
GUTS Download Setup Exe



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About This Game



WELCOME TO GUTS

GUTS (Gory Ultimate Tournament Show) is a hilarious ultra-violent Tarantino-style over-the-top game where players must dismember each other by chopping off arms and legs. Lost a limb or two? Worry not, the fight continues even when there are just two little stumps, and it keeps going until one fighter emerges victorious after dismembering all the opponent's four limbs and landing a final blow!



GUTS brings many innovations - concerning the other fighting games currently in the market. GUTS doesn't have a Health Bar. Fighters must rip off their foes' arms and legs and deliver a final dismembering blow to win. So it's useless to keep kicking and punching your way around: you must dismember to win.

There are a few different ways to dismember: the main method are the GUTS Moves, special unblockable attacks that rip off a limb when they connect. The second way to dismember is another unique feature in GUTS: the Hazards, or Traps. Each stage has specific traps, with distinct behaviours, that dismember the fighters when they touch them.

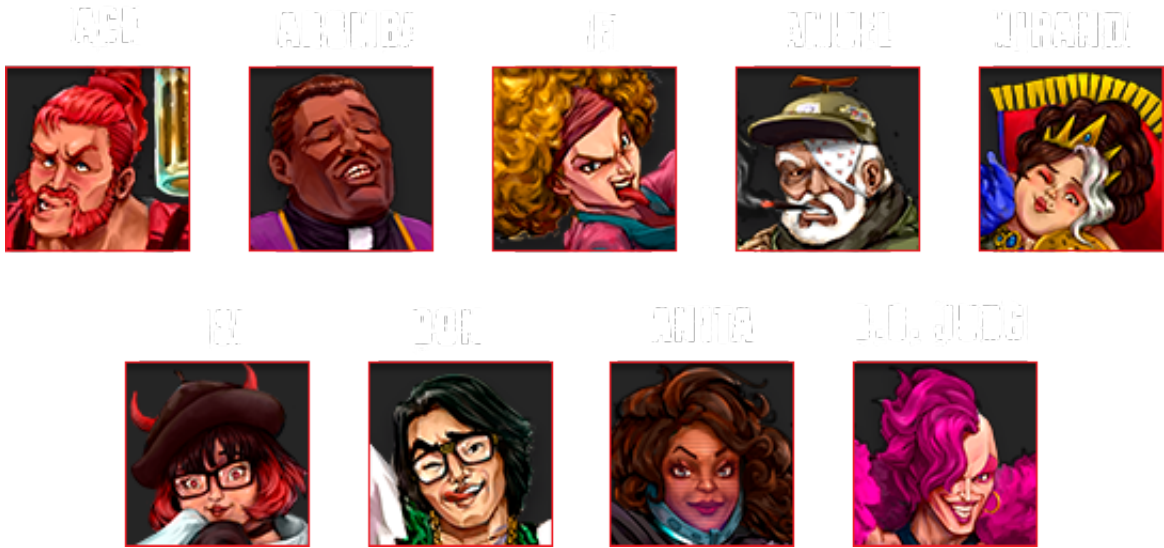


RICH UNIVERSE

Imagine a hyper consumerist society in 2067 where a scientist discovers that people who get exposed to high levels of violence on TV are healthy and peaceful. Violence on TV is allowed and fighters become the major celebrities in the world! Dismembering your oponents in a reality show doesn't seem the most normal thing in the world, but try to imagine this violence mixed with an over the top humor.



Each one of the 9 characters has their own story and a reason to be at GUTS. Put a hell of a fitness father to fight against a princess who is also the world's most popular Eating Sports Athlete and a true spokesperson for the Yummy Fatty eating trend and keep the audience and GUTS' showrunner entertained, otherwise he can add some surprises to the fight, like disabling heal or defense moves! Everything is allowed to keep the show entertaining for the spectators and players!



UNIQUE GAMEPLAY

- Unique dismemberment mechanics - fight with what you've got!
- Fun gameplay for every player - even if you have no skill at all
- No need to memorize long input lists - quarter circles for the win!
- Moves and Special Attacks change according to how many limbs the character has left;
- U-Points system - used to unleash a few special movements: heal and recover a lost limb;
 - 9 unique and hilarious characters with rich background stories
 - 8+ hours of single-player gameplay to unlock all 18 endings - 2 per character
- Online Gameplay - Challenge players around the world (Still in Beta to test it community-wide!)
 - Original soundtrack dynamically adapts to limbs left in a match
 - Several funny party game modes
 - Use fallen limbs as weapons;
 - Interact with awesome environments full of hazards that can cause as much harm as an opponent;
- No fight timer - the show gets harsher as the match progresses with more hazards to escalate the stakes at the end of the bout;
 - Over-the-top humor for a genuine hilarious experience;
 - Extras: Unlockables, Skins, Videos, Soundtrack



Title: GUTS
Genre: Action, Indie, Sports
Developer:
Flux Game Studio
Publisher:
Libredia Entertainment
Release Date: 15 Nov, 2017

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Minimum:

OS: Windows 8.1 64 bits

Processor: Intel or AMD 3.0 Ghz

Memory: 8 GB RAM

Graphics: Intel HD Graphics 4000

DirectX: Version 11

Storage: 6 GB available space

Additional Notes: With this setup, gameplay may run at an average 30 FPS and menus may present lower performance

English,Russian,Simplified Chinese,Polish,French,Italian,German,Portuguese





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Hello! I hope I'm in the right place!
My name's Maggie Bardan!



