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## About This Game



## Overview

RIVALS OF AETHER is an indie fighting game set in a world where warring civilizations summon the power of Fire, Water, Air, and Earth. Choose a Rival to bring into the battlefield and manipulate the powers of the classical elements and animal movement. Praised for its competitive gameplay and intensive training tools, Rivals of Aether is the perfect entry to the Platform Fighter genre.

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## Game Features

- Choose **VERSUS MODE** to duke it out in competitive 1v1 or 2v2 fights, or jump into a free-for-all.
- Play **STORY MODE** to learn the backstory behind each rival and begin to uncover the hidden mysteries of Aether.
- Dive into **ABYSS MODE** to see how many waves of shadowy fighters you can defeat and reach the leaderboards alone or with a friend. Customize your Abyss Mode builds and challenge your friends in **ABYSS VERSUS**.
- Take your skills online in **ONLINE VERSUS** ! Play against your friends or test your skills in **RANKED MODE** to climb the leaderboard.
- Study **TUTORIAL MODE** to hone your skills from beginner to advanced lessons. Or boot up **PRACTICE MODE** to get your hands on all the frame data and hitbox visualizations.

## Rivals



weapons except for his razor-sharp claws and ability to control flame.

- **BURN DAMAGE** - Zetterburn's special attacks can set opponents on fire, causing them additional damage over time.
- **WILD FIRE** - Zetterburn's Down Special places flames on the stage. These flames stay for a period of time, burning any opponents who come in contact with them.
- **FIRE AMP** - When an opponent is burning, Zetterburn's Strong Attacks can absorb the flames and launch the burned enemy twice as far, making for an effective killing blow.



confuse enemies with a spray of bubbles.

- **PUDDLE TELEPORTATION** - Orcane creates a puddle with his Neutral Special or Down Special. He can then teleport to his puddle using his Up Special as a powerful vertical blow or an effective recovery when launched off the stage.

- **BUBBLE EVAPORATION** - Orcane can turn his puddle into a pillar of bubbles with his Down Special to trap enemies above the puddle.
- **WATER AMP** - When standing on top of his puddle, Orcane can consume the water underneath him to perform powerful Strong Attacks with far greater range and knockback.



Aerial Ace for the Air Armada, Wrastor is wrecking havoc among the Armada's enemies and generals alike.

- **WINGED FLIGHT** - Wrastor can jump 4 times, making him incredible at controlling the air and recovering from the toughest falls even when things look grim.
- **WIND CURRENT** - Wrastor can create a Wind Current with his Forward Special, allowing him to move faster within it and chase his targets more effectively.
- **AERIAL ACE** - Wrastor performs his charged Strong Attacks in the air instead of on the ground, a first for this genre.



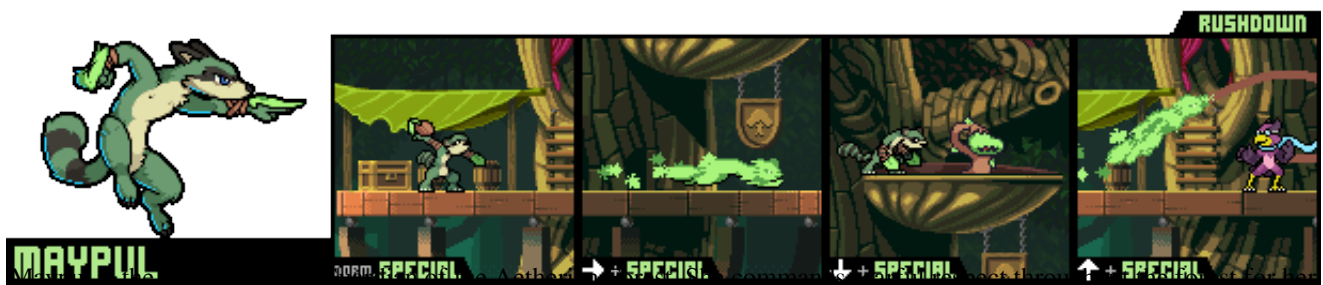
the Rock Wall. Unlike other Wall Runners, Kragg has the legendary ability to control the earth with his will.

- **ROCK HURL** - Kragg can pull a rock out of the ground and hurl it at opponents. After it leaves his hands, the rock becomes a solid piece of stage that either Kragg or other players can break.
- **DEFENSE BALL** - Kragg can curl into a ball and roll toward enemies. Although he can be damaged while in ball form, he cannot be knocked away.
- **EARTH PILLAR** - Kragg can summon a pillar of earth to his feet regardless of where he is. If Kragg is about to fall to his death, this move can quickly turn his situation around.



