
Gladius | Gladiator VR Sword Fighting FULL

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About This Game

Gladius is an immersive VR sword fighting game set in the ancient Rome. As a gladiator, you will choose your weapons, train against different enemies, and finally fight for 5d3b920ae0

Title: Gladius | Gladiator VR Sword fighting

Genre: Action, Indie, Early Access

Developer:

VirtualAge

Publisher:

VirtualAge

Release Date: 21 Dec, 2016

English

gladius gladiator vr sword fighting

Almost a really cool game. Still too glitchy after this long, though. Unplayable past level 3. The bow literally disappears from the hand in almost every match. Quivers are just worthless. They never attach to the back, ever. Shields and weapons are not easily stowed away, maybe working about 30% of the time. Even dropping weapons seems to only work about 50% of the time when you have it set to trigger + grip. Clear hits on open skin often does nothing. It takes repeatedly hitting the same exact spot to make stuff work. Blocking and parrying also simply fails about 20% of the time, even when you're dead on.. I wish there were an inbetween recommendation. This is because, with the exception that your weapons disappear in the middle of fights, AND you grab fruitlessly at available enemy dropped weapons, it's a really fun game.until the latter and/or former occur, then you just quit and wish you hadn't put in more than a few hours and blew your eligible refund. Some of the best fight mechanics to date; please fix the weapon problem, Contact me if interested in video capture or screen capture of issue.. This is a awsem game, Its the one game in its genra to actualy make me feel like a gladiater Many different old school weapons that colide with everything they touch weather its a table, a sword in your other hand, your shield or your enemys neck bone. Variaty in enemy types wch are all kind of smart ai and can block attacks , I feel this could use a little more work tho. Progression system to unlock

weapons, different missions with different challenges. Dismemberment and slow motion.. I my pants when two tigers charge at me 10/10 for immersing me. I made a video during my last playtest after receiving this game from the developer. Check it out here: Very little time spent so far, but believe me when I say that this game has made leaps and bounds in sound and visual quality, ai responsiveness and tactics, even during the short time I've been trying it(small segments in the testing branches). A friend suggested the game to me, and after requesting a key, it was provided to me with quite a bit of enthusiasm on my friend's part. Now, in my short time played, and back in the live release update(1.01).I gotta say.wow. Another single dev strikes again with a truly impressive title. Previous releases did have some issues, but as it's clear I am newer to the game, I was lucky enough to get in where the game is really getting good. I've only tried my hand at The Games mode, and am working my way through Day 1, but I have experienced quite a bit that I can comment on. Quality - The game framerate has improved for me with the latest update. Performance, AI tactics and defense, sound depth and accuracy in combat, and deeper combat involvement(stabbing, dismemberment and shield slams) all shine as beacons of light that will REALLY make this game shine. Sound - The sound has improved by providing varying strengths of impact based on your swing, providing a varying and realistic response to sword on sword and sword on shield exchanges. This definitely is noticeable, and works wonders in some good headphones. Graphics - I have not seen much in the way of graphics improvement from when I started playing, but I'm convinced that the art style, use of shadows and textures has done the environment justice, and really made my inner nerd take on the role of Gladiator. Movement - In my testing sessions, though shortlived, I must admit I initially got motion sick. However, this has been a recent issue cropping back up for me in most games, and I have not found a cause. In my latest session I played for about 30 minutes with no motion sickness or dizziness, even when spinning from cable wrap. Game Modes - N/A: This is where I could not provide any feedback or experience. I have yet to try modes outside of The Games. I will revisit this! Control Options - All of them. Great instructions for controls, both on the controller and written in the menu, with no need for tutorials! THANK YOU FOR THAT! Teleport, Sprint, and Trackpad movement available and work well. Other settings available, but I found most defaults were just right for me. Fun Factor - Fun, active, and enjoyed every minute. Need more time in the arena and in Survival Mode. Conclusion - For \$10? I would say this is a great deal. The developer has really put his heart into this game, and early reviews really hurt due to initial quality. With feedback, he clearly will lose sleep for the sake of trying to make this game all it can be. I hope he's learned from listing games too early for Early Access, but I hope even more that he recovers as his clear interest in improving shows we will really get the arena combat experience we want in VR.. this will be a great game with more work, has a few bugs but defo worth the money, you need arms that receive slashes and the sword needs weight, as it is you touch someone gently with ya sword and they die, needs to make it so you have to really swing.. This game is so brutal! Flail ftw. Sword master used to be my favourite sword fighting vr game but this tops it. Can't wait for further improvements to this already awesome game! Few bugs and ting but it's definitely worth the price.

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