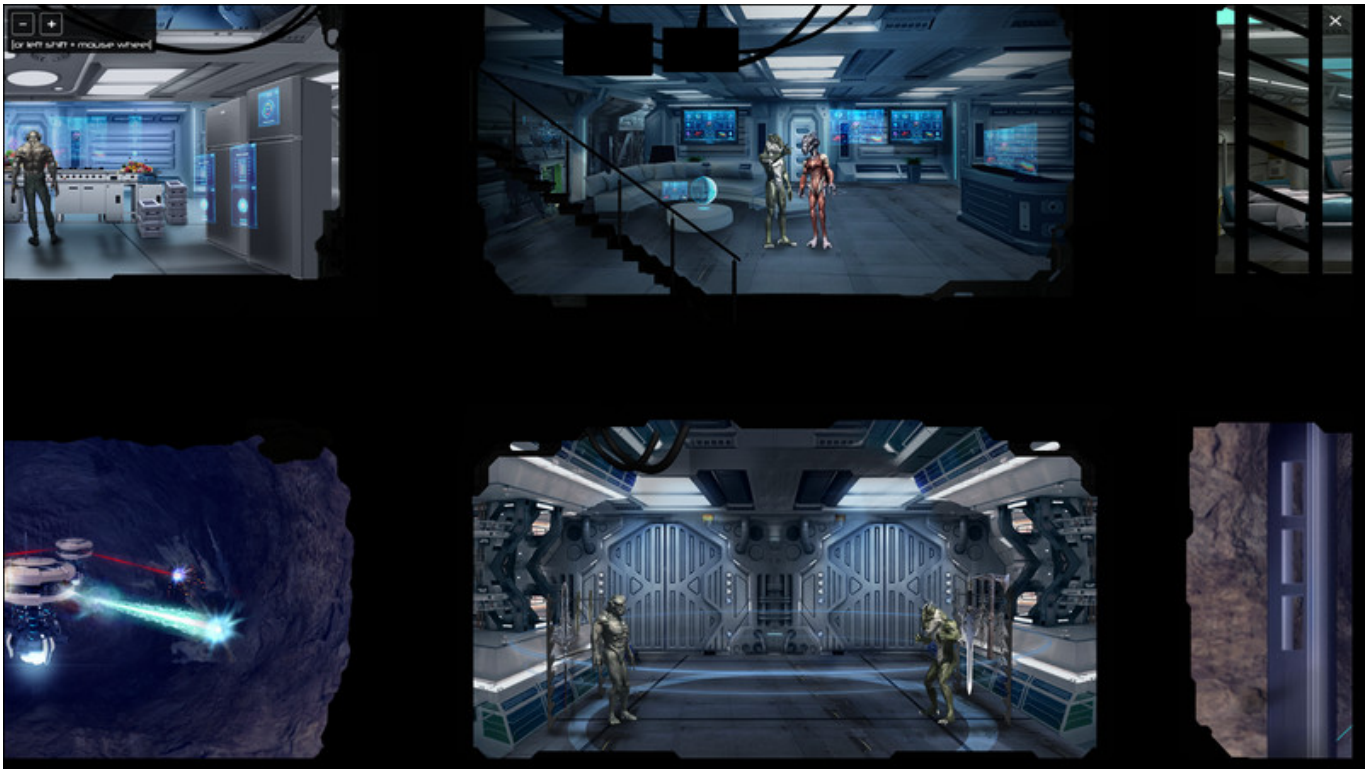

Age Of Gladiators II: Death League Download Kickass Rar



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About This Game

Age of Gladiators II: Death League is a single-player strategy game set in 3000AD; a violent and unpredictable future where the gladiatorial games have surged in popularity throughout the known galaxy.

Hire scouts to scour the planets for potential prospects – once you have recruited your gladiators through the draft, scouting, missions, trades, or waiver wire acquisitions, you will need to manage their morale and personality while equipping them for battle on the harsh combat environments of various worlds. Recruit support staff, upgrade your headquarters, collect bounties, research technologies, build your headquarters, partake in side missions, and manage the wealth and reputation of your empire as it grows each day.

