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About This Content

Only the host needs to own this DLC.

Superfight is the viral card game sensation in which players use cards to create ridiculous characters, and then argue about who would win in a fight.

Included decks:

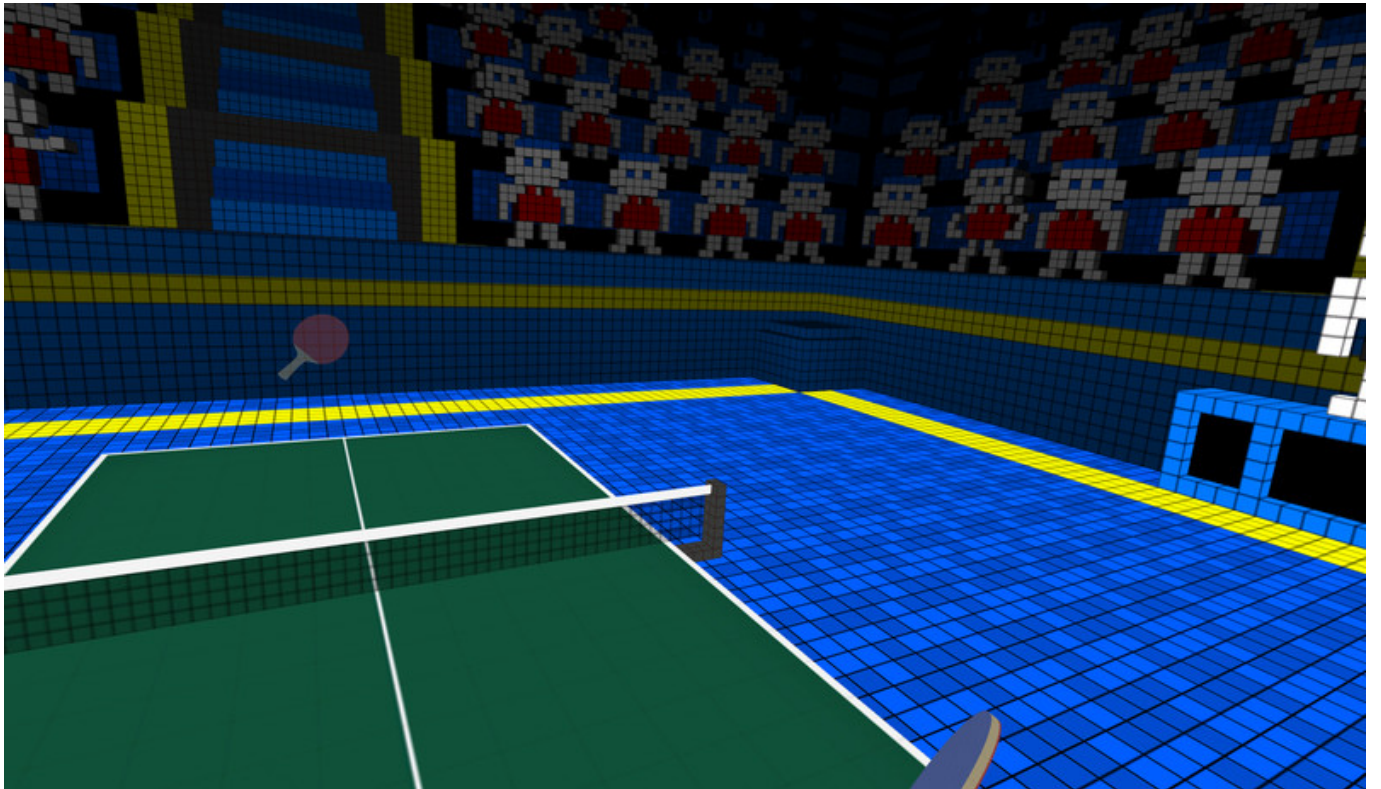
- **500 Card Core Deck** - This is the main starter deck for Superfight.
- **The Blue Deck** - 100 location cards that give settings for the fights ranging from space stations, to oceans of gelatin, to the inside of a volcano.
- **The Purple Deck** - 100 scenario cards that add hazards and conditions to the fights such as kitten stampedes, land mines, and opposite day.
- **The Walking Dead Deck** - 100 cards inspired by Robert Kirkman's hit comic book series. All of your favorite survivors and villains are here, along with the darkest set of attributes yet.
- **The Anime Deck** - 100 cards inspired by your favorite anime. From Pocket Monsters, to Titans, to Sailor Scouts, this deck is ready to raise your fights to a new level of insanity, the kind you can only find in Japan.

