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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!

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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









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## gladius gladiator vr sword fighting

### Quick Summary:

This game is an amazing VR sword fighting experience. If you've ever wanted VR Sword Fighting game or a game to make you feel like a gladiator, this is it. It has very few, minor bugs and the two-handed weapon support isn't the best but keep in mind, this is made by 1 person who as far as I'm concerned, still working on it to this day. The developer keeps in touch with the community which is very rare to see these days too.

### Nitpicks:

Every game has nitpicks of sorts and Gladius is no different, it has a lot of minor issues that can easily be worked around but might provide a minor inconvenience at times, here's a quick list of some of them I find:

- Being kicked through walls and having to manually walk out of the wall IRL
  - Being hit without animations playing (very very rare)
  - Physics of certain weapons (The flail ends up causing the target to ragdoll half way across the map)
  - Gravity isn't the best
  - Two handed weapons are very, very weird (range sometimes doesn't hit, the handle sometimes counts as hitting, the way it moves is odd, and a few more).
  - When pulling a weapon out of a body you sometimes pick the weapons up backwards for some reason.
- These are all very minor and can be easily overlooked if you're not a super nitpicky kinda guy, do keep in mind however, it's all one guy.

### The Developer:

The developer is only one guy and you have to keep that in mind with the amount of work put into this game, and this is just early access. One thing this amazing dev does is keeps in touch with his community, you can see on his updates he replies to a lot of the posts made on them whether they're suggestions, feedback, etc. Since it's just one man, who has a life keep in mind, updates are a little slow but I think it's justified. If you're reading this VirtualAge, keep up the great work and this amazing game just might be one of the greats of VR to be remembered.

### Variety:

There are a lot, and I mean a lot of weapons, shield and armors to get. Each weapon has a different damage value to it and feel when swinging it, it makes it feel like you're actually swinging the weapon.

The amount of different scenarios you are put in is quite vast for just \$15 and 1 developer. You can be on the seas (stadium with water), a regular coliseum, or a mummified crypt which, not gonna lie actually gave me a slight spook the first time haha.

Gamemodes are something very interesting, when I got this game I just thought it was gonna be a slight fighting scenario here and there but to my amazement there's stuff like chariot races too which is very unique and fun to play. I'll admit, at times the controls can be a bit janky on the horses but that's about it.

### The Crowd:

Something quite interesting I didn't think I would see was a crowd, you can hear cheering and even interact with the crowd. Without the crowd this game is quite difficult to get past as you're gonna need the food, trust me. When playing it makes you feel as if you're actually fighting in front of people, cheering for you which is something many games fail to do!

### Swords Fighting:

The sword fighting in this game is rather good but lacks in a few things, I'll leave a pro and con table just to give you an idea.

#### Pros:

- Realistic swinging
- Hitboxes are rather good
- Blocking is very realistic as you have to block the swing itself not just wildly shove your shield to your face
- Dismemberment (This one speaks for itself and is an amazing feature ;))
- Armor makes the enemys feel as if they have actual armor rather than it just being cosmetics

#### Cons:

- Janky two-handed weapons (As explained in nitpicks)
- The hitboxes sometimes bug out and when it looks like you hit, you didn't
- Swings very rarely go through your shield, block

The cons list is very short but at times can really get you frustrated at times, I think the pros outrule the cons in here though.

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Overall:

This is an amazing game I recommend it, especially for \$15! While some things can be slightly annoying it's pretty much overruled over the vast amount of stuff this game has to offer. I found this game much more appealing in my opinion than Blade and Sorcery and would rather this than it, just my opinion though.

Messages to VirtualAge (The dev):

VirtualAge, this game is amazing, keep up the great work. Something I highly recommend is modding support so curators could help you improve the game at a faster rate.

