
Antisphere Download Windows 7 Free



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About This Game



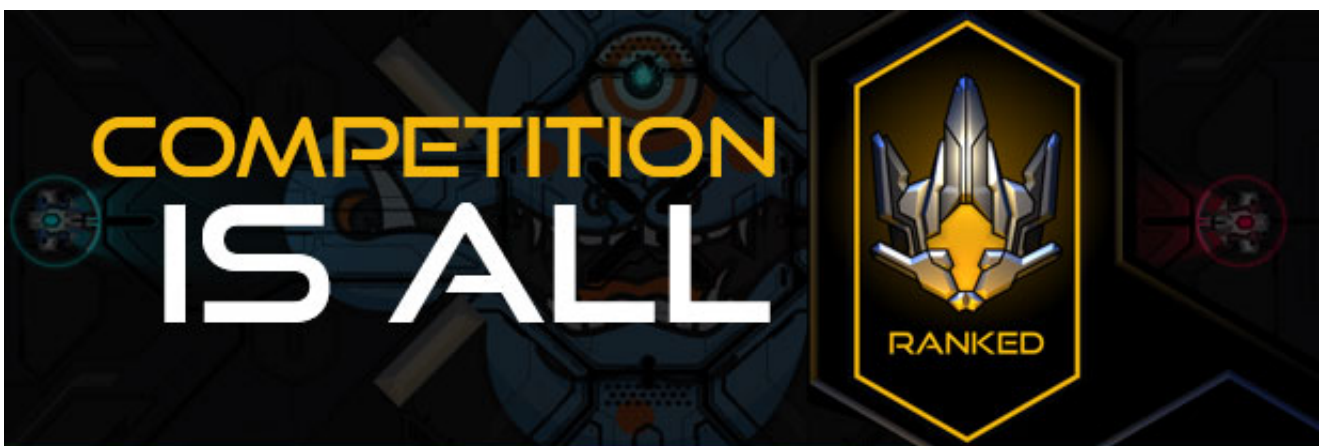
world.



Conquer the Arena - Antisphere is a fast-paced arcade shooter where your goal is simple: blast away the competition. It's just two ships in one arena - going head-to-head. You can customize your ship and your loadout to make sure that your loadout is optimal. Play against friends and see if you got the speed and reflexes needed to climb the ranks.



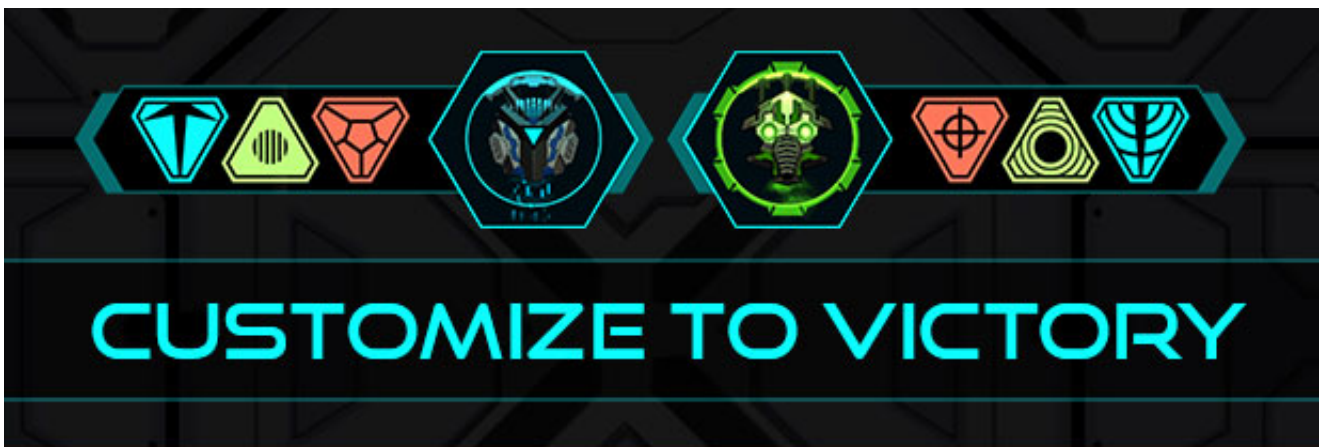
Play against Friends - Antisphere is online, multiplayer PvP at its finest. Quick matches where you really get to test your skills against anyone in the world. Just jump in!



Competition is All - To win you got to have what it takes. For you Antisphere could be just a fun casual game, where you and some friends fight it out. Or it can be as hardcore as you like. As long as you're competing!



