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About This Game

This is Sushi chef simulation game

Edo(Ancient capital of Japan) was accomplished by unusual evolution.

In Edo, animals have evolved and became greater than human beings.

You, as the Sushi chef, must sever your animal customers without making ANY mistakes of the orders!
Be careful! The orders will keep on coming, and your animal customers will be very angry if you make any mistakes.

If you accomplish a combo 10 times, the Buddha behind will wake up and move.

If it starts moving, you have to use the gun to shoot Sushi into Buddha's mouth!

A brand new kind of Sushi game: "Make, throw, and shoot"!

- What you can do in the game

1. Can make standard sushi

You can make sushi by taking the rice and taking the stuff you like.

2. Can make Gunkan-maki

You can make Gunkan-maki of samon roe and sea urchin.

3. Can make roll sushi and cut it

You can make tuna roll and cut it with knife.

4. Pour the tea

Pour tea into the glass.

5. Shot gun to the Buddha

As the Buddha wakes up every 10 combos, shot gun into the buddha's mouth.

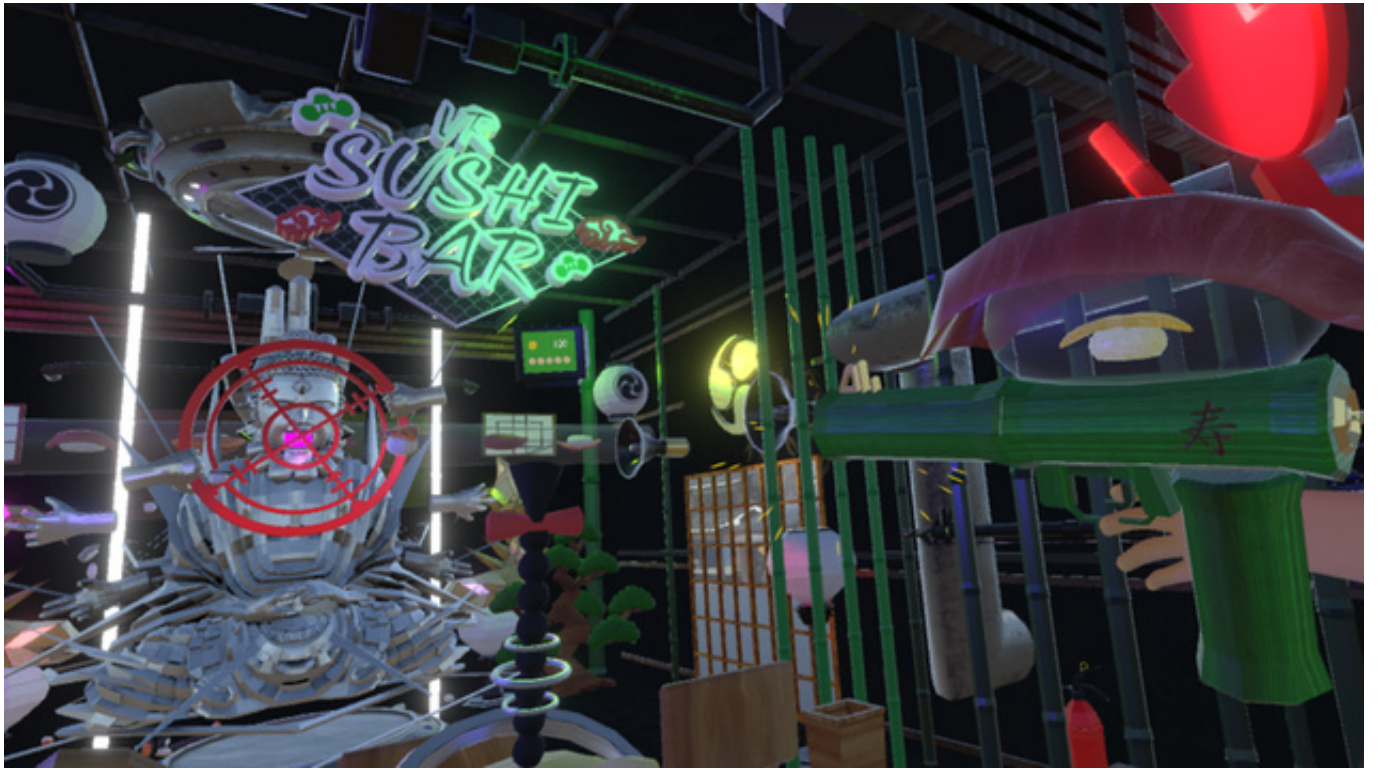
Title: VR SUSHI BAR
Genre: Casual, Simulation
Developer:
mikai inc.
Publisher:
mikai inc.
Release Date: 30 May, 2017

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English,Japanese







It pains me to not recommend the game. It seems like such a good concept. In fact, there are a few things that work well.

The little kitchen is pretty well laid out. It's spacious enough and has everything you need. I'd like to see them take advantage of more (the plates, the bottles, etc.). So many things can be grabbed, it's a shame they're not all involved in gameplay.

THE GOOD

- Concept. Oh with a little more development this is going to be a great game, I can tell.
- Music. So genki.
- The price! \$9.99 should be the target for games in this scope, so good on them for that.
- Variety of recipes. Could be better, but it's good enough to get this game going.

THE BAD

- Controls. Your hands aren't positioned on the controller, but on the TIP of the controller, so they're too far forward. Instead of feeling like you're grabbing things, it feel like you're grabbing things with a doll's arm held in your hand. Also, the hands are seriously tiny (We're talking Donald Trump levels of tiny hands, here). Pickup detection is buggy. I felt like the game's difficulty was about right, but the game would actually be too easy if the controls worked properly.
- Sound effects. Ugh, the sound effect for the door opening and closing is just obnoxious.
- Your sushi shop. That's some seriously bad decorating.
- Shooting sushi into the buddha's mouth. This is just horrid. It's cute the first time and provided a little breakup to the gameplay, but it happens SO frequently. Game performance tends to stutter and suffer during this part, as well. Like in VR Diner Duo, I want to play a cooking game, not a shooter. This needs desperately to be removed from the game or minimized quite a lot.
- Limited gameplay. Start game, start serving sushi. That's really it. No levels, no changes in difficulty that I can see.

This is frustrating for me because I can just see the potential in this game. With a little love and further development, this will be a great game at a great price. It just wasn't ready for prime time, though. This game should have gone to early access or had a few more beta testers for the development process. I will probably return it and come back if they keep up with content and updates to improve the faults in this game.. Light hearted fun game, partner and I both love it - need more like it!

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