
Spartan Fist FULL

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About This Game

Fight your way to fame, fortune and glory in this first-person puncher roguelite as you work to retrieve the fabled Spartan Fist.
Playing as Emma Jones, a down-and-out dete 5d3b920ae0

Title: Spartan Fist
Genre: Action, Indie
Developer:
Glass Bottom Games
Publisher:
Glass Bottom Games
Release Date: 15 May, 2018

English,Japanese,Korean,Simplified Chinese

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For far too long, we have lacked a video game with the bold decision to focus exclusively on kittens and fists. Spartan Fist takes a great deal of time and effort into feeling like your many fists feel as though they have real impact; sound, camera-shake, particle effects, even time slowing down just a little bit makes each punch feel like an accomplishment. Additionally, this is a great game if you're a busy person who plays games to relax and destress. The second you start playing, you're in the action. From what I can see so far, it's the sort of game that you can pick up and play for an hour, or just fifteen minutes before you get back to work. The game reminded me of Heat Signature in that it respects your time, acknowledging that we're all crazy busy these days, and sometimes we'll only have a few moments to play, and that's perfectly valid. The randomness of level layouts keeps things fresh, the different fists keeps fights varied, and again, this is a game that makes a great deal of effort to make interaction *feel* good. I was also particularly fond of the art direction and level design. The arenas always give you enough space to move around, as the audience cheers you on, and the environmental hazards are fun- but more than that, the game feels beautifully made. The colors are vibrant, the cute aesthetic makes the people-exploding levels of violence hilarious rather than

disturbing, and despite only seeing two levels so far (the open arena and train levels), I've already greatly enjoyed the variation in environments. Everything just fits together. The game feels like it earnestly wants you to enjoy its zany world, to feel like the fist-powered superhero that we all aspire to be. Finally, it feels like the developer really cared about everyone who might be interested in the game. If you're up for a hyper-violent-punching-people-so-hard-they-explode sort of fantasy, that's here, but if you particularly fond of blood in your entertainment, you can replace the little red cubes with rainbows instead. The options menu lets you tweak the violence, FOV, and camera shake to whatever is right for you, the tutorial tries to let you know everything you need, but doesn't slow you down either- the game sincerely wants you to have as much fun as possible. It feels earnest in a wonderful way. It's a good game. I hope the devs are proud of their hard work and effort. It paid off.. The combat is. not great, sometimes your punches wont connect at all, specially with a claw gauntlet (the alt attack is actually pretty good), and when the game is literally centered in MELEE COMBAT and it doesnt work. i think we got a problem. it feels like it was made for a controller but in the worst way possible. the asthetic is nice, the soundtrack gets so repetitive i ended up muting the game. its also really buggy, the first boss (Meow Max) can hurt you on his intro cinematic, and his AI is so stupidly easy to exploit, its actually impossible to lose.. Needs more polishing.. First of all the music is great. Secondly it is delightful to uppercut a dude then smash him on the way down. While I would also like to have the character yell SHORYUKEN it is probably not the best idea legally speaking, but nothing is stopping you from doing that yourself. Also the uppercut sends you so high into the air you can use it to maneuver across platforms which I highly recommend. The game has a great aesthetic, a great sense of humor (including upgrade "dips" you put your fists into that are things like. cheese), and well placed slow downs like when you punch through a door, hurling some poor dude across the room because obviously when two disjointed fists are pummeling your friends you stand next to rickety wooden doors waiting for them to enter. I'm not sure why your health bar is red but the blue pickups restore health. Maybe it's so they stand out among all the red blood and guts you're splattering around everywhere. Don't play this game if you don't like punching. Also you really need to watch the second video in the horizontal list above if you haven't.. I've only played for 15 minutes, but so far I already love it. The art style is fantastic. It's voxel, but doesn't feel super blocky - it feels very detailed. The areas feel alive, and you feel satisfying feedback. (Punching dudes bodies who you've already killed shouldn't feel so satisfying.) It's a try again rogue lite. So I'm looking forward to keep playing and getting better. Would definitely recommend.

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