
Superfighters Deluxe Download 100mb



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About This Game

EMBRACE THE CHAOS!

Superfighters Deluxe is a chaotic 2D brawler-shooter-platformer in which various gameplay systems interlock to create absurd action movie chaos. It contains several game modes that can be played in singleplayer, online, or local multiplayer.

MIND YOUR SURROUNDINGS!

The levels are semi-randomized and contain many objects that can be moved, destroyed, used as cover, set on fire, wielded, thrown, and/or dropped on enemies. Learning to adapt, improvise and use the environment to your advantage is key to survival.

ARM UP!

Find a weapon, or knock one from your enemy's hands. The game's arsenal includes bottles, chairs, knives, swords, chains, handguns, rifles, bazookas, flamethrowers, flare guns, chainsaws and much more!

SHARE THE FUN!

Game modes include **Versus** (1-8 players, free team setup), **Survival** (1-4 players against endless waves of enemies) and **Campaign** (1-4 players move through the game's story).

All game modes can be enjoyed in offline singleplayer, online multiplayer, or shared-screen local multiplayer with up to 4

players.

RESIST!

The game takes place in a pulpy dystopian alternate history retro sci-fi world. The game's plot and backstory is sprinkled throughout the game, and will be further explored in future campaigns. For now, enjoy the first two chapters: **Prime Time in Sunny City** and **Operation Sunrise!**

CUSTOMIZE YOUR FIGHTER!

Choose your skin and gender, and mix and match various clothes, accessories and colors to set your fighter apart. Complete special **Challenges** to unlock additional customization items.

CREATE!

A powerful, built-in **Map Editor** lets users create their own levels, using all the same tools and assets that were used to create the official maps. Those who know C# can use the Script API to create game-altering extension scripts, and even whole campaigns! Maps and scripts can be uploaded directly to the Steam Workshop.

There is also a utility for creating custom **language packs** for the game's UI.

Title: Superfighters Deluxe
Genre: Action, Indie
Developer:
MythoLogic Interactive
Publisher:
MythoLogic Interactive
Release Date: 30 Nov, 2018

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Minimum:

OS: Windows Vista Service Pack 2

Processor: Intel Dual Core 2.2+ GHz (or equivalent), 4 cores if you plan to host an online game

Memory: 2 GB RAM

Graphics: 512 MB graphics card supporting DirectX 9.0c Shader Model 2.0

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 1 GB available space

Additional Notes: Internet connection required to play online.

English







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Dude i can't join my friend srsly?!?!?!?!?!?!?!?

. I'd say yes. This game is worth it. Best bazooka rocket riding simulator 2018, though jokes out of the way, it's definitely a fun little 2d platformer with an incredibly high skill ceiling. Gameplay is pretty robust and there's tons of potential for custom maps and such.. Amazing. Better than the beta.. I played Superfighters, the flash game, when I was pretty young--I played it for hours with my friends. That game captured an epic James Bond, cheesy-action-movie sort of vibe like no other game did. A year ago or so, I remembered that game and looked it up, only to find the same creators are hard at work making it into a full game!

Superfighters Deluxe captures that same hilarity of the original while being a legitimately competitive game, fun to watch and to play. Right now there's a quaint, dedicated community of players who all are nice from my experience. This is a true classic which seems to be somehow under the radar.

edit: This game also uses Steam Workshop which is pretty cool.. controls were too spread out, confusing, and hard to get down. "If you're good at something never do it for free"

~Funnyman. Hi, I have played this game for a while now, and this is pretty great. The combat is cool, and complex. My only gripe is that their should be more challenge levels, and the challenge levels based around rocket riding are irritating. great game though.

3.5/10

I originally purchased this to play through the co-op campaigns with a friend of mine. We both went through the tutorial and were immediately overwhelmed with the number of options presented to us. Although the game has a relatively simplistic 2D appearance, it features dives, rolls, blocks, grabs (and follow-up moves), catching and throwing weapons, and a cover system. These, along with the game's precision aiming system, seemed to me to encourage a tactical and deliberate playstyle.

So, we were surprised when we started the campaign and found it to be absolute pandemonium. Two bots played alongside us and seemed to always be in the way, and enemies came at us hot and heavy. Almost everything from the crammed tutorial immediately flew out of our minds as we mostly struggled with the game's gun aiming system amidst the chaos. We quickly decided that we'd had enough.

I went back and tried again to play the campaign in single player, but found the experience to be the same. Although I scoured the menus, I couldn't find a way to remove the bots from the campaign. I thought that removing them might create some space for me to dive into the complex moveset provided to the player.

