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## Punch Bomb License



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## About This Game

### DO YOU LIKE TO PUNCH THINGS?!

Punch Bomb is a virtual reality arcade game where you punch things! Wield the HTC Vive motion controllers as fists, and punch the bombs away from you before they explode in classic mode! Or don't let the bomb past you as it keeps coming back, dodge obstacles, and fight bosses in Grav Bomb!

Complete challenges to unlock new fists with unique particle effects! Mix and match fists, and punch things your way!

Utilize powerups and rack up large combos to maximize your score, dominate your friends, and show everyone who's the best at punching things on the global leaderboards.

And, above all, have fun and PUNCH SOME THINGS!

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Title: Punch Bomb  
Genre: Action, Indie, Early Access  
Developer:  
Chris Folea  
Publisher:  
Chris Folea  
Release Date: 13 Dec, 2016

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**Minimum:**

**OS:** Windows 10

**Processor:** Intel i5-4590 or equivalent or greater

**Memory:** 4 GB RAM

**Graphics:** Nvidia Geforce GTX 970 or equivalent or greater

**Network:** Broadband Internet connection

**Storage:** 2 GB available space

**Additional Notes:** Play with headphones!

English







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Best \$5 you'll spend on VR game. Totally worth it!. Great workout!. Classic Mode is an absolute sweaty joy. Each bomb is timed so you need to be fast but also need to react because the blue ones are for combos but yet they could turn RED, at the same you need to dodge/couch the lasers so headphone is a must for this game!

Punching is not always straight forward. Sometimes you want to move a bit to line it up to hit for the Multiplier (Big yellow Cross, see images), or stand still and do a back-fist. I can't wait for future update so the game will force you to do a hook or hammer fist punch?

Will Definitely comeback for more and the UNLOCKABLES! Not unlock any of those yet but looks like they have their own visual effects...NICE!

Suggestion:

A Visual/Physic feedback like Nvidia Funhouse

Design that force you do more punch type like hammer/hook punch

hit bomb with your head :) or No..?. Super addictive for such a simple concept. I heard a lot of hype about this game but avoided buying it because I knew I'd experience everything the game had to offer within 2 minutes. Turns out that was in fact true, but it's instantly become the first game I spin up when I pull out the Vive. I put on some workout jams in my steam music player and let myself get into the groove of rapidly identifying bombs and swinging away.

Things I'd recommend to improve:

Gravity bomb mode - bomb feels like it takes too much 'force' to keep it going, and the fact that it's able to fall down near your feet makes it really awkward to try and keep the ball alive.

Menus - Other menu buttons remain punchable even after you've punched your main selection. If you do a swiping style punch you can trigger multiple buttons.

Combos - Any kind of tool tip indicating the purpose of combos. I keep my combo score high because it's fun but have absolutely no idea how it's contributing to my score, if at all. I was very close to refunding the game as I was not having much fun in the classic mode. It just didn't seem that intense to me. You punch bombs that spawn all around you. If it's red, don't punch. If it's another color, then weird things happen, you'll either have to double punch quickly or more bombs spawn that you'll have to punch quickly. If it's red on top or below you'll either have to punch upwards or downwards so you're not punching red. Lasers also spawn which you'll have to crouch or if you're lucky, punch a bomb towards. Targets spawn that you can punch bombs towards for more multipliers.

The good news is that you don't need a 360 or roomscale setup at all. You can do 180 mode and standing room worked just fine. In fact, you can play sitting down. I would recommend that for a light workout. Still, the simple gameplay, although a nice workout, wasn't much fun to me or challenging. It's just a matter of stamina really.

Then I tried grav bomb. This is a nice twist on all the VR tennis games out there. Basically, you're in a gravity chamber where you can punch one bomb (but really it's just a ball) to try to take out the objects around the play space cylinder. Gravity brings the punch bomb towards you. To start off, you don't want to punch too hard because you'll probably end up hitting the wall and the punch bomb will come rapidly towards you. You'll want to measure your punch strength and angle towards the edges. So while all this is going on, you can hit targets to have different effects, like your punch bomb getting bigger making it easier to hit on the edges. Then turrets will spawn that you'll want to take out. Enemy bombs will spawn that you'll want to dodge. The more succesful you are, the further you'll have to punch the ball and the more things will spawn that you'll have to navigate correctly. Soon, you'll start feeling your arms hurt. But you want to climb up the leaderboards. Believe it or not, you can actually play this seated as long as you have wheels on your chair to dodge out of enemy bombs.

