

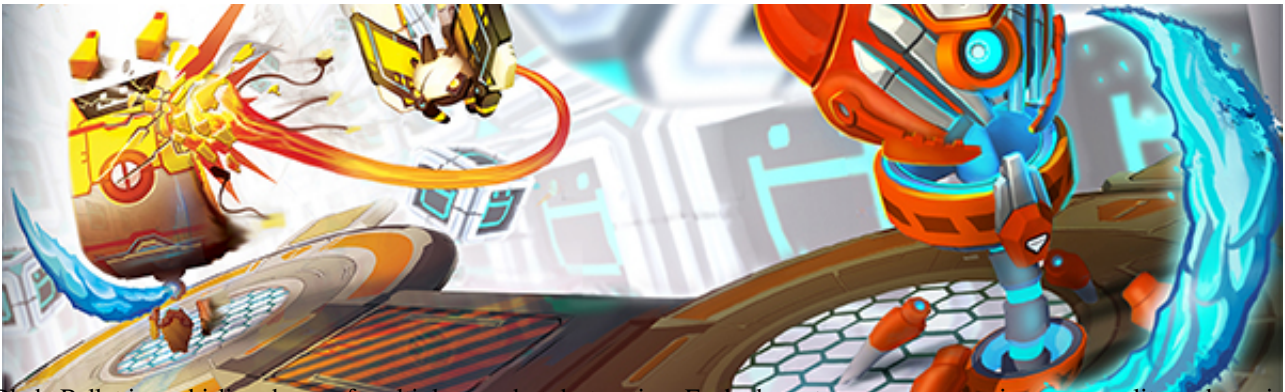
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## Blade Ballet Full Crack [portable]



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### About This Game



Blade Ballet is a whirling dance of multiplayer robot destruction. Each character possesses a unique personality and special abilities - use them to claim victory as you spin from one challenging arena to the next, battling for dominance in this action-packed fighting game.

Blade Ballet is simple enough for anyone to pick up a controller and jump into the fray, but players must master the timing and unique abilities of each bot to come out on top. This makes the game easily accessible to new players, while allowing for a high skill ceiling to truly compete with your friends. Much of the Blade Ballet gameplay revolves around the innovative “blade spin” mechanic – players control their rotation to sneak past their opponents’ defenses and secure the kill. Each arena also introduces new game mechanics that players must incorporate into their strategies.