As your fighters win battles and increase in level, it will be up to you to decide how to focus their abilities by spending attribute, weapons, and expertise points. Compete, trade, and interact with other in-game owners as you fight through fifty-nine grueling, regular season battles in order to reach the playoffs, vying for the chance to etch your name for all eternity on the coveted Blood League championship trophy.

Build your story. Build your empire.

Features:

- Eight different species with their own specific combat bonuses and abilities.
- Control your gladiators with the new 3D isometric combat system, where fights can have hundreds of different outcomes. Utilize dozens of different combat styles and abilities –employ unique species abilities, combat stims that

increase physical stats, and special equipment such as force fields, weapon jammers, armor shredders, nano-leeches, and more.

- Construct a headquarters to your exact specifications in order to maximize the efficiency of your operation. Medical bays, training centers, cloning tanks, cybernetics labs, weapons ranges, equipment workshops, and more.
- Gladiators are born with their own dynamically generated physical attributes (twelve in total), weapon specialties, and personalities. It is up to you to draft the best prospects from the academy, make astute trades with competing owners, or hire scouts to scour for fringe fighters on nine different worlds.
- As your gladiators level up, they gain points to spend on their attributes, weapons training, and expertise. Expertise allows you to build and customize your fighter according to their appropriate strengths. Weapons training allows you to specialize your gladiator with a specific weapon (pistol, carbine, or rifle for ranged sharpshooters, or 1-handed sword, 2-handed sword, or axe for melee brawlers). The physicality of your gladiators will increase or decrease with age, depending on if they are in their prime or declining.
- Track the progress of your recently-drafted gladiators in the Rookie League, carefully developing and preparing them for their eventual promotion to the deadly Blood League. You could have the next unstoppable superstar in your farm system!
- Clone dead fighters back to life or fit them with cybernetics if they are grievously wounded.
- Be sure to check the bounty board. An opposing gladiator in the arena may have a price on their head, yielding millions of credits in payouts if they are killed in battle.
- Manage your gladiators carefully – their morale, greed, injuries, fatigue, weapons training, and more must be taken into account before sending them to battle.
- As your gladiators gain glory from battle, they will become more widely recognized and adored by the crowds. Win enough battles and they may even get voted into the Blood League hall of fame after they retire (or die).
- Become a mogul outside of the arena. Purchase property for fame or businesses through which to further increase the efficiency of your operation.
- Purchase, recruit, draft, trade, or claim fighters off the waiver wire.
- Rob credit shipments, kidnap enemy fighters, assassinate your debt holders and more with the proactive mission system. Increase the odds of success by sending reliable gladiators on the mission as well. Lawfully aligned gladiators will only partake lawful missions, while criminally-inclined gladiators will assist in unlawful activities.
- Engage in five different branches of research: combat, medical, weapons, armor, and scouting.
- Search for deals on weapons, armor, combat stims, special equipment, and credit loans on the marketplace.
- Hire staff such as scouts, doctors, trainers, weapons techs, and armor techs to help your gladiators achieve victory. Assign your superstars or promising prospects to trainers for individual grooming; or accelerate the healing of your wounded by providing them expert medical care from your hotshot doctor.
- Strive to become the wealthiest individual in the known galaxy. There are quick and underhanded ways to make money, but your reputation and fighter's morale may suffer as a result.
- Receive taunting messages from opposing bosses as well as various other messages from your fighters, staff members, and different characters as you progress through the game.
- Rename your gladiators in order to increase your attachment toward them.

-
- Bet for or against your gladiator based on the odds generated by bookmakers in-game.
 - Fight purses and betting is based on the hype associated with each match. The greater the hype, the more lucrative the fight purse and betting market will be - but the opposition will also be tougher.
 - Each game is dynamically generated and different each time.
 - Play as many seasons as you want. Build your story. Build your empire.

Title: Age of Gladiators II: Death League
Genre: Indie, RPG, Simulation, Sports, Strategy
Developer:
Creative Storm Entertainment
Publisher:
Creative Storm Entertainment
Release Date: 21 Sep, 2017

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Minimum:

OS: Windows Vista / 7 / 8 / 10

Processor: Dual-core 1.8GHz or equivalent processor

Memory: 4 GB RAM

Graphics: Hardware Accelerated Graphics with dedicated memory

Storage: 1 GB available space

English,Russian

Name: **Shredsian**

"The Bellicose"
Species: **Vorcaine**
Date Of Birth: 2970.364
Age: 30

Alignment: **Lawful**
Origin: **Soldier**
Division Ranking: # 1
Blood League: # 1

Season
Record: 25-4
Duel: 27-3
Kills: 0

All Time
Record: 32-9
Duel: 36-5
Kills: 0

Fame: **Star** (9760)

Yearly: \$9,433,920
Daily: \$26,205
Savings: \$3,153,347

Morale: **Happy** (4650)
Charisma: **Repulsive**
Greed: **Average**
Prudence: **Average**
Killer Instinct: **Pacifist**
Flair: **Average**
Work Ethic: **Maniacal**



Level: 21
Experience: 100,725 / 105,000

Skill Points: 0

Strength: 146
Stamina: 104
Aim: 99
Vision: 159
Perception: 111
Reflexes: 62
Agility: 141
Speed: 78
Intelligence: 153
Coordination: 199
Aggression: 59
Vitality: 143

Action Points: 11
Hit Points: 2852

Initiative: 401

Block %: 21%
Dodge %: 31%
Counter Attack: 29%
Special Cooldown: 3 Turns
Species Cooldown: 5 Turns

Status:

Ranged Hit %: 41%
Ranged Damage: 288 - 432

Melee Hit %: 68%
Melee Damage: 538 - 807

Critical %: 36%
Ranged Critical Damage: 864
Melee Critical Damage: 1614

Energy Mitigation: 43%
Kinetic Mitigation: 17%

Training In:

MELEE

Ranged Experience:

0 / 20,000

Ranged Points: 0

Pistol Level: 0

Carbine Level: 0

Rifle Level: 0

Melee Experience:

60,637 / 80,000

Melee Points: 0

Dagger Level: 3

Sword Level: 0

Axe Level: 0



Type	Energy	Kinetic	Bonuses
Heavy Armor	26%	26%	AP (+4), HP (+108)
Heavy Armor	26%	26%	AP (+1), HP (+250)
Heavy Armor	10%	30%	AP (+2), HP (+289)
Medium Arm...	21%	7%	AP (+2), HP (+328)
Medium Arm...	11%	11%	AP (+2), HP (+258)
Medium Arm...	16%	6%	AP (+1), HP (+193)
Medium Arm...	18%	6%	AP (+1), HP (+108)
Light Armor	4%	4%	AP (+1), HP (+447)
Light Armor	6%	6%	AP (+4), HP (+276)
Light Armor	2%	5%	AP (+4), HP (+137)

Division: Toscao

WUWHOSE TOSCAO KLOORN ETUN SESKI WHEEL

Novellus
Human



Record: 14-13 (519)
All Time: 14-13 (519)

Playoffs: 0-0
Championships: 0-0

Kills: 3
Kills (All Time): 3
Deaths: 6
Deaths (All Time): 6

Fans: 57,106

Roster: 12
Rookie League: 1
Morgue: 2

[SPEAK](#) [ROSTER](#)

Skbiss
Xoss



Record: 11-10 (524)
All Time: 11-10 (524)

Playoffs: 0-0
Championships: 0-0


Kills: 1
Kills (All Time): 1
Deaths: 1
Deaths (All Time): 1

Fans: 46,802

Roster: 12
Rookie League: 1
Morgue: 1

[SPEAK](#) [ROSTER](#)

Slashhate
Vorocine



Record: 12-19 (387)
All Time: 12-19 (387)

Playoffs: 0-0
Championships: 0-0


Kills: 2
Kills (All Time): 2
Deaths: 3
Deaths (All Time): 3

Fans: 9,652

Roster: 12
Rookie League: 1
Morgue: 1

[SPEAK](#) [ROSTER](#)

Kagaabo
Hresh



Record: 13-18 (419)
All Time: 13-18 (419)