13:00 - TUESDAY 3RD APRIL

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Cute, awesome, great gameplay, great sound effects, plot is great. Everything is great!. La Peri brings performance, art, dance, classical music and technology together to make a very special experience. It's short, but oh man what there is is just beautiful.. I got this because I like the Battles costumes.

It's nice to be able to get them together in one package.. Cute game, but 35+ hours of playtime isn't true. this is not a very well made game at all, it would be sub par for a budget tablet game from maybe 2011 which is what this resembles however, i could forgive the spiritless cheapness of it all if the AI actually provided a challenge but they dont - they simply all putter around the track at the same low speed and you just pass them and lap them easily - they chance they have to catch you is if you crash alot, which will also happen as the car physics are absent. there is though no need to try and even race a full speed, you can just drive fairly casually and still easily win. Love this game! Been looking for a good hidden object game for some time! Thanks Steam!. Despite the somewhat blurry (low res) 360 degree video I've found it to be a really enjoyable and informative experience. The video quality really doesn't detract that much from the experience and gives a good feel for the layout of the area. The modelled areas are high quality and the interviews interesting. I've not finished it yet but seen enough to post an opinion.

All in all a good job by the devs and recommended for anyone genuinely interested in the Chernobyl disaster and aftermath. Even better value if bought in the sales ... as I did.

. I wanted to like this game, but unfortunaly I couldn't get into it and here's why.

1. The voice acting in this game killed it for me; especially since there is no idication on the store page about voice acting in this game to begin with. It completely killed the mood that the game wanted you to feel and ended up being more laughable than anything.

--Not so much a complaint, but a warning. The voice acting is also not in English in case that's a deal breaker for you. This is not a deal breaker for me as I have played several games where the spoken dialogue is in other languages. Again, there is no indication at all that there's spoken dialogue in this game.

2. Quite honestly the biggest deal breaker for me; everything kills you. Look, I get it, it's an RPG Maker horror game, it's commonplace to be killed by a lot of things, but this game takes it way too far by killing you in ways that don't even make sense. For example, a seemingly random corpse on the ground in thevillage, among many other corpses on the ground (which don't kill you by the way) for some reason kills you with zero indication as to why. It constantly feels like you have to save, lest you lose your progress for some asinine reason. And every time you die, you get to hear reason 1.

3. The story is mediocre at best, but the pacing is atrocious. The game throws you right into the "horror" with absolutely no buildup whatsoever, thus losing an abundance of atmosphere. Admittedly, I did not play the game through to its entirety, so I can't say for certain if the story improves. What I do know is that you start in a jail where everyone is dead and there is random messages written in blood everywhere and the game does not tell you why you are there in the first place.

But now time for some positives, can't leave a bad review without saying some of the redeeming qualities now can I?

1. The game looks good. Apart from the random messages written in blood, the game is aesthetically pleasing. The maps are detailed and well built and the spritework is pretty good.

2. Plays like a typical RPG Maker horror game. No funky control schemes or gimmicks, just plain old RPG Maker horror gameplay.. Gave me the worst motion sickness. Still fun though

Runs for 15 minutes before crashing. Gameplay was nothing special, but seemed ok and functional. Not great visually. Obviously I can't in any sense recommend it when it keeps crashing so often though.. Unfortunately I'm not going to recommend this game just because of the price. 14.99\$ is a little too much for the quality that's in the game. A lot of effort was put into creating the monsters which most look awesome. The intro to the game is awesome. The Open World Horror Game is something I've never seen before which is great. But the bugs killed this game for me. I fell through the map twice. Good Luck Playing on a dual screen because if you try moving the camera angle the mouse cursor ends up on the other screen. Human AIs look dull with really bad voice editing. But This game has so much potential if the creator stays with it. Maybe honestly drop the price though. Here's My gameplay

<https://www.youtube.com/watch?v=uE153Mijk0E>. A very promising and solid start for a game that has quite the potential. I like it so far, obviously it isn't ready yet. But with some more features, content, and UI fixes I can see this game being quite successful!

