Intralism Torrent Download [License]

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About This Game

Intralism - fast and hard rhythm game. Listen to music and match arcs to the beat. Master all beatmaps or create your own and challenge friends with online multiplayer. But remember: wrong button - **failed try**.

The main focus of development was on the **maps editor** and **global ranking**. Players are able to easily **add their favorite music into the game** and **play it with friends**.

Features:

- Challenging gameplay - In Intralism you need all of your reaction and an ear for music

- Global ranks - Complete all the official maps and become #1 in the global ranking

- Official and user-created maps - Subscribe and rate your favorite maps in Steam Workshop created by other players to help them become official

- Maps editor - Don't found your favorite group or have an interesting idea for a map? Create your own with build-in editor and play it in multiplayer with friends

- Multiplayer - Challenge others in the online battle

- In-game items - Customize game experience with rare items or sell them all on Steam Market

- Achievements - Hidden and multiplayer achievements don't let you get bored. Try to master this game!

- Trading cards, backgrounds and emoticons - for your Steam profile

Title: Intralism
Genre: Action, Casual, Indie
Developer:
KHB-Soft
Publisher:
KHB-Soft
Release Date: 4 Nov, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 (x64)

Processor: Dual core from Intel or AMD at 2.0 GHz

Memory: 4 GB RAM

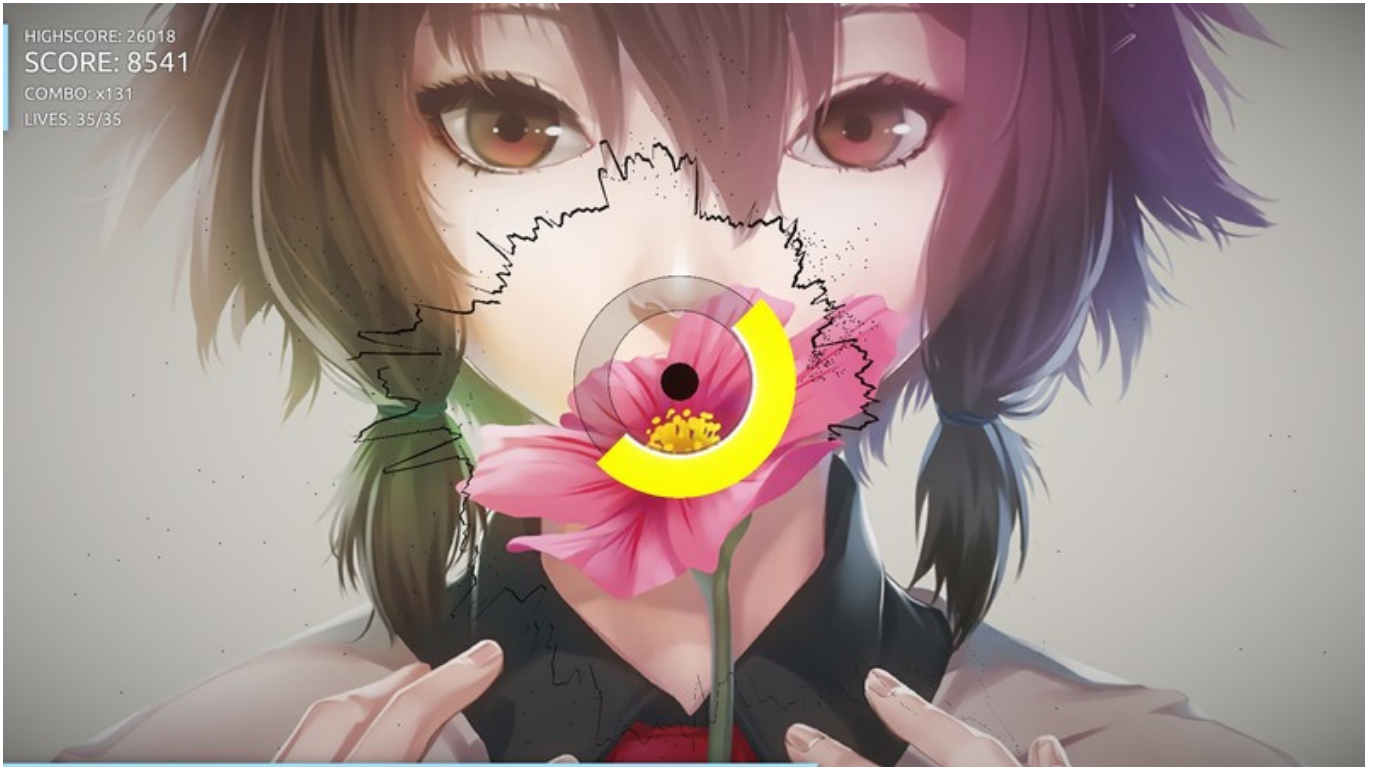**Graphics:** nVidia GeForce 8600/9600GT, ATI/AMD Radeon HD2600/3600