Climb the Ranks - If you're good enough you'll start to climb the ranks. And if you're one the best, you'll soon make it into the ACE Rank, where you'll find the best of the best.



Customize to Victory - Everything in Antisphere is customizable. You can change your ship to fit your liking - everything from color and vapor trail to body and shield but most importantly you can change your loadout.

Each weapon loadout is based on one of the following: Offensive, Defensive and Ultimate. So depending on your choices, matches are gonna differ greatly. You can customize and combine almost endlessly and more content is going to be added!

Maybe a Wall Spit or Curve Ball for your Offensive, Stun Dash or Teleport as your Defensive and finally Shotgun as your Ultimate?

Also, see if you can create the perfect counter loadout to beat your friends.

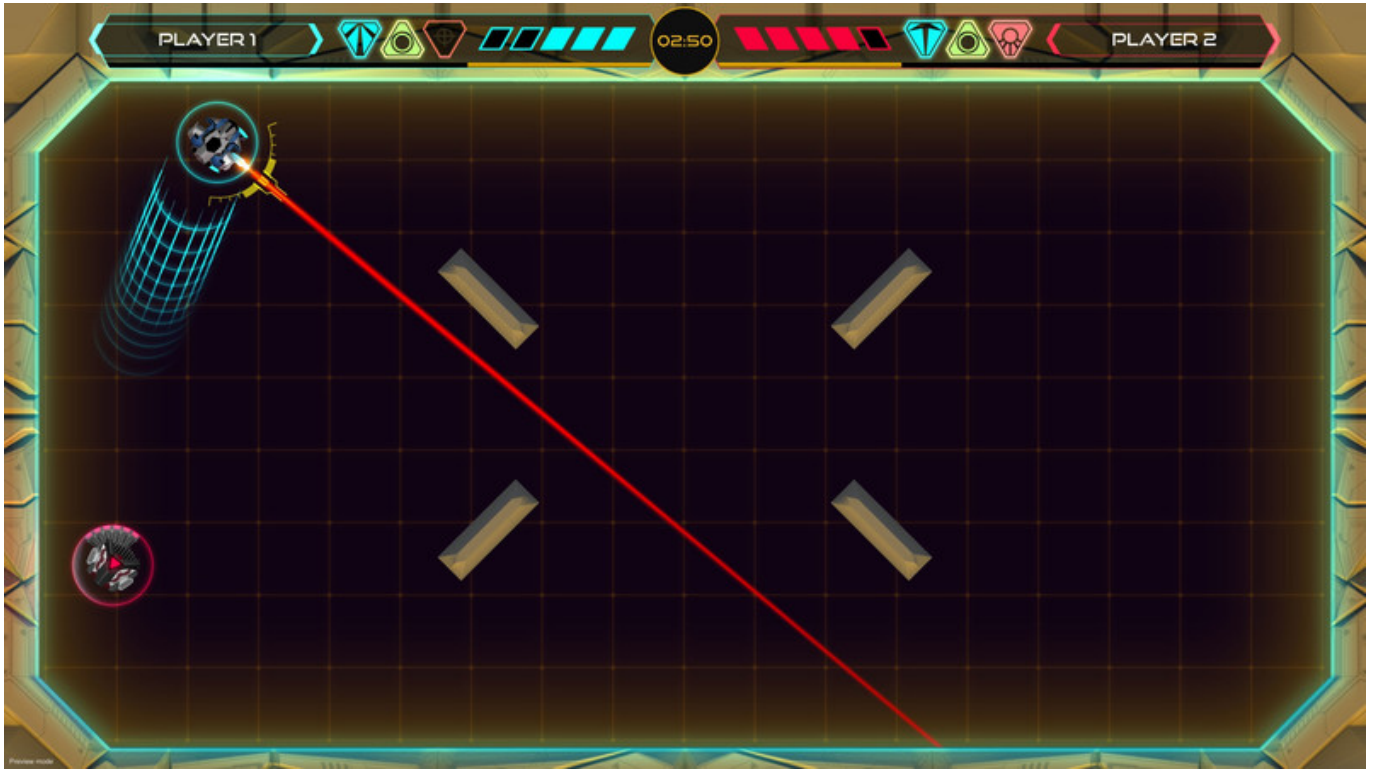


Exclusive Masks - If you own PAYDAY 2 on Steam, you'll automatically get 2 exclusive Antisphere masks. If you buy Antisphere, you'll get 6 additional masks.