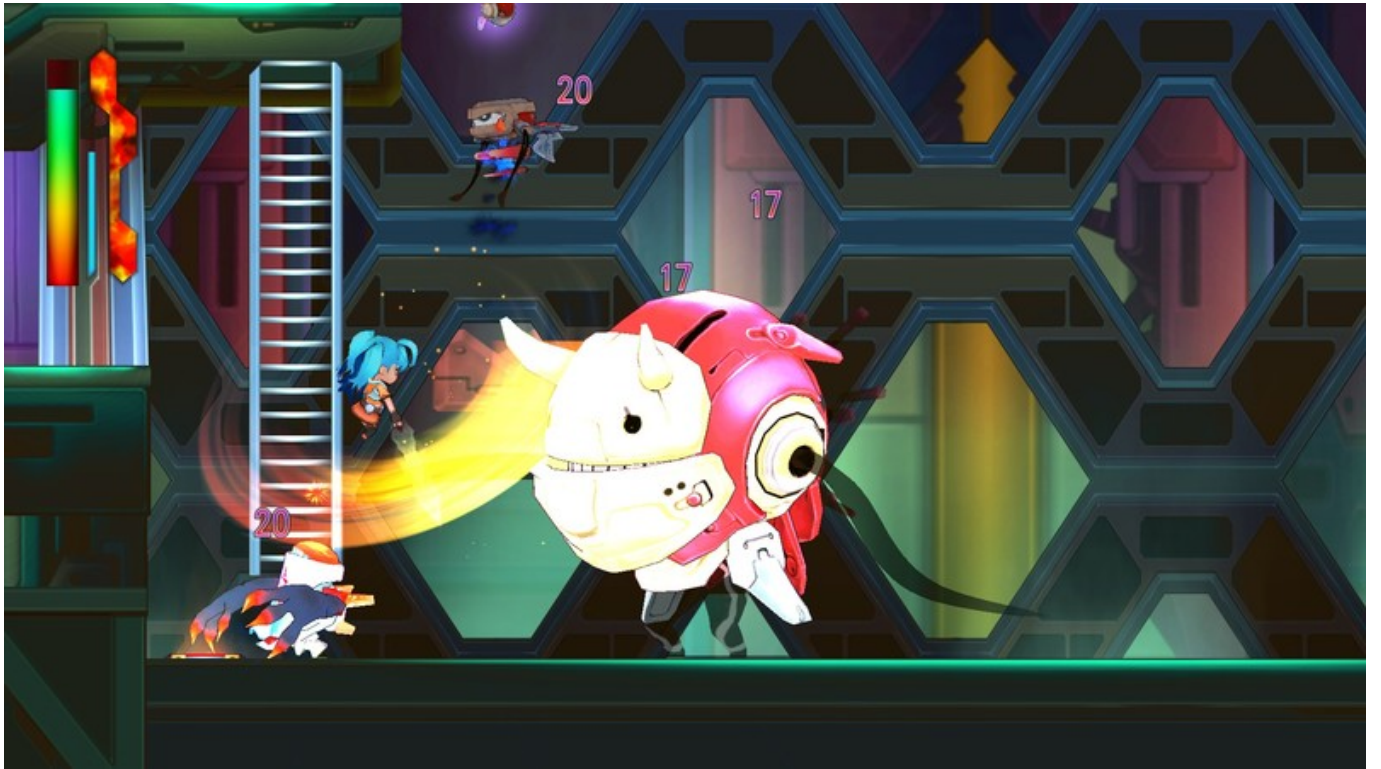
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- **The Challenge Deck** - 100 new victory conditions for your fights. Instead of fighting to the death, now you can argue about who would win at Football, Quidditch, or The Game of Thrones. Never have the same fight twice!
 - **The Green Deck** - 100 kid-friendly cards. From fairy tales to cartoons to food weapons, this deck will add some good clean and sometimes messy fun to your game. Don't be fooled by the subject matter; this deck has some very powerful cards.

Title: Tabletop Simulator - Superfight
Genre: Casual, Indie, Simulation, Strategy
Developer:
Berserk Games
Publisher:
Berserk Games, Skybound Interactive
Release Date: 5 Jun, 2015

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English







tabletop simulator superfight. tabletop simulator superfight mod. tabletop simulator superfight free. superfight for tabletop simulator

10V10 Would fall in love with a demon teddy bear again. Another time management game like Rescue Team and 12 Labours of Hercules

Casual time management game is always fun as they don't take much of my time

If anyone wants to play fun and short play time games, try this game out. I quite liked the look of this game, but I found it quite boring after a while and the controls were quite hard. I think that this should be a free game, not 99 cents.. This route is extremely cheap and it is really enjoyable to play. It has many trains and some good scenarios. I would like to see a bit more detail on some of the stations like Oxford however. I would definitely recommend this route to anyone thinking about buying!.
Shoots his captain point - blank in his face for no reason whatsoever. Wow, this game is shaping up!!

All ready a lot better & more polished then Pavlov or Onward.
Hope this gets the hype it deserves when it comes out :)

gamedpad keyboard and mouse not working i cant start the game from main menu. A big thanks to the developers, the new patch fixes all the problems I had in the past, everything works great on the Oculus now.. **Here comes my honest review of Celestial Breach.**

[I have also posted this review on my blog!](#)

[TL:DR This game is utterly enthralling and has amazing graphics. Pick it up and play it for yourself with some friends!](#)

[When it comes to games, I tend to be quite interested in Early Access games, as they have the ability to improve and change the way they play, depending on the feedback given. With Celestial Breach, I was unsure what to think in the beginning. An arcade style flying game? Sounded fun so I bought it the week it came out and booted it up.](#)

[The game surprised me quite a bit, as I wasn't expecting the exceedingly beautiful graphics, nor was I expecting the prompt updates that the developers were pushing out. Let's start with how my first experience with the game went.](#)

[I booted up the game to find quite a pleasant menu screen, with all the options that a game would have needed. I adjusted the graphics to push my system as far as the game could \(ultra\), and then proceeded to check the keybindings. The game seems to be coded on a Swiss keyboard \(I don't know what other keyboards are like this\), as the Y and the Z key seem to be in different locations, with Y, by default, being for the flares \(I know, didn't seem intuitive\). After quickly adjusting my keybindings \(will have them below in the feedback section\), I went to the menu and pressed start. To my surprise, there was not a single server running, but oh well, it had only just been released and this is still the first week of the games release \(I believe\).](#)

[I then hosted my own server, and attempted to play the game as I would any game. Fly, shoot and blow everything in sight up. I died quite promptly and was forced to restart. The graphics were stunning though. There are some areas in which the graphics could improve \(will be listed below\), however, the overall look of the game is astonishing.](#)

[Once I figured out how to play the game properly, I had such fun. I boosted the difficulty up and flew around the skies of the maps like a madman. I then moved to my next step. I tried to get my friends to buy the game. "5 person coop" is advertised so naturally I wanted to try it \(I still haven't been able to\). None of my friends were too willing to buy a game that had so few reviews, so I resorted to the steam discussions and the discord server \(the devs had this up and running so soon in development!\). I asked around and found a player that wanted to play some Coop. We played for a bit and had a blast, with both of us wrecking havoc left, right and center. Oh boy, that was a blast.](#)

[After forcing my friends to come and try out this new game on my computer, I managed to convince two of them to buy it. After having played a few hours with them, I asked them what they thought of the game and if they had had fun. One of them was very happy with his purchase and wished to join the discord, and the other didn't respond and simply shot me with the railgun, in denial that I had proven him wrong about a game he thought was not going to be too fun in the long run.](#)

[Now here for the pros and cons of the game, but there will be no cons, simply stuff I would change/add!](#)

Pros:

