
Superfighters Deluxe Download For Pc [hack]



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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

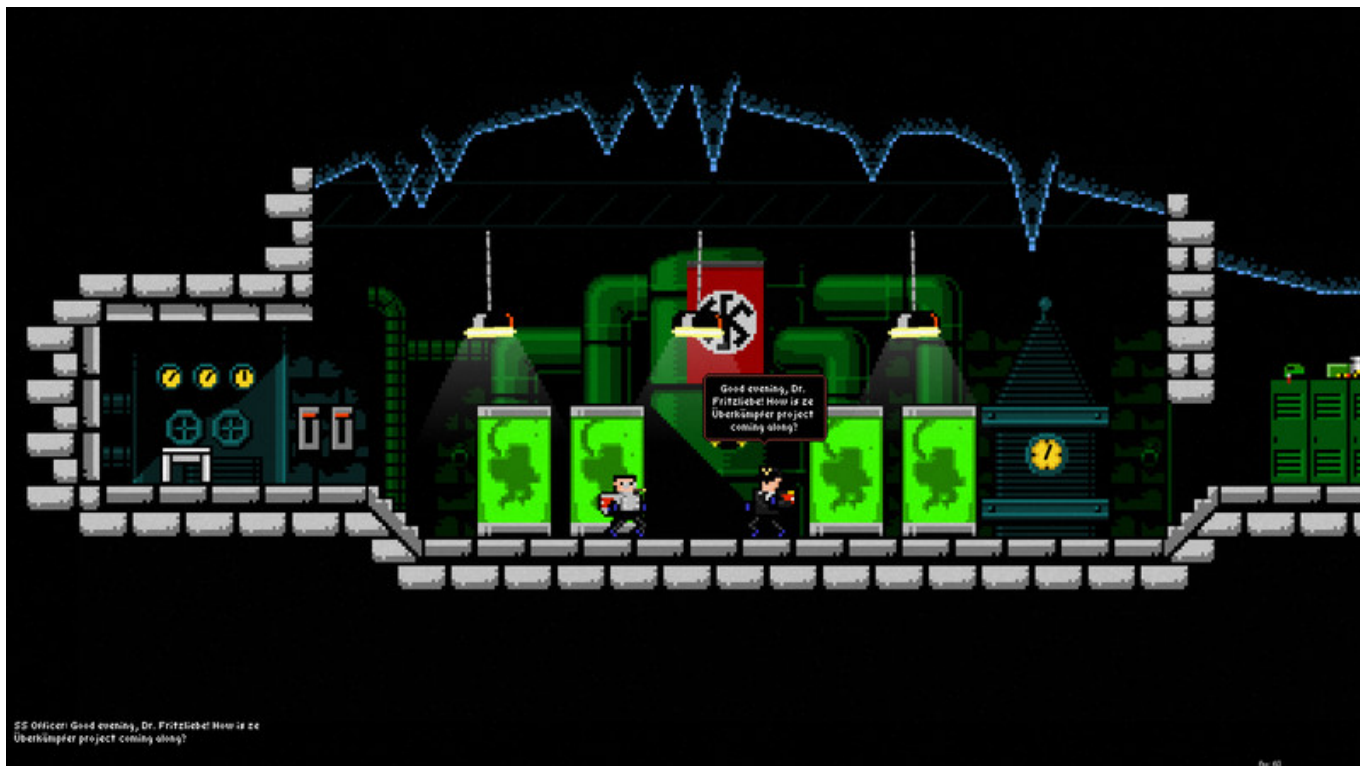
Network: Broadband Internet connection

Storage: 1 GB available space

Additional Notes: Internet connection required to play online.

English







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If you love steam link games with your friends, pass on Superfighters Deluxe, at least for now. The game looks great fun, but it needs TLC for PC, and sooner than later.. I LOVE IT. The gameplay is super duper fun. My most cherishable memories were because of this game.. The game is amazing, the new weapons are really nice. The steam release was definitely worth waiting for. The campaign is amazing got a few good loughs out of it. It manages to be funny yet still serious at the same time. Multiplayer is also great, though a dedicated server should be made to make port forwarding irrelevant. All in all hope the game does well and sells.. its a game i wake up in the morning for. this is epic . 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, like many others who may own this game have been playing superfighters online for a while, and when I saw that there was a second one, and that it was coming to steam, I picked it up A.S.A.P! The problem with this iteration was the lack of simplicity that it had in the first games' controls. this can't be played on MNK, at least not for me. Another thing, is the utter lack of checkpoints and SKIPPABLE CUTSCENES. Honestly this is a great game from what i've played so far, and these problems are solved, I'll have nothing but positive things to say about it. Not to mention only one thing need solving (checkpoints and skippable cutscenes) because the controls situation can be easily remedied.. This game has been in development for quite some time now. I've been playing it since 2014 (2015 if you really want to get picky) and it's given me nothing but good memories as well as how to sorta-kinda mod stuff into a game. The devs are really interactive with the community and have dished out what they promised. With this game on the Steampage now, only time will tell what new content they will put out. But overall, if you're looking for a 2D RetroShooter that's plenty moddable with a active community then this is the game for you.