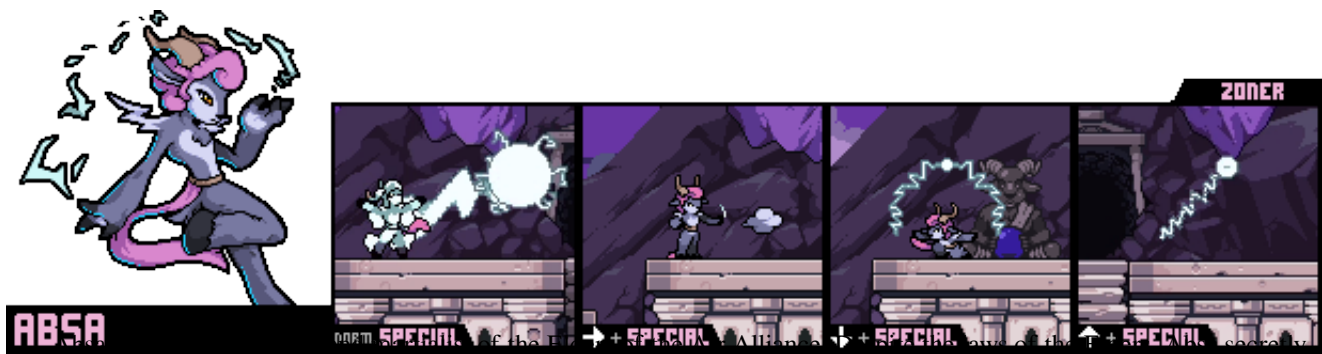
brother, Forsburn found refuge in a group of outsiders who had rejected the flame and mastered the way of smoke.

- **SMOKE SCREEN** - Forsburn can use his Neutral Special to obscure the battlefield allowing Forsburn to remain hidden inside a cloud of smoke.
- **DECOY** - Through his Forward Special, Forsburn can create a smoke facsimile of himself that can attack opponents. The illusory Forsburn breaks into smoke after being hit by a single attack.
- **CONSUME/COMBUST** - By using his Down Special, Forsburn can consume his smoke clouds back into his body. After consuming three clouds, Forsburn is charged up and can use Down Special again to combust: knocking opponents away at high speed.



unhesitating vigilantism. She uses her agility to trap any unknown intruders before they even realize she is there.

- **WATCHER'S MARK** - Maypul can use her Seeds or her Watcher's Dash to mark opponents, making them susceptible to her following attacks.
- **WRAPPED UP** - After marking her targets, Maypul can use her Strong Attacks or her trusty Plant to wrap marked opponents in place allowing her to follow up with another attack.
- **SLING SHOT** - Maypul can use her vines to sling toward marked opponents, allowing her to elude attacks and quickly close distances.



developed storm techniques in the caves of the Archai mountains.

- **CLOUD CONTROL** - Absa can place a cloud using her Neutral or Forward Special. This cloud hangs in the air until Absa bursts it by tapping her Neutral Special and knocking enemies away.
- **THUNDER BOLT** - Absa can charge her Neutral Special to create a powerful lightning blast that connects her to her cloud. All opponents caught between the two will be knocked away at high speeds.
- **CONDENSED STORM** - Absa focuses the power of a lightning bolt to the tip of her hoof. If she can line up one of her aerial kicks perfectly, she unleashes great power.



of ice to augment his massive strength.

- **HOME ICE ADVANTAGE**: Etalus can use his Forward Special or Forward Tilt to freeze the ground beneath him in order to slide across on the icy surface.
- **ARMORED UP**: When standing on ice, Etalus can use his Neutral Special to absorb the ice and create ice armor around his body.
- **AVALANCHE**: Etalus can use his Down Special to shatter all nearby ice, instantly freezing any enemies who are standing on it.



