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Versus: Battle Of The Gladiator Download Kickass Rar



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## About This Game

**Destroy Your Opponents. Rise as a Victor. Become the Legend of the Arena!  
Fast, Brutal and Hardcore Non-Targeting Melee Action Multiplayer!**

Versus: Battle of the Gladiator is an MO PvP action game. You're a slave gladiator captured by Claderan empire, the conqueror of the world. Fight alone, or team up with others in a bloody gladiatorial battle to prove your strength.

Versus features brutal and hardcore non-targeting melee combat, and you can customize both equipment and combat move set for your gladiator. Each attack has unique traits, strengths and weaknesses, which turns each match into a dynamic and complex mind game. With its non-targeting combat system and real-time armor destruction, the combat of Versus revolves around dynamic situations with unlimited replay value.

## Key Features

### Combat

- Brutal and hardcore non-targeting third person melee combat system
- Realtime weapon tracing and armor destruction, creating dynamic and emergent combat

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- Score-focused victory conditions which emphasizes how you kill

### **Equipment**

- Hundreds of weapons and armor parts inspired by real world wargears
- Obtain, scrap, craft and modify your equipment to specialize and personalize them
- Realistic armor parts destruction system which immediately affects gameplay

### **Skills**

- 7+ different combat styles that provide unique combat experiences
- Strong mindgame driven by strength-weakness relationship between skill types
- Skill setting system that allows you to focus and specialize your combat style

### **Maps and Modes**

- Various arenas inspired by Roman Colosseum or medieval European castle
- Fight against up to 8 players in duel, free-for-all or team v team PvP battle
- Challenge powerful bosses in Assault mode, or fight off waves of enemies in Horde mode

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Title: Versus: Battle of the Gladiator

Genre: Action, Indie

Developer:

Netker Inc.

Publisher:

Netker Inc.

Release Date: 26 Aug, 2016

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**Minimum:**

**OS:** Windows XP 32bit

**Processor:** Intel Core 2 Duo/AMD Athlon X2

**Memory:** 2 GB RAM

**Graphics:** GeForce 6 Series/Radeon R500 Series

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 3 GB available space

English









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Good "old-school" fighting game with some good/memorable character designs and good gameplay.

Devs abandoned it, no updates in about a year, netcode is trash and nobody plays it except like 4 guys on a discord server. Game shouldn't be more than 5\$ cus that's probably how many hours you'll spend playing it.. The current state of the game does not support Xbox controllers well. For strange reasons the game requires a lengthy gamepad calibration the first time you activate the Xbox controller in game. The calibration stage is cumbersome yet producing bad calibration results, and it is impossible to steer and aim in the game in any meaningful way.

Bad impression regarding the gamepad controls, as I have yet to see a gamepad compatible game on steam that requires calibrations. Most games just work with gamepad right off the bat.

Maybe the developer try to ensure precise aiming, by mapping the range of the twin sticks to the corners of the screen of the current frame size? Anyway, stay away from using gamepad for the moment before a fix is available.

However, the graphics and sounds in game is pretty superb, albeit the in game dialogues can not be fast forwarded/vskipped. If you do do that, please make an effort to make the dialogue brief, relevant, and interesting.. It's ok but there are much better games of this type out there but as its dead cheap go for it.. Unfortunately I can't recommend the game - it has an awfully neat visual style and nice music, but some optimisation issues aside there just... seems to be something wrong with the controls. Primarily the double-jump functionality, which seems unable to remember whether or not you're already airborne. Oftentimes this leads to a jump from a platform performing the double jump immediately, leading you to fall short as you can't jump a second time. So far the first/tutorial level's been uncomplete-able due to this issue.. This is an incredible short and sweet game. The writing is fantastic and makes you adore the characters with its unique premises. I also enjoyed the new game + mode which adds a lot of replayability with its new story arcs. By the end, I just wanted more. I can't wait to see what this developer can push out.. Metal Slug likely, but it's harder.

Will get bored after few tries.

Control isn't that smooth, standard 2D graphic.

well, don't expect too much for a cheap game.. Think this game needs more work. I'll let u decide to buy it or not as im on border line for this game.. Lost Girl's [diary] is a purely kinetic novel developed and publised by SmoleVN, whilst the art style and music serves its purpose adequately the story itself whether it be due to poor translation or poor writing while likely fail to keep your attention during the hour the game is stated to last.

