
Gladiator: Blades Of Fury Torrent Download [serial Number]



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About This Game

Gladiator: Blades of Fury is a melee combat action fighting game set during the medieval period. Players can play as a gladiator from four different clans, namely the Barbarians, the Assassins, the Knights, and the Dwarves. All heroes are unique and have their own weapons, skills, and fighting styles.

Test your combat skills in the tournament mode and claim the ultimate price, to be crowned the champion gladiator. The thrilling quick match mode allows you to play and practice a quick game to sharpen your skills. Explore different environments while you learn the art of combat.

Features:

1. Players can choose up to 20 heroes with different fighting styles.
2. 4 Fighting clans, namely Barbarians, Assassins, Knights, and the Dwarves.
3. 7 Environments to choose from.
4. Realistic fighting experience with awesome graphics
5. 3 difficulty levels and 2 different play modes
5. Perform weapon combos, slow-motion moves to fight and win the tournament.
6. Multi-language support, English, French, Italian, Spanish, German, Japanese, Chinese, Russian and Dutch.
7. Tested successfully on Windows 7 & above.
8. Multiplayer support in the game.

Title: Gladiator: Blades of Fury
Genre: Action, Adventure, Indie
Developer:
Yash Future Tech Solutions Pvt Ltd
Publisher:
Yash Future Tech Solutions Pvt Ltd
Release Date: 7 Mar, 2019

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Minimum:

OS: Windows 7 or later required

Processor: Intel Core i3 515 7U

Memory: 4 GB RAM

Graphics: 1 GB AMD or NVIDIA Graphic Card

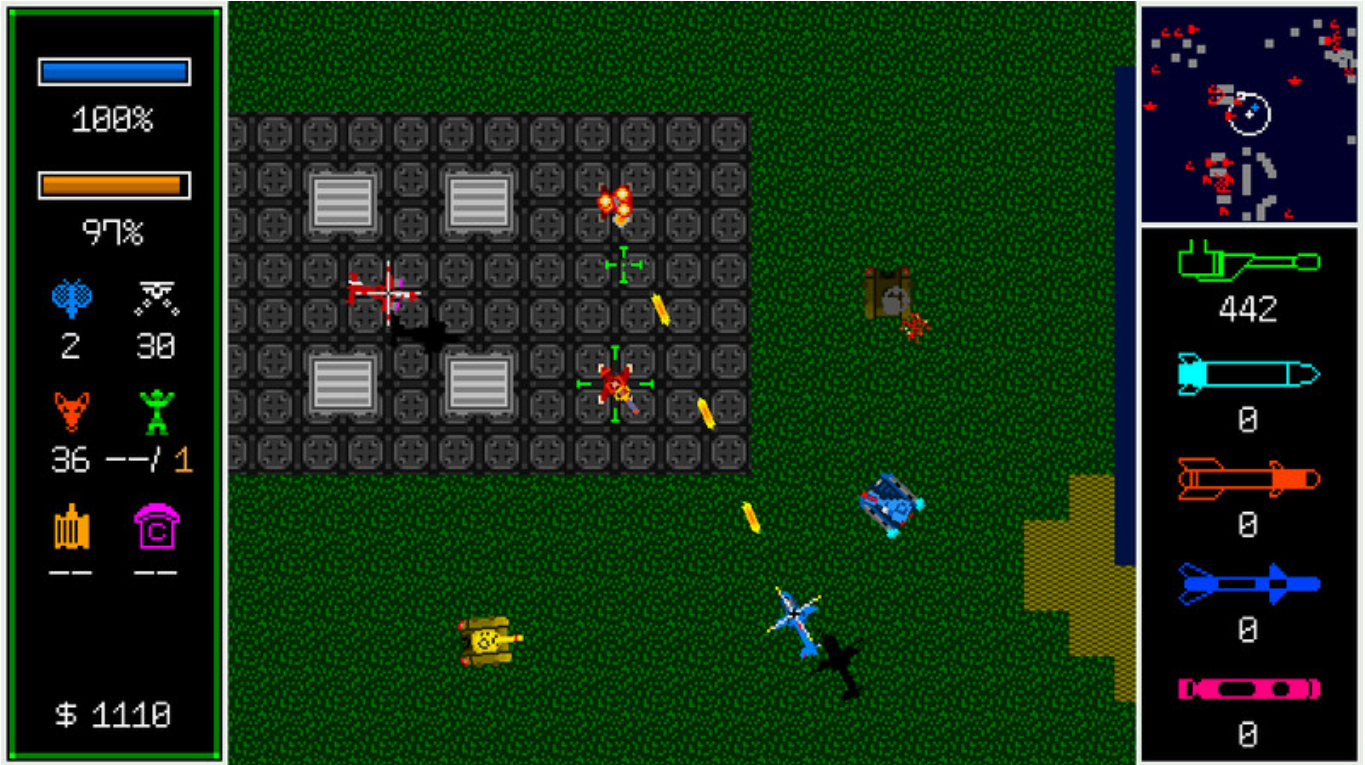
DirectX: Version 9.0

Storage: 2 GB available space

English,French,Italian,German,Dutch,Japanese,Russian,Traditional Chinese







Wow....Five Interesting Airfields included!. Possibly, the best game that you can purchase with 6 dollars these days. A true competition that has been in development for years, and that we have awaited to purchase on day one. Enjoy it, please.. Final fantasy meets interstellar - this game is freaking awesome!. I find it enjoyable. A simple yet entertaining game.

