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Major League Gladiators is a first-person co-op shooter for virtual reality. Players take control of two classes, using strategy to defeat waves of enemies. Both classes are intended to provide their owner with a very diverse range of abilities. One player is the Gladiator, a melee fighter equipped with a brutal arsenal of weapons and gadgets. While their teammate, the Mediator, is a close-combat specialist who can deploy healing and targeting drones, see the battlefield through wall-detection and protect their friends from incoming attack. Every major threat has its own signature attack. The Mediator is able to parry incoming attacks with their shield. The Gladiator can fight back using a simple hook, or striking enemies with their fists. When both players are on the battlefield, they can send traps between them. The Mediator can build either a remote-trigger or a remote-detonate trap and toss it between their Gladiator. The Gladiator can reposition or even pull the trap into the other player's field of view. Using the remote-detonate trap, the Mediator can also protect the team from nearby attacks. If the team is under attack, the Mediator can throw out a small shield, which can also be used to repel harmful projectiles. The Gladiator can shoot out a turret they can place into a given position. The Mediator can also place a shield around their Gladiator for protection. As the first and last line of defense, the Mediator can deploy drones and barriers. Both drones can protect the team and also point out the direction of incoming attacks. The Mediator can place a drone above a higher point, and the drone will automatically send out beams, which can stop enemies in their tracks, causing them to fall from a great height. A drone can also be placed at the bottom, protected by a shield. If the Mediator is not able to deploy a barrier, they can use one of their drones to throw out a small barrier, which works very similar to the shields the Gladiator deploys. The two classes are accompanied by a unique loadout that is able to combine their strengths. While the Mediator is a close combat specialist, the Gladiator is a close-ranged fighter that can deploy traps or buff their Mediator's drones with the help of a weapon equipped by the Gladiator. In our game, the Mediator is the close-combat specialist, which is supported by a shield, while the Gladiator is the close-ranged fighter, which uses a hook or punches to deal

Odysseus Kosmos And His Robot Quest - Episode 2 Features Key:

Featuring a playing area that is 3by3 squares
Featuring a playing area that is obstacles, which obviously are zoo animals
Featuring more than 15 unique zoo animals
Featuring more than 20 minutes gameplay
Featuring 1 original levels

Zoo Strikers Game Description:

It's time to stop those pesky cat strikes from being so hard to avoid! A group of naughty cats have gotten fresh with the zoo, causing you to miss out on many days of fun. Luckily, your silly socks have been returning all of the cat's strike whistles... The real question is can you return them before the cat catches a whiff? Puzzle platforms, blocks and puzzles that will have you scratching your head are all waiting for you!

Zoo Strikers Game Requirements:

- Platform: Windows XP/Vista/7
- Processor: 1.66 GHz
- Memory: 256 MB RAM

Zoo Strikers Price:

USD \$0.79

Zoo Strikers Game Screenshots: