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About This Content

BLOOD BRAWL is the first free DLC for Bloodsports.TV, including two new maps, four new items, a new boss as well as a brand new game mode: Blood Brawl!

New Game Mode - BLOOD BRAWL



Do you hate BoxBots? Of course you don't, but unfortunately the **BLOOD BRAWL** arenas are too small for these glorious fearsome cubed warriors. In **BLOOD BRAWL** the Gladiators are locked into a smaller arena and are surrounded by enemies with only one goal in mind...to slay!
No lanes, no BoxBots, nowhere to hide.

2 New Levels



The Bonesand Plateau

This former beach resort was sold to Bloodsports.TV when the owners realized they were on a mountaintop with no access to water. Now it is a site for brutal gladiatorial combat. The vegetation appreciates the increase in moisture. This level has four gates with lanes that all converge on the missile like a funnel.



The Cage

This old latrine storage facility turned entertainment hub is truly a hive of scum and villainy. Bloodsports.TV contributes to the fun by staging brawls on uneven Saturdays. This is a **BLOOD BRAWL** arena. Survive for as long as you can. Dead teammates stay dead and when all Gladiators are dead you lose.

New Boss

Homeguard Captain Kikki



Captain Kikki brings his own brand of psychotic fury to the Bonesand Plateau and The Cage arenas. He used to be a happy go lucky military brat until the mountainside village he liked to call home was “accidentally” hit by a Bloodsports.TV missile.

While we maintain that the smoldering crater is a visual improvement, Captain Kikki appears to disagree.

4 New Items



Salvaged Circuit Board

Builds into Botjacker ‘Anna’ 4000 and Super-Duper Nailgun. For the cost of 1250 you gain 20 Tech Power and 8% Critical Chance.



Super-Duper Nailgun

What makes this Nailgun Super-Duper? Why it shoots nails of course. Its activated ability shoots nails in a cone that does 200% of your Tech Power in damage and cause enemies to bleed. On top of that it passively inflict enemies you shoot with Perforated which cause another 100% of your Tech Power as damage and causes bleed. For a meer 3925 this beauty is yours and it also gives 70 Tech Power, 10% Critical Chance and additional 35% Critical Damage.



Cosmic Relay

Cosmic Relay boosts nearby allies with an additional 25% Vamp Strike and 10% increased movement. It also lowers its owners threat level and if that doesn't work its owner will go out with a bang...quite literally. When an Gladiator dies with Cosmic Relay they explode dealing 1000 damage and 15% of their maximum health as damage to all nearby enemies. It cost 2200 and give additional 60 Tech Power and 300 Energy.



Vigilante Cape

This is a must-have for Gladiators with an superhero complex. Its activated ability targets another Gladiator and transfers 60% of the damage dealt to that Gladiator to the owner of Vigilante Cape. It also lowers Incoming Damage with 5(This include transferred damage). For 4200 you also gain 850 Health, 400 Energy, 4 Energy Regeneration and 10% Armor.

Title: Bloodsports.TV - Blood Brawl
Genre: Action, Free to Play, Indie, Strategy
Developer:
Toadman Interactive, Fatshark
Release Date: 4 May, 2015

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Minimum:

OS: Windows Vista*, Windows 7, Windows 8

Processor: Intel Core 2 Duo E4600 or AMD Athlon 64 X2 4800+

Memory: 2 GB RAM

Graphics: Radeon HD 5450 (1 GB) or GeForce GT 430 (1 GB)