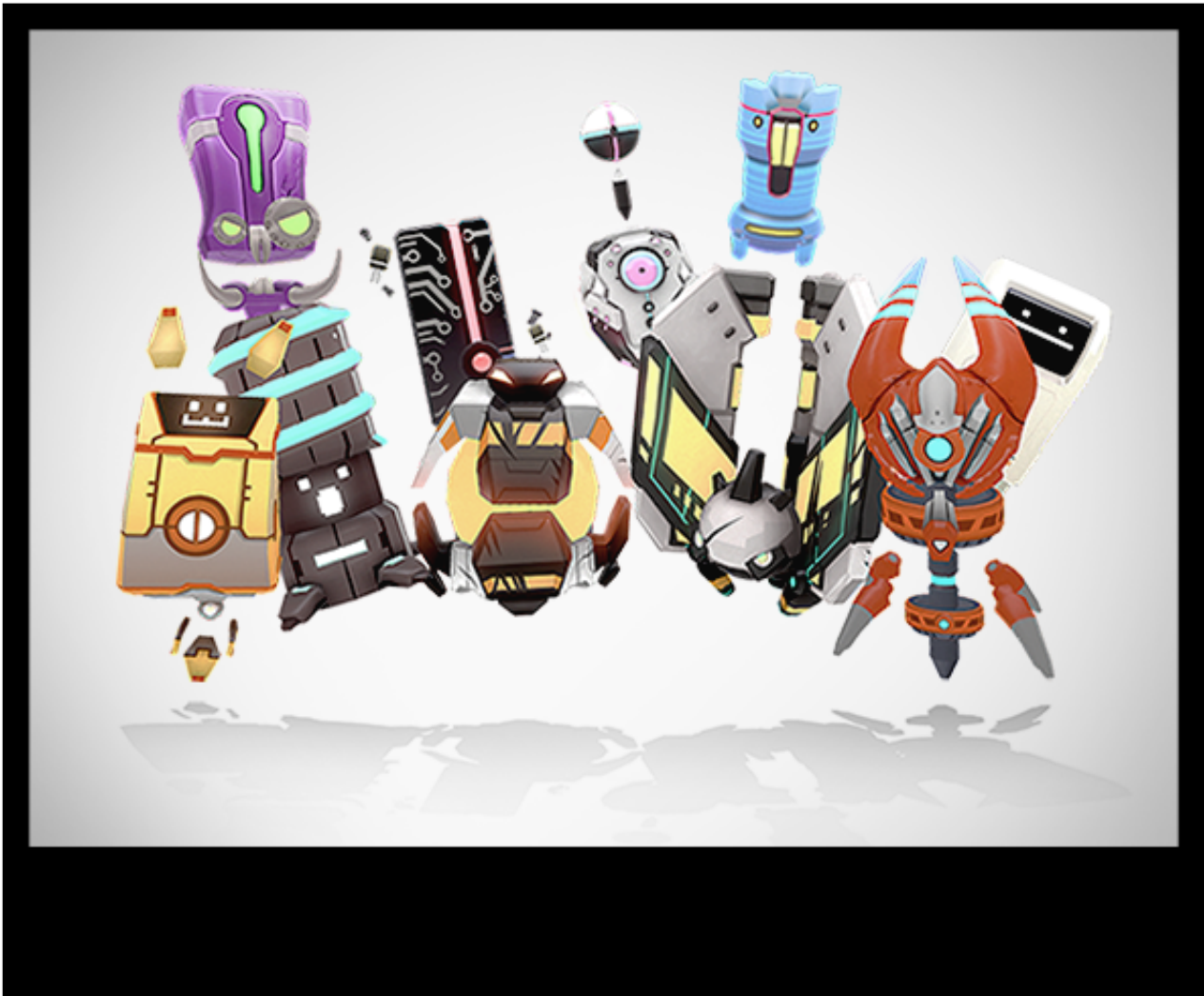
# PIVOTAL POINTS

- Frantic duels to the death between two, three, or four players
- Spinning and stabbing combat system that encourages simultaneously hectic and skillful clashes
- Ten robots with unique mechanics and abilities
- Nine battle arenas with challenging hazards to overcome - or use against your enemies
- Three exciting modes to choose from - Robomination, Overclocked, and Blade Ball - customizable for endless replayability



# MEET THE BOTS

A good part of the flexibility of gameplay in Blade Ballet comes from the unique abilities of the bots. Players can choose to master their skills with one bot by continually fine-tuning their abilities. Alternately, they can keep things fresh and chaotic by switching up their bot picks for every match.



**Catbot:** No bot is safe with this adorable deviant on the loose. Don't let that cute face fool you - she'll slice through your shields without a second thought.

**Torque:** Yes, it will blend. Torque has no shields, but spins so fast in "Blender Mode" that any bot would be crazy to get within his slicing range.

**Syphon:** How many swords is too many swords? Syphon steals the shields off other bots. Then he turns them into a ring of slicing death.

**Riot:** This solid and imposing maneuverable bludgeon of a bot makes up for her lack of swords with spiked shields that regenerate quickly over time.

**Nix:** Uses teleportation to effortlessly and mysteriously phase through enemies and line up the perfect attack. Commits fully to each new location - if he goes off a ledge, there's no turning back.

**Trigger:** Hectic and unstable. Lives for mayhem. She loves nothing better than to sling powerful bombs across the stage, wrecking everything in sight. Is not immune to self-destruction.

**Ruckus:** Powerful wrecking ball sweeps away all opposition. She uses a mace to reposition other bots at will. A mace-punch to another bot's face is particularly effective in combat.

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**Vanguard:** This chivalrous, noble bot has strong ties to a bodyguard origin. Armored and heavy, with a blazing charge. Slow-turning, but he makes up for it with a long reach.

**DropJaw:** Don't get too close to this bot unless you want to be laid low by a stunningly disruptive shockwave. His typical combo includes jump into Ground Pound, finishing off with the stab of a sword.

**STEVE:** STEVe was never meant to battle in the Blade Ballet arena, but he gives it a good shot. The difficulty of mastering the strafe and powerful lunge makes every landed hit worth celebrating.

Want to learn more? Check out the [Meet the Bots](#) page on our site.



Our goal is to keep gameplay interesting by having players navigate hazardous stages while dueling to the death. We've come up with a variety of artistically, mechanically, and thematically interesting arenas for bots to battle across.





Thanks for checking out the game. Love to hear what you think!

