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## About This Game

In the lands where serenity is forgotten.  
Where the worst nightmares are awoken.  
And where human lost all wars and abandoned their hope for a quiet life  
There is a group of undead and unliving who can save themselves and the whole Humanity.  
But they will have to pass...  
Pass this Hard way till the end.

Are you the hero?

Deaths will show.

In this game you will face violence and extraordinary complexity.  
You will have to become one of three heroes to slash enemies or to die from their hands.  
What will your hero do? It depends only on your skills...

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Title: Slash or Die  
Genre: Action, Indie  
Developer:  
ClickGames  
Publisher:  
ClickGames  
Franchise:  
Death is not a sin  
Release Date: 3 Jun, 2016

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English,Russian







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Wow such a sweet little game completely slayed by its \u2665\u2665\u2665\u2665\u2665 controls. Mouse only, hold mouse button to move, can attack while moving. If this had keyboard movement at least it would be great, feels like it is made for controller. Sorry to have to refund but you should take note of the many complaints around this issue.. So you slash enemies and they die. If you fail to slash an enemy, and enemy slashes you instead, you die. Slash or Die.

But seriously, it's a fun casual action-rpg. Check it out.. This is a very disappointing game, can't say it's THAT bad, you decide:

+The one and only plus - battle mechanics - 1st time I've seen it in indiegala minigame made by the same person I guess, and what can I say - there it was WAY better - to move around you click left MB, to dash and kill you click right MB - now about the problems of the game

-You can't dash while moving - you have to release LMB if you want to click RMB - like, what's the problem? When a lot of enemies around you even the slight stop can kill you.

-Now even bigger problem - a lot of times when you click to dash - nothing is happening - you can click RMB up to 2-3 times before it finally dashes, and no it's not your stamina, you have this problem even if you have 4 dashes available, but then, when you start spam right clicks to dash AND you finally dash, you can dash 4 times out of 4 stamina and waste all your stamina in half a second. That's just awful, you die 90% of the time because of that problem.

-Annoying music pack: 1st of all half of the songs are simply bad, and on top of that - like 90% of the songs you can hear in like 5 different indie games (each 1\$ full price, for example FBI MANIA)

- No windowed mode
- No controls remap
- Involves a lot of grinding
- boring and repetitive
- +steam achievements
- +steam cards

No this is not a good game.. This game is fun for a bit, to boot up and mess around with here and there. The pixel graphics and music are enjoyable, and the upgrade system (more health, stamina, speed, bleed damage, etc...) adds some variety to the gameplay. The game is a bit simplistic (which I don't mind) but the reason I don't recommend it is the limited mouse controls are annoyingly V unreliably implemented. Gameplay consists of you clicking V holding LMB to move your character around the screen toward the cursor as you dodge enemies while they constantly swarm you, with RMB being your attack V dash move (with the default character) to dispatch them or create some space between you. This is all well and good but there are often moments when your character will just not perform his RMB dash attack to evade the enemies. He just stands there with his \u2665\u2665\u2665\u2665\u2665 in his hand and gets hit (or worse killed) by the enemies. This is caused because you have to fully release LMB, click RMB briefly to dash V attack then click V hold LMB again to begin moving once again. Due to the resolution and way you move your character by having him move toward the cursor, it feels like you have very little room to move once the enemies begin to fill the screen or will often accidentally dash slightly too far into an enemy and die. The holding of LMB to releasing to briefly press RMB rather than being able to just press RMB while holding LMB kills a lot of the fluidity of the game and feels inaccurate and unreliable. The game's title alludes to this being intrinsic to the gameplay, that you have to "Slash or Die" to make space to move around, but when the Slashing is so inconsistent your deaths are often frustrating. I suppose I could play more to "git gud" and learn its rhythms V hitboxes more, but I've found it to mostly just be a frustrating, idle distraction of a game with a poor interface.. In this game, you play as one of three dudes who kill stuff.....10V10. For \$3.00 this game is well worth the money. The object of the game is to "slash or die".

- Pros-
- Fun gameplay
  - Challenging
  - Fun to get upgrades

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Music is nice  
Graphics are nice  
Some replay value  
Bosses and levels

Cons-  
The story could be a lot better  
Sometimes my mouse won't respond even when I have stamina

Like I said for \$3.00 this game is well worth it. I don't foresee much if any replay value after you complete the 10 steam achievements the game has, but the game is challenging and it will probably take you several hours. If you're looking for a game to pass the time, and in the future maybe open up if you're bored this game is for you. If you're looking for a serious game to invest serious time in, move along.

. A surprisingly solid little game. It has simple mouse control; hold left where you want to move and click right where you want to dash to. you just dodge enemies and try to slash them before they slash you. The upgrade system is good too, with all of the character upgrades making a noticeable difference in your character. The difficulty builds up well over levels too with early ones eventually becoming a piece of cake while the later ones remain challenging.

