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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

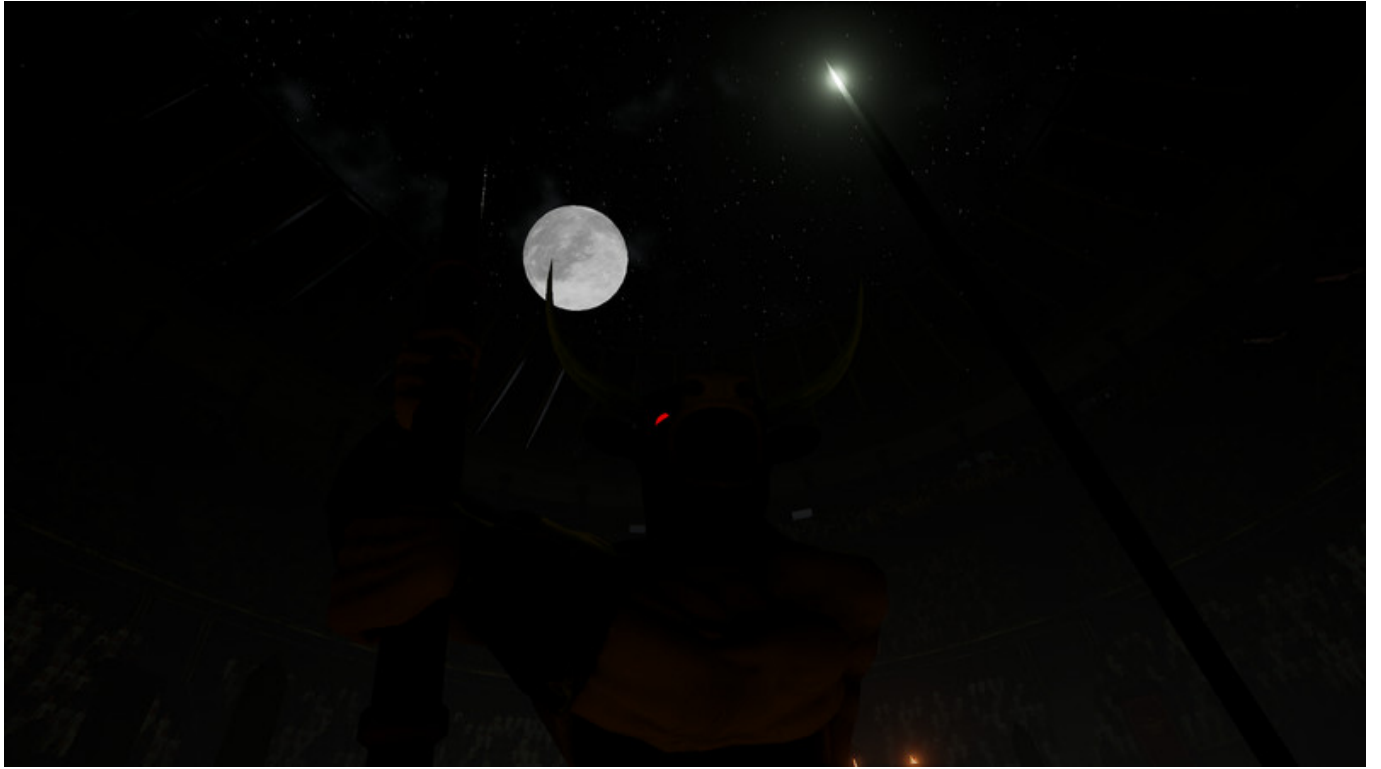
Publisher:

VirtualAge

Release Date: 21 Dec, 2016

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English







gladius gladiator vr sword fighting

Honestly i really really wanted to like this game but i just cant say i do the combat feels really boring due to me not knowing if i hit or not half the time. almost every hit lacks impact no blood no knockback nothing i beat an enemy where he only bled once when he died it really just ruins the immersion and honestly just makes the game boring. My final complaint is that the hit detection is horrible besides on the tigers pick this game up possibly after early access. I♥♥♥♥♥my pants when two tigers charge at me

10/10 for immersing me. TES: Oblivion Arena VR

100% you must play it topless and scream in the gladiators' faces just before you behead them, and hear the crowds of Roman citizens roar with intensity.. 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.). whats not to say<are you NOT entertained becuase this game is fun and has a lot of potential 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 arena 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 worth money but of course definitley buy it when it goes on sale

. 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 armswing 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 doesnt 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 its in beta). Multiplayer chariot races would also be great, maybe make it so you cant 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.

. Fantastic game for folks interested in more realistic gladiatorial combat. Gorn, Sword Master, and others may have better mechanics in some ways, but the look and feel of Gladius is incredible. There are a few janky physics here and there, and some of the "Colosseum" pseudo-story levels feel broken (looking at you, Day 4), but it overall does a fabulous job of making you feel like you're really under the helmet in your favorite gladiator show or movie.