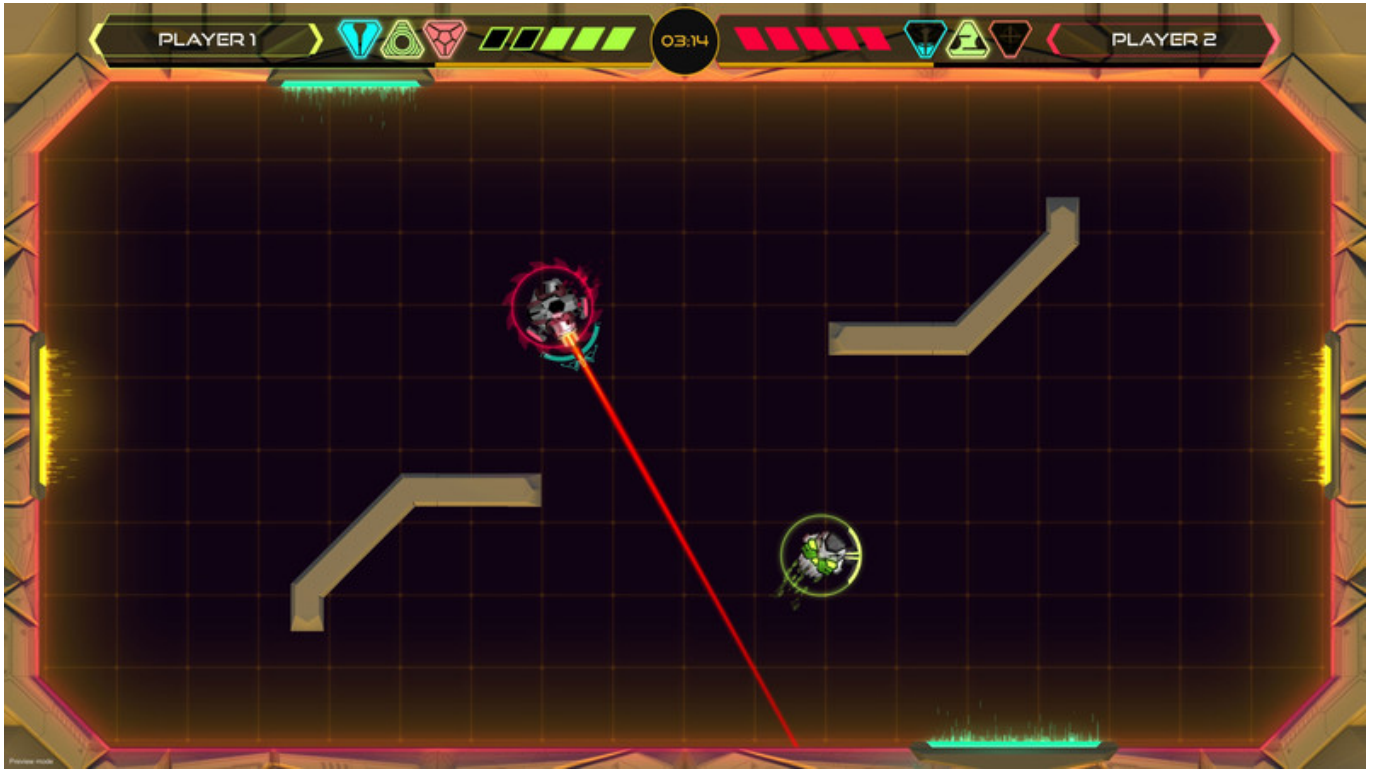
Title: Antisphere
Genre: Action, Casual, Indie, Massively Multiplayer, Strategy
Developer:
Soap Interactive, Lion Game Lion
Publisher:
Starbreeze Publishing AB
Release Date: 14 Jul, 2017

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English,French,Italian,German,Japanese,Korean,Polish,Portuguese,Russian,Simplified Chinese,Traditional Chinese,Turkish







Needs moar players.

A bit more graphical polish also.

More stats and info (like when waiting for opponent, show some data.)

Pushing against the wall should not bounce the ship around (think better physics model).

. Edit 2: This game now works on my PC after a hotfix released one day after the game's launch. The stuff below is no longer applicable to my review. Thank you for a fast fix, devs! So far I'm really enjoying the game, and will update the review again once I have a more developed opinion.

Edit: I should have prefaced this before in this review - This is only about my experience with the game. I've seen plenty of people who are able to play and enjoy the game just fine, and only a few others who are experiencing issues similar to mine. Either way, I cannot play due to a game-breaking bug with no currently working fixes, and I view this as a major issue.

Simply put, the game does not work for me. The menus are fine, the music is pretty good, the concept of the game is interesting, but the game itself does not work at all.