. What's not to say<are you NOT entertained because this game is fun and has a lot of potential and I love the maps like the boat and water map it's a lot of fun and I hope you can enjoy it too. Now onto some other things it's still new and early access so of course there are issues like how randomly the game will keep restarting {you'd be in an arena and it just ends their match for no reason } BUT I only had this happen once in my times of playing which didn't bother me. Now it's early access and I think worth the money but of course definitely buy it when it goes on sale

. Early access review (subject to change)

Pretty decent game, currently a bit rough around the edges, but it's getting better and is a fun game if you're looking for this type of experience. Look at some gameplay so you know what to expect. The combat is satisfying, but there is still some room for improvement. It can get quite intense on the hardest difficulty and can definitely get you sweating. There is a good selection of weapons and armor to choose from.

The dev seems pretty active and communicative, so my impression is that he is committed to making this as good as he can.. So far, this is the best melee game for VR and I tried them all. From Sairento to Gorn, Tales of Glory, Raw Data and Swordmaster VR.

This is the only melee combat that really feels "right" and you can actually dual wield in it.

For example, it's possible to block a sword strike with the left sword, while you hit back with the right one, which makes you kinda feel like Achilles himself.

The game is all about fighting in a big colosseum across several "days". Each day has a different setting. Day 1 is regular combat vs gladiators/tigers, while day 2 is set in Egypt with skeletons as enemies and so on. There are 3 difficulty settings which really change how the AI fights. Besides the colosseum, there is also a smaller arena, challenge mode, training mode and the armory + market.

The weapon handling and hit feedback is simply awesome. You can destroy armor pieces and shields by doing hard and fast swings. You can even stun enemies if you bash their helmet to stagger them. It is also very gory which also fits the setting. You can cut off limbs, heads etc. The combat is made in such a way that it feels very realistic. Every swing/strike has a believable reaction.

You get money from kills and there is a market where you can buy new weapons, shields, helmets and so on. You can also use enemy equipment after you kill them. The game also includes ranged weapons and 2-handed weapons. The crowd in the colosseum is fully animated and will throw food at you (for healing) if you put up a good fight, so you can stay longer in it :)

Warning, this game is really exhausting, it will make you sweat buckets and you will likely die, not because you play bad, but because you will be too tired to swing another strike :P. Very impressed with this VR title. Only 91 minutes in, and I can tell I got my \$15 worth. I'm going to have to say that this is my favorite VR game I've played so far. Thank you for this experience, devs.

(Jesus Christ the announcer's voice is cringy tho. I really hope that gets a patch fix or they hire professional voice acting. It's not game breaking, but it's pretty bad.). Edited after the Dev (very politely I thought) mentioned I'd missed various settings and trying again after the latest patch

This is a very ambitious project with a lot of content that's getting updates from the Dev.



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Visuals - Initially before messing with the settings I found it rather rough and unclear/harsh in the armoury / market. Having put the screen percentage up to max (200 iirc) and all the other settings to Epic it still runs really smooth and looks a lot better and clearer

Combat - Disclaimer... I've spent many years involved in Viking/Medieval reenactment with real weapons / armour...Not LARP and very initially it seems quite good.... but it's a bit floaty when it gets into close combat.... there's this soldier with 4 foot of sword and his arm but suddenly it's all quick attacks simply by wiggling his arm. With the latest update the combat is getting better

Chariots - This starts off okay, ignoring the unclear visuals. All seems quite good. 2 horses, 2 reigns, whip the reigns to increase to the next speed which the horses stay at then start to slow if not whipped again, pull back on one or both reigns to turn or slow, places to mount your shield on the side of the chariot, weapons to hand....All looking very promising and while heading up the straight it all works as expected...then you enter the turn and suddenly all logic, physics and reality suddenly fly straight out the window with the devs deciding that even though you are standing in a chariot that is being pulled by horses and the horses going round the turn, which pulls the chariot round the corner with them...doesn't actually work unless you physically turn yourself round in the chariot as otherwise the chariot will not go round the corner....it's like saying a car won't go round a corner without turning yourself in the seat....Turns out this is another setting that is set by default to reduce motionsickness. Changing the setting and you turn round the corner as you should and it's so much more fun