<https://sketchfab.com/models/7662886ab28740638ff0d63ffac1f2d9>

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**DREAMSAIL**  
GAMES



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Title: Blade Ballet  
Genre: Action, Casual, Indie  
Developer:  
DreamSail Games  
Publisher:  
DreamSail Games  
Release Date: 9 Aug, 2016

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English









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blade ballet ost. blade ballet soundtrack. blade ballet wiki. blade ballet music. blade ballet. blade ballet characters. blade ballet steam. blade ballet trophy guide. blade to ballet. blade ballet ps4. dishonored 2 blade ballet

So this game has some GREAT features, and some absolutely terrible ones. As a video game, it's very underdeveloped. The graphics are primitive, and for example there are no volume nor resolution controls. The interactivity is limited to looking at the clues in the rooms and entering spells. It's almost to the point of me calling it "barely functional".

But then we get to the great points -- it has interesting puzzles! The game combines clues on papers with clues you get from the gameplay. You find codes (spells) that either advance you to the next room, uncover secrets, or ultimately exorcise a ghost to clear the level. The puzzles are clever -- some of them need you to cut out pieces and put them in a proper order.

The first few rooms form a tutorial and are actually too easy. But the difficulty definitely ramps up. Just as (some) escape rooms could theoretically be soloed but are meant to have a group, Madorica Real Estate is really intended for you and your smart friends to play together and discuss the connections between the pieces to puzzle out the solutions. Youtuber The Great Berate did exactly this with the switch version if you want to see a gameplay example (or if you need a hint/solution to part of the puzzle).

I like puzzles, so I give this game an enthusiastic thumbs up. But if the idea of physically writing notes on printed documents doesn't give you a "neat!!" feeling, you're not likely to enjoy this one.. I was so moved.... The controls suck next time separate the movement from the aiming but the rest of the game is pretty good.. Only if you are a detective fan.

Dated even for 2015.

I got for a dollar so was not upset.

Game play- <https://youtu.be/VduEZbOzwgc>. EDIT:

[If you're on a first date, or reading a book, or any situation in which you're experiencing something/someone new - first impressions are everything. Perhaps others might have had a more favorable view of the game, but for me: nothing was exciting enough about it to continue playing.](#)

[I found the gameplay to be clunky, the events to be predictable, and the puzzles to be counterintuitive. Maybe as the game progresses it'll get better, but I was very disappointed by everything that I met in those 30 minutes.](#)

[I'm going to probably give the game another hour or so and see if my impressions are different, and if so I'll update my review, but I didn't feel or see anything that hooked me into wanting to play the game any further. That's pretty telling if a game doesn't make you -want- to play more.](#)

ORIGINAL

[Art style: 9/10; this was one area the game was great.](#)

[Gameplay: 6/10; clunky and not well explained.](#)

[Puzzles: 2/10; either they were obnoxiously predictable or unbearably hard.](#)

[Jumpscares: 2/10; I didn't find a single one that wasn't predictable. Humorously so.](#)

[Overall score: 3/10; I wanted to like this game. It missed the ball. Missed it bad.](#)

[I don't ever write reviews. Ever. This game, though... I had high hopes. Like really high hopes. I wanted this game to be great. I thought it was going to be the perfect mix of Psychology, jumpscares, and puzzles. Instead, all I was met with was disappointment.](#)

[I even have a YouTube channel where I play games and discuss the Psychology behind them, and this game missed the mark. Bad.](#)

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[Here's some first impressions and reaction \(I didn't even get to talking about Psychology!\)](#)

[Note: I played further than the video, I just stopped recording. It was that bad.](#)

<https://youtu.be/gAyT7yjpaS0>

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So fun, buy it!. Beautifully rendered version of Zombicide core game. There are no add ons (currently) for any further expansions of the game such as Season 2 or KS exclusive heroes. This is just the version from the core box!

That said, it works great. You can allow it to set up any of the scenerios from the core game's book easily. Movement of models, tokens, etc. is extremely simple. I've hosted six games so far with little to no glitching viewable to anyone (up to six) playing.

The fact that only one person needs to have bought the DLC for the entire group to enjoy is pretty amazing! I do hope that they bring out further Seasons and expansions to play with on TTS, though.. Fun game... only thing i dont like is how you cant use a controller to play both things, the character (what ever icon it is) and the target.

12/10. Fast, simple, easy & fun. Match game.

Want the patch?

<https://steamcommunity.com/groups/DSGAME0#announcements/detail/1642034851166364197>

[or on Google Drive](#)

<https://drive.google.com/open?id=1YohbktiMA7PzE0MQTGyfZZr2NEELjIUE>

[. Very nice skin. I'm recommending. For the kids that had the original X-Box, this is your game. Whole 'lotta Aussie.. The level up sounds on the buttons are SO ANNOYING.. Nice Timing Game. i Loved it since Farm Frenzy 2 Pizza Party](#)

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