source based on Apollon. The army of Apollon, led by General Kenjiro, is constantly looking for new recruits across the galaxy to protect the Ore Cavern where the Uizuno source is located.

This game does not contain any in-app purchase or advertising.

Title: Uizuno Blade VR
Genre: Action, Early Access
Developer:
Simon Bissonnette, Raphaële Halimi
Publisher:
Uizuno
Release Date: 26 Dec, 2017

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Minimum:

OS: Windows 7

Processor: Intel Core i5-4590

Memory: 8 GB RAM

Graphics: Nvidia GeForce GTX 1060 3GB or equivalent

DirectX: Version 11

Storage: 1 GB available space

English, Simplified Chinese

GATC - EBBR

File Multiplayer Settings View Help

EIN2742	HDG 070°	4000
A320	TO: CIV	SPD 0
		5000 07R

BRUSSELS NATIONAL 184 ft AMSL
 Dep. runways: By wind Arr. runways: By wind
 Wind from 112° @ 8 knots, visibility 860 meters

FPS: 53.00

In Air: 1
 Landed: 0
 Departed: 0
 Collisions: 0
 Time elapsed: 00:00:28

EIN2742
 Speed: 135 knots
 Altitude: 4000 ft
 070°

V: Stage 3 rev. 55

EIN2742 Send Simulation rate: 1.0x Pause Step back

Settings

Procedures

Initial climb altitude: 4000
 Go around altitude: 4000

Select procedures:

- ALL
- ALL STARS FOR RWY 02
- ALL SIDS FOR RWY 02
- ALL STARS FOR RWY 20
- ALL SIDS FOR RWY 20
- ALL STARS FOR RWY 07L
- ALL SIDS FOR RWY 07L
- ALL STARS FOR RWY 25R
- ALL SIDS FOR RWY 25R
- ALL STARS FOR RWY 07R
- ALL SIDS FOR RWY 07R
- ALL STARS FOR RWY 25L
- ALL SIDS FOR RWY 25L
- CNVC (SID 25L)
- CNVC (SID 25R)
- CNQC (SID 25L)
- CNQH (SID 07L)
- CNVJ (SID 07R)
- CNV7 (SID 02)
- CNV8 (SID 25R)
- CNV9 (SID 20)
- DENJ4C (SID 25L)
- DENJ4C (SID 25R)
- DENJ4H (SID 07L)
- DENJ4H (SID 07R)
- DENJ4N (SID 20)
- DENJ5L (SID 20)
- DENJ6F (SID 02)
- ELS11F (SID 02)

Runways



GATC - KLAX

File | Multiplayer | Settings | View | Help

KLH7755	HDG 070°	4500
A333		SPD 350
KAL8148	DCT GDN	25000
8789	TO: GDN	SPD 350
VIR4721	CRJ. Ed. HPH.	4500
8789	IL524R	SPD 350
	Clear to land	
UA82535	DCT BUCTD	24000
A388	OCEAN2	SPD 350
AFR8996	HOLD @ WNER	25000
8744		SPD 350
ASAB659	DCT FREEE	4500
8734	TO: HOLTZ	SPD 250
CPA8437	DCT S/L	4500
877H	TO: S/L	SPD 350
	Release	
AAR3884	DCT FLYOM	25000
8767	BHFE3	SPD 350

LOS ANGELES INTL 125 ft AMSL - RH

Dep. runways: 24L, 25R Arr. runways: 24R, 25L
 Wind from 012° @ 5 knots, visibility 6000 meters

In Alt: 8
 Landed: 0
 Departure: 0
 Collisions: 0
 Time elapsed: 00:11:12
 Turning to heading 070, KLH7755
 Cleared for ILS approach to runway 24R, VIR4721

