

Song Beater: Quite My Tempo!

Song Beater is a VR rhythm/fitness game on steroids. Beat challenging songs with your bare fists in Fit Boxing mode, wield variety of weapons (blades, tonfas, phasers, staff, saw) in Free Style or concentrate on uplifting text flow in Letter Hunter mode.

Website: <http://songbeater.com>

Trailer: <https://youtu.be/BfHM8SWHMCg>

Steam Store: https://store.steampowered.com/app/1077600/Song_Beater_Quite_My_Tempo/

Humble Store: <https://www.humblebundle.com/store/song-beater-quite-my-tempo>

Oculus Store: <https://www.oculus.com/experiences/rift/1899493143484255/>

Screenshots: http://songbeater.com/promo/Song_Beater_screenshots.zip

Features

- 3 game modes, single player and competitive multiplayer
- 30 ranked songs and videos so far (new content added on weekly basis)
- Global and friends leaderboards, unique family party mode
- Player statistics including estimated calories burnt for your fitness goals
- Custom songs and videos support (ModSaber format supported for existing community songs from other games)
- 5 difficulty levels (light, gentle, normal, intense and... impossibru)
- Unique handmade visualization for each song
- Several types of laser obstacles, stationary and moving
- 30 achievements
- Level editor included
- 3rd person cameras support (avatars) - great for watching players or streamers
- Hidden and not so hidden cultural references, memes, easter eggs... :)

One of the easter eggs is a special achievement you get when you turn around (180 degrees) after finishing any level. Another one is a sound mode which can be activated by hitting letters SCREAMS or IWANTFARTS in Letter Hunter mode. ;)

Instructions

There is a public Quick-start guide on Steam describing basics of the game and useful tips:

<https://steamcommunity.com/sharedfiles/filedetails/?id=1779094567>

We have also our Discord community: <https://discord.gg/2cPXfwx>

Plans

Song Beater is currently in early access stage with weekly updates bringing new content (songs, videos) and features (multiplayer support, stationary and moving obstacles and more). We plan to transition to full release in September.

We are also working on universal Oculus Go/GearVR/Quest version of the game.

Developer

<http://PlayITo.com> - We are 2 hobby developers from Czechia and Slovakia creating indie games for desktop and mobile platforms in our spare time for almost 7 years. Song Beater is our second virtual reality game, first one was multiplayer space shooter Space Merchants: Arena (Steam and Oculus Store).