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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 your freedom in an epic battle against the mightiest warriors and creatures of the ancient world.

KEY FEATURES AT EARLY ACCESS LAUNCH:

- Sword fighting: Hold weapons directly in your hands, block enemy strikes with your shield or sword, throw your sword at the enemy, and cut their limbs and heads! The longer you play Gladius, the more you'll hone your skills.
- Bow and arrow: If swords are not your thing, you can still open your way in the arena with a bow. Use your arrows wisely as you have a limited number of them!
- Four Game Modes: engage in casual training in the small arena, survive in the blood arena, win a chariot race, or fight in campaign mode in the glorious Colosseum.
- Ten different enemies: Gladiators, Legionaries, Praetorians, Barbarians, Archers, Tigers, Lions, Skeletons, Mummies and Minotaurs.
- Four locomotion options: You can either teleport, sprint (dash), arm-swing, or use the trackpad movement.
- Energy system: allows you to teleport and to slow time for spectacular moves that will wow the crowd.

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- Armory: Unlock new weapons, shields and helmets in the armory as you progress through the levels.
 - Market: Buy new equipment with your hard earned cash in the arena. You can buy more weapons, shields, helmets and food!
 - Three grip modes: You have different options to hold your weapons: "hold" maintain trigger pressed to hold the weapon, "sticky" use grip buttons to toggle the attachment, "lock" use the combination of grip+trigger to unlock your weapon and pick another one.
 - Dynamic crowd: People in the stadium react to your actions, they root for you if you do spectacular moves, they get bored, and throw you food if you deserve it. Win the crowd, and you will win your freedom!

Title: Gladius | Gladiator VR Sword fighting

Genre: Action, Indie, Early Access

Developer:

VirtualAge

Publisher:

VirtualAge

Release Date: 21 Dec, 2016

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English







gladius gladiator vr sword fighting

If you enjoyed GORN and want more of solid feeling melee combat, this is the one to pick up. The fighting all feels smooth and there's already a fair bit of depth.. It is a great game but it no longer has any sound when i play. Accidentally deleted my previous review, but this game deserves to have it back...

To start, this game has major potential, especially with only 1 guy working on it in his spare time... Over a couple of months I've seen a lot of small changes, with the addition of a few big ones.

I'm not saying this game doesn't need some tweaking, as it most certainly does, but I am saying the dev is listening and actively working on the game, taking player suggestions heavily in to consideration...

But for the game itself, the combat has become MUCH more fluid since I first started playing, and nothing makes me feel more bad♥♥♥♥♥than a block in to a pirouette landing the final strike on to a giant FREAKING MINOTAUR!! The first time fighting this thing I was so immersed I stepped back, and tried to dig my heels in to my carpet... Not to mention the brief sense of fear when they release the lions... Seeing them charge at you full speed is kinda fear inducing, and has actually brought out the flight response in a few of my friends who have played...

All in all, this game has potential, could use some more tweaking, but gets noticeably better with each update! Well worth the small price tag!. shhhhh better than gorn. If, like me, you are looking for a realistic sword fighting sim to fully immerse yourself in the Snow Crash VR dystopia experience that is our world today, this is the closest you're going to get. I've tried them all*, and this is my current favorite for best physics engine and most realistic training AI**. Like others have said, it is not perfect, but it is the best out there right now.

My one wish is that this game become multiplayer. The blade physics in Deus Vult aren't anywhere near as good, but sadly that is the only multiplayer game in town...

* My full list so far, in order of decreasing blade combat realism, is: Gladius, Vanishing Realms, Sword Master VR, Tales of Glory, Death Dojo, Deus Vult, Gorn, and Sairento VR.