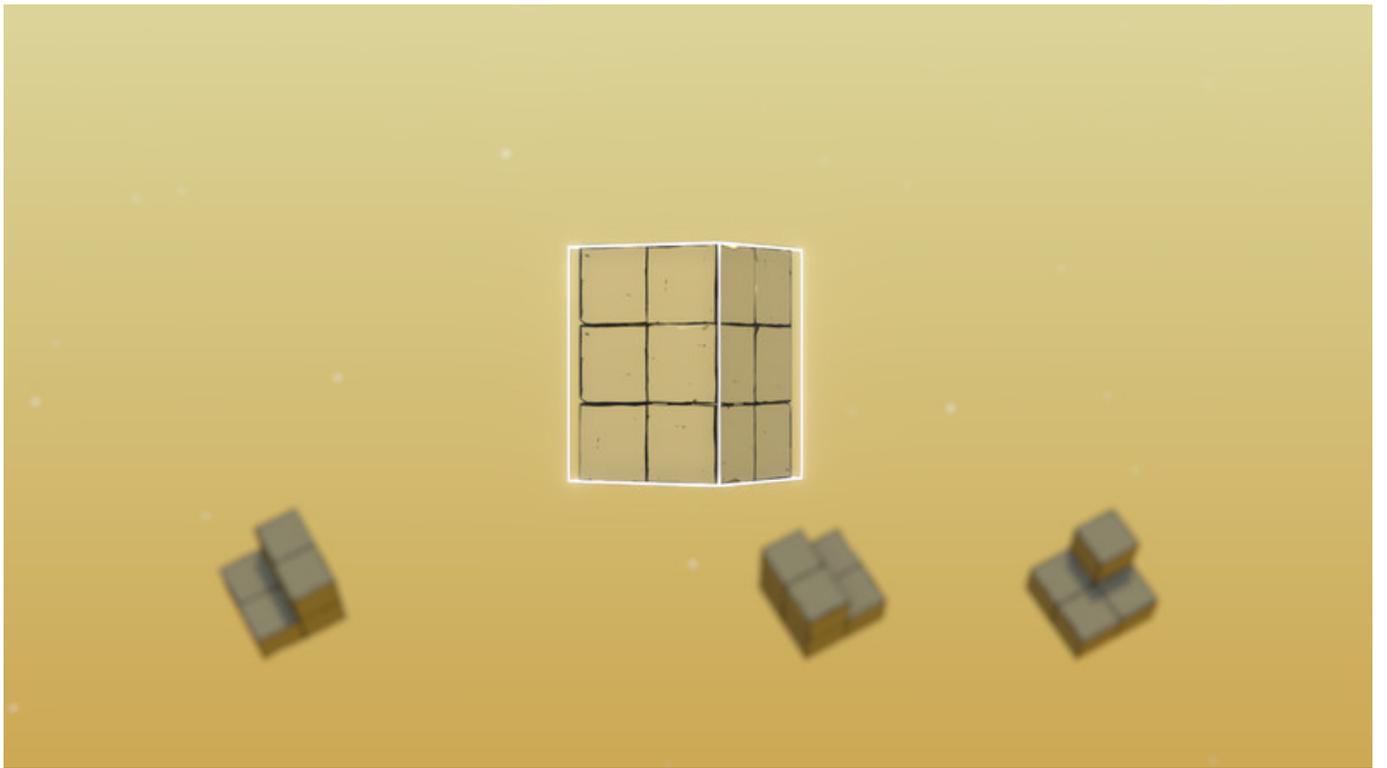
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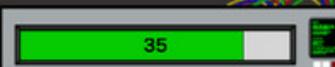
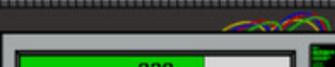
Storage: 2 GB available space

Additional Notes: Windows Vista x86 SP2 with DirectX 10 Update Installed

English





TRAINING	MINION	OUTPUT	FEED
CONJURING		PET 559,331 P 270,634	LVL 10
DEMONS		PET & Co	Pet Food 50%
TOWN	Level 143 Exp 209,173 / 475,000 Attack 28,244 Defense 13,130 Speed 1.44 Critical Chance 5.00% Critical Damage 50% Double Hit Chance 5.00% Exp Bonus 227.61% Drop Chance 12,733.12% Rarity 7,631.86% Respawn 2.34		P 280,000
MINION			LVL 22
MINION LAB			Drop Chance 110%
ADVENTURE			P 254,000
GENERATOR			LVL 13
DUNGEON			Rarity 65%
CHALLENGE			P 230,000
WORLD BOSS			+5% Per Upgrade
BATTLEFIELD			
XMAS EVENT			
1 2 3 4 25%			
25			
Current Life 14:13:17			
REINCARNATION			
DAILY REWARD			
EXP SHOP			
SOUL SHOP			
SAVE			
SETTINGS			

Each time a bar fills you make 18 Pet Point

A wonderfully designed, interesting and unique game riddled with polish issues and bugs.

I'd be more than happy to revisit the game and change my tune at a later date, at the moment a lot of the games tutorial text seems to be bugged, the worst issue in that regard being the upgrading of stats, as I entered the room of the game in which you do so, a tutorial text appeared giving what I assume were directions in upgrading, I did see what I thought was the key you are supposed to press 'W'. I stood on the highlighted green podium and pressed W...to no avail. I held W in, I smashed W, I even shift+w'd. None of this worked and even after deleting local content I was never able to replay the tutorial to figure out what I was supposed to do.

The combat in the game is great unfortunately large parts of what makes you take damage are very undefined, I found my self dying to random objects I'd step on as well as other quirky incidents.

Overall the game carries a unique and interesting concept but it seems the delivery lacks finishing touch.. I love this game! I know it says on record I only have 7 Hours but Ive been playing this game a lot more than just that.