Either way, Superfighters Deluxe seems to be a game at odds with itself. It provides players with a complex moveset, but then denies them the space and time to utilize it. Improving the campaign, in my view, would involve having fewer enemies on screen at a time, being able to turn off the bots, and slowing down the overall game speed. In addition, it could be useful to introduce gameplay mechanics at a pace of perhaps 1-2 per level instead of having them all crammed in the tutorial.

It's possible that this gameplay system works better in the versus mode, but this wasn't something I was interested in.. I played the original game on a website since 2014. I was waiting this to come out and got it as soon as I could and it is much more improved, dynamic, looks better and there is going to be plenty more to come. The challenges are great and should be done with a friend cause the game is fairly tough. Loving it. I LOVE IT. The gameplay is super duper fun. My most cherishable memories were because of this game.. "A good fight is its own reward." - Old superfighter saying.. In case you're wondering what the ♥♥♥♥ this game is about, it's quite simple. A vey fast-paced brawl with guns and melee weapons all around you, use your environment for your own good and so on.

All the reviews I've seen yet are either simple, basic explanations, or people that just say they are old players and the game is good so you should just trust them. I'm one of those players, started from the flash game I've always loved how the game worked and always had fun while playing, I have made several great friends and that is truly, the most you can ask a game for. So a big thank-you to the 2 devs, even though it took them a ♥♥♥♥ ton of time to finally release SFD.

The only, massive downside this game has. Is the ♥♥♥♥ing community, like seriously this game has a worse playerbase than CS, Minecraft and Fortnite combined. But over the 6 years of this game's existance I've learned that you can't blame a good game for having a cancerous community. Fortunately these tryharding kids will have to use their mom's credit cards to buy and I'm not sure they'll manage to do that.

I'll go into more detail after I actually play the steam version. I'm writing this review basically for the old, beta version. So I expect the game to be MUCH better.

Update : So, after finishing all the challenges, killing that mother♥♥♥♥ing seargeant and having a giggle in the online, I think I have enough knowledge to write an actual review.

Firstly, the game looks the same as the beta one, it LOOKS. They probably increased the performance because I noticed it runs better and is bug-free, although the servers are lagging more, which is weird because I never had such problems with the beta, I'm sure this will be fixed eventually, they always have.

Let's start with the campaign. It's fun, I'm really into games that have good bots and not some brainlet AI's

*cough*csgo*cough*. And they REALLY buffed them, like seriously I think it's safe to say that these bots are the best they can get, especially the seargeant. I like the story, they tried to connect it to the flash game, which ended up being kinda cringey but still a good detail. The game would be great without this mode as well but it is nice to see the devs really listened to us and added a co-op PvE that isn't retard zombies that do a double punch every 2 seconds. There are some fun mechanics and map-making is at the peak. It is, however, extremely short (~20 minutes if you don't suck). But as I said, something is better than nothing.

Now for the challenges, I ♥♥♥♥ing love and hate them. Love them because they're so fun and hate them because they're so hard. I get the game tried to give a more demanding tutorial to new players and something to do when they're tired of online. Some of these challenges, however are very RNG-based, for example the Jo's Bar mission. On my first attempt the map had only about 5 melee weapons, which isn't enough to beat this challenge, but that's fine. The devs will most definitely re-consider everything.

And for the online mode, what can I say? It's the good old SFD mayhem we've seen and experienced for 6 years, there are of course, still some tryhards and people that I wish weren't born *cough*stonecoldaustin*cough* but it's still fun as hell. I noticed some people were comparing this game to Duck Game, which is surprisingly a very good comparison. Except that this game has a community that isn't russian children. So that's great.

There are some new weapons and items, really like that the weapon choice is still very diverse and you can't compare any of them, because they're all useful.

Only problem is the bazookas, I'm pretty sure the spawn rate of them is increased, (and not only that, but every strong weapons' as well like the m60) which I don't really like, fair fights don't exist but I'd still like a nerf for the spawn rate.

And yeah, knife throwing. Everybody spams it, because the damage it does when just swung is so much lower than when thrown, please change that, it's ♥♥♥♥♥♥♥♥♥♥. Or just make the throw a 1-time use.

That's about it, thanks for reading the review. I really, really like this game, might be my favourite 2D one. And thanks to the devs again for working so much. Solid and real 10/10.

EDIT 2 : I really did not miss the community.

P.S. Are you tired of ♥♥♥♥♥♥♥♥ servers that give you cancer and 300 ping? Join !The Application now! It's a great server! 11 out of 10 people recommend it over Blurry! Tryhard free!. I didn't understand controls and gameplay not good,,, fire a bazooka into an enemy and watch it go loop de loops before going back to you, your last sight being you being murdered along with your enemy with your own bazooka's rocket, both of you getting turned into a red paste.

yes. This game hard af.. I've been following this game series from way back to my early childhood. Superfighters has been a part of me for over 5 years and I'm proud to have had it in my life. It was there for me when I was having bad days and there for my when I was having good. All in all the game helped me cope with a lot of troubles during particular periods in my life.

