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35, a secret branch of the government tasked with investigating cases of unidentified individuals going missing. The player assumes the role of the agency's newest agent, who must infiltrate the city and uncover the reasons behind Subject .35's sudden expansion to the major metropolis. The game was released on February 20, 2019 for Microsoft Windows, and on May 12, 2019 for macOS and Linux. Gameplay Katana Zero features a platformer-style game. The player assumes the role of Subject .35, an investigator working in New Mecca. The player must navigate the futuristic city through floors, uncovering secrets and puzzles that require the player to solve them in order to advance. At the start of each level, the player is given an objective to complete, usually stopping a criminal from escaping or capturing an important subject, and may have limited means at their disposal. As the game progresses, it becomes increasingly complex, with new objectives to accomplish and higher-level puzzles to solve. There are seven floors in the game. The player must collect five Data Files before they are allowed to proceed to the next floor. To reach the Data Files, the player must defeat the floor's boss. The game has 10 different objectives that can be completed on each floor, and a maximum of three objectives can be completed on a floor. Completion of an objective earns the player points, and completing a floor unlocks a new objective and grants access to a secret room, which may unlock a new type of puzzle. As the game progresses, the number of objectives on a floor increases. Katana Zero is partially a visual novel, with each chapter as a separate level. The player has an option to read the text of the chapter if they wish, which will advance the player to the next chapter. Text sections of chapters are interspersed with stills, similar to a photo book, which the player can page through at their leisure. For example, a page of stills from a chapter may contain an email, which the player must open and read if they wish to proceed to the next chapter. Page-to-page reading is optional; if the player chooses to read through the chapter instead of simply scrolling through the images, then they can skip any text. Development Development of Katana Zero began in April 2018. The game was originally supposed to be a mobile game, but an increasing amount of time was spent working on it that a mobile game would be out of place, and the production team opted to create a PC 82157476af

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