I got a good sweat going. I had fun with gravity bomb. I don't think that concept of gravity pulling the ball words you would work with a racket. But it works well with your punches. I look forward to the third game under construction and am happy to not request a refund and look forward to the game development and improvement.

Rate 6/10. Hope to increase the score in the future with more development. EA sometimes works and it looks like this is one of



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those games moving towards success. Honestly, I think the 'classic game' needs music to the rhythm of the punches to make it more enjoyable to do the workout or maybe boss fights that change up the mechanics in between rounds. I hope dev adds some changes to classic mode.

. Great workout!. This game has a killer concept but there are a few major issues I encountered while playing for about a half hour. Namely, the incredibly wonky way some of the hands hit the balls. Other than the Midas ones. Otherwise, in the mini-game, the ball basically continually rolls along the walls of the tube. In the "classic" mode. It's not necessarily a terrible thing, but the way this game feels, lining up a punch and watching the ball go careening off 20 degrees to the side reminds me of miscueing while shooting billiards. Anyone who's ever done so knows that it's jarring and unpleasant, and it feels like a rogue element between you and your goal. The difference is, in billiards, you can chalk the stick and then make sure you make solid contact, and it won't happen again. In this game there's no rectifying it, so it feels sort of distracting and disorienting.

Speaking of disorienting, the punch effects are amusing but maybe they should only pop on every 7th or 8th hit. With the boxing gloves I was basically blind when one of the yellow multi-balls popped up. Again, I'm not trying to suggest how one would optimize this game for competitive play or anything, but it significantly deducts from the initial feeling of precision and timing you need to play. Without a 10x multiplier the leaderboard is just for show, though right now I somehow made it on there.

The game randomly spawns targets in every direction, which, if you have a Vive, you might already know this can be troublesome. If you don't pay attention, in one round you could end up spinning around enough to seriously wind your cables. Not to mention whipping around 180 degrees for those of us with the old 3-in-1 cable for your HMD, it's noticeably cumbersome and tends to gently yank on your HMD when you spin around. Combined with trying to dodge the cable as you twirl about your play space, this is stressful. But I like the idea of a 360 degree playfield and mine is a minor gripe at best.

It looks great, however, and on my system (6600k and 1080) it runs very well aside from crashing when I try to go to the menu. It doesn't take long to load, at all, though, so for right now I hope it's fixed but it's hardly a massive inconvenience. I can see this game becoming really fun with some fine-tuning here and there, overall though I'd say it's about a \$5 title right now.. I was very close to refunding the game as I was not having much fun in the classic mode. It just didn't seem that intense to me. You punch bombs that spawn all around you. If it's red, don't punch. If it's another color, then weird things happen, you'll either have to double punch quickly or more bombs spawn that you'll have to punch quickly. If it's red on top or below you'll either have to punch upwards or downwards so you're not punching red. Lasers also spawn which you'll have to crouch or if you're lucky, punch a bomb towards. Targets spawn that you can punch bombs towards for more multipliers.

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. I could never play this again and I've already had my money's worth. Best \u00a3 I ever spent.

I will however continue to play this. incredibly simple mechanics what wouldn't be all that exciting out of VR. but as it is, it just works. Getting into a rhythm feels really good and it's a really good work out too.

Getting on top of the leaderboard (at the time of writing anyway) was earned with blood sweat and tears... ok... no blood... or tears... but lots of sweat.. holy crap I need a shower. + excellent workout

+ game doesn't have you face the tv

+ unlockable hands

+ classic mode is the best mode

+ only vr punching game ive seen

- no way to pause gameplay

- some of the targets are confusing

- classic mode is the only good mode

- music is just okay (can be disabled)

- game says im a novice. not kung-fu master (clearly a bug)

Suggestions for Devs:

\* more arena backgrounds for classic mode

\* more replayblity V variations for classic mode

\* more kickass gameplay



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This is one of the best high-energy V exercise games that exists for VR right now. It seems basic at first, but it's just so incredibly satisfying to punch these bombs! It's one of the few games that puts you in a sort of "flow state" that feels incredible. The haptics are really well done, everything looks nice, and there are some pretty fun customization options.