I am a fan of RTS type games and this one is probably the most simple to pick up and play. My only complaint I have is that this game needs mods. I dont know if maybe I just dont know where to look or not but new maps and new weapons would be awesome! Even without mods this game is great! Its worth it!!!. Good art style, very amusing music, shorter than a middle school relationship.

Its Stanley Parable, with less self-reference jokes, (its also not as smart as Stanley Parable, but that doesn't matter.) more charm, and an amazingly whimsical soundtrack.

If you got 5 mins to spend to get a little cute story every so often, its hard to go wrong. I just really hate how navigation works.

8/10

I found a bug where, if you try to create a shortcut to this game, the shortcut comes up null. Otherwise it works as written. A fun little game if you want a differnet experience and learn about the process that flowers go through. The core cecept it very simple, you click on the roots when there is water to collect resources. You click on leaf to collect other resources. You click on node dots to grow the plants roots, new leafs or a new flower. You click the flower to grow it by getting the bees. You fight off insects that will destroy your plants and so on.

Relaxing and fun game. Different experience.. This was my 3rd time to play this same adventure. I first played through Adam's Venture Episodes 1, 2 and 3. They didn't cost much, so I appreciated the simple game, which still was funny, beautiful and family-friendly. Those episodes aren't available anymore, instead there is AV: Chronicles - a same game with a little bit remastering. There also Evelyn's hair color had changed from blondish to brown, and episodes had moved to chronoligally "right" order.

So this one is already a remastering's remastering, or is it a remake... at first the game was good as it was, but not SO good it should've been made three times within quite a short time. I regret I didn't check at first what the game was about, still the same adventure, and now I lost three times as much money as I paid for the first version. I also noticed that the first puzzle, where you have to make gunpowder, had been simplified, and I quit the game right away.

Buy this to waste your money.

It's a grabbag of SHMUPS as one; Your fighter is almost like a R-9A Arrowhead but with a prototype Wave cannon that adapts to your main weapon's module, it charges up like in Nanostray as you collect Stardust from defeated enemies to power up your Beam Bar. You face off an onslaught of enemies like in Soldner-X (and even the soundtrack is like Soldner-X almost!), as if that's not enough, there's even a super-aggressive Bigcore who is armed to the bone: he has blade wings, but chop those off and he becomes another Teto-Ran who's actually more focused on throwing plasma at you this time (lol I couldn't help but chuckle at seeing that angry Bigcore pull that off!) It's not an easy flight but certainly worth a go! Feel free to sortie today! :). save your money! grind the game its more fun!. Its not the best, but it IS worth its money! its not the best game, but its worth 10 euro. And now that it only costs 1 euro I can only recommend you buying it. Age of Defense - game in the ancient era setting. Devs promise to give 5 different worlds, I saw just 2. They are very colorful and diverse. I liked the battle with the Boss at third level, it was unexpected for me. Considering that it's early access. I give it a 8/10. This is how games used to be 10 years ago, in a good way. I love the unreal engine.. Quantum Conscience is a visual novel with a unique "mind-reading" mechanic that alters the flow of the game instead of the traditional choice system. As Blaire, you can choose to read the minds of teammates close to you, which will affect Blaire's decisions later on. It's a unique system, because you gamble on your character's actions in exchange for information that may hurt or help you, but you never know until it's too late.

The story is compelling, and the characters are not completely black and white. Some are easier to understand than others, and one particularly is an enigma. The only character I am dissatisfied with is Korah, who started out as a pretty strong character, but her influence on other characters was so minor, despite having claim to a strong personality. Granted, I have only played through this game once, blind. Nonetheless, the writing for this game is quite solid.

The art leaves me slightly wanting, but it does a decent job (and I really like female Blaire!). I think the story comes first though, and I was so engaged that I didn't mind the art at all. I also loved that while mind-reading, the character art would change according to their thoughts. It was a thoughtful detail, and also made me smirk when I saw Verasmus smile mentally when he was reunited with Blaire.

The romance department is lacking (but again, I only played once, romancing Mierol honestly by accident), but it's not a department that I care about much anyways.

The music was very good, and enhanced the experience.

The only complaint I had was that it was difficult to gauge exactly when to read minds. There was no indicator to alert you that characters' internal thoughts had changed, and I found myself anxiously clicking to "enter the void" every two lines in order to see if Blaire's actions or words had any impact. Maybe putting a notification of a change would have distracted from the natural uncertainty of mind-reading, but it would have saved me a bit of time.

Quantum Conscience is an immersive visual novel with a unique mechanic, and at its price, it's quite a steal. One route took about 2 hours. It's worth supporting quality indie writing.

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