** I'm not an expert, but I do have a couple years of mixed martial arts experience with stick fighting. My acid test for a good sim is: Do the attack angles and associated body movements make sense physiologically? Is this game fun to play without a shield? Can I actually block stuff in that case, by watching body cues? Can/do they block me? Can I "defang the snake"? Can I "destroy the line"? This game actually checks all of those boxes, to a first approximation.. Epic. VR .. Gladiator .. Epic.. Great game. Just had a real workout trying to get through the first mission on the hardest difficulty. I have not had any crashing issues or other issues yet. The items can be a little glitchy when trying to pick up or put down, and the enemy especially the tiger can get tossed really far. and i had the issue that a tiger would get trapped on the outside. but other than those two minor issues its great for what it is. Im really looking forward to more missions coming out. A suggestion to something to add would be a survival mode or something, i played training against sword masters and would like to be able to tell who many i killed before dying :) that would be a good game mode i think, especially if you can choose your oponent like in training, nice thing to be competetive with your friends. To people wanting to buy this i think you should take extra care to not have anything close to your playing area, as you will get very .. enthusiastic and may punch a wall or someone if you are unlucky xD. 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.

After being asked to give this a try again, I have to say the improvements over time has made it the game I hoped it was when I bought it. Thank you Tubatus for pointing out how much better it has gotten. 2 thumbs up!. The controls are clunky, the hit detection and weapons are♥♥♥♥♥ It's just a worse blade and sorcery, which is saying something.. whats not to say<are you NOT entertained becuase this game is fun and has a lot of potental and il love the maps like the boat and water map its a lot of fun and i hope you can enjoy it too.now onto some other things its still new and early access so of course there are issues like how randomly the game wqill keep restarting {you'd be in a areana and it just ends ther match for no reason }BUT i only had this happen once in my times of playing which didnt bother me.now its early access and i think woreth money but of course definitley buy it when it goes on sale

. Best VR game ever. I'm hoping to god that this game gets better, because I absolutely love the idea of arena combat in VR like this. Gorn is a very good example of what I mean.

The problems with this game, like much of the sword play games in VR: hit detection is very bad. I put it on the easiest difficulty, walked up to a guy and just went mad with slashing - not a single hit when I was a few inches away from him.

Besides this, it is just not very fun - this is the problem with wave-types like this and Sword Master VR, there is no fun in sword play which just isn't right. There is no dynamic, I can't find myself interested when I slash repeatedly at a guys face and he just slashes once, misses me by a mile but one hits me and I die instantly.

I know, it's early access but for the current price tag this game is not worth it. I would pay five dollars at most for what this game is, essentially a wave based sword play game (too many examples of this already in the VR world.)

So please dev, the work this game needs most at the moment is hit collision - it's pretty ridiculous. Perhaps some more added concepts that make it more special than just any wave slasher.

I won't refund for now, in hopes for the better game.. Just found this gem. Its an absolute must have. Unlike most of these games it has a point.helmet view makes it intense. Combats decent. Dead bodies too light and wish ya could de limb them.stsbbings cool but ya need yo be able to stab with blade edge horizontal. Sword bind where can push enemys blade with mine be great. also be great if added visible cuts on the unarmored legs arms ect. And a light multiplayer. devs active so can only go up from . Buy buy buy.. Short version:

- *For \$10, this is a no-brainer. Still an easy choice at \$15.

- *Join the Discord - <https://discord.gg/KSK2CqD> - and help with testing and development.

- *Core combat physics are RAPIDLY improving and are easily enjoyable by this point

- *Dev is highly committed and passionate

Long version:

Damn, have I not reviewed this yet?

Okay, so - I am a big Sword Master VR fan. It's one of the most enjoyable games out there, highly immersive, and fun for pure swordplay enthusiasts. It makes me incredibly sad that the dev is done with that game. Swords and shiz are why I bought VR - that and guns and other stuff, but really mostly sword-y stuff after playing Circle of Saviors at an arcade here in Tokyo.

Gladius, when I initially came across this game, didn't really engage me as much - the combat felt clumsy and not as immersive. BUT, since I've bought the game and helped actively test betas and provide feedback (the Day 3 bow/arrow crash involved a lot of testing on my end before we got a fix), it's become clear that the dev is really committed to making this a premiere sword combat game, along with a lot of really fun period/fantasy content. Communication lines are clear and open, and the dev is actively listening.

Of course, I'm talking about the future. Right now, the game is still fun. For your pure swordplay enthusiasts, you have a Training mode in a small arena with a highly-customizable set of enemies, and adjustable animation speed (being tweaked in a future release) depending on how smooth/easy you want your combat. I like to cheat and turn on debug mode, have unlimited health, and go into Training mode with a couple of Barbarians (two-handed wielders = easier to read and parry attacks) for awhile. For those wanting more of a campaign mode, you have the Games (as in of the Colosseum), which are a bit limited now but have more content coming in later on - including Co-op play!