Playoffs: 0-0
Championships: 0-0


Kills: 4
Kills (All Time): 4
Deaths: 6
Deaths (All Time): 6

Fans: 11,816

Roster: 12
Rookie League: 1
Morgue: 2

[SPEAK](#) [ROSTER](#)

Peemseez
Skael



Record: 16-15 (516)
All Time: 16-15 (516)

Playoffs: 0-0
Championships: 0-0

Kills: 2
Kills (All Time): 2
Deaths: 4
Deaths (All Time): 4

Fans: 65,532

Roster: 12
Rookie League: 1
Morgue: 4

[SPEAK](#) [ROSTER](#)

Aartroon
Kathaam



Record: 11-15 (423)
All Time: 11-15 (423)

Playoffs: 0-0
Championships: 0-0


Kills: 4
Kills (All Time): 4
Deaths: 5
Deaths (All Time): 5

Fans: 6,271

Roster: 13
Rookie League: 1
Morgue: 2

[SPEAK](#) [ROSTER](#)

Tartor
Boothaal



Record: 17-19 (472)
All Time: 17-19 (472)

Playoffs: 0-0
Championships: 0-0

Kills: 6
Kills (All Time): 6
Deaths: 5
Deaths (All Time): 5

Fans: 46,662

Roster: 14
Rookie League: 1
Morgue: 3

[SPEAK](#) [ROSTER](#)

Pqur'cykit
T'Shat



Record: 10-17 (376)
All Time: 10-17 (376)

Playoffs: 0-0
Championships: 0-0

Kills: 1
Kills (All Time): 1
Deaths: 6
Deaths (All Time): 6

Fans: 5,353

Roster: 12
Rookie League: 1
Morgue: 1

[SPEAK](#) [ROSTER](#)

LT-GPA
-



Record: 13-17 (433)
All Time: 13-17 (433)

Playoffs: 0-0
Championships: 0-0

Kills: 3
Kills (All Time): 3
Deaths: 3
Deaths (All Time): 3

Fans: 7,433

Roster: 12
Rookie League: 1
Morgue: 3

[SPEAK](#) [ROSTER](#)

Dweaxsiem
Skael



Record: 10-14 (417)
All Time: 10-14 (417)

Playoffs: 0-0
Championships: 0-0

Kills: 2
Kills (All Time): 2
Deaths: 5
Deaths (All Time): 5

Fans: 5,422

Roster: 12
Rookie League: 1
Morgue: 4

[SPEAK](#) [ROSTER](#)



Avitus

Origin: Showman
Galactic Wealth Rank: --

Season

Record: 26-24 (.520)
Kills: 1
Deaths: 10
Forfeits: 3

All Time

Record: 26-24 (.520)
Kills: 1
Deaths: 10
Forfeits: 3

Playoffs

Record: 0-0
Kills: 0
Deaths: 0

Championships

Record: 0-0

Fame: Known (14,030)

Fans: 197,499

Alignment: Lawful (60)

RETIRE

Star Date	From	Heading	
3000.38	Jorbok	Pathetic	TRASH
3000.38	2G-3887YX3	Combat Stims Legalized	TRASH
3000.35	Hq'nik'nik	Species Profile: Xisc	TRASH
3000.35	2G-3887YX3	Blocking Attacks	TRASH
3000.33	2G-3887YX3	Wounded	TRASH
3000.32	2G-3887YX3	Fatigued	TRASH
3000.32	Zeekeej	I Hate You.	TRASH
3000.32	2G-3887YX3	Looking At Your Bank Statem...	TRASH
3000.30	Wng'kik	Famel	TRASH
3000.30	2G-3887YX3	Big Sticks, Tin Suits.	TRASH
3000.30	2G-3887YX3	The Scouting Bureau	TRASH
3000.29	Mokwar	Indentured Fighters.	TRASH
3000.29	Lbo	Word Of Advice	TRASH
3000.27	2G-3887YX3	I Like It.	TRASH
3000.27	Hq'nik'nik	Species Profile: Skeel & Vorcci...	TRASH
3000.25	Lammon	Forfeiting Battles	TRASH
3000.25	Nomok	Cybernetics	TRASH
3000.23	Hq'nik'nik	Species Profile: Boohaal	TRASH
3000.23	2G-3887YX3	Weapons Skill	TRASH
3000.22	Skulhate	Fantasy Pool	TRASH
3000.22	Peelgeev	A Studios Fan	TRASH
3000.21	2G-3887YX3	Research	TRASH

Star Date: 3000.30
From: 2G-3887YX3
Heading: The Scouting Bureau

The Galactic Scouting Bureau determines rankings and grades for Academy, Rookie League and Blood League gladiators.