Whilst there are some layers of interest within the story such as the unusual beginning making the viewer question if the entire kinetic novel is a in universe story about a group of people telling bad stories or if the events in hotel are supposed to have happen, the majority of the stories within the game sound like attempts at scary stories that young teenages would tell each other. With typical claims to it having happened, all the stories occuring at a camp and generally massive glaring plothes which every character in the kinetic novel seems to over look until (in rare cases) its pointed out to them.

The problem I find the most with the game is it akin to waiting in a room with annoying strangers that are ignoring you making small talk, its unengaging, occasionally anoying and ultimately you wish you were somewhere else.

#### **Pros:**

- 1. Consistent clear, UI and character artstyle.**
- 2. Music is used well to create tension.**
- 3. Free.**
- 4. Short.**
- 5. Steam Achievements.**

#### **Cons:**

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**1. Limited technical options for resolution and other related visuals (this may be seen as a plus by those wishing simple setup).**

**2. Limited Character Poses and poor quality background.**

**3. Character personalities are shallow, cliché and otherwise obnoxious with the girls been generally unlikeable and the boys stupid .**

**4. The writing style come across as either poorly written or poorly translated, the stories themselves are tedious and uninterestingly.**

**5. Sudden ending feels like the devs just didn't know how to finish the game.**

Honestly I would advise you spend your time playing one of the better free kinetic or visual novels available on Steam unless you are desperate for achievements, if your curious about the game then you can see my playthrough below and actually hear me growing increasingly annoyed and weary with the game as I progress.

[https://www.youtube.com/watch?v=EIQZ3IICVMA&list=PLcK0-MphMJ\\_xDcSzdS0zXgRJZBhXHUF](https://www.youtube.com/watch?v=EIQZ3IICVMA&list=PLcK0-MphMJ_xDcSzdS0zXgRJZBhXHUF)

[Good game!](#)

[The unusual and challenging game.](#)

[Casual way.](#)

[+ Good music.](#)



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The writing (and the grammar is atrocious, at least in the english....well...""translation""), and it could be beaten in probably less than twenty minutes. You probably won't, though; a lot of the puzzles make little sense, the clues are often vague, some items are incredibly hard to spot. I feel a little bad, since there are points in this game where the developer is clearly trying. It's too bad that it completely fails to engage you at all.

However, if you're a masochist that regularly hunts for free indie games in search of finding how many turds you manage to fish out (like myself), then these are exactly the same reasons that you will enjoy this game. It's so bad that it's hilarious.

Otherwise, don't even bother with this trash.. 6/10

This was clearly a great game. Well ahead of it's time. It is fun for a while, but gets very samey and repetitive after not too long, and I don't really think it stands up to comparison with modern titles in terms of gameplay. Nice bit of nostalgia though. Do you remember the disastrous voxels?. Beatbuddy is a fun game! You hover around in beautiful, hand-drawn environments and solve various puzzles to progress through the story. Most often, the puzzles are synced to the music, which really gives it a nice twist of rhythm gaming. The soundtrack is really, really good, the songs are groovy and hypnotic. At certain points in the game, you'll experience situations where environment, music, puzzles and player movement just click together, it's awesome! Definitely recommended!. No way to play it. No matter what I tried to run it following the discussions board, the game keeps giving me an error. Do not buy, broken.. 2019, still the best game Bethesda has made other than skyrim. Best story line, still enjoyable to play even though I've played it multiple times on multiple platforms. I just love this game, and specifically this one and none others in the series.

Graphics 9/10

Story 10/10

Gameplay 10/10

Dialogue 10/10

Overall 10/10. Great! The new characters are unique and fun to play, the new parallel quests are the kind I like, you can finally learn zamasu moves, S.S. Deadly Bomber, petrifying spit, etc. In other games, \$10 gets you 1 char, here, you get 4 chars, 3 of whom are entirely unique, and buuhan is still great fun to use and play... just not too different. Kind of what you expect from a buuhan, really.. As a former math teacher, I like the idea of the game. After playing it, I found it difficult. The controls on keyboard are hard to coordinate with the movements. I therefore regret spending my money on it. I just can't stand to play it.

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