- **Beautiful graphics**
- **Nice selection of planes and weapons**
- **Nice maps**
- **Fun gameplay**
- **Devs are involved with the community and respond to each piece of feedback personally**
- **Nice variety in mission types at this point in time**

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- [Nice support for different types of controls](#)
 - [Nice community](#)
 - [Nice development pace](#)
 - [Nice amount of upgrades](#)
 - [Change/Add:](#)
 - [Change the default keybindings to: Q for special 1, E for special 2 and F for flares. That way it is more universal.](#)
 - [Allow people to change keybindings whilst in a game \(I am unsure why this isn't possible\)](#)
 - [More maps \(this is already in development though\)](#)
 - [Make the blaster noise deeper the more powerful it becomes.](#)
 - [Add even more planes \(A larger bomber that does less damage and is less accurate would be cool\)](#)
 - [Even more skins for the ships! \(They are so cool!\)](#)
 - [Maybe add a ripple around explosions and make the explosions look more 3D \(they look a bit flat as of now\)](#)
 - [Improve performance a bit.](#)
 - [STOP THE SNOW FROM FALLING ABOVE THE CLOUDS!!!!](#)
 - [Balance the weapons a bit more and add more variety to the base types.](#)
 - [Maybe add shields that can be depleted by constant bombing for smaller targets.](#)
 - [Maybe add different effects on the planes when they take damage](#)
 - [Make the enemy fighters less accurate. You can't even outfly them with the interceptor style plane.](#)
 - [Allow the huge massive bomber thingy to shoot back at the players, also give it more health on the lower difficulties.](#)
 - [Maybe add a super weak high flying ship with one engine \(similar to the F-16\) that drops EMPs and other weapons. It'd be really interesting to see how players could use it.](#)

[Well, that was my entire review. If you read the whole thing, thank you very much for taking your time to go through all of it :\). After purchasing After Rain: Phoenix Rise I can say I am very pleased. This is an easy to learn game that runs very smoothly and will keep you guessing as you continue through the levels. Every time I took a break from the game I found myself thinking about the level I was stuck on wanting to go back and play. The only downside to playing the game so frequently were some of the cut scenes that could not be skipped. In the future I hope that there will be more game modes because this game has a lot of potential and is only scratching the surface! Even though I have beat the game already I still play it regularly because of how much I enjoy it. I highly recommend this game if you are looking to find some challenge as well as an interesting story mode!. I fell in love with the shear scope of the X games when I happen upon X3. Then Terran Conflict and Albion Prelude came out and it made things even better.](#)

originally X Rebirth was kind of disappointing. you had only one ship that you could pilot (which is still the case). it didn't seem "right".

fast forward, and X rebirth has finally matured into a fun space sand box game. graphics aren't the best (namely the character models) but the game plays well and is a lot of fun. there are many options to start the game, starting as a Merchant, Station Manager, pirate, story mode, free play and so much more.

Give it a shot, watch some recent videos... Look forward to the epicness that will be X4 coming soon! (I hope lol). Really solid game overall. I play a lot of platforming games and this is just as enjoyable as most of them. No, the controls aren't on par with super meatboy, but they're far from what I would consider an issue with the game. There are however a couple things that I find slightly annoying. Battlebards voice seems to be much louder than the other characters, which is unfortunate as the voice acting for the other characters is much more well done in my opinion. My only other complaint is the hitboxes on some enemies are somewhat ridiculous, and when trying to jump on an enemies head if you're off even slightly, you're going to die. The difficulty level has been pretty decent so far, nothing too crazy..but still difficult enough to make a me a little irritated in some areas. With a little more work this could truly be a great game, and I look forward to completing it.. It good and fun but need to spend alot of money/times to progress... I have seen many indie games, and this game is one of the best.

Hight visual quality, great atmosphere, original gameplay... not bad... of course this is not AAA project, and can have some problems like medium difficulty controll and some bugs, but it's only first progetc of BSK Games, and i hope next games will be better... maybe atmospheric 3d action, or adventure, platformers isn't so popular in 2015.... I am still not sure how to get this thing to work. Unfortunately, this software lacked a few instructions.... Too much story with not enough anything else. An adequate art style put together for someone to do nothing while experiences an okay story with a good premise. Do not play unless free and bored.

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