Though supremely confident of their infallibility (some might call it arrogant), the scouting bureau has been known to be wrong. That hot-shot sixteen year old in the academy that they're projecting to a generational talent and number one pick in the upcoming draft: the kid could end up being a bust.

Take their grades with a grain of salt.

age of gladiators ii death league review. age of gladiators 2 death league guide. age of gladiators ii death league. age of gladiators death league

Really wanted to like the game, as Sim games like these are rare and I tend to enjoy them. But as is, it is buggy and far too easy.

There are only 2 stats that matter, Hit Rate and AP.

Literally, by maxing those 2 points you reach a point where the AI dies before even getting a 1st action off. It doesn't even take long to reach that point maybe 1-2 hour into the game. In addition, by maxing those 2 stats your fighters also never get injured so half the game mechanic of managing roster becomes moot. You literally just need 3 Hit Rate/AP Gods and you can just mash end turn till you have as much money as you want.

Beyond the gameplay issues, it's buggy and save files can corrupt ruining all the time you spent on it.. Not as good as the first game.

Feels like early access.

Seems other games get developed instead constantly from sales instead of issues and features getting ironed out in current installments as promised.

Overall consumer attitude toward company has turned to 'cautious'.. This review is a shame, because AoG II came off as a really good title for the first 90 minutes.

It's not "Football Manager" level deep, but it's deeper than most of the more casual management sims that you see out there. Characters had a lot of attributes and stats, you had different staff members to hire, and there were lots of ways to upgrade your base. The graphics were professional looking. All around looking good.

It wasn't perfect. It looked like you could only sim one day at a time. The league schedule was a bit odd, sometimes clumping several matches together over 2-3 days then nothing for 2 weeks after that (this matters because of healing time and fighter fatigue). The interface required a few more mouse clicks than I'd have liked. But I hadn't seen anything I couldn't live with.

Then I was playing my second match, close to winning against an AI team that outlevelled me 3-1. I'd bet a lot of money on the outcome and I was about to clear up my financial issues. It was time for the last surviving AI player to move... and he wouldn't take his turn. Just stood there, sort of swaying back and forth and adjusting his belt.

Let's be clear - the game hadn't crashed. This wasn't a thing with my PC. The game AI just decided to say, "F this match and F you. I'm not going to take my turn until you quit the game. I'm an AI with no concept of time, so even though I can't beat you on the field, I know I can outwait you. Your move, player."

I waited a little over 5 minutes, then looked at my time in game to see if I could refund. 116 minutes! Hell yeah! I quit just as fast as I could and sent my refund request to Steam.

This isn't an Early Access title. If I can't get through 2 hours without a bug ruining my game, then that's not something I want to bother with. The fact that this game had been 40% off for a long time hints at something, too.

Reading through the forum, apparently people have been complaining about this bug (among others) for months, but the dev seems to have abandoned this game to work on their next title.

This is just another example of a good-looking game that got screwed up by inadequate play testing and bug-fixing. Why do devs do things like this? Put in 98% of the work, and then not bother to finish the job? Do they think all this is good advertising for the game they're working on now? I just don't get the logic.. It's alright. Nothing more and nothing less.