Down sides comes when I change from windowed. It doesnt do much, but minor things get a bit distorted. But this is not a big thing and doesn't do anything to ruin the playing experience.. People who mastered this game do not need an umbrella when it rains. this dose not work for my. It's a cool concept, but I am "actually" a music producer and it sucks for "actual" production. However, if you want to just hit a few buttons in VR and hear some repetitive noise... this works. Don't bother trying to create anything really cool yet, just get Fruityloops Studio for that (the closest REAL production software to this). Couldn't go the online play for some reason, so I can only give comment on the single player experience. It was fun for about 15 minutes. It is, however, early access so I will gladly support the dev in hopes that it improves.

Not exactly block rocking (yet), but definitely a GREAT concept and it is well done compared to the other terrible music simulators on Steam. Give it a try.. This is not worth \$50.....I'd pay \$20....maybe \$30.....its bland and repetitive after 1 hour....pretty bummed cuz I wanted to like this, I really tried to like it, and it's a 10 mission 1 button gamerefunding. Everything looks good, but the controls suck. Can't use the mouse. very difficult to get a good view of the dash, only in virtual pilot can you see the instruments. instruments not responsive, and hard to scroll with the mouse

Can it run Crysis?. I have been waiting for a solid space/moon experience on the Vive, and this one hit the nail on the head for me. The locomotion using the booster jets is extremely smooth and feels perfectly natural. I didn't experience any motion sickness - my brain was convinced I was flying around on the moon. It was so immersive, that I spent the first 15 minutes just wandering around the terrain before even attempting the first 'course'. Although there are only a few things to do right now, it's enough to justify the price and (IMO) they are challenging enough to bring me back to beat my times. The last asteroid one is definitely a challenge to track them all down, but it became much easier when I realized you can turn on the "highlight" which shows you where they all are. I'm running the bare minimum VR-recommended hardware specs, and this game played beautifully for me.

Dev, I hope you continue to put time into this and give us a few more courses to tackle. This game is one of the reasons I wanted VR. Great job, keep it up!

TL;DR - This is a very pleasant experience floating around on the moon, well worth the price of admission.. Fun little time killer.. Played it a bit.

Its pretty good.. I really like the concept of this game - some sort of a career simulator in a futuristic world, with elements of economy and networking. This is what I thought I was getting into when I bought this game and started playing. However, I ended up getting very bored very quickly.

To my disappointment, the game ended up being all about talking to people, getting them to trust and like you, so they ask you to do all sorts of missions for them, usually going back and forth between places or getting information about people they know. In my book, this type of game would be defined as "a gossip simulator". No matter where you are, the main gameplay mechanic is choosing an AI to talk to, so you can impress it in order to complete one of many boring types of missions. Vyawn

You can also get a job, except the mechanism seems confusing, to say the least. Instead of getting to your work place and have some activity the game would present you as your supposed job, you have to "get owed" hours first, which means waiting... and waiting... and waiting... I suppose it was designed like that to let you do other things while having a job, but it just doesn't make sense to me. None of it.

I suggest avoiding this game, as it hardly offers any fun, if at all. If you're really curious about it, wait for it to go on sale, and even then, I'd suggest not expecting much.. The game can be hard sometimes but definitely not annoying. Serves the most basic purpose of a game, it is fun to play.. Gameplay is roughly 20 minutes. Puzzles are pretty easy. The game looks great, considering it's a solo effort. Only problem I had was that there was no sound after the intro cinematic. I have emailed the dev about it, so hopefully it will be fixed and I'll give it another go. (Quiet) Playthrough here: <https://youtu.be/VdD-p4d5sqVU>. This is an excellent steam loco addon, although now starting to age a little. This model does not have advanced controls, only the standard ones. The loco performs exactly as it should do according to the specifications of the real A1 Class locos; i.e. it steams well (the A1 class were one of the very best at generating steam and maintaining pressure), it will cruise under load on the level at 90mph when handled correctly and is capable of reaching 100mph. As might be expected from such a powerful loco, hill-climbing is good for a steam loco. Footplate sounds are fair for a TS model, though not spectacular and the chime whistle sound isn't correct (you also get a 'standard' whistle at 'B'), but these are minor details. However like most of the older models, it isn't possible to hear the AWS warning horn when your head is outside the cab window, so you have to stay very alert. It would be nice to see that feature updated. The exhaust is as good as most TS models and better than some more recent locos, though no TS steam locos get the exhaust absolutely right. You only get the one loco with this pack (together with several coaches), though two reskins of the Tornado (BR green and BR Blue) are available elsewhere separately. However I would have liked to have had some of the original class represented as well. It is still one of the best non-advanced control models.. It it appears that Paradox is deleting my negative review of this game. Criticism is not allowed its seems. As so, I have decided to give the whole game and DLC a negative review. I realize this is just a PC port of the game for mobile devices, but I've never played it before so here are my thoughts:
TL;DR: Surprisingly fun, no micro transactions, narrated voice acting, decent port.

First Impression Gameplay: https://www.youtube.com/watch?v=jCFCXxEh_zM

Based off the developer description, I expected this to be a broken mess with terrible translations and questionable gameplay. I

was a bit surprised when the opening cinematic was not only proper English, but voice acted with proper English as well.

Gameplay is fairly simple: select which turrets go on your ship (reminds me of gratuitous space battles), and pilot your ship around as your turrets auto-fire on enemies. As enemies die, they drop crystals which can be spent on match specific upgrades. The end of each battle features a boss to be defeated within a certain time limit. There are 6 weapons to choose from, with two separate types (physical and optic). At the end of each match, you are awarded with crystals to be spend on ship/turret/skill upgrades.

A story does exist in this game (something about crystals and super powers), but it feels a bit forced and unnecessary. The main character is an attractive anime chick, so I guess that is a plus.

Anyways: the game is fun, the port works well, and the game kept me engaged. Feels a bit steep at ~\$5, but I've paid more for less. I'd recommend.

Oh. And as a bonus, I did not see any microtransation or pay to win shenanigans going on.

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