As to weapons and shields, there appears to be a strong variety on first blush, but you'll find that certain weapons are a lot harder

than others (the shorter your weapon, the harder you're going to find your life, since enemies only come in close briefly - and shorter weapons don't seem to have any greater damage than longer ones). It would be fun to see a viable option like the jagged short-sword/dagger/whatever in Sword Master VR (a personal favorite in the off-hand). However, there are interesting weapons like the khopesh, and you have your token katanas as well - plus two-handed weapons, although I believe that's being fully implemented in the near future. Shields are ... I suppose fine? I don't use them much, although I should. The dev has said he'll be putting a bit more variety in shields to create more varied gameplay.

Physics: Good, and improving. The dev has spent a lot of time lately on making collision physics more accurate and satisfying - which has shown in how well swords and shields interact now. There are a few areas where parrying isn't quite as reliable, but those gaps are being closed.

Enemy AI: Decent, but has some areas that need work in terms of aggressiveness, spacing, and attack timing/strategy in order to make a really compelling swordfighting title. But, that's on the roadmap, so that's good.

Visual/interactivity polish: Not bad. Voiceover needs a rework and there's not much in terms of introducing new players to the game (you start the game, and there you are with a menu and some basic info), but I personally don't care all that much about anything beyond core gameplay.

For reference, this is my current ranking of satisfying sword combat experiences (asterisks mark games I haven't played but listing is based on my impressions from video reviews / other games) and my impression of what direction these games are going in the ranking (+ for 'rising', - for 'falling', = for 'no change'):

(List as of Dec 18 2018)

- 1) Blade & Sorcery (=)
- 2) Gladius (=)
- 3) GORN (=)

And there's such a huge gap between 3 and 4, really below here it's not worth talking about imo.

- 4) Vanishing Realms (=)
- 5) Spell Fighter (-)
- 6) Deus Vult (?) (is this game dead?)
- 7) Titan Slayer (=)
- 8) Sairento (=)
- 9) Raw Data (=)

For \$10, buy it, for sure. At \$15 still well worth it.. This is possibly the BEST vr game i'll ever play, it has realistic fights (sometimes), you can grab enemies, cut off arms, legs and heads, and even stab an enemy and let the knife/sword stay in the enemy while you use another weapon to execute a different enemy, it's really satisfying to stab a knife into someones neck and then grab another knife to throw at another enemy while you brutally slaughter the first one~ ٩٭٩٭?

P.S The creator of the game is a kind and just awesome guy, love ya Multi <3. Gladius VR on Oculus Rift + Touch)

I'm a huge fan of Ridley Scott's Gladiator so this is a dream come true. The game is a lot of fun, it was the perfect amount of realism I was hoping for (I love Gorn but the silly physics just kill it for me a little, and the enemies never really seemed intimidating). The first time I had large tigers sicced on me I nearly♥♥♥♥♥♥myself. I play with the arm swing locomotion as I want the most out of a game like this physically. Try running away from tigers as your pushing them back with your shield and sword with arm swing locomotion, intense.

Pros:

- + Realistic (for the most part)
- + Satisfactory melee combat mechanics
- + Variety in game modes (chariot races, mazes, gladiatorial games)
- + Challenging
- + Decent visuals

Cons:

- Key binds and certain actions don't work or don't work well (at least on the Rift)
For example: Using hold grip setting and arm swing locomotion, when holding your weapons with the grip button, you'll be unable to use arm swing locomotion until you release the grip button, thus losing your weapons. Or using sticky setting and trying to change to throwing stance with your pilum, it doesn't work.
- A few game breaking kinks to work out, occasionally your bow will disappear from your hand. You can't relocate with teleport or move if you have arm swing locomotion enabled.

I'd like to see more people playing this game to support the developer, it would be great to see the physics collision in combat be improved (I know it's in beta). Multiplayer chariot races would also be great, maybe make it so you can't use weapons until completing a lap.

TL;DR Great game, fantastic gladiator sim, has some game breaking bugs, has a lot of variety in the content.

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