The combat is clunky but passable, the UI is usable but could do with some refining, and there are mechanics that could definitely be explained in more detail.. Had to alt+ f4 on my first launch because the New Game froze on the menu lol. Its actually an ok game, i bought age of gladiator 1+2 for cheaper than just buying age of gladiators 2 lol. Its really buggy but it

seems deep and i actually don,t care about buggy games.

edit : this game is dope, looks alot like a hockey/soccer simulator. I personally love the imbalance in favor of the player.. An excellent time killer, has some rough spots and the occasional glitch but has otherwise enjoyable game play.. Not as good as the first in general, although graphics of course are better. I think the sci-fi settings was the main issue as is the lack of automation choices, there really should be either full auto battles, or the choice of wich ever you choose. I think they kinda gave up on this one as it wasn't a hit and moved on to AOG Rome. They could still however make this one more polished and contonue to flesh it out and perfect. Still it can be quite fun according to your ability to find your immersion and imagination, plus this genre is quite bare so you don't have a huge selection to choose from. I think a Sims 3 inspired gladiator/Ludus would be a dream for most who love this genre...live out those Spartacus mini-series shows in a game..lmao. But it's certainly worth having if you are into this genre and I hope they continue to perfect their games in this genre.. As a fan of playing GM on console sport games, both this and the first Age of Gladiators caught my attention. First one didn't provide quite enough challenge but loving this one so far. First season barely missed making the playoffs with a .520 record but maybe better luck next season.. AoG:DL provides an interesting concept with a relatively shallow amount of content. The core chunk of the game is the battlle system, which operates with enough complexity to be interesting. Flanking and attacking ranged enemies in melee is how you win.; but it's otherwise incomplete.

The core problem with the games design is it's reliance on arbitrary limits to how much equipment and personell you can hire. This just incentivises restarting until you figure out how to get a "perfect start" and just dominate the sport day one. But once you start rolling the actual content you unlock is just little bonuses that eventually combine together to make you virtually unstoppable. Yes, you will lose every now and then and the game can be set to really challenge you; but my arguement is there's just not enough variety to keep somebody playing this longer than 14 hours.

It's a solid sports simulator game and it ill have you forming stories and experiences. For instance I lost my hall of famer during the chmpionship so I cloned them and entered them in the next year where they were turned into a megastar and won the blood championship. But once you win that final match of the year, you have basically done everything in the game. I was really hoping that the game would play more with it's setting introducing monsters, traps, or much of anything more than 2-6 man combat. There is effectivly three types of weapons and three types of armour, the only real variety is in alien abilities.

Buy it on sale, and consider getting the next game as it looks like it will have slightly more content. It's a refreshing take on the genre.

I love it...

Like a Sport-Management-Game...but here you can kill your opponents!. I do not like this game much. It feels unfinished.. Big thumbs up so far. I'm only about 4 hours in so far, but it's a much better game than I had expected. I think it's important not to move to quickly at the beginning and read the emails you get since it gives you a lot of good information.. 7/10

Initially I didnt think I would enjoy the new Sci-Fi setting, but I was wrong.

I reckon I enjoyed this more than the first game purely because its much more in depth and there seems to be alot more to do (i.e missions, research).

The new system where gladiators stats increase/decrease with age is great too. No longer are there legendary 18yo gladiators running around, youngsters must be nurtured and gain experiance in the rookie league before making it.

And the new league system is great too, it makes the game last alot longer as opposed to the old "beat all the other owners until they have nothing left" system, and it feels much more challenging.

As with the first game, the soundtrack is great (if not a little repetative after a while)

Overall, I really enjoyed, and am still enjoying, playing this game. Fans of management sims such as Football Manager should really take a look at this.

I cant wait to see how the ancient Rome setting works in the new engine in the next release. Keep up the good work devs.. A Great game. Has a surprsing amount of death almost like football manager or OOTP in space and a lot more bloody and violent. Some people may not like the setting shift from ancient roman times to the future but I personally liked it. If you are into sports managment games you will like this. It's a fun twist on the typical setting and formula. Also the dev support for this game is great too. I had a bug with my save game and I told the dev and he fixed it for me. I was impressed. A fun little game with good support.. Played for couple of hours, also played the 1st one as well, still like the first one though...

. Very good game, it's still early on but so far it looks really good and has been very fun to play. I'm sure any possible bugs will be fixed with updates, though so far there doesn't seem to be any. It's definitely an improvment from the first game, can't wait to see what future updates will bring!

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