Cross Blades is a realistic sword fighting sim with a combat system build from the ground up with the VR in mind.

Unlike some other fighting sims, Cross Blades does not use simulated physics to give a sense of realism instead, it tracks the player's weapons and stance to guide and restrict the player to using a more natural and realistic fighting style.

In Cross Blades, the player has two main options Training and Multiplayer

In Training, you are presented with a Range of Training options. The training section will teach you everything you need to know to hold your own in the Arena. These training sessions will cover everything from the movement and combat systems of Cross Blades to the basic fighting style for the weapons that can be used in the Arena.

The Arena is the main multiplayer mode of Cross Blades. Each multiplayer match is broken down into rounds and duels each round consists of an odd number of duals the winner player who worked great the player who wins the most duels in a round wins the round. Similar to rounds the Match itself is also made up of an odd number of rounds the difference between rounds and duals is each round the arena and weapons that each Player is using can be changed as well as the type of duels being played that are being to that are being played.

Two types of deals are available are known as one hit and draw.  as the name suggests in one hit the goal is to land a single hit on your opponent to win the round,  this type of duel is much slower with the players needing very carefully planned attacks. roll on the other hand is a much more fast pace and brutal fighting style with the goal being to drop your opponent health to 0 before they can do that to you, each body part is giving a different amount of damage that has taken when his this means players will have to bounce up going for heavy attacks or defending themselves.