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## EF-12: Fighting Game Maker Download 5kpkks



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### About This Software

#### DEMO available!

What's limited from the release version:

- Only the arcade mode with 2 characters is available.
- Editing feature is limited

Please use this to check if this application works properly in your system environment. (Controller required)



The Creator's Edition of EF-12 includes both the EF-12 game as well as all the tutorial documentation to make your own content.



EF-12 is a playable 3D fighting game right from the moment you install it. Developed by Quad Arrow and designed by industry veteran Masahiro Onoguchi, EF-12 is the ultimate convergence of 3D fighting and game modification.

Built on a rock solid animation engine by one of the industry's best fighting game model animators, EF-12 is the perfect canvas to build your dream game, or the perfect fighting game tournament.

\* All the instructions are available inside "Documents" folder of the downloaded file or Steam Community Guide.

## Commercial use

We permit the usage of EF-12 for the commercial use. We don't ask any revenue share for your own game created from our EF-12 development kit. Feel free to create an original fighting game. (We'll be glad if you can contact us before or after your development!)

Please read below about the commercial use.

[Policy about commercial use | Project \[ EF-12 \]](#)

(English one is available in the bottom of the page)

Also the same pdf file is available inside "Documents" folder within the downloaded file.

## New feature for Steam release build

### Default Characters are all renewed!

Each characters basic special moves are introduced in the "Command\_list.pdf" in the "Documents" folder of your installed directory.

It doesn't have the info for Bosses nor basic movements, so if you want to find them out, please check the files inside each character's folder.

To edit the movements, please see the guide below;

- (Under construction)

You might noticed there are couple characters in PV, screenshots or this store description are not included in the current build. The reason is, EF-12 is not just a game but a "Fighting Game Maker", so you need to import them into the game to create your own EF-12!

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Once you get used to it, you'll be able to modify the character's stats, game system or anything else soon!

To download or import other characters or stages, please see the guide below;

<http://steamcommunity.com/sharedfiles/filedetails/?id=732242712>

<http://steamcommunity.com/sharedfiles/filedetails/?id=732324111>

If you have any questions, please ask us in the forum.

<http://steamcommunity.com/app/263600/discussions/0/351659808490445760/>

You can find any other guides from below;

<http://steamcommunity.com/app/263600/guides/>

We'll keep updating it. Stay tuned!

## Test your own character in the arcade mode!

We have not only the arcade mode, some essential elements about the versus mode are available. Now we have the graphical effects for the character select screen transition or the ending credit after completing the arcade mode.



Of course, all the elements introduced above are absolutely editable!

Which character appears as enemies for the arcade mode, the difficulty or anything. We are planning to add the "random character" feature in the future update.

Also we are waiting for your song for our ending since the current one is just a temporary but we don't have enough budget to create the special song. We cannot offer you the reward, but we'll be very glad if you can help us!

Please contact us via [Twitter \(@EF12project\)](https://twitter.com/EF12project), or EF-12 community.

## La-Mulana's Lemeza Kosugi Enters The Ring!



In cooperation with the [LA-MULANA 2 KickStarter Project](#), Quad Arrow has created an official, full-featured, TK-type Lemeza Kosugi character for EF-12!



Every element of EF-12 is modifiable, replacable, and easily installed. Whether you're a complete newbie to the modding scene, or a grizzled veteran, EF-12 has everything you need to make what you want.



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### **The Modding Veteran:**

Those seasoned in model creation and animation can simply create assets in what ever program they're most comfortable with, easily check the requirements within the manual interface, and import their creations directly into the game wit minimal fuss!

### **The Novice Modder:**

For those still learning, EF-12 comes with a full suite of tutorials that can teach players how to create their own content for the game, no matter their skill level. Get ready, because school is in session!

### **The Player:**

No interest in creating your own characters or stages, but still want to see what EF-12 has to offer? Importing other people's creations is as easy as placing the files in the right folder, and starting EF-12. No complicated installation or;programming knowledge is required to get EF-12 content running!