It brings me such joy to my heart to know that the game has finally made its way to Steam with a pricetag of \$12.99 (as of right now it's 10% off). There are tons of improvements, those which are of quality of life and major bug fixes which really urked me. The game overall is in a good place and with the addition of the Steam Workshop, it gets better.

Now, I bet you're wondering why this review has a downvote. Well... really..

I wish I could recommend this game, but God knows I can't. I can't believe that I paid \$12.99 for a game that I can't really enjoy to the fullest. There's only so little bots can offer me MythoLogic and challenges and clothes. I can't even create a room without messing with my internet service provider's router, etc. Portforwarding, which the average player doesn't really know or understand what is shouldn't be around in a game like SFD. And even if you have tried Googling the steps or watching some video on YouTube about the topic, there's a chance that it won't even work. I experienced this in in the non-Steam release and I honestly can't believe it's in the now-Steam release.

MythoLogic is backwards as ever for even letting this issue persist into the new release of the game. Lack of server variety; my ping sucks and no matter what, my inputs are delayed. I in all honesty, can't recommend this game to anyone, not even my friends because of how poor the networking is to play online. What is this ML, the 90s? Why is port-forwarding still even a thing for SFD?

I can't recommend this game to anyone who's looking to have a good and casual time with friends with included laughs and goofs if they can't play together in the first place. MythoLogic please make dedicated servers. Thank you.. 2d fighting game, melee is the best aspect.

easy to learn, hard to master

Superfighters Deluxe 1.1.1 is out!:

* Decreased the .45 pistol's projectile damage (is now only slightly more powerful than the Pistol).

* Slightly increased the Carbine's projectile damage.

* The dark gray Pump-action shotgun has a new name: "Riot shotgun", and tweaked stats:

- It fires 2 extra projectiles and has wider spread. Each projectile does slightly less damage, but overall the damage output has increased.

- Ammo capacity decreased from 6 to 5.

-
- New blast sound effect.
 - * Decreased spread of the other Pump-action shotgun slightly.
 - * The Chainsaw now drains fuel as long as you have it drawn (20% of the fuel consumption while attacking). Also added a smoke effect while it's drawn and has fuel left.
 - * Restored the distance you punch/kick C4 as it got an unintentional boost after the introduction of the Strength boost.
 - * Fixed a bug where you could use the chainsaw while activating a Strength boost.
 - * Fixed a bug where you could use a Strength boost and pick up a slowmo and consume the slowmo as a Strength boost.
 - * Fixed a ledge grab problem in Operation Sunrise chapter 2.
 - * Slight music tweak.
 - * Other fixes and tweaks.. **Superfighters Deluxe 1.2.0b is out!:**
 - * Bows now spawn from primary weapon crates rather than handgun weapon crates.
 - * Fixed a bug where ammo stashes were emptying the bow's ammo instead of refilling it.
 - * Fixed a bug introduced with bouncing bullets that caused melee weapons to no longer deflect incoming projectiles as intended.
 - * Fixed a bug where your melee attacks didn't work as intended after attacking with the chainsaw and sheathing it in mid-air.. **Status update 2018-12-05:**
- Attention superfighters!

It's been a crazy time for us, releasing Superfighters Deluxe on Steam. The overall response has been heartwarming and encouraging - our sincere thanks to everyone who has championed the game and tried to help us bring it to a wider audience.

While the amount of copies sold isn't nearly enough to let us quit our day jobs and move into full time development (go figure!), we aim to keep improving and building on SFD over the coming months. We aren't out of ideas - not by far - and the plan is to release big, free updates semi-regularly, each with a new story campaign at its center, plus new versus and survival maps, tiles, weapons, customization items and challenges to boot. Work has already begun on the next campaign, for which I'm personally very excited! In addition, we will look at bringing the game to other PC platforms such as GOG.

For now, our priority is to fix the remaining problems with the controller support - an update will be released very soon. Another sticking point for some people is the need to port forward to play the game online. While we realize this is inconvenient, implementing dedicated servers in SFD is not trivial, and we currently have no plans to rewrite huge amounts of our net code to do so. Hopefully the slight inconvenience of opening your ports will be weighed up by the literally hundreds of hours of non-repetitive gameplay the multiplayer offers. If you're having trouble hosting or joining, check out the official port forwarding guide [here](#).