Unlike many one-and-done VR titles, there is a real sense of progression in the game. You earn money for your performance in the arena (I recommend the "Endless" mode on Gladiator difficulty), which you can then use to upgrade your equipment. There are a ton of weapons, shields, and helmets to choose from, and better equipment makes a noticeable difference when it comes to your performance. Best of all, though, you can actually feel yourself getting better at the game. You'll learn to exploit weak points in armor, anticipate opponents' moves, shield-bash, and even use the pommel of your sword (or your fist) as a blunt weapon. I once had to beat an opponent to death with my bare hands after accidentally dropping my sword. As gruesome as it sounds, it felt amazing.

Lastly, bring a sweat band. This game will make you work harder than you think, to the point that an hour or so in game feels like a genuine exercise routine. There's nothing like getting your heart rate up by fighting your way through your gladiator fantasies.. This is one of the better VR melee combat games. It uses a hybrid of animation & physics based combat. You could say the combat is a combination of Vanishing Realms & Gorn. Its early access but coming along nicely. I highly recommend opting into the beta and enabling the experimental physics grip.

This game also has many different weapons and shields to choose from so it is more than just a sword fighting game. I prefer to fight in the arena rather than the games. I hope the developers add more mythical monsters like the minotaur which is pretty awesome since its so oversized. Makes you feel like a bad♥♥♥♥♥to fight one.. Gladius is a exciting VR game that really showcases the scale and brutality of gladiatorial combat in Ancient Rome.It has a wide variety of weaponry, armor and enemy types. It is still not completed, though the creator will be updating more levels as they are worked on.

a great game! want and need more content please :D. A rough gem in its current state. After my first play I was on the cusp of refunding it. Trackpad control is my preference and is a total ♥♥♥♥♥♥♥♥ in this game. With speed maxed you still move at a crawl. Decided to give it another try with sprint movement and found it a bit less tedious. Also, there is bullet time, not that you'd know from the game. There needs to be some sort of graphical telegraphing of the bullet time effect. I'd go with desaturation of the colors. Or hypersaturation. Either could denote a state of heightened attention.

Food often falls through the fall when dropped into the arena and requires a free hand to pick up when it doesn't. With how fiddly the weapon bindings are I reckon just walking over it to consume would be better.

Archers are tedious as ♥♥♥♥♥, constantly back-peddling on you. Also, do we really have to have women? I ♥♥♥♥♥ing hate killing women. Feels gross.

Also, it crashes on exit, but that's kind of par for the course for early access.

Complaints aside, once you start spamming the bullet time power it's a pretty fun game. Dumped my shield in favor of a second weapon an enemy had dropped, and with well timed time-slows I got through the first day.

Weapons have some physicality, but your own weapons will clip through each other. It seems the safer choice, but after playing the Parry and Riposte tech demo with fully physicalized weapons and shields I think it's the way of the future for VR melee games.

Between the days and the survival mode, and with the unlockable gear there's already a good amount of content there, especially at the price.

. Hello Fellow VR Friends,

With a lot of games on the Vive, it's hard to find a title that makes you come back for more. Welcome to Gladius. The game developer was kind enough to give me a chance to explore his dream of making Gladiator game. When I tried this game for the first time, immediately I found myself in a presence of being a Gladiator. This VR experience is difficult to accomplish because of the complexity of detail and he hit is right on the nail. The atmosphere was dark and mysterious, the weapons selection possibilities seemed to be more than I could ever imagine (most are locked now during development or can be unlocked as you level up). You got a large variety of helmets, shields and weapons to arm your Gladiator into battle. In a short time, I figured out the controls and jumped straight into the trainings grounds and was blown away. I was ready with shield and sword in hand battling my wits against different skilled opponents. Talk about opponents, the variety is never dull. I was battling legionaries, skeletons, tigers, a Minotaur and more! What I really liked about it was the body animations and details. Everything from head decapitation, brutal sword clashes and banging shield against shield was on par. I could only last a few opponents before I had to take a break and catch my breath. This game, my VR friends, has tons of potential in Early Access and beyond.

To be straight and honest, the developer is excited to learn from the community about what works in this game and what doesn't and wants you to enjoy every moment of the glory. If you purchase this game, you will not be disappointed. If you love a good physical interactive VR Gladiator game, you won't be disappointed. If you want to contribute to making the game even better, talk to the developer and comment your request. He would like to hear from you.

This game is unique but familiar from most VR sword play games. Its fast, horrifying and rewarding. Nothing like raising your hands in VR, hearing the crowd go wild as you vanquished your enemies, and watching them throw food at you as reward. It's the little details things that make VR rememberable. Living the life of a Gladiator in ancient Rome its amazing. It has that kind of magic.

Gladius is in Early Access with so much to offer in the end. Have fun and enjoy Gladius at it's well worth price!

This is my honest review.. This game is a pretty intense and realistic apart from weapons having no weight. Still, it just feels right to properly swing a weapon like you'd expect, and killing enemies is very satisfying. Game still needs work, but I found it quite fun. Make sure your play area is clear!. Vinaka ni dra.. 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.

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