While it is easy to control the controls are not perfect; on rare occasions it seems to not respond at all despite you having stamina, and you need to let go of left click to dash which feels kinda sluggish at first, but you can adjust easily enough with practice.

Overall it is not perfect but it is a great time waster and for its price you can't go wrong.. Easy to pick up and a little masterpiece for simplicity.

Roguelike game with ingame points to spend for upgrades, think about more health, stamina (which is used to attack), speed, damage and certain skills (depending on class).

Left mouse button to move, right mouse button to attack.

Three different classes of which two have to be unlocked, so far I played the warrior and berserker and both feel very different to play, while still being equally balanced.

Good to play for a while and to pick up later on.

Definitely worth the 3 bucks, even more so if it gets on sale.

Oh yeah and it has an awesome oldschool soundtrack which totally fits the game!

If you want to see some gameplay with the first boss check the video below

<https://www.youtube.com/watch?v=MIIuuWBi00M>. Nice game to play while making important life decisions.

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People complain a lot, yes the game is hard.

I've beaten it twice over for the warrior and bezerk, I have yet to beat it with the mage.

7V10

I recommend this game on sale of 25% off.. Definitely worth the \$2.99 USD. Cool, smart progression, steep difficulty, but REWARDING! No brainer at that price.. Something about it just feels off. The controls, the enemies, the grind... it's not a fluid experience.. I like the concept of the game, but there are too many frustrating points that makes me not recommend this game.

First of all, it is a simple game, you use only mouse to control (left for movement and right for attack), what is kinda intuitive. But to attack you need to release the other button, I mean, you can't attack while running. This issue has generated a lot of threads on Discussions page, as many players refers to it as a "mouse bug".

But no! It's just a bad decision from the developer, which was not fixed/implemented untill now.

Another thing that really pi\$\$ me off is that some enemies, like the ghosts and archers, are too random on their attack patterns. You can't tell if a ghost gonna hit you or not, because it has no attack animation, besides a red glowing eye, but they stills hit you from very far. And archers can shoot two arrows in sequence without even preparing the shot.

For the price it's being sold, it's a fun game.

But a little improvement could make it great, like add a real stage where you could walk and get some items, not only a locked arena.

Simple details always helps improvement in games, but sadly, this one probably not gonna get any.. Fun arcade game. If you're not good though, you'll need to grind for quite a bit.. An amusing little time-waster, but serious bugs and mind-numbing grind prevent it from being more than that. It's dirt cheap, but I'd still wait for a sale.. Not bad at all. It's a bit slow in the beginning, and could use some polish (it feels clunkier than it probably should, and sometimes the slash doesn't hit enemies it should), but for this price, it's a very good, very simple little game. The bosses and later enemies add some strategy into the game, and it doesn't feel like a mindless clickfest. No real, major downsides like other people have already said. It succeeds well in what it does.. I am hesitant in giving *Slash or Die* a thumb's up. *It has a mildly interesting play mechanic, and is only three bucks. Fair enough.*

***Slash or Die is a coffee-break game and reminds me in some aspects of Devil Daggers with permanent stat upgrades. And believe me, 10 minutes goes a long way - this is something you play very briefly and pick it up later. Just like Devil Daggers, of course.***

***The game only uses the right and left mouse button (yeah, I know, no controller support). Left mouse button moves you around, and right makes you slash across the screen. The slash has a cooldown timer. The levels are static, and quite frankly, boring. Everything happens on one screen.***

**Pros:**

- +Mildly entertaining coffee-break game with an interesting minimalistic attack and move mechanic.
- +It is cheap.

**Cons:**

- The controls 'stick' sometimes, which is crazy annoying. Others mention this in reviews, too.
- Artwork could be better. Not all pixel work is 'retro' - some of this work is a bit rough.
- Some of the music is good (I'd actually say 'meh' TBO), and some is a bit irritating.
- No controller support, which is desperately needed for something like this.
- There could be overall more creativity - I mean stats are as basic as it can get.
- Could be more playable characters (there is only one right off the bat), among other things to beef up the content. This could be much bigger than it is.

***Slash or Die is a mildly entertaining coffee-break game for like three bucks. Thats about all there is to say.. Slash or Die is an arcade style hack-and-slash adventure type game. The gameplay is fast and fun and the game walks the fine line between challenging enough to make you keep trying and being so hard you rage quit very well. This is not an amazing game but it is***



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*still pretty good and you would have a hard time finding a better game for \$3.*

*The game does feel a like a bit of a grind at times and I have an issue with some of the mechanics but it was an overall enjoyable experience. The developers are constantly updating the game and actually fixed one of my biggest issues with the game while I was making this review. I expect this game will continue to get better so I suggest you try it out.*

*If you want a more in depth review, check out my video review: <https://youtu.be/OaMDNOTGSnc>*

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