## Immediate Results

Want to make the ultimate fighting machine? Creating AI in EF-12 is as easy as editing a spreadsheet. In fact, it is exactly like editing a spreadsheet. Edit AI spreadsheets on the fly, save the file, and immediately see your results in-game.

Want to see if your character is ready for primetime without loading up EF-12? Use the included Fool Viewer to see exactly

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how your character will appear in-game, complete with animation and applied graphical effects.

With EF-12, the only guess work is knowing what move your opponent will use next!



The reason I started this project, over 10 years ago now, was a meeting I had with Hiroshi Inukai, an e-sports director.

He was working hard to promote the enjoyment of video games in an e-sports setting, which wasn't done so much back then, from the position of a producer. Seeing that, I thought "Well, I best make some content specifically for e-sports!"

In the last 10 years I've scrapped the project twice. It wasn't until my third attempt that I created what is now known as EF-12.

Video games are, in comparison to other mediums, not held in very high regard by society. A player who took home a prestigious prize from a large e-sports event is unlikely to receive any sort of attention from society at large.

I think the fact many think of video games merely as time-wasters, or nothing more than a tool for companies to make money is a major reason for this.

Shogi, or Japanese chess, started out in much the same way - as nothing more than a simple game. However, its pioneers worked hard to promote it, and now players are respected in society.

I believe for video games to achieve a similar level of respect, there are two important things:

- We must move away from the business-oriented concept of "If it won't sell, we won't make it"
- The game must be able to be quickly fine-tuned and balanced by users to maintain it's competitive element.

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EF-12 was developed with rule 1 as it's primary goal. I believe rule 2 has also been achieved.

I am very much looking forward to the day when users can join me in keeping both of these rules alive. Until then, I will keep working on EF-12 by myself.



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Title: EF-12: Fighting Game Maker  
Genre: Animation & Modeling, Design & Illustration, Utilities  
Developer:  
QUAD ARROW Co.,Ltd.  
Publisher:  
AGM PLAYISM  
Release Date: 29 Jul, 2016

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**Minimum:**

**OS:** Windows XP or higher

**Processor:** Core2 Duo or higher

**Memory:** 512 MB RAM

**Graphics:** GeForce GT650

**DirectX:** Version 9.0c

**Storage:** 1 GB available space

**Sound Card:** must

English,Japanese







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Retro gamers, it is exactly what you think it is.

Currently, there is no joystick support for the x360 controller, despite the setup splash screen before starting the game...

Mouse control: moving left or right from a fixed point where you hold down the L-mouse button, which also fires your weapon.

Space: jump back away from the grid. (consumes energy)

L-Ctrl: fires beam weapon. (consumes more energy)

The lack of controls is annoying, ATM, but hopefully joystick support will be added. The game itself is wonderfully frantic, disorienting, and twitchy... exactly what a tube-shooter should be!. A fun game in the 'grid-based puzzler' genre (a bit similar to boulderdash\sokoban\supaplex\chip's challenge). Unlike most of the games in this genre, all the puzzles are on a single screen, but there is still plenty of complexity. Some of the levels are pretty tough, but it never feels unfair.. This just became my favorite skin in the game. GJ Romino!. A minimalist puzzle game in the form of a dungeon crawl. The video up at the top is a good example of the gameplay. There are no randomly generated levels, but there is some randomness in combat and spellbooks; however most of the randomness is mitigated by solving the puzzle of which order to do things in while exploring each level.

The icons are mostly self-explanatory, though it took me a bit to realize the "bleeding hand" icon is how much damage you'll take from the monster.

If you like minimalism, give it a shot.. I think this can be a very fun game for people to play with friends, if the developers tinker a bit with the game ;). Great iteration of Boulder Dash. I've played the mobile versions as well, and like to finally be able to play on a keyboard and controller - best experience. Always wanted to take a shot at building levels for a game like this, and so far, the built in editor seems to do the job pretty well. Glad to see classics like this get a present day update that's still fun to play.

. If you want know shikamaru hidden novels.

You can look it at here.

10/10. The next generation game for fans of Eufhoria. While more abstract, gameplay consists of missions resembling Homeworld's tactical map. A true, addictive crack gem. 4X whittled to the bone. A virtuoso use of VR.. I wish I could recommend this game as I love the genre and it shows a lot of promise and potential... Unfortunately by the looks of things, the game still being mostly broken with horrendous UI and absolutely no sign of life from the developers for over a year now, I'm afraid that promises and potential is all there is to it and all there will ever be :(...

I believe that "complete EVA fail" is the only way to describe the game at the moment and for the foreseeable future.

STEAM, do yourself a favor and be professional, remove this dead title as selling it is bordering on scam...

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Ever thought to yourself "I love Slay the Spire but would like it to be in 3D. I honestly have no idea how to create a rogue deck builder game but I can make it look somewhat nice." That's what happened here. I understand its EA and everyone is doing his best and I commend the effort for trying, but geezus \*internal screeching\* the game is bad. There are only a very very tiny few mechanics that differ from Slay the Spire, even though STS has waaaaaaaaay more in total, and the worst thing is, they all SUCK.

+Looks nice enough.

+Took less than 1 day after release to get some broken cards to be fixed in a patch.

-There's a lack of enemy/encounter variety.

-Strategic possibilities are incredibly restricted.

-Hidden card combos are interesting but do not work with other mechanics and can screw you over.

-Seems like there is still a lot of cards to unlock but with the game forcing cards on you.

-On resting sites, when you pass on the healing in order to get a bonus, you get ONE random thing, no choosing, and can even get curses or lose health xD wtf

-It feels less like I'm building a deck and more like I'm being forced into a trash deck.

-The grind is incredibly infuriating. You have to play 2 runs to the first boss (which you cannot beat with your cards) just to unlock more than the 4 basic cards that you start with. And all you get during those 2 runs is those same 4 annoying cards! Consider the fact that in STS you start with SEVENTYFIVE cards to begin with, and unlock 3 additional cards each time you level up. Here you start with FOUR and get the same 3 for each level up.

-The combat reward is literally getting trash cards forced into your deck while the game is encouraging you to build small decks in order to be able to upgrade the cards by playing the same card over and over. The one strategy this game allows you to play also forces you to try and drag fights out as much as possible in order to play your cards over and over until they upgrade. In the first 2 matches (not runs) I was able to upgrade ALL my defensive and offensive abilities without any problem whatsoever. Just play armor over and over again until they all upgrade (15 plays for each card), play your offensives while the enemy has armor and when you're done, kill the enemy. It doesn't really make sense to play that armor card when you're not getting attacked? No matter, you will be spamming the crap out of your cards just to get those sweet upgrades!

-Wait a second, that's the upgrade!? For a +2 dmg or +2 armor on your 6 dmg/armor card, you now have to discard a RANDOM card from your hand!? Just play the random discard at the end, you say? You shouldn't, because the game is based on those hidden sequence combos! And if you were able to upgrade all of your cards (which should be amazing), you are fuuuu.... Turns out the rewards for advancing are actually downgrades with incredibly negative impacts!

The most important thing about a deck builder is that you can BUILD A DECK to your liking and strategy (which should be varied) with a good combination between randomness and strategic choice, which when done well, will reward the player and allow him to progress. This game delivers NOTHING of the sorts. Some cards are unbalanced, which can be fixed, but all of the mechanics that this game tries to deliver and make it different from STS are AWFUL.

I had this game on my wishlist for a very long time and was really excited when it finally came out. But if you're going to copy a game like STS, then at least make it better, not worse.

I can't believe this game was so cheap and I still feel robbed and violated. I'm getting my refund.. for NAVAL WAR loving guys.

. Crazy fun, local multiplayer (only 2 player, 1 on guns one drives). This game is really good ! Blabla omg. When I saw that Mytheon was re-designed for steam, I was in awe. The hype is real folks. Gem of a game for a low price!

Very unique take on the action RPG! Tell your friends about it and buy it!

. The awful truth is that you have to believe negative rating and reviews despite promising screenshots and video.

The game looks just great, interface is stylish, sound is fine, truck models are very nicely detailed, everything seems to be fine, but... ..but the game is unplayable.

What renders the game unplayable is simple fact: each truck generates mighty dense smoke, and there is a plenty of trucks

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racing in championship circuit.

There is too much smoke and you barely see where you are driving, consequently you hit other trucks and slide away from the road. You can't turn the smoke off. Switching the camera makes no difference: still you see nothing but smoke. It cannot be helped.

Bottom line: no fun, because you can not play. Yes, that stupid.

Note: the game seems to be ported and, at least in my case, experiences strange framerate / speed fluctuations, when the game unexpectedly starts running too fast from time to time. I've seen other comments about bad porting job done, so this might be true.. Soooo.... Looked like a fun little sim.

Nope.

Just spam click the elements buttons for points to spend on upgrades. When they all get to 10 and you have all the animals, there is NOTHING else to do. Played through twice, each time lasted around 4 minutes with the same outcome on each play through.

This game is terrible.

DO NOT WASTE YOUR TIME!. You'll read everyone say about how this is a hidden gem of older gaming. How it's gameplay was amazing, how it's graphics were and still are amazing for a game from 2002. How it has tons of replayability.

It's all true.

The game is probably one of my most played games from back in the day, and although the steam review doesn't show it, I have had maybe thousand+ hours on it's whimsical wonder. Picking a ship, kitting it out with the best crew you can get, the best weapons... Buy a few more ships and let them have the scraps. Fighting large engagements from 1v1 to 1v7, in fleets of 10.

It has a compelling story that makes you WISH there was a sequel to the movie, or even a remake in a day more accepting of CGI space fantasy. It has (almost) All of your favorite characters from the movie and more. But of everything just don't get attached to your rudder. It won't stay attached to you for very long. :)

So I absolutely suggest you get this game, lower the solar sails, pick a rodent and start firing! Don't worry, there's plenty to go around.. Spacetours Ep1 is a gateway to space.

As the name states, it is an interactive space tour of our Solar System, and it is the user experience that gets a recommendation from me. I felt like a kid going to the planetarium for the first time, and it woke up a sense of wonder in me. The panel used to read the objects information is well thought off and adds a lot to the experience.

The only real distraction for me was the "god rays" with my Rift but that is more of a hardware problem that might not even bother Vive users. I noticed them most at first and from time to time again, there might be some tweaks the developer could try just for us people using the Rift, and it would make this app so much better.

For me, it was a good investment, just because of the set of emotions that brought back my younger self and me being a space geek.

It's a great no frills app to lose yourself a bit and to show your VR gear to someone else. It's the first time I let my 7 year old daughter try the Rift and she was ten times more amazed at the sense of presence than me. She would almost yell at every planet she visited or newly discovered interaction she tried.

One more point to add, and this is all relative. I love Titans of Space, and yet this being a newer and maybe less mature app, I felt that the user experience and interactivity are better in Spacetours VR. Even my daughter asked me to let her in Spacetours after trying Titans of Space and that is as honest as it can get on the interactivity of this app.

I see some negative reviews. Everyone has a right to their own opinion, I would just ask them to reevaluate their recommendation after updating the app to the latest version. If it's still not their cup of tea, then to each their own.

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Some ideas to make it better: Adding more content, allow more display settings customization like resolution, IQ and even being able to reduce the amount of stars visible.

I see a lot of potential in this first rendition of Spacetours VR. I'm looking forward to seeing more content in this app, along with other experiences from this developer. IMO, it will only get better.



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