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## About This Game

Princess Kaguya is a Japanese-style beat 'em up game. Play as a beautiful princess dressed in traditional Japanese garb, and battle enemies using a kendama stick and a bow and arrows as weapons!

Switch weapons according to the type of enemy you're battling, and smash through hordes of enemies using special moves.

Control an adorable character to battle your way through in this light-hearted action game.

The central theme is loosely based on the ancient Japanese folktale called the Taketori Monogatari.

### ■Story

Once upon a time, the Wicked God brought great calamities upon this world. It spread a deadly plague and sent forth the Evil Spirits of Rivers and Mountains to attack the people.

Amidst the despair, a celestial maiden descended from the moon. This maiden used her mysterious powers to seal the Wicked God in a single scroll...

And thus, the world once again returned to tranquility.

The celestial maiden remained in this realm to guard the sealed scroll.

Ages had passed, and an era called the "Heian" had arrived. Among the descendants of the celestial maiden were two princesses. They were twin sisters—one named Kaguya, and the other named Sakuya.

They were destined to one day inherit the duty of keeping the Wicked God sealed within the scroll.

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One day, the younger twin Sakuya was lured by a mysterious voice, and was led deep into the sealed scroll.  
Kaguya leaped right into the sealed scroll in order to rescue her sister...

## ■ Features

- Light-hearted beat 'em up game
- Adorable Japanese-style characters
- Mysterious creatures from Japanese folklore
- Unique concepts such as battles on a scroll
  - Formidable bosses

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Title: Princess Kaguya: Legend of the Moon Warrior

Genre: Action

Developer:

Zoo Corporation

Publisher:

Zoo Corporation

Release Date: 4 Aug, 2015

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English,Japanese



Rabbit

These creatures!







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princess kaguya legend of the moon warrior

this is the best game of all time. I really wanted to like this game, as it's obviously inspired heavily by Okami. The art style, lettering, even the music are all copied straight out of the Okami universe. If I'm being honest, I think they did it on purpose to trick the unobservant into thinking it was a game by the same studio. It is not.

All of what I've just mentioned are quite nice. The art style is pretty, and the music is also nice. Nothing to write home about on either front, but fine for an indie game. The problem with this game is the combat. It is a side scrolling beat-em-up, after all. The combat has to be perfect, but in Princess Kaguya, you are handed a system that is clunky, slow to respond (and even unresponsive at times), and difficult to even gain an intermediate grasp of how combos and magics work.

Often, I would find Kaguya stuck trying to bow down enemies who had already fallen and faded away, refusing to set her sights on the horde of Japanese demons coming right for her. When using her giant kendama (an adorable and unique weapon that I was excited for), sometimes she'll just spin around to see what's flanking her, even if there's no one there, and just wail away at the air for a bit, maybe trying to knock the baggage of her past from her shoulders. Who knows.

The story is neither good nor bad. It's extraordinarily standard. Bad things are happening. Fix them. Save the princess. Save the world. We know how it goes.

Overall, I can't recommend this game. I wanted to, but the frustrating combat mechanics and the overwhelming averageness of everything else makes this one a hard pass for me.

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<https://steamcommunity.com/groups/diggingdeep#curation>. It's really pretty, but there is like no real sense of you know what input you're doing. very simple and straight forward but no good mechanics for deeper game play other than button mashing.. its like 2D DMC

but with loli Princess

11/10. This game is... odd. First, the controls are no where near intuitive. They also have a bad habit of making one's fingers/hands cramp up. Might be better with an actual controller. The music is nice, but I seem to be... missing the point of the game besides smashing wierd things.

I will recommend the game, but would suggest caution for those who aren't into odd things.. Good little game. The artstyle is pretty cool and although the gameplay is simplistic it's kinda fun. The only issues really are that some of the enemies are annoying and while your character is in an animation you can't turn around at all so you have to wait for your attack to finish and then turn to hit another enemy. Aside from that it's pretty cool and the music fits rather well. I'd say get this on sale, isn't worth full price in my opinion but check it out if you like. Good if you like getting achievements and killing lots of monsters.

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I love the character designs (Kaguya is adorable), the music is great, and the attacks (both normal and special) are really impressive - I mean come on, a rabbit archery brigade just looks hilarious.. This game is... odd. First, the controls are no where near intuitive. They also have a bad habit of making one's fingers/hands cramp up. Might be better with an actual controller. The music is nice, but I seem to be... missing the point of the game besides smashing wierd things.

I will recommend the game, but would suggest caution for those who aren't into odd things.. Despite its flaws I think the game still deserves a postive vote.

The pros:

- The art style is very traditional Japan
- The monsters are fairly diverse
- The Kaguya's (the female protagonist) weapon is actually a Japanese toy for children lol
- Steam achivements and cards
- Full controller support

The cons:

-I think the movement of the character that you are playing could be better optimized. When facing enemies that can fly, you have trouble aiming at them as Kaguya. Switching the direction that Kaguya faces is an inefficent process against higly mobile enemies that can be on the left side one second, then the right side of you the next.

. This game has beautiful artwork and lovely music. The fact that the heroine uses a kendama stick as a weapon and can call upon bunny archers made this game intriguing and fun to me. The controls do take some getting used to such as a separate button to fire your arrows in an upward arc compared to firing your arrows in a straight path. The controls and hit detection could be improved some but I still had a lot of fun. I would suggest getting this if you like Japanese culture and a good beat em up, but I would recommend, like other reviewers, to purchase while on sale. Overall a fun game.. while the art and music are great the game itself is awful.

- Poor hit response.
- Unskippable cut scenes (that takes ages to finish)
- Floaty unresponsive controls.
- Uninteresting gameplay.
- Annoying enemies.



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