Network: Broadband Internet connection

Storage: 2 GB available space

Sound Card: DirectX Compatible

English,Russian,French,German,Danish,Traditional Chinese,Simplified Chinese,Dutch,Polish,Turkish,Ukrainian,Japanese

HIGHSCORE: 70
SCORE: 7600
COMBO: x76
LIVES: 8/15

HIGHSCORE: 26018
SCORE: 8541
COMBO: x131
LIVES: 35/35

HIGHSCORE: 26018
SCORE: 605
COMBO: x36
LIVES: 35/35

If you like rhythm games such as !Osu, Stepmania, DDR etc you'll probably like this! Good amount of maps and controls are good. Only thing I'm missing is a leaderboard for the maps and maybe a rating (SS, S, A, B...). Great rhythm game, but the servers can be a bit unstable and it's lacking an offline mode so if there's a huge influx of player, or your internet is wonky, it'll throw an error and close your game. Other than that it's really fun.. Bought it just to make a video...
Turns out it's actually really good and reward players DLC (skins) free just for playing the game.

69\/10 - yes there is animu weeb songs. This game is amazing! I would even go that far and say that this is the best rythm game I've ever played! I can recommend it to everyone and I think this game deserves WAY more attention. <3. I think this game is really good and it is easy to play!. I don't know what to say this game is just awsome. its kinda fun but its still missing a lot of settings options, and plus stepmania is free and better. Found the game because of Mirai and honestly... its really fun but it does have some major flaws.

The entire game is online and if you are in North America expect server crashes during your plays.

The control remapping is very finicky and there's no reset button that I have found.

The default red notes are very difficult to see when playing any songs rated at 4.5 or above.

You can't dim the background without turning off the storyboard entirely.

Despite these flaws, the game is actually pretty fun. Coming from Osu! and Beat Saber, my biggest complaint about the game is the visibility of the notes at higher difficulties. Still a really fun game to play and is worth the price.. First things first, Miraie brought me here. And i do not regret buying this game. If you like rhythm based games, this ones pretty dam good. Simple to pick up, but still puts up challenging songs.

I played this game almost an hour and i can't decide is it good or bad. I enjoy playing this game, but there is some things that frustrates me:

-No quick retry
-When you fail and press restart, game lags once at beginning of the song for half second, after that no problems, but does it every time when you restart. You need to go to menu and from there start song again for not doing that.
-Menus are ok, i just don't think those pictures are necessary.
-You can't go back with escape button
-With fast songs, its very hard to see note after another, because they stack on each other and red on red makes it very hard to it time right, so maybe stacked notes with different colour or make notes transparent with borderlines?
-Changeable approach rate and various mods would be nice
-No highscore\/top score list
-Score, combo etc. should be more visible when playing
-No pause during song
-If you accidentally double click, it deletes next note, even when it has just appeared on screen, i think note should stay there and you can still click it, double click can still be counted as miss tho.
-There should be list of songs which you already have downloaded.. needs to be polished alot.
the play area is a guess on most maps because you can't see the lines on the hit circle.
player's should be able to make their own skins for the game, the ones existing are bad and you have to pay for them.
needs a colorblind feature.
Scoring system and lifebar sucks.
Gameplay 2.5\/5.
The game itself feels unfinished.. yeah it's pretty neat. This game has some things that could be added\/fixed
additions
- I think there should be a background dim
- a quick retry button
- search songs in game

fixes
- frequent crashes
- game being at ear\u2665\u2665\u2665\u2665\u2665\u2665level when you first open it
- bring sotarks on here. This game is great i think. just get a little trouble in controlling because a rythem gams using wasd and arrow pad? well, its my first time.
Oh, great UI too. very comfortable. A SLIGHTLY BIASED REVIEW BY AN ABOVE AVERAGE OSU PLAYER
As an osu player, I expect alot of other osu players (miraie subscribers) to come play this game, so I will explain it comparing it to Osu! There are 4 sides where arcs can come from. You click the arrow key corresponding to that direction (or any other custom binded button) to click it. There is a Lives system that lets you make some mistakes, (amount of lives depends on map) and also a checkpoint system. Simply put, for other osu players: you can click the circles at almost any time but clicking when there are no circles in that area takes away 1 life. Been playing it for 30 mins and absolutely loving it.. 10\/10 rhythm game would recommend to anyone who have played Osu! or is looking for a new challenge\/game genre

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