Settings

Procedures

Runways

Est. centerline length: 18.0

Select departure runway

- 06R
- 07L
- 07R
- 24L
- 24R
- 25L
- 25R

Select arrival runway

- 06L
- 06R
- 07L
- 07R
- 09L
- 24L
- 24R
- 25L
- 25R

Show guidelines for

- 06L
- 06R
- 07L
- 07R
- 09L
- 24L
- 24R
- 25L
- 25R

Select visible approaches

- L3048
- L3076
- L3078
- L3079
- L3084
- L3087
- L3088

AAR3884

Send Simulation rate: 3.0x

Pause Snap Back

V: 1.1-11

uizuno blade vr. uizuno blade vr

This is a lovely little game, which I would describe as more of an interactive storybook. The mechanics are quite simple: you guide a little spirit on her quest to find out who she is and what became of her. The real pleasures here are in the evocative visuals and especially in the beautiful Celtic music. It may be a short game, but I legitimately got a little choked up at some of the endings.. yop, nice paintings. fast but real good game. I hope that it will continue. This game looks much more fun than it plays. nothing more, nothing less: it really is just unenjoyable. lasers are slow, robot drones in the sky you bat lasers at, enemies that mindlessly march toward you and your laser swords that die with a touch... it's just not fun to play.. This is an interesting simulation and I enjoy playing it, but I feel it is overpriced for what it delivers and the video on the store page is deceptive (this probably bothers me more than anything else as it appears to be intentional false advertising). There is no in-game audio as depicted in the video, not even background sounds. There is a very generic voice that announces arrivals and departures (which can be heard in the video) and that often talks over itself.

Also, some of the features do not appear to work. The "step back" button does nothing and aircraft simply ignore instructions to join procedures, instead they just go into a hold at the first point they're directed to (this is after you figure out the procedure names because the manual does not provide them). The traffic settings also seem a bit odd. The way they appear you expect to have varied traffic with occassional "peaks" but it's actually the other way around. In my experience so far the simulation builds up to peak traffic and then stays there with occassional dips.

As I said, however, I do enjoy playing the simulation. If you're really interested in ATC simulators then wait for it to go on sale. If you're looking for a "game" then this probably isn't for you.. I had a lot of fun with this game. Definitely worth a try if you like Sci-Fi action games.

While ripping off Star Wars is generally as decent way to get a game promoted this game just seems too.....juvenile in it's development....it's the only way i can explain it. You start off the game facing the wrong side of the console, you can't move while you fight hardly at all and it's just a mindless wave of enemies trying to beat you by means of attrition (sheer numbers).

This game needs to be less predictable and maybe go in a more creative direction.. This is an OK game to spend time with and although it includes SIDS and STARS (Airport Departures and Arrivals) it feels very limited in what it simulates and feels more arcadey than simulation to me. I gave it a good go but didn't really find it that fun or compelling. I wouldn't have a problem with it if they didn't call it a simulator, but they do and I purchased it based on the fact that it purported to be a simulation.

Aircraft don't interact with you, make requests and don't make mistakes etc. I just feels like a very sterile environment with good little airplanes that will happily follow every little instruction you give them even if you send them off in the opposite direction to their intended destination. You'll learn about approach and departure procederes and juggle different aircraft types in probably quite an unrealistic manner but learn pretty much nothing else about ATC I suspect.. This game is great for both those who love aviation both for those who do not like. It's addictive even not counting with excellent graphics, are reasonable, even account only the radar screen and control the aircraft. It is not easy, especially if control a large airport and mainly control the largest aircraft in the world in terms of passengers, the A380, as it needs a much larger room for the turn and so on. Recommend yes this game.. While ripping off Star Wars is generally as decent way to get a game promoted this game just seems too.....juvenile in it's development....it's the only way i can explain it. You start off the game facing the wrong side of the console, you can't move while you fight hardly at all and it's just a mindless wave of enemies trying to beat you by means of attrition (sheer numbers).

This game needs to be less predictable and maybe go in a more creative direction.. awesome graphics and beautiful music!. I recommend it. Its nice, simple. BUT if you are not into ATC simulation, it will be boring for you and no reason to play it. I only purchased this cause I like Air Traffic Control and is what I am pursuing in my carrer.

Overall though, GREAT simulator... Wish there was a server list, so you could just join servers.

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