P.S.

It's best if you host your own matches then waiting on your own.. Quite literally an action movie the video game. in what game can you deflect a bullet with a katana, get hit by a rocket and then steer it back into them. Superfighters It is the greatest when played with a few friends, grab like 3 of them, tell em how to play and go nuts.. I've played this game for years, probably it's the game I've played the most, ever. You just never get bored of this game, I've been playing almost everyday a bunch of games with my friends and always laughing so much our stomach hurts later. This is because it's a 50% skill, 50% luck, so sometimes I win because I'm better and sometimes my friends win because they get lucky, and it leads to incredibly ridiculous scenes like someone tries to explode a barrel to kill me, and then the barrel ends up flying to them and they die...

So, this game is the most fun you'd ever play with friends, BUT I wouldn't totally recommend it if you're alone, since the online is boring and the campaign isn't finished.. Less laggy, has good dedicated servers, has a good campaign so far. Good game.. I've been playing this game for like 4 years. It's amazing. Another indie game that gives a lot of fun. **THIS IS THE BEST GAME EVERRRR ITS LIKE WAY BETTER THAN THE OLDER ONE EXCEPT FOR THE MELEE GLITCHES WHERE ONLY THE PPL WHO PLAYED FOR A LONG TIME KNEW ABOUT AND NOT THE NOOBS WHO LOOKED UP ONLINE!! LOVE THIS GAME AND THE CAMPAIGN AND THE CHALLENGES ESKETITTT!!!!!!!!!!!!!!**. The controls are WAY worse than the original and even through key bindings you cant fix them properly. 0/10

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!. NOT an April Fool!:**

Attention superfighters! The price of Superfighters Deluxe has been **PERMANENTLY LOWERED** to **\$9.99** or your regional equivalent. On top of that, there is a **25% SALE** which lasts until 8 April!

Also, check out the brand new 1.2.0 patch, which includes new weapons, powerups and challenges!. **Superfighters Deluxe**

playlist:

Splinter has posted the complete (so far!) Superfighters Deluxe soundtrack on YouTube.

Check out the official playlist [here!](#). **Superfighters Deluxe 1.0.4 is out!:**

We've implemented NAT punchthrough, meaning that **port forwarding will no longer be required to host and join games!**

This will make it easier to host and join public games but is not the solution for everyone's unique network situation. It's still required to port forward in certain cases depending on your network, for example if you're behind a restricted symmetric NAT. We also recommend that you set up port forwarding if you host a lot. Also, remember to allow Superfighters Deluxe through your firewall!

Patch notes:

- * Added NAT Punchthrough
- * Improved performance/speed when loading a map containing thousands of tiles.
- * Ban comments now include which date the user was banned and by whom.
- * A text "Second player" will be shown under the account name in the scoreboard if a user joins in with two local players (two players sharing the same computer).
- * Other fixes and tweaks.. **Status update:**
The next update is coming at the end of the month, since that will mark the 4 month anniversary of the game's release on Steam. This update will include some (secret) new weapons, items and challenges.

Gurt will also release a new version of his Contest script where players fight to capture an area of the map (currently available in the Steam Workshop).

Until then, thanks for playing!. **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.. **Superfighters Deluxe 1.0.1 is out!:**

* Improved controller support:

- Any controller can now be used to navigate the menus (and not only XBox 360 Controllers). The default layout might be a bit strange on non-XBox 360 controllers, but rebinding the keys should work for all. By default, the menu controls are Up/Down/Left/Right to navigate, Attack/Jump/Kick to accept, and Block/Grab to go back/cancel.
- Added rebindable key to open the in-game menu (default the Start button).
- Using a controller in the keybinding setup panel while binding a key will automatically set that controller to the active one (no need to select it in the drop-down menu first).
- Due to technical limitations, controllers now need to be plugged in before starting the game.. **Superfighters Deluxe 1.0.3 is out!:**

* Ready votes only requires a majority of the votes now in order to pass (not all of them like before).

* Account ID is now displayed in the server software in the chat view and game user view.

* Changed how scripts are found when using the /startscript and /stopscript commands.

It's now possible to type in a part of the script's name and it will still be found.

For example "/startscript test" will first find a script named "test". Secondly it will try to find a script containing "test" in its name. Only applies to names with 3 or more characters in the script's name.

* Added a separate "/reloadscripts" command to reload new scripts from disk (in case you add new scripts while running the

game). Before the `/startscript` command would reload scripts automatically in case no script was found - which could cause minor freezes.

- * Added option to toggle server movement when hosting in the host game settings.
- * Fixed a crash when a trigger was activated and removed at the same time in maps.
- * Fixed a bug where you could grab makeshift weapons to cancel throwing primed throwables explosives, mines and molotovs.
- * Fixed a bug with drop-in-mode "Replace Bots, Open Slots" where some bots wouldn't be managed properly when a player left the game, causing the bot to enter the game in certain cases.
- * Fixed a bug in the language tool preventing it from starting for certain windows users.
- * Other fixes and tweaks.

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