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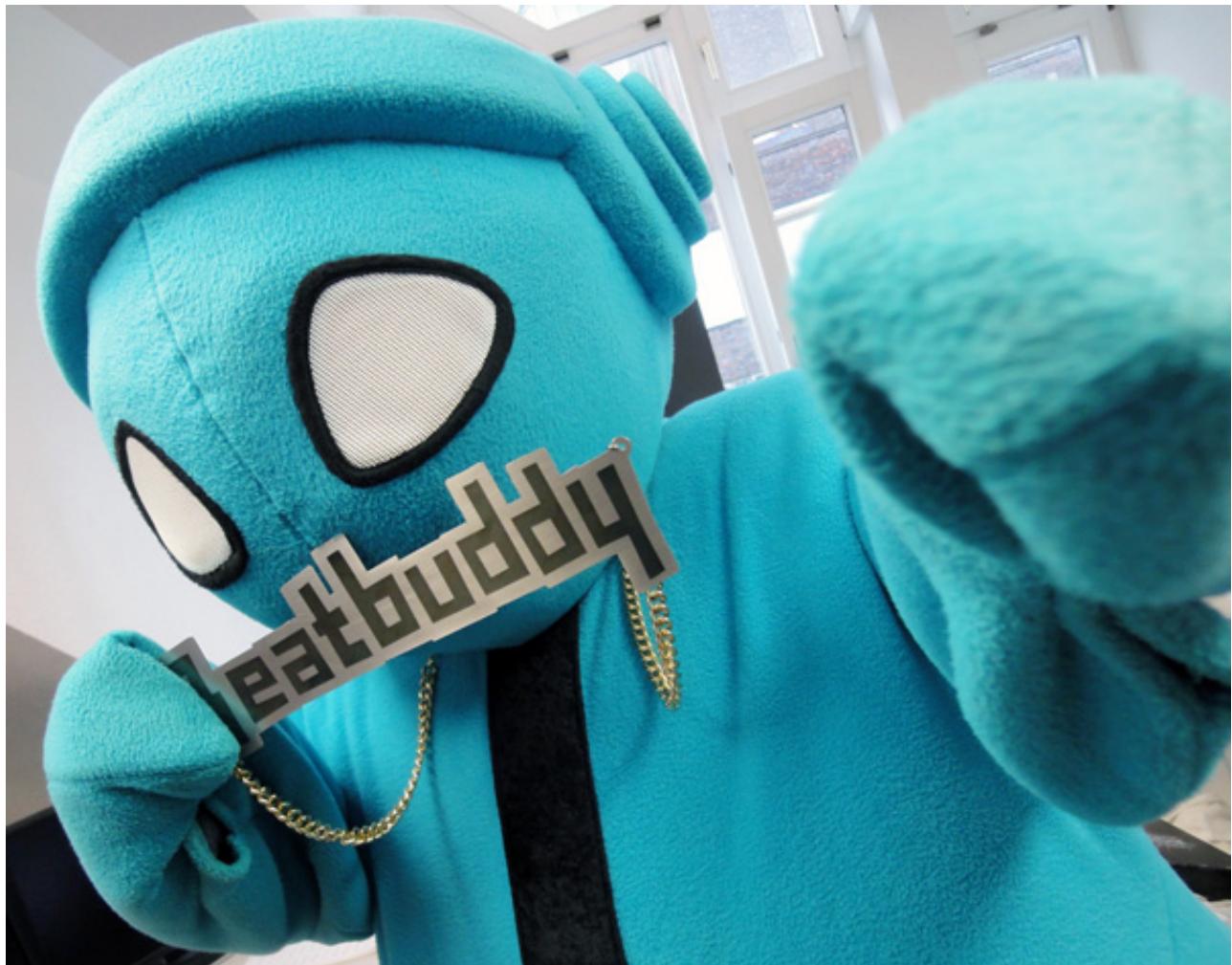
About This Game

ROCK SYMPHONIA WITH BEATBUDDY!

Experience a fast paced action game set in the Beatbuddy universe!

Help Beatbuddy to play awesome concerts all over Symphonia and master 36 funky levels. Beatbuddy: On Tour is a SPIN-OFF from the awarded STEAM game Beatbuddy: Tale of the Guardians and focuses on the amazing sound tech behind the groovy adventure game. Compete with your friends on STEAM Leaderboards and unlock all instruments for the FREESTYLE mode.