I've only put a ton of time into the "classic" game mode. There are 2 others in development, but one of them is in a pretty early state. For classic mode, the scoring system is a bit unforgiving, and that can make going for high scores somewhat frustrating, but that seems like it could be fixed pretty easily.

The developer nailed a fun gameplay loop. Even after 6 hours of play, I still come back to try to beat my score. I'd really recommend this game, even in its current early access state.. I was able to play the beta for a while and am very excited that the game is out!

Myself and the kids both like this game quite a bit. Its a decent workout if you want it, an not too crazy and hectic.

Unlocking gloves with new effects is a nice touch! The trailer doesn't give teh game justice, its addicting.

Its nice to have a good game like SPT that you arent using guns where you just aim around, this you use your fists and can punch any direction so you can make it as much of a workout as you want, or just jump in and play.

Very polished, fast, reliable.

Great game!. This game has a killer concept but there are a few major issues I encountered while playing for about a half hour. Namely, the incredibly wonky way some of the hands hit the balls. Other than the Midas ones. Otherwise, in the mini-game, the ball basically continually rolls along the walls of the tube. In the "classic" mode, It's not necessarily a terrible thing, but the way this game feels, lining up a punch and watching the ball go careening off 20 degrees to the side reminds me of miscueing while shooting billiards. Anyone who's ever done so knows that it's jarring and unpleasant, and it feels like a rogue element between you and your goal. The difference is, in billiards, you can chalk the stick and then make sure you make solid contact, and it won't happen again. In this game there's no rectifying it, so it feels sort of distracting and disorienting.

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I can see this game becoming really fun with some fine-tuning here and there, overall though I'd say it's about a \$5 title right now.. This Arcade game of the future.is super fun and the style to it is superb. I love how there are 2 main modes and a 3rd mode that's in development but at least something the devs let you try. It is way fun. It's a challenge in the game modes, but what a way to use the VR setup to a great extenxt. Even though this is in Early Access, I feel like it's polished and very solid of a game. Again, presentation style is, in my opinion, extremely well done. It's awesome, and cheaper than games with much less to offer than this. I was not disappointed but instead wway impressed when I played the demo, I had to buy in to the game . I feel the devs deserve my \$, and at such a great price. Heck yeah! I return to this one often, especially trying to beat my previous scores.. Great arcade punching action. If you want to move around and build up a sweat in VR because of the crazy non-stop action , this game is awesome. Developer seems like he just wants to create an amazing game , and that's great news.

I love games that get you moving and dodging around your room scale area, they are always the most fun VR games. I can't wait try the latest update and see what else the developer can come up with.. Classic Mode is an absolute sweaty joy. Each bomb is timed so you need to be fast but also need to react because the blue ones are for combos but yet they could turn RED, at the same you need to dodge\couch the lasers so headphone is a must for this game!

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hit bomb with your head :) or No..?. Punch Bomb is a gem.

It's polished. It's fun. It's a legitimate physical workout. It's skill-based with a skill ceiling. It's awesome.

Burn some calories while having fun and grab it. It's a steal at \$7.. Great arcade punching action. If you want to move around and build up a sweat in VR because of the crazy non-stop action , this game is awesome. Developer seems like he just wants to create an amazing game , and that's great news.

I love games that get you moving and dodging around your room scale area, they are always the most fun VR games. I can't wait try the latest update and see what else the developer can come up with.. I really enjoy this game. It gets me moving. It has my attention. It was hard to get used to the bombs that I shouldn't punch. I also don't like the effects of the different gloves, so I turned that off. I like aiming for the targets.. If you're looking for a punching workout game, this is it. Recently added hammer fist and uppercut bombs along with a 180 degree mode, which I think is better until this goes wireless.

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