The 10% discount is on until December 7th. **Get it while it's hot! Superfighters Deluxe 1.2.0c is out!:**

- * Ignition value on Incendiary ammo has been reduced for fast-shooting weapons; it now takes a few shots before reaching max fire level. Slower weapons like Magnum and Sniper rifle still ignite to maximum fire level directly.
- * Slightly reduced Incendiary ammo spawn rate and slightly increased Bouncing ammo spawn rate.
- * Bouncing projectiles now go 25% slower after the first bounce.
- * Adjusted the amount of extra ammo you get for certain weapons when grabbing Bouncing ammo or Incendiary ammo.
- * Shurikens now go through portals like any other thrown item.
- * Shuriken is now thrown more horizontally so it's easier to hit an enemy standing in front of you.
- * Fixed a bug where dodged projectiles couldn't hit you after getting deflected or bouncing around.
- * Bow arrows no longer destroy grenades or mines.
- * Fixed a bug where thrown items wouldn't always properly hit players in specific circumstances.
- * Fixed faulty key code in gameplay tip #37.. **Superfighters Deluxe 1.1.2 is out!:**
- * Two new VS maps: Castle Courtyard, Helipad.
- * Assault rifle changes:
 - It now fires in bursts of 3 with a cooldown inbetween.
 - As with semi-automatic weapons, tapping the button instead of holding it down results in a shorter cooldown.
 - Ammo capacity changed to 24.
- * Unlocking a new customization item now tells you which equipment slot it belongs to.
- * Added Helicopter ambient sound (used in Helipad and Prime Time in Sunny City).
- * The "MetalHatch" tiles now break when a player staggers into them.
- * StrengthBoost's "extra health" is now restored if you manage to heal yourself during the StrengthBoost effect.
- * Fixed a bug where certain disabled states could be bypassed if a melee stun effect wore off while being grabbed, allowing the

chainsaw to be used while being grabbed (this was extra noticeable when being stunned by the shock-baton and then grabbed during the stun effect).

- * Fixed a bug with the chainsaw and infinite ammo.
- * Fixed tutorial text input prompts to update if you changed input device (from keyboard to controller).
- * Fixed a problem where projectiles could clip through obstacles in some situations.
- * Other fixes and tweaks.

Map Editor

- * Added ProjectileDeflectZone (deflects incoming projectiles in random directions).
- * Increased health of StoneWeak00A, B and C
- * The search function now includes partially matching object names.

ScriptAPI:

- * Added IPlayer.IsBoostHealthActive and IPlayer.GetBoostHealth to be able to read health values from the boost health during the strength boost effect and rocket riding.
- * Added constant float values MathHelper.PI, MathHelper.PIOver2, MathHelper.PIOver4, MathHelper.PIOver8, MathHelper.TwoPI
- * IObject.SetCollisionFilter(...) CollisionFilter added properties BlockFire and BlockExplosions.
- * Added IPlayer.IsBurnedCorpse to see if the corpse is burned.
- * Added IPlayer.IsBurningInferno to see if a player is a burning inferno (burning rank 2).
- * Added IGame.AutoScoreConditionEnabled property that can be set to false to disable automatic score increase.
- * Added IUser.IncreaseScore() function to mark that the user should increase its score when the game is over.
- * Game.CreateObject will now place objects in the top-most layer in the map to the draw category the tile belongs to.
- * Game.SetGameOver(...) can now be used afterwards to update the victory text.
- * Added Game.GetObjects<T>() to get all objects in the game by a specific type.
- * Fixed a bug with IPlayer.GetAABB() returning wrong data.
- * Fixed a bug where Game.AutoVictoryConditionEnabled could not be set to false.
- * Fixed a bug with IObject.SetCollisionFilter being reset if calling IObject.SetSizeFactor.
- * Other fixes and tweaks.. **Superfighters Deluxe 1.2.0e is out!:**
- * Fixed a bug where you would get stuck in reloading if you used a speed boost or a strength boost during the reload animation.
- * Fixed a few missing sounds for the Machine Pistol.
- * Fixed a bug where the map vote wouldn't be displayed for a second player joining a versus game if there was only one other player waiting around in the server.
- * Fixed a bug where chat messages from scripts wouldn't always be displayed in the server software chat log as intended.
- * ScriptAPI: Added IGame.TimeLimit - Gets the total time limit set in the game in seconds. Returns 0 if TimeLimitActive is false.
- * ScriptAPI: When you are assigned a new Player (e.g. when respawned via a script) you will now flash for a brief moment, like during the start of games.
- * ScriptAPI: Fixed a bug where AutoVictoryConditionEnabled (when toggled back to true from false via a script) did not always work as intended when there was only one player remaining.
- * Map Editor: Fixed a bug where certain cheat commands (such as /SetTime) when used in the map editor wouldn't reset properly when entering the main menu, causing the background gameplay preview to be affected.

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