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Title: Rivals of Aether  
Genre: Indie  
Developer:  
Dan Fornace  
Publisher:  
Dan Fornace  
Franchise:  
Rivals of Aether  
Release Date: 28 Mar, 2017

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**Minimum:**

**OS:** Microsoft® Windows® 7 / 8 / 10

**Processor:** 1.2GHz processor

**Memory:** 512 MB RAM

**Graphics:** DirectX Compatible graphics card with at least 32MB of video memory

**DirectX:** Version 9.0c

**Storage:** 300 MB available space

English,Japanese







**CUSTOM COLORS**    **DEFAULT**    **COLOR CODE**    **SAVE**    **BACK**

**LB**    **WRASTOR**    **RB**



**1 2** 

<b>BODY</b>		57, 57, 49
<b>HANDS</b>	 ALL	178, 49, 49
<b>SCARF</b>		206, 128, 41
<b>BELLY</b>		198, 191, 115
<b>BEAK</b>		255, 198, 80
		
		

HUE  48  
 SAT  96  
 VAL  57

RGB  HSB 

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6:57AM

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Best fighting "Super Smash Bros" like you could find.

The skill cap is insane, it feels incredible, and a small but active community !

A must have even if you'll need a LOT of practice before reaching a very good level, but ressources like Discord channels exists... HAVE FUN !. Coming from Smash Bros. Melee, I have to say:

1. I love SSBM

2. I love RoA just as much, if not a little more

3. What makes RoA shine, is the fact that it maintains almost all of the iconic and game-shaping "mechanics" of SSBM, and refines them. What I mean by that, is that the most important things in SSBM, like wavedashes, techs, float cancels, turnarounds, DI, are essentially glitches/bugs that can be abused. The best example of this is the wavedash, which is not necessarily a glitch, but rather an unintended mechanic of SSBM. As it is unintended, it is super inconsistent and completely unrefined, making it unnecessarily difficult to consistently pull off perfect wave dashes. RoA maintains this (incredibly fun) unintentional mechanic, and instead turns it into an ACTUAL game-mechanic. Because of this, it's much easier to consistently do, never fails you because your input was pixel perfect, or just straight up messes with your head.

RoA is like taking all that makes competitive SSBM so inaccessible and changes it around into an accesible, beautifully pixelated, awesomely composed and well-designed masterpiece. If you like SSBM, I don't see why you wouldn't love this game. 10/10 I am in love with it tbh.. YES.

YES.

This game is SO MUCH FUN.

It cannot get better.

AND THEY MAKE IT BETTER.

It's honestly kind of sad that a \$15 indie game with 12 characters is better and more balanced than a \$60 game with 72 characters.. i played this and it amazes me. the characters, the story mode, the stages, the music. man. 10/10

also why isn't the soundtrack on steam Mr. Dan?. Every bit of the fun of super mash brothers without any of that pesky infringing IP!

It's fun to bring in an inexperienced player as co-op vs a single CPU opponent as couch play, it helps build confidence quickly to bat a cpu player back and forth across the stage. Rivals of Aether is an astounding game on it's own right. With the foundation of Smash Brothers in mind, RoA is able to build upon the fast paced and offensive mechanics of Smash and crank it up to 11. This game is so much fun to play thanks to how quickly matches play out as well as the satisfying combos you can easily perform. I couldn't recommend this game enough, if you want to play something similar to Super Smash Bros, this game is well worth the money.. This game has no business being as successful as it is, considering it's stepping into the ring with one of the most popular series in the history of games with Smash, but it's awesome to see it carve out a niche. The game looks and sounds great and it plays even better. It's such a fun interpretation in the genre with a lot of fresh ideas and character design that packs a huge amount of depth.

It takes a lot of queues from a game like Melee, but is also remarkably different in how it approaches concepts like defensive play or directional influence. It's an great game from top to bottom and absolutely the best non-smash platform fighter available. Well done, Dan and team!

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Fun game but doesn't pack a lot content-wise :/. This game... WOW, i have no words. First of all, it's a smash bros styled game, so what's not to love?

Second of all, there's a small (but wise) selection of characters, plus DLC for the game! (though idk why you have to pay to use certain skins...)

Third, the music.. oh WOW, the MUSIC! This game has some of the best music of all time! And the gameplay is so.. smooth!

The story, however... well, that's your fault if you choose to spoil it, complicated as it is.

And the online is smooth, but it could use some minor tune ups.

Overall, this game has received a 10/10.

Kudos, Dan Fornace.

Oh, and you can change up the music, assuming it doesn't hit your tastes. :). A smash clone that still feels like a unique experience. Although the roster is small the characters have a large variety of play styles. The game-play offers a deep experience with each character having their own unique mechanics that can take a while to master.. Etalus is big gay

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