As soon as I try to enter the game, neither keyboard + mouse nor my Xbox 360 controller works to play the game, which are both the recommended control types for playing. I cannot move my ship whatsoever in local VS mode, and I cannot progress past textboxes while in-game. I have tried pressing every single key and button to see if some sort of interaction button has a strange default bind that isn't acknowledged in the controls menu, but nothing works.

The game also enters a fully softlocked state for me whenever I enter the game, as trying to exit out to the main menu triggers the menu music and a loading icon to appear, but nothing else happens. Oddly enough, you can pause again in this state despite the game being paused already, and I cannot select any of the options in the glitched pause menu that appears if you pause while exiting to the main menu.

I want to like this game, but it's very hard to do so when the only part of it that works is the menu.. Loved this game. Only played locally with a friend using ps4 controllers. Very compedative, fast and addictive. Love the instant loading between games. Well spend money! Good clean fun!. Nice little casual game to enjoy on the vacation, kids seem to enjoy it to. the games controls are poorly maped making it hard to recomend. I've been waiting for this game for sometime and I like it a lot. At first I felt like I was never going to be able to feel lika I have control but after some games it came naturally. I've played 30 or so games and the ones that are th most fun are the ones where you meet someone that has played the game for some time too, then it gets faster and more skill based. The game still have it's fair share of bugs but me personally didn't encounter any gamebraking ones all.

Fun indie title, I'm recommend it strongly but it's a very small playerbase right now so it sometimes takes a while to get games.. Utter garbage. As of patch 1.0.1 all the issues listed below have been fixed and the game is completely playable. It's actually a lot of fun, and I seriously recommend it. I wish there were more people playing the multiplayer as right now it's impossible to find a game, but the gameplay in the challenges and tutorials is fluid and fast.

Here's a summary of all the problems (as of release day):

The controls are incredibly unresponsive (on keyboard, didn't test a controller). Several tutorial levels are near impossible to start, and the end screen upon completion of a tutorial level does not close upon pressing space like the game says, forcing you to ALT+F4 out of it.

The loadout screen is fairly unintuitive in terms of how to close it, you need to close any active menus before you can back out which isn't obvious at first. Also, the game doesn't tell you that right click closes any active menus.

As a minor complaint, the mouse sensitivity settings don't seem to change much (if anything) and the rotation feels way too sensitive to me as I usually play games with a fairly low sensitivity, leading to me rotating too much.. oooooooooooooooooo. Antispehere is a skill-based competitive twin-stick shooter in which you go against 1 opponent with an addictive ranked system very similar to Hearthstone. My only issue is that the tutorials don't really give you an idea of the game and the best way to learn

is to play casual mode. The playerbase is currently very small, although to be fair the game came out not even 24 hours ago from when this review is posted.

If you've ever played Lethal League then this game is quite similar in that you interact with the ball to eliminate the other player. The only difference is that instead of picking a character with set qualities, your "sphere" is customisable in appearance and in abilities. You can use these abilities to manipulate the ball and the opponent to eliminate them.

The game is very pleasing to look at and has a good enough soundtrack to not annoy you but won't stand out particularly either.

This game could absolutely shine with a larger playerbase. This would motivate the devs to put a lot more into this game and make it stand out as a very unique competitive experience. At it's current price it is absolutely worth it. I recommend using a controller!

Sucks with controller. Dodging and using specials is a 50/50. The basic dodge roll doesn't work more than half the time I use it. Had the same problem with every special. Not registering. Meters are full. Just won't go off.. Decent game, But dead on arrival.. Not played for too long but what iv'e played i've enjoyed. the game is fast paced and keeps you on your toes to what your opponent might do next and what maneuvers you may have to do to avoid their different attacks. the music is energetic that of wich i quite liked. the time trial modes are a nice addition to test your skills and to help train you for online. The only downside i have at the moment is the connection. either the servers or the fact that i was being connected to people a distance away from me. this made the online not as enjoyable as it should have been. sometimes teleporting (without using the ability) shots connecting when they shouldnt have on both ends and shots not connecting when they should have. Overall its fun. would be great at partys or if you have a friend over.. Played 6 hours and like this game and concept (i m a pvper in most of games) but SO MANY LAGS in arena! It feels buggy and delayed any actions! You cant pvp properly. Impossible to competitive playing. Really frustrating a the moment but hope its a game with a good potential.. Really nice game but it takes time to get good at it. Love the ranking system. This game has a really good and original concept and I totally recommend this for just 2\$. It is really fun to play with 1v1 with friends, but sadly multiplayer doesn't work and single player is boring.. To quote Rogal Dorn from Emperor's TTS Device.

5/10 It was okay. A very nice arcade game I realy love this game playing everyday !

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