Beatbuddy: On Tour can be played with MOUSE, TOUCH and even Intel® RealSense™ camera controls.



KEY FEATURES

- Fast paced action gameplay
- 36 crazy levels & 2 difficulty modes to unlock
- STEAM leaderboard challenges for each level
- Brand new songs from THREAKS music Maestro Bulas and Berlin electro god CMQK
- An all new FREESTYLE mode to remix all songs on your own
- Interactive real-time music visualisation
- Game and soundtrack are EXCLUSIVE on STEAM!

SUPPORTS:

Intel® RealSense™ camera controls...time to get funky with those hands!!!!



Title: Beatbuddy: On Tour

Genre: Action, Casual, Indie

Developer:

Threaks

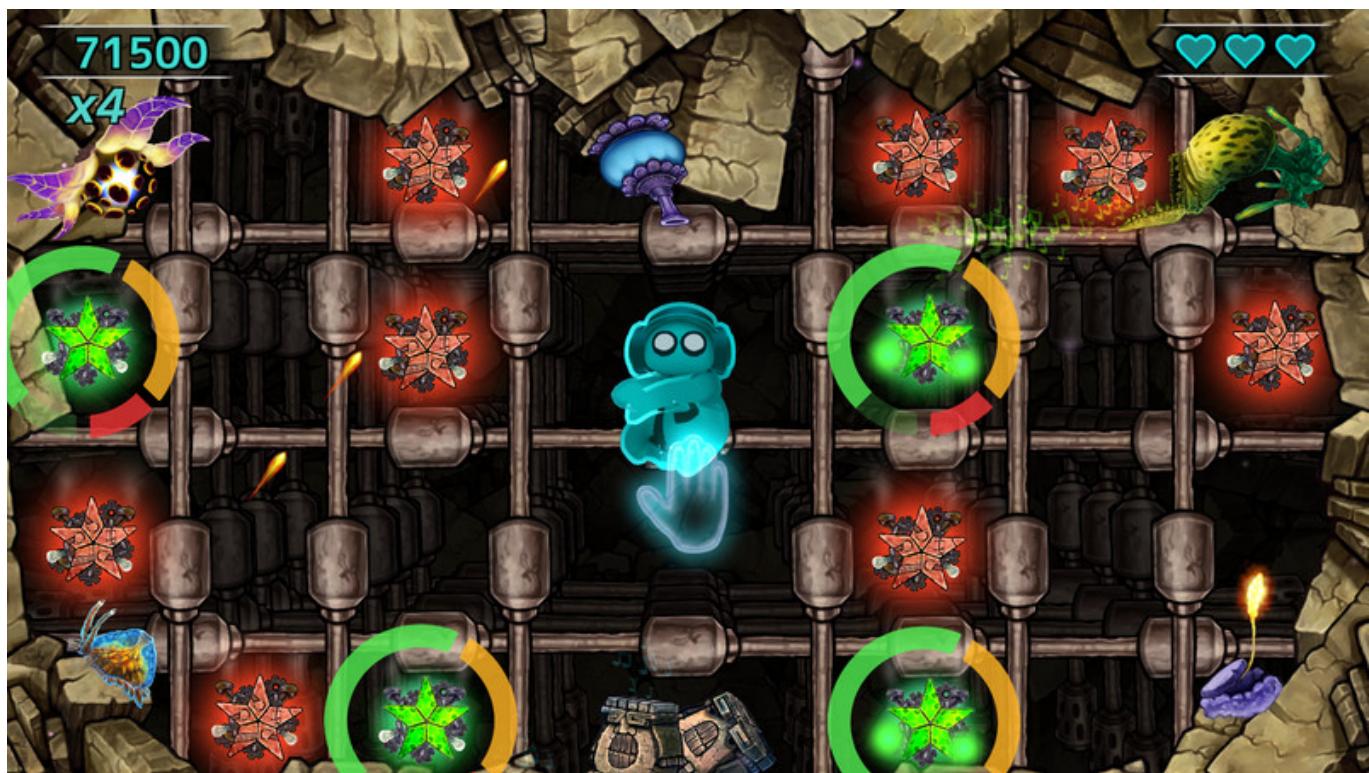
Publisher:

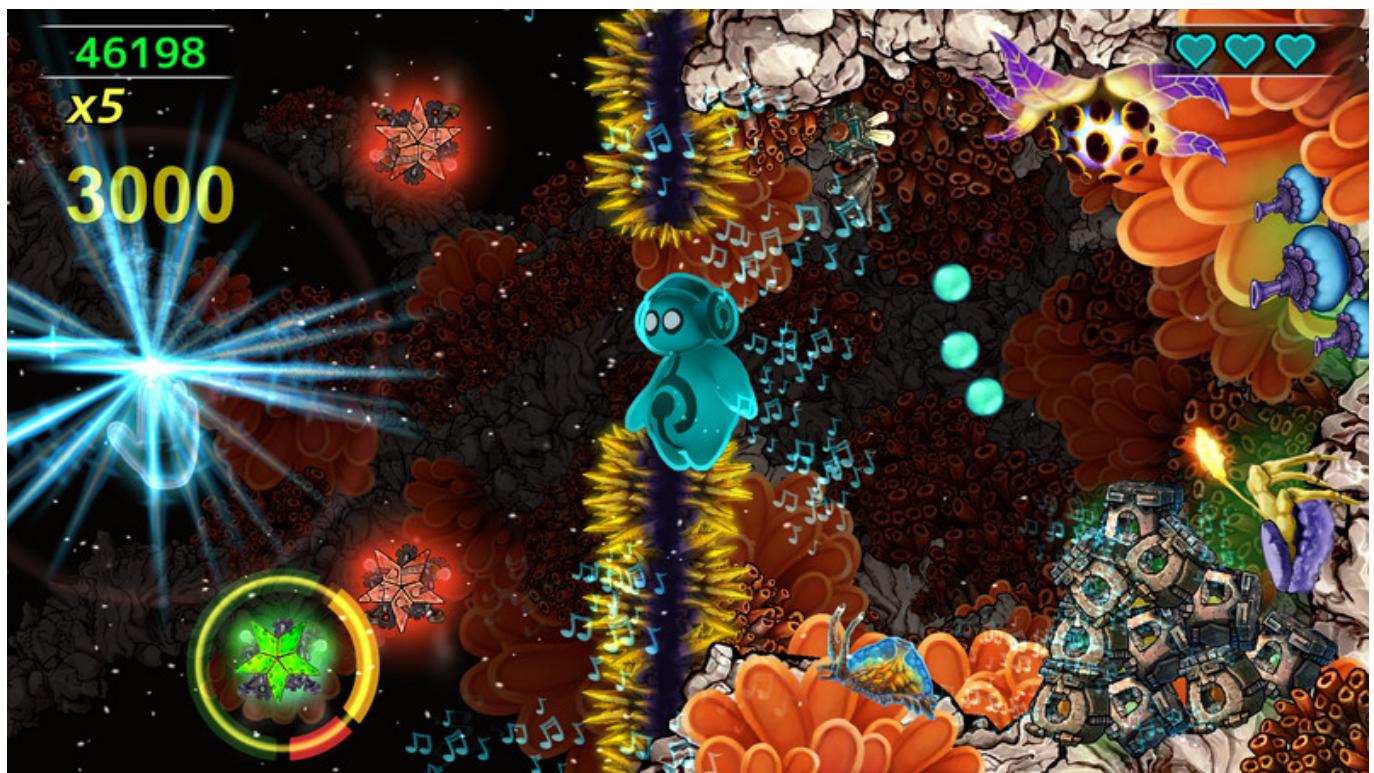
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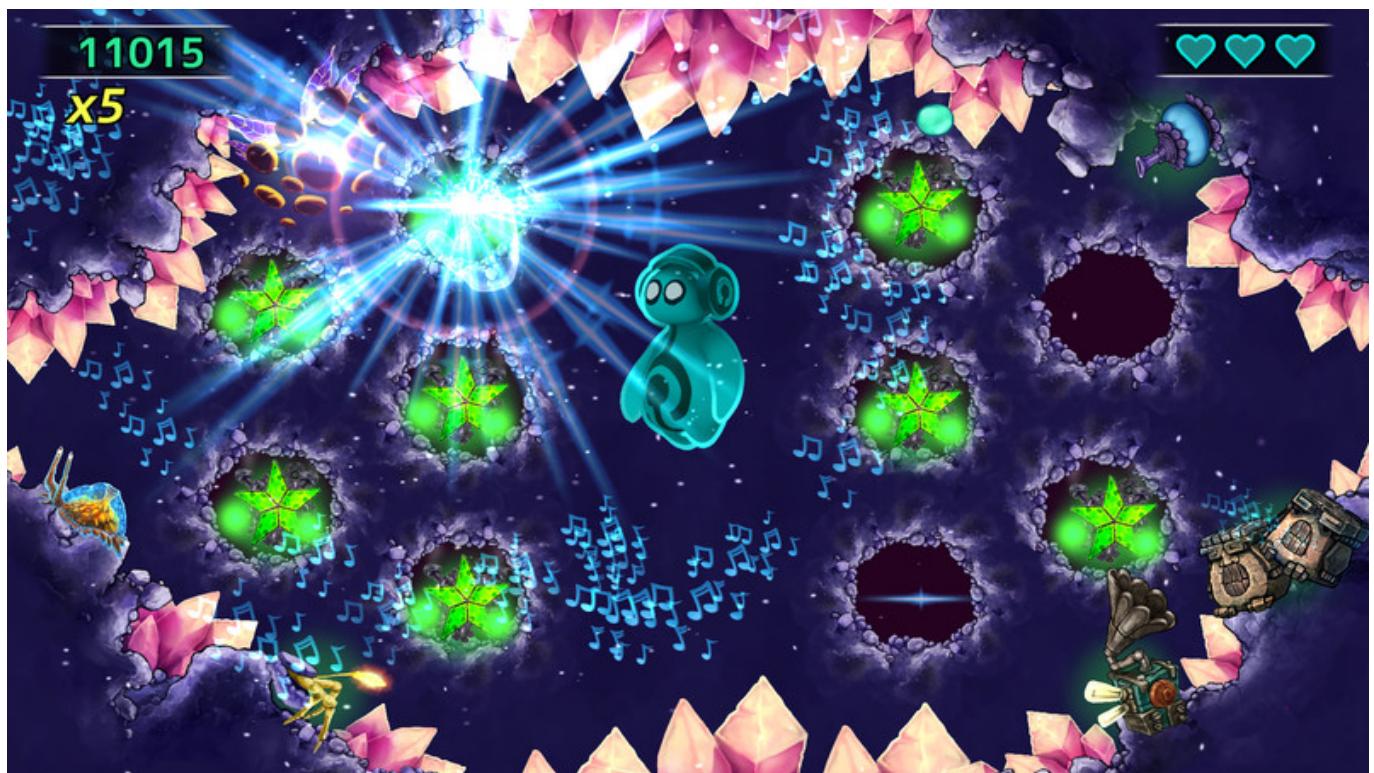
Release Date: 4 Dec, 2015