I'll be publishing a review later down the line once this game has been finished, but I like what I see and I'll be following its progress! You should too!. This DLC pack is everyone's manga fantasy Swimsuit pack It's good that you can make that water based manga you thought you couldn't but now you can with this DLC For It's a little bit on the pricey side \$25 For just one pack But if you have enough money in your pocket buy it But I got this pack on a sale so yeah But even know if you don't get it from a sale You can buy if you want But if you don't want to there's other cheap DLC packs you can get Like that kid DLC pack Or are the others Any of those packs I just mentioned don't have Swimsuits But whatever If you have enough money I suggest you buy it Wait for a sale or something That's my review. I've played through chapters 1 and 2 twice each, and grew up playing old Sierra Adventure games. If I could, I'd give this game a rating of "meh." It just doesn't really click. Here are 10 issues I had with it:

First, it doesn't really have any kind of tutorial. You're left trying to figure out how to use the interface. Which could use some tweaking. Specifically, the way the inventory works. Getting in and out of the inventory is simple enough, but trying to drag an item out to use in the scene is annoying. Many... many... times I've got the object off the screen, shaking my mouse around, trying to get the inventory to disappear so I can use the item. The interface was improved slightly for Chapter/Game 2, but it still left me wanting.

Second: When you click to move the character across the screen, all your controls are locked up. You cannot do *anything* until she stops moving. No changing direction, or bringing up inventory, or even the menu. Not to mention the character is so slow to move about. Some games let you adjust the movement speed, or double-click on an exit to just jump there.

Third: The game is incredibly short. There's even an achievement for beating the first chapter under 10 minutes.

Fourth: In the second chapter/game, the developers introduced a narrator in order to add a bit more color to the game and offer some support to the gamer. Neither really worked out. The narrator rarely was funny, nor did he offer any help. Despite claiming I could drop objects on him for hints. Only a few and very specific items could be used in this manner. A poorly implemented feature.

Fifth: The developers claim this game contains humor. I didn't see any. Anywhere. Not a single joke.

Sixth: Scene exits are not clearly marked. In several scenes I was left randomly clicking about trying to find the exit.

Seventh: Character Development. I'm gonna assume this game was made by guys. Especially development of the female characters. It just screamed of guys writing for women who think they know how a woman behaves. For example, her language. I feel like they were trying to make her "edgy" and down-to-earth. And she just comes across as empty.

Eight: Voice Acting. Empty. Dead. Phoned in. No emotion.

Ninth: Background Story. Where are we? Are we on a planet? A space station? What are we doing there? Where did these aliens come from? You've created this world, but you don't tell us anything about it.

Finally: The plot is confusing and difficult to follow. The story jumps, leaving me wondering what I missed. Example, in chapter 2, after launching the table out the window, when you return to the University, you can hear someone screaming in the

background and the lead character (I can't even remember her name. Even with 4 play throughs.) commenting on how he must have flown here. WHO? Who flew there? There are other points in the game as well, where you're left wondering what you missed.

Overall, I can't really recommend this game. Clunky controls, poor character and background development, and a jumpy storyline. If you pick it up for a buck or two, maybe. Just remember, you'll probably beat the entire thing in an hour.. Honestly, a better game on PC than iOS from what I've played so far. Progression and exploration in this game are very rewarding. It's perfect for scratching that Terraria/Starbound itch, doing enough to set it apart from its counterparts.

Things can be a bit rough in Early Access, but report your bugs! Pixbits is incredibly responsive! It's fun to be a part of the development!. I tried the game during the free weekend. This is the worst drug I have ever tasted!!!!

Between May 10 and 13, I had played 42.3 hour, with only ONE custom scenario! And not yet finished when I write this.

Oh, It is Monday morning, 03:50, I should go to sleep before work.....

Stopped the game only, because it crashed during reloading a saved game. o.O

The WoW steal your Life\free time?

No.

-> Stellaris do that! <-. I honestly think that this game is really fun to play, but there are some problems. 1: Rudolph, I honestly find Rudolph is extremely OP against cookies. 2: Rarely gets updated, I honestly think the devs need to make more updates and talk more in the community. 3: (Note: this is not really a problem with the game itself as it is still in early access.) Not very popular, I rarely can find online matches, not many people play this, but still. So this game gets 3 and a half out of 5 potatoes from me.. This is a fun little physics-based puzzle game with a very "lunar lander" feel. Fly around to collect pieces of pipe, rockets, and pushers\pullers to solve your way through 14 levels and get Bob back to space so he can get to work. You can customize your ship to fit the needs of the problem at hand but make sure it's not top-heavy or off balance! While some precision flying and some restarts on account of the occasional frustrating hang-up are required, you'll have fun if you like refreshing new puzzle games.. The game is good...this pack was a lie...the game is almost dead it seems...

I bought this as a founder pack, with the intention that this pack was going off-sale at a later date, much like other people. Now I see that during the founder faze it was "Maybe?" a bit cheaper (thinking \$10-\$20 USD cheaper?) maybe not...point is it's now been re-named premium pack 1 and the only difference (other than possible price) that I can see is that founders got a special animated profile avatar pic that was already in the game as an un-animated pic...This pack is worth it if it's on sale or if your a collector, really the only reason I'm giving this a negative review is because this was a lie...

much like the cake...at least the cake was free and you got an achievement.

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