The chariot crashing is obviously a Micheal Bay production...considering the chariots are usually well attached to the horses it's amazing to see how in this game almost ANY hit to the chariot will result in instant disconnection from the horses, the front of the chariot digs in and flies a long distance through the air every damn time

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Very good game, i was waiting for a gladiator game!

of course they need to improve the physics of combat but still awesome, loved it. Fun until Day 4, then it get glitchy and impossible. I'll check back in a few updates.. Played for about 20 minutes. It was enough to see that this isnt quite ready to compete with other sword combat games available (specifically SwordMaster VR, Vanishing Realms and Gorn). The graphics are very good, but the feel of combat and lack of fluidity to enemy animations lets it down at the moment. For example, in Gorn, even though the controls are less complex, I still have more options in combat by way of grabbing and throwing my weapons intuitively. (and I can bang my sword against my shield! How was this overlooked in a Rome-themed setting?) Enemies in Gladius lack weight at the moment, something that only be experienced, not seen in the trailers. In SwordMaster, the enemies though limited in variety, attack, block, parry in a way that is realistic, and the extremely limited space forces you to take advantage of roomscale movement in a satisfying way. The large arena of gladius, while spectacular, lacks the intimacy of combat by way of being able to move around in ways the AI cant quite keep up with. I refunded, but will follow this game to see how it develops. TL;DR: This game is a less polished, more ambitious sword combat game that doesnt quite match its counterparts in the main way that matters: immersive melee combat. Try swordmaster or GORN first.. The controls are clunky, the hit detection and weapons are♥♥♥♥♥ It's just a worse blade and sorcery, which is saying something.. I haven't put a lot of time into this yet, because the combat irks me. The game undoubtedly has atmosphere and a great sense of place and feel, but the unrealistic fighting, the core of the game, brings it back to Earth.

It is difficult to know where to start when critiquing the combat, but the main issue revolves around the lack of damage your hits do. If I slash someone across the legs with a sword, I expect to see something other than a bit of blood. If I stab someone in the chest, I expect them to be seriously wounded and act as such rather than continuing fighting as normal. In short, having a HP system rather than an actual location-based damage system is a bad idea for a VR game.

Also the enemies don't react as well as they should. If I indicate that I am going for a low strike, they should lower their shield. If I am going high, they should raise their should. None of this happens so it is very easy to simply keep swiping at exposed legs.

In summary, could have been great, needs the combat system reworking.. it looks and is really good from the 30 mins ive played (alot for me in vr games cuz i wear glassess in the headset and they steam really quickly) and i love these type of vr games with stabbing and sword play and its done really well in this game. Blade and Sorcery does this very well and is my favourite vr game and this is also a good vr game defo 9-10 ratings and when you 1st get in the arena i was stunned to see millions of people watching me and mt foe battle to the death where mostly die its great.

..... however the main prob i have is turning in the game. due to my little space (just over the game requires) is a rectangle shape so i try and face the same way to avoid punching a wall, the htc vive cable (after market so its all one cable) gets tangled up alot. so using the turning system which is to swipe on the touchpad left or right is REALLY BAD. it works like 20% of the time and by time it does work im dead (also my controllers are brand new). so the opiton to change it from a swipe to a press system becassue it dosent work. ....

..... atm this the only flaw with the game everything else is fantastic but that one little thing ruins the game for me (DISCLAIMER: THIS PROBLEM IS ONLY BAD IF YOUR SET UP IS LIKE MINE ITS NOT THE GAME IT MY PLAY AREA) ao if you have alot of space for vr this game and every other game aswell will be alot better for you. Ever since the days of colosseum road to freedom i have loved gladiatorial combat games, this game is definiutely curbing my need for that, it's great excersise and great fun. it's not perfect in some aspects and of course could do with some improvements but it's definitely something for everyone on vr. Epic. VR .. Gladiator .. Epic.. Ugly game. Floaty combat and cheap animations. Not fun.. 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 esspecially 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, esspecially 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

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