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English, French, Italian, German







beatbuddy on tour

Good production quality, runs well, but unless you really like simplistic Kinect-like controls with a mouse, it is kind of shallow and boring. I played 2 levels and had enough. It isn't bad, but it was just no fun to me. I don't need to waste time. If you are a completionist, beware in case it is a chore :). Otherwise if you like trivial mouse games, go for it. Or just download the soundtrack, which is the only thing I find enjoyable to an extent. Just not fun. [1\5 stars]. a kinect game for pc this is really written for a kinect on xbox one i do not see this as a pc game it sucks as a pc game save your money unless you like dorky kinect games you play with a mouse. Bought this game after I tried it elsewhere. I play it while medicated and let me tell you, the game is amazing! I especially loved first levels where it wasn't that hard yet. I like the visuals and all the star explosions feel amazing. Music does get repetitive somewhat, but I don't think anything can be done about that.

To the devs: I would like to ask you to add a dlc with levels that are fun to play rather than hard or fast to execute. I don't really play this game to be competitive in the scoreboard. I play it to relax and listen to awesome music. These are not complaints, I love the game, keep up guys! <thumbs up>. Would not recommend this game. They reuse the same songs from the first game, and overall the game feels lazy. No I didn't finish it, but this is like a goofy kinect game played with a mouse instead. Not entertained, not amused. If this wasn't an indie title, I would say it was a cash grab. Honestly, wtf devs? The first game had charm, and while the puzzles sometimes detracted from the flow of the game, it at least had something to it. This game is just point here, catch some diamonds, oh look at me go. This could have been a flash game instead for all the depth of gameplay it has. Smh. Stay away from this title.

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